



3.21 Challenges

General Notes

- This is the easiest set of challenges since Archnemesis and maybe even further back.
- I expect GGG anticipated a lot of temporary churn to Diablo 4 and set easier challenges to facilitate this.
- That said – two of the challenges are mean. The level 84 Forge of the Titans is quite rare, and so are some of the Crucible RNG outcomes needed in one challenge.
- Not covering Ruthless here except to say 38 or 40 in “Ruthful” is the path of least resistance, not 8 in Ruthless. Ruthless challenges are straightforward and tough.
- I’m using “crucify” as a verb not with its usual meaning, but for “get Crucible XP on this item”



General Notes

- Normally Endgame Grinds (now renamed) is the nastiest challenge.
- This isn't true in 3.21 and Gear Grinding Goals is the easiest it's ever been. It is on the path of least resistance to go for 38 challenges.
- If doing 38, skip Towering Titans. Try to do Ever-Extending Evolution but if RNG frowns upon you, Peak Pinnacle Prowess is the alternative. Skip one of those two.
- Don't neglect unbuyable grind challenges. Dense Domains and Sacred Scarabs will be on any pathway to 36 and you want to make progress on it now. Start these now, especially if you farm off-Atlas content a lot.
- Start the Master ones now, they are long.



Non-League Basic Stuff (6 easy 3 grindy 1 hard)

- These are training and don't require knowledge, just natural gameplay.
- Beginner's Basics (by Act 4)
- Act Adversaries 1 & 2 (Act 10)
- Dangerous Deeds (within 10 maps)
- Pantheonic Prowess (skillpoint quests)
- Achieve Ascension (4th Lab)
- Dense Domains (grindy, 1k maps)
- Sacred Scarabs (grindy, scarabs are rare early in progression but scarab drops scale up a lot, 1 in 12 Eldritch Minion altars will have a scarab option)
- Eldritch Elation is also long but simple.
- Awakened Atlas requires beating The Feared and two other hard encounters.



Mod Depth

- This term is used a bit and not defined
- The Str/Int node here is Depth 3
- Takes about 1/3/6/10/20 maps to reach depth 1/2/3/4/5 assuming map level close to item level.



Crucible Basics – 4 Challenges

- Melted Machinations – about 4 Crucible in-area events
- Spreading Strength – depth 5 takes about 20 maps and is a rare option until about monster level 75 (but you can get it from Act 5)
- Revealed Repertoire requires picking up weird bases and Crucifying them. Least resistance path is to trade for an experimented axe with +20 max quality but you don't need to put that much effort in to this one.
- Potent Potential is RNG but forgiving as you only need 6 types of Crucible mods. You'll get it by accident as you Crucify upgrades.



Vendor Recipes 1

- Movespeed boots: Quicksilver flask, Orb of Augmentation, boots with no more than 25% movespeed
- Two-Stat Amulet: Two different single stat amulets (e.g. Jade and Amber), and a transmute
- Chaos Orb: Rare items for each inventory slot, lowest ilvl among them between 60 and 74
- Chance Orb: As Chaos, but min ilvl less than 60



Vendor Recipes 2

- This is harder than part 1 as the inputs are harder to get.
- Other recipes are often possible.
- Influenced Item: Any influenced amulet (corrupt OK) + 1 gem of each colour
- Regal: As Chaos, but min ilvl 75+
- Unique: The four Agnerod staves, you'll need Vinktars for another challenge.
- 20q gem: Level 20 gem + GCP



Past Leagues 1

- These are both easy, but will take time.
- Essence monsters with 6 essences can only be done in memories or with Crystal Lattice allocated on your tree. You can do it low tier.
- To get corruption-only essences, remember “Corrupt Purple MEDS”. Misery. Envy. Dread. Scorn.
- There’s non-purple essences that start with MEDS letters.
- Abyss one will take ages unspec’ed, but quick if you spec Abyss.

The screenshot shows two sections of a game interface. The top section is titled 'Abhorrent Abysses' with a progress indicator of 0/4 and a red 'X' icon. Below the title is a progress bar and the instruction 'Complete each of the following Abyss encounters.' The list of tasks includes: 'Complete Abysses (14/30)', 'Defeat Abyssal Rares (65/100)', 'Complete Abysses with at least 4 pits (3/15)', and 'Deafeat Stygian Spires (0/5)'. The bottom section is titled 'Essential Essences' with a progress indicator of 3/4 and a red 'X' icon. Below the title is a progress bar and the instruction 'Complete each of the following Essence encounters.' The list of tasks includes: 'Defeat Essence Monsters (90/90) ✓', 'Gain Essences from monsters (250/250) ✓', 'Defeat Essence Monsters with at least 6 essences (4/20)', and 'Defeat an Essence Monster that has at least 1 of the following Essences: Hysteria, Horror, Delirium, Insanity ✓'. The 'Hysteria, Horror, Delirium, Insanity' part is highlighted in green.

