

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. The overall aesthetic is clean and modern.

Archnemesis Challenges

Part 2:

The Hardest 12 Challenges

32 Challenge General Notes

This is a LOT harder in SSF than trade, due to 'Transform Items' being somewhat brutal in SSF but clearly the 32nd easiest challenge.

Pathway to 32 in trade involves hitting 92 or so and farming 3-5 exalts worth of gear, then doing the weird challenges.

34 Challenge

General Notes

Here you'll want a bit more damage than in 32, as you'll need to do one (two in SSF) of the boss 'hard modes', all of which are much easier with overwhelming burst damage.

You probably need to do the unpleasant, messy and long Archnemeses 3 challenge, so start saving rarer Archnemesis recipes like Effigy accordingly.

36 Challenge

General Notes

This is easier than usual. Hardest encounter you'll need is likely The Feared (run scoured).

Aim for level 95 and 10-12 exalts worth of gear first, then chase down what you need.

38 and 40

Also easier than usual. 40 in particular hasn't been this easy since Blight league.

The most RNG heavy challenges are:

SSF only: Jewel Master (for a Timeless Jewel)

All modes: Olroth (Night's Terrors)

In SSF, prioritize Legion farming NOW.

The Twelve Challenges In This Video

Archnemeses 3, Transform Items, Eldritch Beacons, Night Terrors, Boons of the Atlas 2 and 3, Elderslayers, Mysterious Orbs, Master the Atlas, Atlas Bosses In Style 1 and 2, Endgame Grinds

The other 28 were in the 'pathway to 24' video.

These will be in (approx.) increasing difficulty order for trade league.

SSF may wish to skip Transform Items and Night Terrors.

Vendor Recipes is included here for reference, though it is in the easier 28

Jewel Master also appears again (as it's super hard in SSF)

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 Beacons

- Like the easier Eldritch Altars, this almost can't be avoided once at endgame – but it takes considerably longer. Do a hundred T14+ maps, you'll get this.
- Maybe you got it already before watching this video.





Boons of the Atlas 2

Shrines: Should happen by accident

Syndicate: Ditto (most safehouses qualify)

Atzoatl: Spec Resource Reallocation cluster, this will be easy.

Deli/Beyond optional, just add a deli orb to a Beyond map & kite the relevant boss.

Legion/Ritual: Skip this. It's clunky.

Archnemeses 3



- Warning: Effigy is a WRECKING BALL. Do this in low tier content (scoured T1 map, etc). Use ONLY damage over time skills, even if you are not specced into them. Tabula + Essence Drain, or similar.
- Otherwise, this just takes time and an 'I'll save X archnemeses mod for later' mindset.

Transform Items


This is a major hassle in SSF as you must get one of a Harbinger item or an IncurSION vial upgrade.

Both are RNG heavy.

Others straightforward: Jorgin in research once for a safehouse, and a Harvest 'change one unique to another' craft.



Atlas Bosses In Style 1

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- Black Star: Overwhelming damage is one option. Logout abuse is another. Hiding behind ice pillars the third.
 - Infinite Hunger is a DPS check, no more.

Night Terrors

A character in dark, ornate armor with glowing blue accents is shown in a dark, stone-walled environment. The character is holding a long, glowing sword with a curved blade. The background is dark and atmospheric, suggesting a dungeon or a similar setting.

- Olroth is rare. Start focusing on finding him now. He's in about 1 in 15 Knights of the Sun logbooks. Spec Expedition in SSF. Note the 81 minimum level.
- Kurgal uncommon in Delve
- Amanamu uncommon in Abyss content
- Cat and Uul-Netol more targetable. Uul requires a tier 2 upgrade bench minimum.



Atlas Bosses In Style 2

- Exarch side is easy with overwhelming damage. Dodging the meteors is hard but you can try again on a new invite if needed.
- For the Eater, don't try to do both at once. In softcore, focus on not drowning and let the slam kill you (ignore its mechanics)

Mysterious Currency

ELDRITCH CHAOS ORB

STACK SIZE: 10/10

IF THE SEARING EXARCH IS DOMINANT, REROLL PREFIX MODIFIERS. IF THE EATER OF WORLDS IS DOMINANT, REROLL SUFFIX MODIFIERS.

*RIGHT CLICK THIS ITEM THEN LEFT CLICK A RARE ITEM WITH THE SEARING EXARCH OR THE EATER OF WORLDS DOMINANCE TO APPLY IT.
SHIFT CLICK TO UNSTACK.*



ELDRITCH EXALTED ORB

STACK SIZE: 10/10

IF THE SEARING EXARCH IS DOMINANT, ADD A PREFIX MODIFIER. IF THE EATER OF WORLDS IS DOMINANT, ADD A SUFFIX MODIFIER.

*RIGHT CLICK THIS ITEM THEN LEFT CLICK A RARE ITEM WITH THE SEARING EXARCH OR THE EATER OF WORLDS DOMINANCE TO APPLY IT. RARE ITEMS CAN HAVE UP TO SIX RANDOM MODIFIERS.
SHIFT CLICK TO UNSTACK.*



ELDRITCH ORB OF ANNULMENT

STACK SIZE: 20/20

IF THE SEARING EXARCH IS DOMINANT, REMOVE A PREFIX MODIFIER. IF THE EATER OF WORLDS IS DOMINANT, REMOVE A SUFFIX MODIFIER.

*RIGHT CLICK THIS ITEM THEN LEFT CLICK ON A MAGIC OR RARE ITEM WITH THE SEARING EXARCH OR THE EATER OF WORLDS DOMINANCE TO APPLY IT.
SHIFT CLICK TO UNSTACK.*



Eldritch orbs: Uncommon drops from map bosses, common from Eldritch bosses

Exceptional Ichor/Ember: Eldritch bosses

Orb of Conflict: The Maven

Remember you need only 5 so you can skip the hard boss here...

