

The background is a composite digital image. On the left, a portion of a globe is visible, showing continents and oceans in shades of blue and green. Overlaid on the globe is a grid of binary code (0s and 1s) in a lighter blue color. On the right side, there are several glowing, curved lines in a vibrant blue, suggesting data flow or network connections. The overall color palette is dominated by various shades of blue and green, with a dark, almost black, background in some areas.

3.19 CHALLENGES

Easier Than Most Leagues

General Tips

- When drafting challenge guides I realised I kept repeating the same few points.
 - So why not collect them all into one place.
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1: Realistic Goals

- Set only goals that will be fun.
 - If you stop having fun, WALK.
 - No MTX reward is worth playing dozens of hours of a league you don't enjoy.
 - I walked from Legion after 24. It's the only 3.X league I don't have 36+ on.
 - I don't remember what the MTX was.
 - I also don't care.
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2: League Selection

- Challenges are meaningfully harder in SSF than in trade.
 - Challenges are meaningfully harder in HC than in SC.
 - Choose your league accordingly.
 - If in SSF, consider giving one character 10 divines and migrating them to trade to get the last few
 - If in HC, leave enough time to reroll in SC if needed
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3: Cooperate

- Cooperate with other players.
 - Reciprocation basis (I'll host 10 Labs and solo Argus if you host 10) works.
 - So does a transactional basis (I'll defeat Uber Maven for you, but you'll need to pay me 20% of the value of drops)
 - Grindy challenges are often based upon cooperation.
 - This is more fun (IMO) if you are chatty while doing it. I'd rather take 3 hours to do 100 Arguses and be talking the whole time, than take 2 hours and be bored.
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4: Do Challenges Late... But...

- Your priority order should generally be to spend the first 70% of your projected league play time on establishing powerful character(s), a good currency pool and a solid Atlas, with only a light focus on challenges.
 - Then clean up the challenges, throwing currency at them as needed. You will now do them more efficiently.
 - However, you need to be mindful of grindy and RNG challenges. Don't delay those too long.
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5: Don't Delay RNG

- Some challenges require the stars to align somewhat.
 - These might require an event that is 1 in 50 per maps with an appropriate Atlas, or 1 in 1000 otherwise.
 - Example: 'Defeat Ulaman, Sovereign of the Well'
 - The more of these you can get out of the way early, the less pressure you will have late league .
 - Sometimes you can throw resources (usually scarabs) at these.
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6: Do Grindy Challenges Earlier

- Another exception.
 - There's usually a VERY grindy challenge or two each league.
 - 3.19, it's Modified Atlas Grind (MAG).
 - Identify these early, and work on them. If you want to do MAG, this is not the league to focus hard on Delve. Time delving isn't granting credit for MAG.
 - Shatter the Lake is the more casual version of MAG in 3.19.
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No Clear 'Easy 12'

- In the past I've split this video up into 'Easiest 12', 'Middle 12' and the 36 or 40 only ones.
- But this league there's so many milestones this doesn't really work.
- Instead I'm going mostly in order. There's an increase in difficulty (generally) as the list gets later, but it's not absolute.



Straightforward And Simple

- Learning The Ropes – you'll have this by Act 2 or 3 through natural play
 - Enter The Lake – Engage with the league mechanic around Act 6 and you'll get this
 - Vendor Recipes – easy stuff here. Chaos orb requires Act 8. Life flask 3 to 1, resist rings are Iron Ring + a skill gem, chromatic orb is a red-blue-green 3, 4 or 5 link.
 - Act Bosses 1 and 2
 - Shape The Lake – might take until level 90 to hit
 - Equip Uniques
 - Exile Against The World is RNG (Echoing Shrine). Spec shrines on Atlas if needed.
 - Achieve Ascension. You NO LONGER need to run all 6 lab trials in maps.
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Past League Mechanics - Essence

- 50 maps while specced for Essences will do.
- Essences are too strong not to spec right now.
- I'm just... sick of them.
- Corrupt MEDS (Misery Envy Dread Scorn)