Abhorrent Abysses

0/4 X

Complete each of the following Abyss encounters.

- Complete Abysses (14/30)
- Defeat Abyssal Rares (65/100)
- Complete Abysses with at least 4 pits (3/15)
- Deafeat Stygian Spires (0/5)

Essential Essences

3/4 X

Complete each of the following Essence encounters.

- Defeat Essence Monsters (90/90) ✓
- Gain Essences from monsters (250/250) ✓
- Defeat Essence Monsters with at least 6 essences (4/20)
- Defeat an Essence Monster that has at least 1 of the following Essences: Hysteria, Horror, Delirium, Insanity ✓

Past Leagues 2

- These are both easy, but will take time.
- Corrupt Rare boxes: Vaal Temple and/or Strongbox atlas, or take Vaal Orbs into Alva's Memory of Cascading Fortune.
- Unique Box: Check Kirac missions
- 5 monster mods: This isn't possible on every map, but should be possible often if you juice maps. This is rare monster mods.
- Tane's Lab: Full power guaranteed at monster level 80+ IIRC.

The screenshot displays a mission log with three entries, each with a progress bar and a status indicator:

- Ambush Awaits** (3/4): A progress bar is shown. Below it, the instruction reads "Complete each of the following Ambush encounters." The list includes:
 - Open Strongboxes (120/120) ✓
 - Open Corrupted and Rare Strongboxes (1/60)
 - Open a Diviner's Strongbox ✓
 - Open a Unique Strongbox ✓
- Revealed Repertoire** (5/5): A progress bar is shown. The status is 5/5 with a green checkmark.
- Monstrous Metamorphs** (0/4): A progress bar is shown. Below it, the instruction reads "Complete each of the following Metamorph encounters." The list includes:
 - Defeat Metamorphs (10/30)
 - Defeat Full Power Metamorphs in Maps (8/15)
 - Defeat Metamorphs with at least 5 Monster Modifiers (1/10)
 - Defeat Full Power Metamorphs in Tane's Lab (0/5)

Past Leagues 3

- The Heist one is straightforward enough. It will take an afternoon though – there's a lot to do here.
- Caches can be forced onto maps with Kirac and/or sextants or you can get them easily through RNG.
- 'High value' and better contracts are common even without the node. Suspect 40-30-20-10 split.
- You will want to do some of the quest heists so unique ones can drop. Especially The Twins prereqs.
- Expedition was bugged and only counted level 80+, it works now.
- In trade, doing these challenges should make you 20 divines. Both mechanics are lucrative.

The screenshot shows two challenge panels from a game. The top panel is titled 'Hushed Heists' and is marked as '4/4' with a green checkmark. Below the title is a progress bar and the instruction 'Complete each of the following Heist encounters.' The list of tasks includes: 'Open Smuggler's Caches (60/60) ✓', 'Complete High Value, Precious or Priceless Target Contracts (20/20) ✓', 'Spend Rogue Markers revealing blueprints (20,000/20,000) ✓', and 'Complete Blueprint wings (40/40) ✓'. The bottom panel is titled 'Expedition Excavation' and is marked as '0/4' with a red X. It also has a progress bar and the instruction 'Complete each of the following Expedition encounters.' The list of tasks includes: 'Complete Expeditions (25/30)', 'Use Expedition Vendor Refresh Currency (2/50)', 'Detonate Expedition Remnants (109/200)', and 'Complete Logbooks with at least 10 Remnants active (0/10)'.

Hushed Heists 4/4 ✓

Complete each of the following Heist encounters.

- Open Smuggler's Caches (60/60) ✓
- Complete High Value, Precious or Priceless Target Contracts (20/20) ✓
- Spend Rogue Markers revealing blueprints (20,000/20,000) ✓
- Complete Blueprint wings (40/40) ✓

Expedition Excavation 0/4 ✗

Complete each of the following Expedition encounters.

- Complete Expeditions (25/30)
- Use Expedition Vendor Refresh Currency (2/50)
- Detonate Expedition Remnants (109/200)
- Complete Logbooks with at least 10 Remnants active (0/10)

Past Leagues 4

- A much nastier one.
- This either takes the Harvest memory, or a very large amount of mapping with a Harvest spec.
- Note you also need to do Oshabi for another challenge (Extensively Elusive Executives)
- Although the “10% chance for the unchosen crop not to wilt” isn’t a great node and is only 3.1% more T3s – you still want it.



