

# The Hardest 13

This video is part 2 in a series.  
Part 1 covers the 27 easiest challenges  
If you are going for 36, you need to do all 27  
easier ones, plus 9 of these.  
Going for 40? You're doing them all!

## Transform Items 2

- You might get this through luck (I did), but it requires getting 2 very rare outcomes.
- Resistance, Defense and Deal No Damage are super common as downsides. You'll already have these.
- Curse On Hit: Extremely rare outcome on gloves (~1 in 180). If you get this, fantastic! If not, go for something else.
- Gem level – Couple % on chests (more likely as a drawback but that counts for challenge)
- Keystone – 0.8% on chest
- Reservation Efficiency – 1.4% on amulet
- TLDR version – prioritize chests until you hit Gem Level. If you also get a keystone, great, you are done. Else, once you have gem level, focus on amulets instead. ilvl68+ only, and I suggest using cheap-but-good uniques.

# Assist Forsaken Masters

- Red Beasts will take a large number (65-ish) of Einhar missions. Worth logging in daily even if you aren't in the mood to play to bank these.
- Shaper requires modest bossing. Turn off Maven witness if you have trouble. Remember you can use Horizon Orbs to turn one guardian map into a different one at random.
- Delve requires a solid mapper. 250 is about as hard as 6 mod rare T16 maps.
- Atzoatl and Safehouses take less mapping and can be left till last, if you earned enough Einhar missions you should have enough Alva (40) and Jun (45-ish) saved.
- Don't sleep on this challenge. It takes TIME. This is on every plausible pathway to 36 but will be one of the longest challenges there.

# Complete Unique Maps

- Gotta collect them all – almost!
- You can skip two.
- Machinarium is drop restricted to Ahutotli the Blind (in Delve).
- Vinktar Square has a fiddly and awkward vendor recipe (all 4 Agnerod staves, all tier 3 rarity uniques). Vendor all at lvl 83+ for tier 16, else get tier 13. Fun fact: this is profitable in trade, almost always.
- Coward's Trial, Twilight Temple and Putrid Cloister are tier 3. Rest are tier 4 or 5. So prioritize the rare ones. Surprisingly Hallowed Ground is tier 4.
- SSF only: This is what Zana missions are for lategame. Consider speccing into them (Uncharted) so she can send you to more maps.
- There's also a Beast and div card for random unique maps.



# Combine Powers

- Easy but fiddly.
- Beast with an Essence happens by luck. Map in Haewark if needed, but this should be easy.
- Prophecy delirious – get a common crafting prophecy like The Beautiful Guide and carry the requisite materials into a 20% delirious map. Don't need to waste a deli orb, 20% deli maps drop a lot in Heists with Demolition rewards.
- Beyond Boss in Grove: In a map with native Beyond (i.e. rolled on the map as an explicit mod) that happens to have Harvest, enter the Scourge Krangleverse multiple times in the Harvest then pull all the Harvest packs to one spot. Speccking into Beyond makes this easier as does adding Zana beyond, but I got it in a magic map (Zana mission)

# Defeat Scourge Bosses

- These bosses are mean (well, Ghorr isn't) and very durable. You want to fight them in EASY maps and ideally at a relatively low Exposed to Corruption level.
- Ghorr has a tell – if the map's Krangleverse is full of large purple cocoons, Ghorr is present somewhere. It will have a minimap icon when you are close.
- Beidat's tell is more subtle but still very visible. Lightning throughout the Krangleverse.
- K'tash has a very subtle and hard to see tell. Meteors strike throughout the Krangleverse. These are red and thus somewhat easily missed, especially as they don't strike often. They do leave striking effects on the ground.
- All bosses are soft to Decoy Totem strategies.
- Beidat and K'tash are speculated to be Tier 11+. Ghorr is in low tiers.

# 10 10-Scourged Maps

- These have hard combat encounters but could be on a path to 24 as you only need kill the boss.
- Far, far, far easier in low tier maps.
- Only 10-Scourge maps if the mods remain beatable. There is a bias toward getting more copies of existing map drawbacks – so if you hit ‘3000 phys damage on realm transfer’ on your 4<sup>th</sup> krangle, there’s a very high chance you will wind up at 9000 or more when 10-Scourged.
- In trade, sell off juicy maps that you can’t beat! I’ve sold several 10-Scourged maps, some for over an exalt.

