Gauntlet Tips And Tricks 3.17

Say hello to
Hillock again

The Golden Rule

- **Gauntlet should be fun**

- The event can be a lot of fun if taken less seriously

- If you aren't having fun, reassess how competitive you are being, especially at frustration points (losing characters)

- It shouldn't need to be said but don't play just for the mystery box…

The Mods

- Seven Hard Modes In Play:
- HC
- SSF
- +100% Unique Monster Life
- +40% Monster Attack/Cast/Move speed
- +100% Monster Damage
- +70% Monster AOE (equivalent to 30.5% Monster Radius)
- Monsters Fire 2 Additional Projectiles

Expect to die. Have a recovery plan.

You will die. Bouncing back as fast as possible is important. Don't vendor gear you outlevel – instead stash it so it's available the next time you need it.

Possible Goals

- Clear Act 1

- Clear Act 5

- Reach Level 80 (Triple Ascended, In Maps)

- Quad-Ascend and Reach Level 90

- Defeat The Shaper

- Top 10 in your class

- Win

Stuff That Will Kill You:
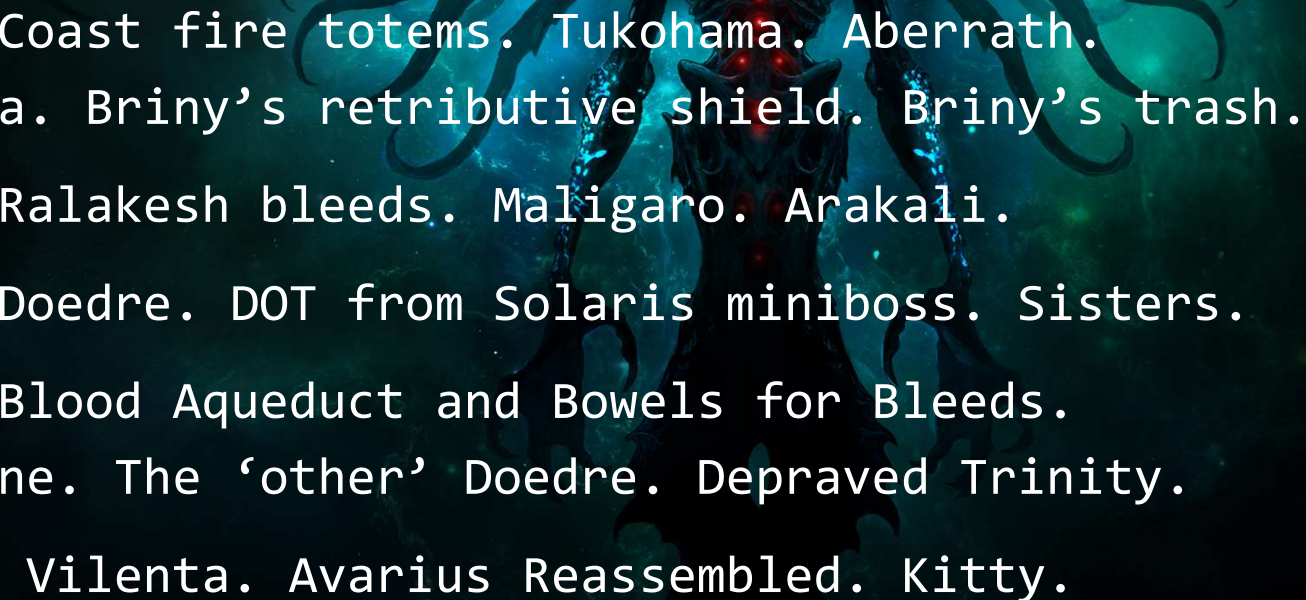
Everything

Stuff That Will Kill You

Serious Edition

- Pure Elemental Damage, Especially Projectiles

- Damage Over Time, Especially Ailments

- Losing Concentration

- That Chaos Damage Over Time Rogue Exile

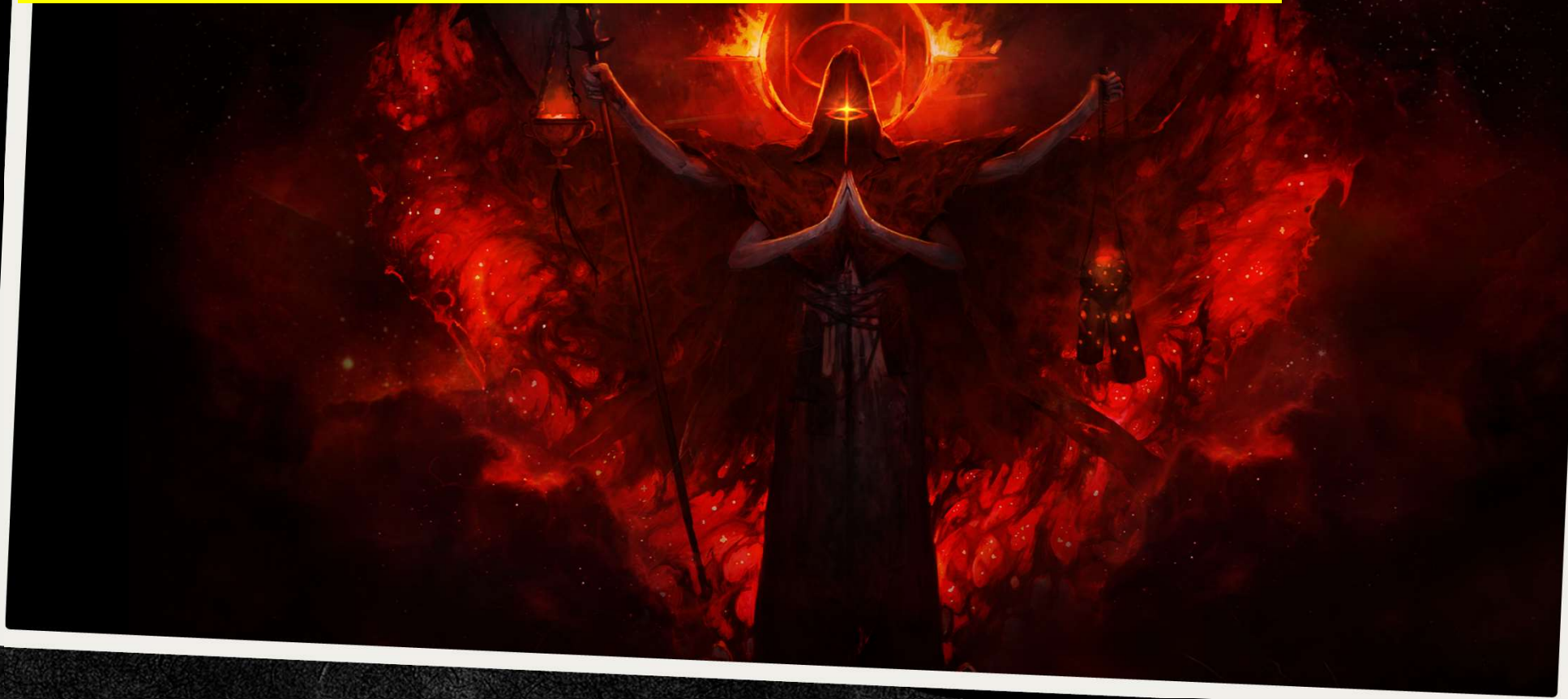- Last Quarter Of Act 9

- Essences of Greed

Deadly Spots In Acts 1-5

- Act 1: Coast, Mud Flats, Merveil (even second phase)

- Act 2: Weaver, Northern Forest, Vaal Oversoul

