

The background is black and decorated with various stylized eyes and circles. There are several pairs of yellow eyes with black pupils, some pairs of white eyes with black pupils, and several white and grey circles of different sizes. Some circles have smaller circles inside them, creating a layered effect.

Archnemesis Challenges

Pathway to 12 or 24:

Discussion of the 28 easiest challenges

12 Challenge General Notes

Expect to need to clear Act 10 and to do about 50 maps

You'll then need to do a couple of slightly out of the way things

This league is average difficulty for hitting 12 challenges.

24 Challenge

General Notes

Expect to need to push into red maps a little and take down the Searing Exarch and Eater of Worlds. You don't need to do harder bosses like Sirius, Maven or Uber Elder. You'll need to do a couple hundred total maps, and a few out of the way encounters.

This league is easier than usual to hit 24 in, and normal difficulty for 12.

Going Further?

32, 34, 36, 38 and 40 challenge video is mostly written and should follow quite soon.

This is the easiest 40 challenge league since Blight, and all of the reward milestones past 24 are more achievable than in the past.

The Seven You'll Get In The Acts

Skill Up – Equip 6 skill gems. As soon as auras come online in Act 3 and trigger supports in Act 4 you'll hit this.

Archnemesis 1 – Tutorial for the new mechanic, very self explanatory

Exile Vs World 1 – Strongboxes, Essences and Exiles appear often early in progression

Act Bosses 1 and 2 and Personal Map Device – all mandatory by first map

Exile Vs World 2 – Delirium Mirrors are in 4% of zones from Act 5 on. Abysses 8% from A6. Heists are common drops from A6.