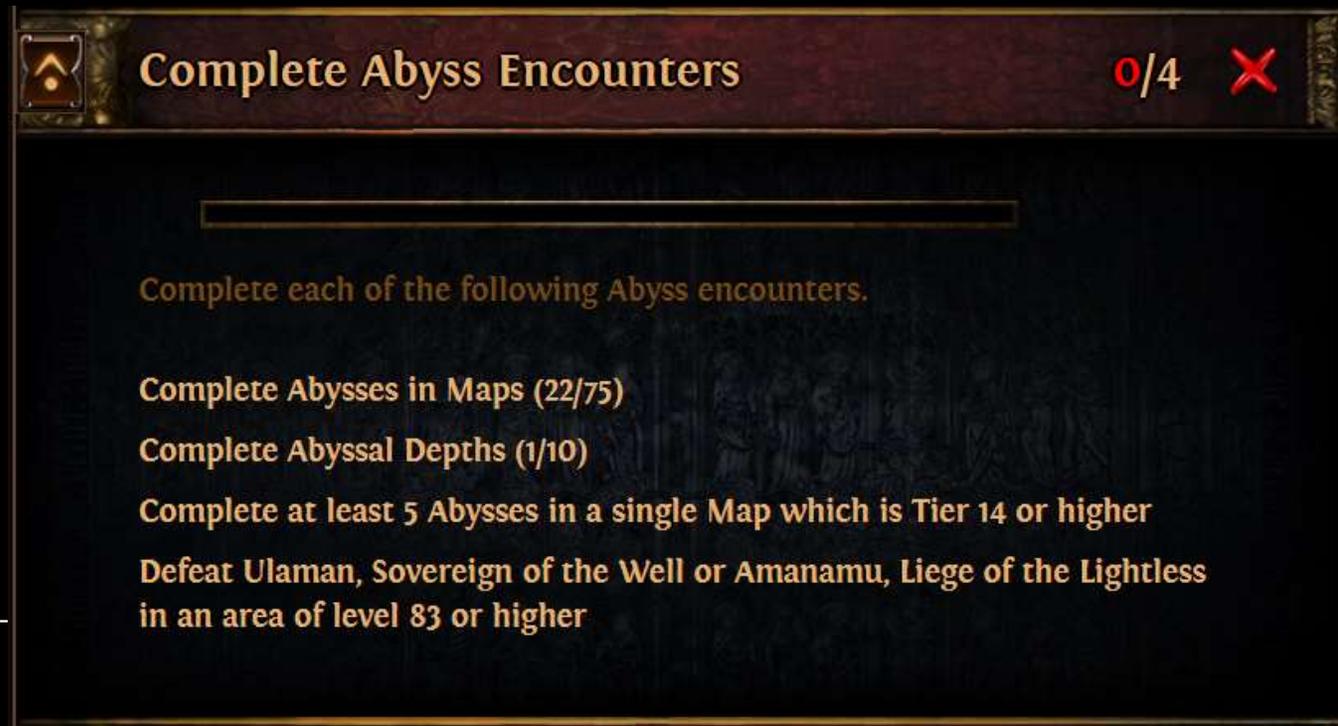
Complete Essence Encounters 2/4 ✖

Complete each of the following Essence encounters.

- Use a Remnant of Corruption on Essence Monoliths in Maps (5/20)
- Defeat an Essence Monster with at least 3 Shrieking Essences in an area of level 81 or higher ✓
- Defeat 2 Essence Monsters with at least 6 Essences each within 5 seconds of each other
- Release an Essence of Hysteria, Insanity, Horror or Delirium ✓

Past League Mechanics - Abyss

- Abyss is on the map device and adds 2 each time it's used.
- You will want to spec into Abyssal Depths (Awakened Depths) to work on this.
- 5 Abysses: Winged Scarab + Map Device. Or Kirac Abyss Implicit + Map Device + Rusted Scarab.



