

## 3.16 Challenges

- Easier than usual
- 12 very easy and you will likely hit it by level 85, maybe earlier
  - 24 takes a little 'going out of your way' but doable by level 92
    - 36 should take about 10 Sirius cycles
- Easiest 40 since Blight league, but still not trivial

# Format

- Normally I do guides to 12, 24 and 36+ as separate videos
- Different this time, 12 and 24 are being merged.
- This video will cover the (27) challenges that might form part of a pathway to 24.
- The second video will cover harder challenges you'll want to leave unless chasing 36 or 40.
- Of course if your goal is 24 you are free to do the harder ones. I just don't recommend it. You might also get Transform Items 2 through luck, as I did.

# The Nine You'll Get By Act 10

- Glimpse Alternate Reality – basically just 'do one Scourge encounter'
- Gear Up 1 – Tutorial. Most builds will equip these items (speed boots, rare weapon, one-resist ring) in Act 1. And they continue to drop all game in case you use something else early.
- Craft Items 1 – Chromatic, alteration, transmute, augment. Most common currency orbs in the game. Save your first transmutes and alts for skill gems.
- Act Bosses 1 and 2
- Awaken the Blood Crucible (20/63). Act 10 with casual use of the league mechanic. A7-ish if you use it more. Quick to do afterwards if you skipped over it levelling.
- Craft Items 2 – Chaos, Bauble, Bench, Jewellers, Fusing.
- Defeat Scourge Monsters – this happens really early without trying
- Gear Up 2 – 5 link, Unique, Classic Jewel. 5Ls come from Stitched Wounds.

# The Ones You'll Do By Accident

- Master Passive Tree (Allocate 10 Masteries) – Takes about level 70 for most characters.
- Full Clear A Map – Often you'll leave a map with 20 or fewer monsters remaining, hidden down some unexplored side passage. But not always. Run twenty maps, you'll get this by accident.
- Transform Items 1 – Requires using the Scourge device on all different base types. Can't be done on items below lvl 68.
- Golem Bosses – all are low tier maps.
- Ascend – this is a huge power boost, you have to do it.
- Level 90 – if struggling with dying, run scoured maps or sideways delve.
- That's 15 already



## Now for some messing around...

- Map Boss Massacre – in the Tier 3 Courtyard map, there's 3 bosses, each with 650k health. Roll this map to be twinned with no other meaningful mods, then kill the bosses fast. There are other 3 map bosses but don't try Vaal Temple (one, it's hard; two, the map cannot be twinned)
- Work With Allies – These are not equal to each other. Meet Zana means 'do one tier 3 map ever'. Metamorph and Anoint are doable within ~10 maps. However reaching level 5 on a Rogue takes more. Should take 12 contracts or so at endgame. Just do lockpicking ones with Karst if you don't intend to specialise in Heist.
- Gear Up 3 – Another Heist one. Influenced Item and Cluster Jewel are easy to get. Trinket requires you to complete a Grand Heist with currency rewards, in the final room is an unlock for the trinket slot.
- We're now at 18

# Conquer In Style

- This is a tutorial in the Conqueror fights. Don't get hit by the slams.
- Baran: When he raises both hands he's either casting Mana Runes, or about to slam. In either case, don't stand in front of him.
- Veritania: (Almost) requires an instant teleport moveskill.
- al-Hezmin: Whenever he taunts you, zip behind him.
- Drox: Dodge the big, ultra-slow fist that looks like it will one-shot you.
- These are all easiest on 0-watchstone fights but very doable on the 4-watchstone versions.
- Sirius not needed.
- And that's 19

## Vendor Recipes (Number 20)

- Divine Orb = Tabula or a bad six link
- Enkindling Orb = 4 Instilling + a gem with the Trigger tag + 1 Scour
- Regal = Chaos recipe, but all items i75+
- Ring of Exile = Ring of Expulsion (T3 chaos resist) + Amethyst Flask + Augment Orb. Flask can be a bad roll Atziri's Promise.
- Unique = 3 of the same unique all uncorrupt and all with the same explicit mods (not same rolls). Or the prophecy.
- Wicked Weapon = Unique Rustic Sash, Whetstone + Weapon.

## Expedition Encounters (21)

- All trivial except boss
- Best way to get a boss is to farm logbooks in Lira Arthain maps. Max out Runic Monster markers in encounters and hit any '50% increased logbooks dropped' remnants unless you can't beat the remnant difficulty mod.
- Rog and Gwennen's logbooks can spawn bosses in level 68+. Tujen's is 75+, Dannig's 81+. Dannig's boss is mean.
- Logbooks can spawn with a rare implicit, 'contains (bossname)'. In trade, if you get this, beastsplit it then sell one copy.

## Craft Items 4 (22)

- Requires using expensive crafting orbs
- Divine and Annul relatively cheap, can be wasted
- Sacred Orbs are genuinely rare and have no divination cards. Trade players, buy yours NOW, do not wait. These maybe an exalt or more late league as people panic to get this challenge done. SSF players – you'll have to find one & this might take ages.
- Exalts are actually the most common of these currencies. Using one can feel wasteful, so do this late league when the cost hurts less. (Or exalt a 3 mod jewel you are already using like I did)
- Early reports stated that Leo's bench worked. Seems no longer true.
- Tiny (Guff) in Syndicate can provide an alternate source of exalts for this challenge. However, you might have already kicked him from Syndicate.



## Craft Items 3 (23)

- Cheaper but more effort than Craft Items 4
- Requires a Syndicate bench. Generally this takes 3-5 Jun missions to acquire and comes from most members in a Research safehouse, or from Guff in any safehouse, or a couple other configurations. Run 5 safehouses, you'll find a few benches.
- Requires a corrupt essence. MEDS (Misery Envy Dread Scorn) – these are the purple essences. Corrupt one (ideally in Haewark) with a Remnant for a 1 in 3 or 4 chance to hit one.
- Harvest bench and Resonator comparatively free.

## Embrace Corruption (24)

- Vaal ALL the things
- No seriously, Vaal them all
- This would be easy (it's basically spend 15-20 Vaal Orbs) except for the gems.
- Expect to take about 12 20/20 gems to hit both 21 and 23q
- Once you have one, you can opt to Vaal 20/0 or 1/20 gems. But this guarantees a loss for most gems, where Vaaling 20/20s is a better deal.

## Pantheon Powers (25)

- Requires 6 Divine Vessels. You probably have these. If not, vendor 5 flasks + 1 Divine Orb for 5 of them (SSF only)
- Kind of a hassle but worth it as it improves your character.

## Socket Watchstone (26)

- Not easy in SSF as it requires drops from Maven and/or Sirius. If you can beat neither, skip this one.
- On average, takes 5.5 10-way invites to get all 3 types of craftable watchstone
- And a couple Sirius or Maven runs (or 8 Cortexes from the div card...) for a unique watchstone.

## Shaper Guardians (27)

- These can be done transmuted using alterations to isolate just one mod.
- I have guides posted on channel to all four.
- These are among the worst individual mods for each Guardian.