## Craft Items 5

- Awakener Orbs and Maven Orbs are strongly suspected to have 20% drop rate at AL8, 25% at AL9.
- Conqueuror Exalts suspected to be 5% at AL8.
- TL:DR – self farming this is a lot of hard fights.
- Trade tips: Set a search alert for boot or chest items with two tier 1 mods; one a mod you personally want the elevated version of; the other, a popular meta choice. Maven's Orb those – this makes your failures potentially profitable.
- For conqueuror exalts, use the cheapest one (Crusader at time of recording) on i86 Stygians and Harvest to randomize the influence to something else.

# Conquer Atlas

- Was my 23<sup>rd</sup>, so one of the easier ones in this list
- This will be earned through natural play but should take 4 or 5 Sirius cycles. 100 Awakening Bonus comes last.
- There's a display bug on progress toward allocating 40 Maven passives sometimes. Once you get it, it will work.
- If it does break, /recheck\_achievements in chat
- Uncharted points count (source: got this done with 38 regional Atlas passives and 2 Uncharted)



# Pinnacle Encounters

- Simulacrum 30 is the hardest here in all game modes.
- Blight Ravaged Maps easiest done by abusing ring anoints. Tier 3 Empower Towers are ridiculous – you want the Empower Tower Effect anoint and Empower Tower Range anoint.
- This allows you to use tier 3 chill towers to mostly trivialize phys immune lanes, and tier 3 physical (stun) towers to completely trivialize all other lanes.
- Damage from Arc Towers and/or your own skills, as you see fit.
- Domain Of Unrelenting Conflict is hard to do well, but not too hard to beat (you need to kill 4 bosses once each). A mongrel in SSF though.
- For Flawless Breachstones, Esh is by far the hardest.
- In trade, /trade 820 sell all of these.
- In HC this is so brutal that fewer than 50 players will likely get it.

# Feared Simultaneously

- The one you all Feared
- Transmute/Alteration for just the simultaneous release mod
- This is a suffix, and somewhat rare (1 in 248 to roll with an alteration)
- Brutally dangerous fight. If your chaos resist is low, kill Chayula first. Else kill Shaper and Synthete Nightmare first.
- The Replica Cortex divination card has made this cheaper to unlock than in past leagues where Cortex was often 20-30% more expensive than now. Shaper, Elder and Uber Atziri pieces are really cheap.

# Deadly Encounters In Style

- These are not created equal.
- Uber Atziri: Avoid all lightning damage. This should be your goal in this fight anyway.
- Sirius 8: Spinning Negation Beams are the... spinning beams. You need a teleport moveskill to avoid this. In softcore with capped spell suppression, you can focus all efforts on the SNBs and just facetank DIE beams.
- Uber Elder: You need to dodge Shaper balls all fight (not trivial...) and then BURST the last 25% down. Tentacle Lash doesn't come online until then.
- The Maven one is hard. It's easy enough to not get clipped by Cascade early, but avoiding it during Coil Beams is tough indeed.
- Aul is hard to find and hard to kill, much less kill in style. Aul-though you have unlimited tries (if you fail the condition, log out, you've only lost sulphite)

# Master Blood Crucible

- This looks easy.
- It isn't.
- Almost exponential. Each level is about 13% longer than the one before
- This means 50 is 20% of the way to 63.
- Expect this to take a thousand maps of getting to 160 Scourge counter.
- Easiest in low tier maps. (I hate saying those words, but it does sum up Scourge league)

# Endgame Grinds

- Choose 4: 100, 1000 delve, 50 enriched labs, 1000 rituals, 50 Synth maps, 50 Abyssal Depths
- Easy ones: Abyssal Depths, Rituals. Everyone does these. Blood-filled vessels help spawn Rituals. In theory sextants do too – in practice, they are too rare to matter much.
- Hardest: Delve. Skip on all characters unless obsessed with Delve. If you ARE, hit 100 and get HH or Mageblood first before starting the serious Delve push (if that sounds unreasonable, skip this one...)
- Path of least resistance almost always will be Labs and Synth maps in trade. SSF is much harder.
- In any case seriously consider acquiring Headhunter BEFORE starting the EGG chase. It will speed you up (and help with Blood Crucible too).