Past League Mechanics - Strongboxes

- Vaal Vessel – Vaal Temple only. You don't need to beat the boss.
 - Operative's – Absolutely requires Atlas support to spawn
 - Carto – Rare.
 - Make sure to corrupt them!
 - Lake ones sometimes work.
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Past League Mechanics - Heist

- Straightforward. Takes 3½ hours focused play at a casual pace.
- In trade, opening additional wings on Armament or Currency prints is wasteful (cheaper to buy additional prints) but you don't need many.
- Heist on map device will quickly get you all the required components
- To get rogues to level 3, buy level 67 contracts from Whakano. 67 contracts bias to low required rogue levels.
- Doing this should make you 500c+.



Past League Mechanics - Legion

- Add Legion War Hoards via Polished+ Legion Scarabs.
- Everything else will be much easier than that requirement



Past League Mechanics - Blight

- Warning! Difficult combat encounters.
 - The in-game community /trade 820 is a good resource here. So is the out-of-game Discord community, The Forbidden Trove.
 - Easiest way to beat Blight (Ravaged) Maps is to attack enemy action speed. Green towers (tier 3) augmented with ring enchants will make physical and cold towers (tier 3) into stop signs for most enemies.
 - You then kill the rest with towers, your own damage, and corpse explosions.
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Past League Mechanics - Expedition

- For the boss, run Gwennen logbooks at low area level. Medved isn't hard.
 - T14+ in-map expedition encounters should make you a bucketload of currency (1000 chaos or more)
 - Expedition Scarabs are incredible, especially polished+.
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Intermediate Lake Mechanics

- Discover The Lake is RNG but very, very forgiving.
- Unlock requires 4x5 tablets (T6+) and Beyond T10 is the hard part. It's a hard combat encounter, but you can take it slow and careful.

Discover the Lake 14/14 ✓

Complete 14 of the following types of Reflections in the Lake of Kalandra.

Beyond ✓	Legion ✓
Breach ✓	Lightning ✓
Chaos ✓	Metamorph ✓
Cold ✓	Physical ✓
Delirium ✓	Rogue Exile ✓
Delve ✓	Shrine ✓
Essence ✓	Strongbox ✓
Expedition ✓	Torment ✓
Fire ✓	Untainted ✓
Harbinger ✓	

Unlock the Lake 3/3 ✓

Fully Unlock the following Lake of Kalandra Reflection Abilities.

Reroll Ability ✓
Skip Ability ✓
Exile Ability ✓

Surpassed Potential

- Acquire Vaal Caress, Bronn's Lithe or a double-corrupt chest and socket relevant gems. Or, source two Cold Iron Point.
- Bronn's Lithe is the easiest in SSF.
- I suspect it is tier 3 or 4 rarity now.
- Caress seems tier 2 (same as Shav's)



Past League Mechanics - Harvest

- This is no joke in SSF.
 - Use Lifeforce costs about 200c in trade although you'll make ~700 from Harvest Crops
 - For the boss, consider trading for 'Kirac's Memory of the Sacred Grove' if you can handle the combat encounters.
 - Consider /trade 820 or TFT.
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Past League Mechanics

Tainted Crafting

- SSF – Skip unless doing 35+.
- Exalt, Chaos and Divine are all genuinely RARE. You need to use ONE of those.
- Aggressively roll Beyond to farm this.



RNG In The Lake

- Brutal.
- Unfarmable.
- Seems untradeable except for the Ethereal Reflecting Mist.
- This is just a case of 'run more tablets' and swear at RNG.
- I got this at about 240/500 on the Lake endgame grind



Deceptively Nasty

- 15/17 is straightforward here. But the goal is 17.
- Requires Vinktar Square (vendor exclusive, sell all four Agnerod staves)
- Requires Machinarium. Uncommon drop from Ahuatotli the Blind. Appears occasionally when using Comprehensive Scouting Reports. (Since 3.18, only as a red tier map)
- Much easier in trade than SSF. Portals for Machinarium are 100c in trade 820 or a little more in TFT.