- Act 3: Both Piety fights. Docks. Gravicius.

- Act 4: Aqueduct. Dried Lake. Everything from Piety onward, especially Shavronne and Doedre.

- Act 5: Innocence, Cato (Haunted Mansion boss) in zone after Innocence, Kitty

Deadly Spots In Acts 6-10

- Act 6: Coast fire totems. Tukohama. Aberrath. Ryslatha. Briny's retributive shield. Briny's trash.

- Act 7: Ralakesh bleeds. Maligaro. Arakali.

- Act 8: Doedre. DOT from Solaris miniboss. Sisters.

- Act 9: Blood Aqueduct and Bowels for Bleeds. Shavronne. The 'other' Doedre. Depraved Trinity.

- Act 10: Vilenta. Avarius Reassembled. Kitty.

Farming Locations In The Acts

Favour areas with slower monsters that don't have DOTs.

A3 Catacombs. A4 Daresso's Dream. A5 Chamber of Innocence. A7 Fellshrine. A8 Quay, Harbor Bridge (beware freeze). A9 Foothills, Quarry. A10 – Merciless Lab (leave before traps).

Archnemesis?

- You want to take this very carefully, it's high risk AND high reward

- Act 1: Farm Berserker (1x unique) and run them in Tidal Island

- Want Cold Iron Point? Find a level 62+ zone (Quarry is 63) and make Empowered Elements for 2x unique with a lucky reroll.

- Fear Malediction, everything that leaves bad ground effects and/or grants monsters DOTs like Permafrost, Incindiary, Flame Strider, Toxic, Evocationist and… basically everything else

- Conqeuror Maps recipe: Aberrath + Treant + Soul Eater in a SCOURED tier 16 map

- Remember – check the base monster carefully!