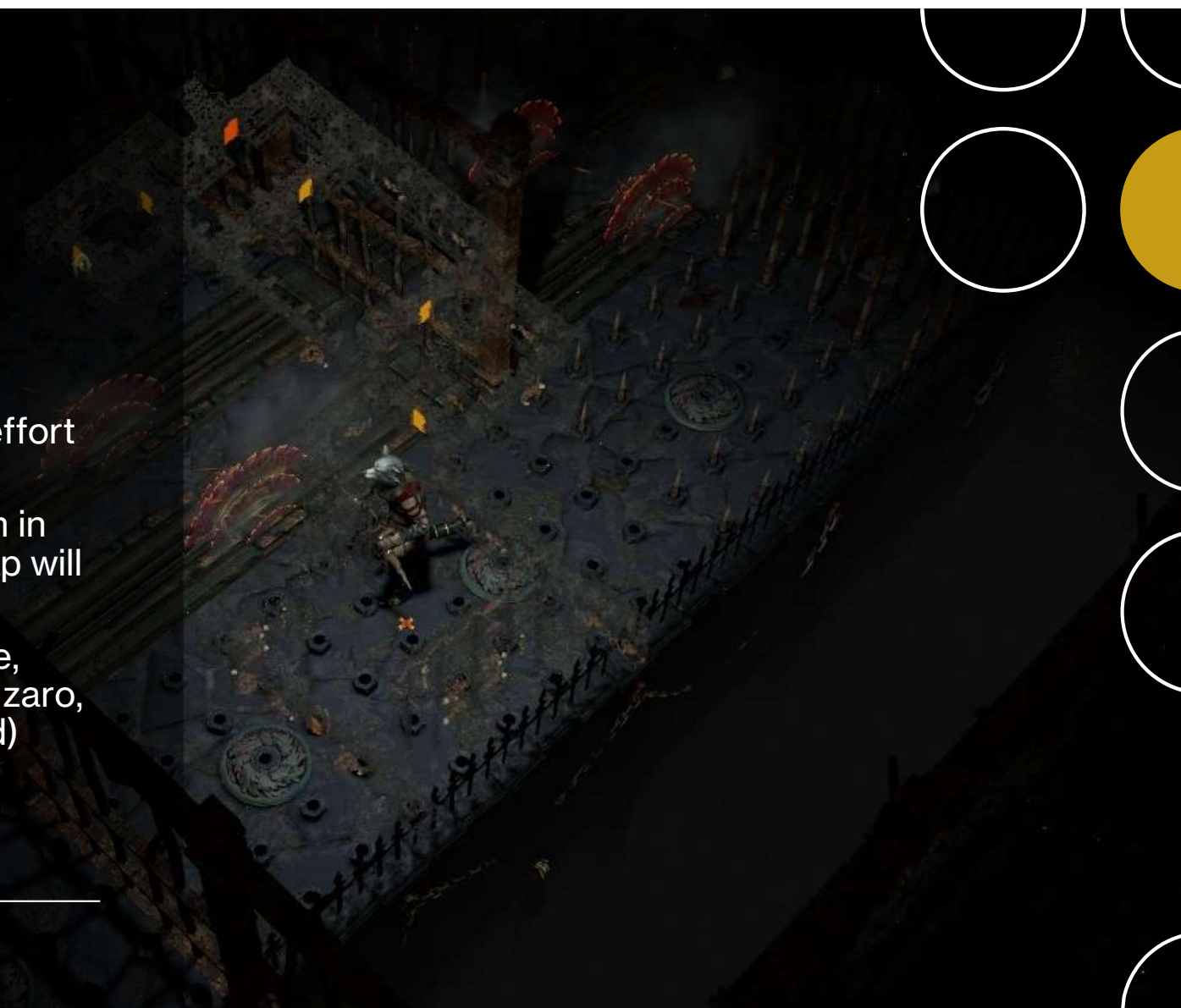
Explore The Lab

Silver Key – this takes a little effort (mostly remembering to do it).

Darkshrine – These are hidden in secret passages. Your minimap will clearly indicate them.

3 Keys – You get one key base, plus one per time you enrage Izaro, plus (often but not guaranteed) one from a Darkshrine.

Useful resource: poelab.com



Vaal Side Areas

Very straightforward but a small detour. Can be done in the acts or in maps as per your preference. 8% base chance to spawn.

In the acts, read the modifiers!
They can have reflect mods. Map tier Vaal areas cannot have those mods.



Well Hydrated

This is the game reminding you to UPGRADE YOUR FLASKS.

Baubles are a bit rare – if you are short, vendors will sell you one for 8 Whetstones, and Whetstones drop like crazy these days.

Enkindling and Instilling Orbs come online around level 68. Try them – you can remove an unwanted enchantment at the crafting bench.





Exile Vs World 3

Legion and Metamorph encounters appear in 8% of maps. Expedition the same but also in acts 8-10.

Run thirty maps, you'll get this & maybe find a mechanic you really like.

Archnemeses 2 (24 only)

This is all about Opulent. Some of the others are uncommon, only Opulent is rare.

Opulent comes from monsters with Wealthy (cannot target this), Keepers of the Trove (3 times as likely in maps with Bloodlines) or Inner Treasure (3 times as likely in maps with Nemesis)

Roll your maps for those mechanics and you'll get this, although not quickly.

Opulent is not valuable and you can use it frivolously.



BITTERDREAM SHADOW SCEPTRE

SCEPTRE

PHYSICAL DAMAGE: 29-44

CRITICAL STRIKE CHANCE: 6.20%

ATTACKS PER SECOND: 1.25

WEAPON RANGE: 11

REQUIRES LEVEL 32, 52 STR, 62 INT

22% INCREASED ELEMENTAL DAMAGE

SOCKETED GEMS ARE SUPPORTED BY LEVEL 1 BONECHILL

SOCKETED GEMS ARE SUPPORTED BY LEVEL 1 HYPOTHERMIA

SOCKETED GEMS ARE SUPPORTED BY LEVEL 1 ICE BITE

SOCKETED GEMS ARE SUPPORTED BY LEVEL 1 COLD PENETRATION

SOCKETED GEMS ARE SUPPORTED BY LEVEL 10 ADDED COLD

DAMAGE

SOCKETED GEMS ARE SUPPORTED BY LEVEL 1 INSPIRATION

Power Overwhelming

This image says it all

This item is common, get one (add to loot filter).
Socket Vortex. Done.

There are alternatives but
Bitterdream is easy mode
here.