Metamod

- All of these are pretty easy save one – spending a divine orb.
- This should be done with thought.
- Multimod or ‘prefixes can’t change’ followed by a veiled chaos are common good uses.
- Exalts are rare too, but quite cheap in trade & you probably want to use those benchcrafts in early gearing now.
- Bauble – Flask enchants.



Pantheon

- Trivial in trade, just buy 8 divine vessels.
 - In SSF, this is a bit nastier as vessels are about the same rarity as exalts/divines.
 - ONLY if desperate, vendor recipe (1 divine orb + 5 flasks = 5 vessels). SSF.
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One To Change Your Tree For

- Trial Of Glory has your back here. By far the best way to get these.
- This node is actually REALLY good in trade league.
- You know BEFORE going in to the trial that it's an uber offering, but you do not know which one.
- Uber-Doober Labs are actually pretty tough. Dedication is the hardest one with lethal traps, but not nearly as expensive as Gifts.



Just Run Lots Of Lakes...

- And you will get this done.
- Neither are hard. Overcome takes longer to set up.

Overcome the Lake 2/5 ✖

Defeat Unique Map Bosses in the Lake of Kalandra while the area is level 81 or higher.

- Cold Map Bosses (6/15)
- Fire Map Bosses (15/15) ✓
- Lightning Map Bosses (15/15) ✓
- Physical Map Bosses (13/15)
- Chaos Map Bosses (6/15)

Shatter the Lake 77/77 ✓

Complete 77 Reflections when they are at least difficulty 7 in a Lake of Kalandra which is area level 77 or higher.

Free If You Run Lots Of T14+

- But you will need to run a LOT of T14+ maps.
- In trade, you can pick these up. Go to the trade site, and under 'Item Category' select 'Memory Line'
- These can be hard, run them scoured if needed.



Trialmaster

- GGG plan to nerf the rarity of the components of the Ultimatum.
- They drop from bosses of Vaal Temple, Delve (Ahuatotli), Atzoatl (Omnitect/Roomba) and Uber Atziri.
- Fight is medium difficulty (harder than Shaper, easier than Maven) although is likely unfamiliar and high stakes.



The Really Easy Beyond One

- What can I say, run a dozen rare maps with Beyond.
- About 1 in 90 map mods are Beyond, so about 5% of maps have it without trying.
- Bosses are tanky. But mechanically easy.



The Really Easy Archnemesis Ones

- Unnatural will come by level 82
- Divine Revenge will come while you do the Heist challenge (lots of rares there)

Divine Revenge 6/6 ✓

Defeat six Rare Monsters with any of the following Archnemesis Pantheon modifiers.

Abberath-touched ✓	Lunaris-touched ✓
Arakaali-touched ✓	Shakari-touched ✓
Brine King-touched ✓	Solaris-touched ✓
Innocence-touched ✓	Tukohama-touched ✓
Kitava-touched	

Unnatural Foes 10/10 ✓

Defeat ten Rare Monsters with any of the following Archnemesis modifiers.

Corpse Detonator ✓	Magma Barrier ✓
Corrupter ✓	Mana Siphoner ✓
Crystal-skinned ✓	Mirror Image ✓
Drought Bringer ✓	Necromancer ✓
Effigy ✓	Soul Eater ✓
Empowered Elements ✓	Temporal Bubble ✓
Empowering Minions ✓	Treant Horde ✓
Entangler ✓	

Two Endgame Map Grinds

- If you don't have the maps for these, Kirac will help a lot. His daily missions often give 8 mod maps and somewhat frequently give Elderslayer or Guardian maps.

	Influenced Atlas	21/50	✗
<p>Defeat 50 Elder Guardians, Shaper Guardians or Elderslayers in Maps.</p>			
	Divine Revenge	6/6	✓
	Insurmountable Corruption	16/30	✗
<p>Complete 30 Tier 16 Rare Maps while they have 8 mods. Maps having 8 mods is a potential outcome of Vaal Orb corruption. These Maps are completed by killing their Unique Bosses. Sextants, Scarabs and Kirac mods do not count towards the mod count of this challenge.</p>			

The Last Lake One

- Chaos, Cold, Physical, Lightning and Fire are all common, even for tier 3 (which is encounters like 'defeat multiple map bosses)
- Rest are RNG and just being willing to waste a precious D10 slot on a bad node.
- Combat encounters take a while here, these have serious HP.