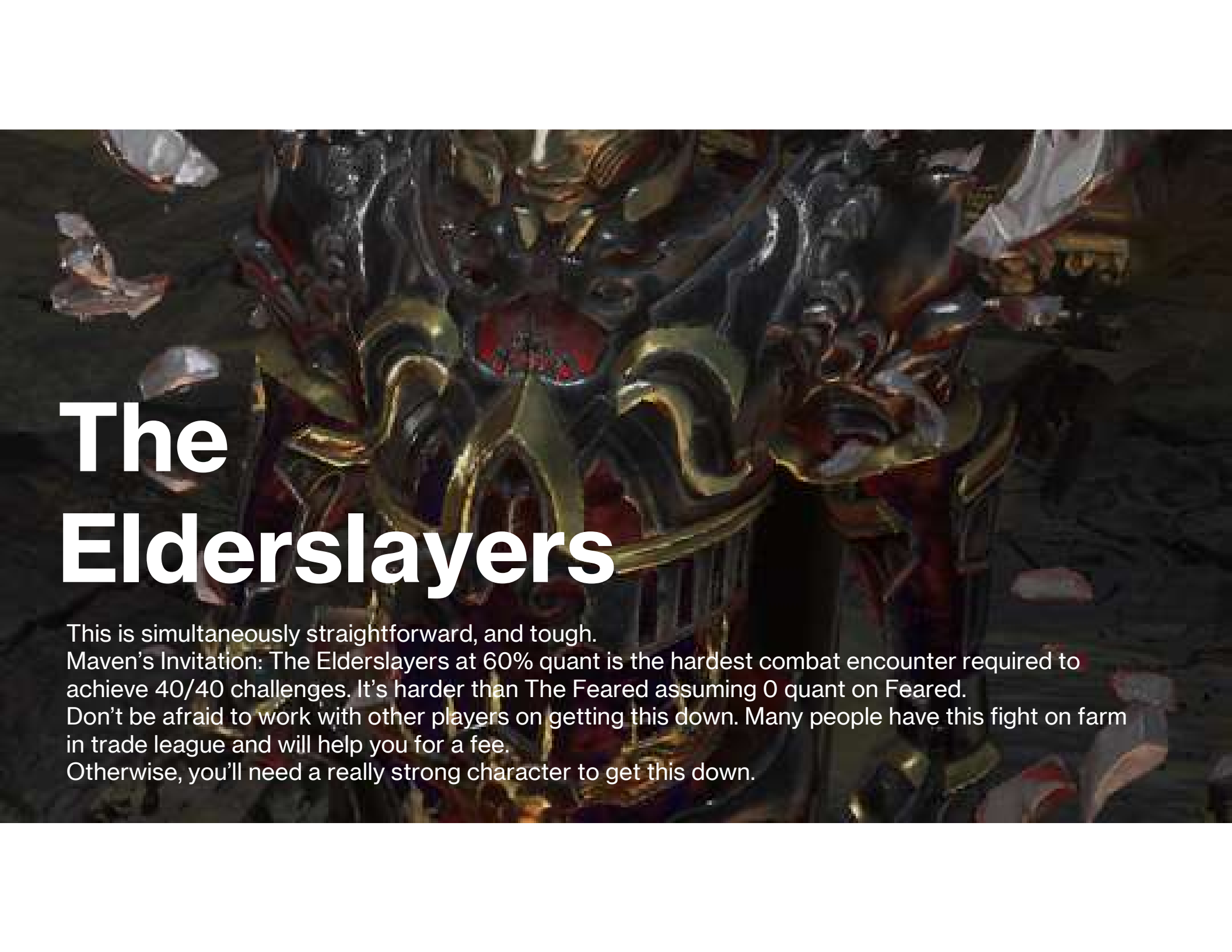
Jewel Master (Trade Only)

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)

Master The Atlas

Requires doing a lot of different endgame bosses, hardest being The Feared (0%).
To unlock Elder and Shaper – fight their guardians. You'll get the guardian maps by spamming high tier maps.
Cortex: RNG drop. Rare but not staggeringly so
The Feared: This is the hard one.



The Elderslayers

This is simultaneously straightforward, and tough.

Maven's Invitation: The Elderslayers at 60% quant is the hardest combat encounter required to achieve 40/40 challenges. It's harder than The Feared assuming 0 quant on Feared.

Don't be afraid to work with other players on getting this down. Many people have this fight on farm in trade league and will help you for a fee.

Otherwise, you'll need a really strong character to get this down.

Boons Of The Atlas 3



Warning: This is a significant grind.

Skip unless chasing 40/40. Second hardest challenge in trade. Hardest in SSF.

Path of Least Resistance for SSF: Spec into more scouting report drops, 4% Harvest chance, and Metamorphs. Remember you also need Legions and Expeditions for other challenges.

Path of Least Resistance for Trade: Save time by doing Blighted Map rotations and buying 100 scout reports.

Endgame Grinds



Biggest challenge in trade.

Your path of least resistance:

Step 1: Earn all 4 Voidstones. Spec into increased Shaper/Elder guardian map drops.

Step 2: Map in quad-sextant T16s farming loot. Do the Archnemesis encounters and Lab trials that you see on your way

Step 3: Now the painful choice. Trade for 100 Shaper or Elder Guardian maps, or push to level 100. Both viable, both long.

SSF: Specing Shaper/Elder drops is more important, as that's the clear path of least resistance. Split all of your maps where possible (which it won't often be). Or push 100 if you are masochistic.