Enchanted Arsenal

Path of least resistance: Helm, gloves, boots as you do Lab 1-3 on whatever you are wearing. Cassia anoint an amulet and a ring.

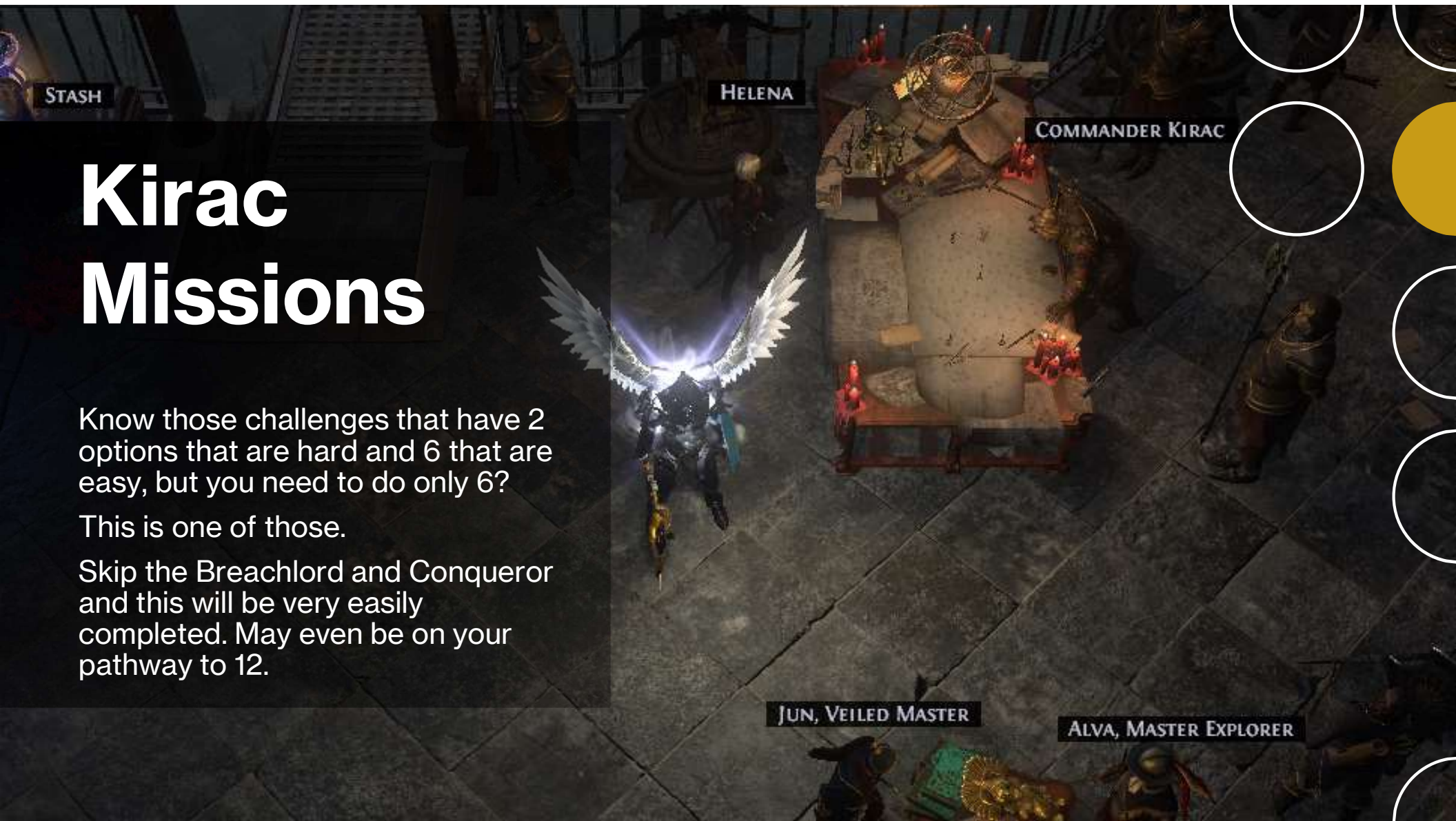
Alternative: Grand Heists (Bunker, Records Office, Mansion) always drop enchanted weapons and armor. These can be very good too.