Precision Boss Kills

- Three clear easiest – Omnitect, Atziri, Chayula. Aul hard to get to, Catarina very easy to miss one on.
- Atziri is basically “don’t die”.
- Omnitect easy with teleport moveskill. Move to other side of the arena each time the Roomba lights up.
- Chayula hard with teleport moveskill but is still a fundamentally fair bullet hell. Decoy Totem is your friend here.



Complete Deadly Encounters in Style 0/3 X

Defeat any three of the following endgame boss encounters in the specified ways.

- Atziri in The Alluring Abyss without being hit by Flameblast
- Aul, the Crystal King in an area of level 81 or higher without being hit by Crystalline Fissures
- The Syndicate Mastermind in a level 83 area without allowing any Volatile Skeletons to raise from the ground
- The Vaal Omnitect in a level 83 area without taking any damage from Flamethrowers after it has finished using Flamethrowers at least once
- Chayula, Who Dreamt in an area of level 81 or higher without being hit by Chaos Cyclone projectiles and after they have used Chaos Cyclone at least 3 times

Uber Boss Kills

- In trade, the ‘path of least resistance’ to 38 involves buying these.
 - Cortex is by far the easiest. Maven likely is second.
 - Shaper is surprisingly nasty. Quite a bit nastier than you might expect from non-Uber.
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Skip Unless Doing 40

- Grind: 40th challenge. Mesa, Foundary boss rushes. Grouping makes it easier.
- EGG: Argus is trivial about 1 day in 12.
- Memories: very easy, will help level if you do Alva's Reverse Incursion.
- Reflections: Just takes time, not hard. You can bulk buy complete tablets on TFT, although they are getting more expensive.
- Bosses: Skip this
- Maven invites: Rotations help. Five players group, each prepare one invite by running the bosses, then team up for the invites.

The screenshot shows two challenge panels from a game. The top panel is titled 'Modified Atlas Grind' with a progress of 1127/6000. Below the title is a progress bar and the text 'Complete maps with a total of 6,000 explicit modifiers.' The bottom panel is titled 'Complete Endgame Grinds' with a progress of 0/4. Below the title is a progress bar and the text 'Complete any four of these encounters the specified number of times.' The list of encounters includes: 'Level 100', 'Defeat Argus in the Endgame Labyrinth (0/100)', 'Complete Tier 16 Maps with Atlas Memory Modifiers (37/75)', 'Complete Reflections of at least difficulty 3 in area level 83 Lakes of Kalandra (183/500)', 'Defeat any: Delve Boss, Syndicate Mastermind, Bestiary Boss or Vaal Omnitect (2/80)', and 'Complete Maven Invitations (7/50)'.

Modified Atlas Grind 1127/6000

Complete maps with a total of 6,000 explicit modifiers.

Complete Endgame Grinds 0/4

Complete any four of these encounters the specified number of times.

Level 100

Defeat Argus in the Endgame Labyrinth (0/100)

Complete Tier 16 Maps with Atlas Memory Modifiers (37/75)

Complete Reflections of at least difficulty 3 in area level 83 Lakes of Kalandra (183/500)

Defeat any: Delve Boss, Syndicate Mastermind, Bestiary Boss or Vaal Omnitect (2/80)

Complete Maven Invitations (7/50)

Conclusion

- Build character power first, mostly ignoring challenges.
 - Just deviate your plans slightly to work on major grinds and RNG challenges.
 - Maybe you spec *Abyss* and *Harvest* early to get the 75 *Abysses*, 10 *Depths* and 100 plots done, and then unspec them for your preferred *Atlas* later.
 - Save lots of time for finnickier challenges and hard combat encounters.
 - Cooperate when needed, either on a reciprocation or transactional basis.
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