Kirac Missions

Know those challenges that have 2 options that are hard and 6 that are easy, but you need to do only 6?

This is one of those.

Skip the Breachlord and Conqueror and this will be very easily completed. May even be on your pathway to 12.



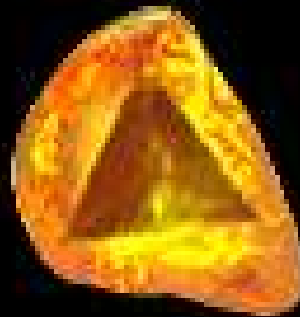
PERFECT FOSSIL

STACK SIZE: 20

IMPROVED QUALITY

PLACE IN A RESONATOR TO INFLUENCE ITEM CRAFTING

SHIFT CLICK TO UNSTACK



Quality Equipment

Lots of options:

Perfect Fossil

Beastcraft

Hillock in Fortification or
Transportation

Heist Replica Base axes with
+20% quality implicit



Ascend & Level 90 (24 only)

Lab4 is a huge power boost so you will want to do this anyway.

24 only because you'll get 12 before being ready for this (if a newer player)

Level 90 is similar so bundling it in here. If you are dying too much, run scoured content for a while.

The Easier 24 Only Ones

Straightforward stuff that takes a higher power character and/or too much progression to recommend on path to 12.

Eldritch Power: All these currencies drop like candy in red maps with non-Maven influence. Grand not quite like candy but close.

Boons of Atlas 1: Straightforward but takes speccing into specific Atlas nodes. Nothing here can be done without the relevant node. You can unspec later (RIP Unmaking Orbs, this will cost a few). Deafening Essence requires Amplification (to get uncorrupted Shriekings) then a Remnant.

Unique Maps: Used to be hard in SSF. Kirac ensures it no longer is, especially if you spec into Comprehensive Reports

Allocate Atlas Passives: Comes in natural play before 250th map

Vendor Recipes (24)

This is knowledge-based and requires obscure recipes. There are alternatives to most of these recipes. Exalt Shard is the reason it's in 24 not 12.

Movespeed boots: SCoured boots, Quicksilver flask, Augmentation Orb

Scour: Waste a regal on a 1 mod magic item (2 mod magic vendors to a scour)

Jewel: Vendor 5 rare jewels of the same base

Hybrid flask: Life and mana flasks of the same tier and a fuse

Exalt Shard: Use Shaper scarabs (or Elder scarabs) that drop when mapping to add influence to maps. Compile a chaos orb recipe set but all with the same influence. This vendors for 2 exalt shards (4 if all unID)

6 socket: Loreweave, or any of the 'force one mod onto a 2H weapon' recipes on a 6 socket item, like the +1 fire skills recipe on a staff. Maybe 3-for-1 Tabula.



Eldritch Altars (24)

This almost can't be avoided
once in high yellow tier maps.



Atlas Bosses 1 (24)

Easier than it seems as the 'training version' of each boss will count and you can keep trying until you get it.

Warning: The Black Star is hard!



Archneemeses 4

Making Innocence and Kitava is one ordeal.

Killing Effigy is the other.

However, all very doable with an hour or two of effort.

For Effigy – do it in a low tier map and use ONLY DOTs even if your build is not spec'd into them at all.

Run sketchy encounters in lower tier scoured maps.

Note we skipped Archneemeses 3, that's 34+ only.



Atlas Bosses 2

Like the first version, you can do the training version & keep trying until you master the fights. This is easier, the Black Star is by far the hardest of the bosses to beat.

Jewel Master (Trade Only)

SSF: This is your 37th or 38th challenge due to the Timeless Jewel requirement. Start farming Legion content now for them. Also you will need Elder kills for a Watcher's Eye or a lucky Anima Stone.

Trade: Trade for a Watcher's Eye that is OK on your build but not in hot demand. Trade for any old Timeless Jewel. (Or trade for a great one if you can afford it and want it)