Divined Destiny

- This doesn't mess around. A lot easier in trade as second or third best options are widely available.
- Grotto map is VERY good for this one.
- 6-link: Chains that Bind is best. Other cards will be compared to it in rarity (70 on the Chains scale means 'takes as many maps to get a set as getting 70 Chains cards). Humility was nerfed in 3.19, don't farm it.
- Unique Jewel: No great choices. The Primordial is the best of a bad bunch, 70 on the Chains scale. Stacked Decks might give you some (1 per 1000)
- Scarab: Man With Bear, 30 on the Chains scale, in a good map (Cemetery)

Divined Destiny 1/6 X

Turn in Divination Cards which specifically grant each of the following reward types.

6-link ✓	Unique Jewel
Scarab	Influenced Item
Level 21 gem	Unique Map



Divined Destiny

- Influenced Item: The Jeweller's Boon. 15 on Chains scale. Warning: Drop restricted 80+
- Level 21 Gem: The Rite Of Elements, another Grotto card. Drop restricted, ilvl 72+, 26 on Chains scale.
- Unique Map – you might accidentally hit Justified Ambition from Elderslayers, or Wolf's Legacy from Grotto. Failing that, Encroaching Darkness drops in T6+ content but is rare (120 on the Chains scale)
- Card rarity info is from PoorFishWife with help from the poewiki.net team.



A Treasure Hunt

- This mostly tests knowledge of what these items are.
- Remember the bases must be i83+.
- Abyss: Stygian Vise or jewel
- Atlas: Crystal Belts among others
- Expedition: Ward bases. These drop about 1 per 50 in-map Expeditions and about 10 times that in logbooks.
- Experimented: Replica Heists (the rare items curios often have there)
- Maraketh: Drop-anywhere bases with unusual implicits, like Eclipse Staff or Profane Wands
- Ritual: About 1 per 15 in-map Ritual events.



Empowered Entanglement

- This is the 'kill all 6 bosses' challenge
- You'll get this by accident running Towering Titans
- If not running Towering Titans – bosses seem to only or almost only appear in 90%+ channels and mostly full 100%
- Remember it's T14+ so the level 80 Forge doesn't count.



Unique Maps Again

- Challenge was copped from 3.20... and 3.19... and 3.18...
- Vinktar comes from a vendor recipe only, vendor all 4 Agnerod staves at once. These were gigabuffed in drop rate in 3.19 and there's a card for them in Strand that drops all the time (6 on the Chains scale)
- Machinarium is an Ahuatotli drop. Path of least resistance is to ignore Delve this league and to spec into Comprehensive Scouting Reports instead. They infrequently offer Machinarium.
- Twilight, Coward's Trial and Putrid Cloister are quite rare but Kirac missions and scouting reports will get you there. Don't farm the div cards for those maps, they are really rare.



Elusive Executives

- Medium difficulty combats (Oshabi or the Essence monstrosity is the toughest boss here to kill)
- It's mostly about finding the fights.
- Heist boss has to be The Twins, which has prerequisite quest heists (Hyrri's Gift, The Negotiation, The Rescue)
- Liches aren't rare if Abyss specced
- Metamorph – do this in Tane's Lab
- Expedition bosses are 10-15% in logbooks. Don't juice them unless you know what you are doing. No need to trade for guaranteed boss logbooks.
- Essence: Atlas Memory is the easy way.
- Oshabi is RARE.



Kirac Missions

- Option 5 is common, 2 and 4 are uncommon and 1 and 6 are rare, but all of those are straightforward.
- It's the Breachlord that can be the issue here.
- Basically requires speccing into Otherworldly Scouting Reports to get this one done. You can respec later.
- In trade, you might want to stay specced into Kirac though... Otherworldly reports keep going up.
- If you struggle with blighted maps, ring anoint meteor towers leave burning ground (indigo/violet) and also chilling tower damage inflicts freeze (opal/silver). Other options are also good but this one is amazing.



Cross Contamination

- This is straightforward because you need only 3. Doesn't require any Atlas changes.
- Meta+Breach: Use both scarabs (rusted fine). Clear the map ignoring the Breach. Set up the Metamorph next to the Breach. Bring it to low life. Open Breach, kill Meta.
- Beast+Essence: Use Einhar missions and Kirac Essence mod. This is RNG but with good odds.
- Exp+Deli: 20% delirious map with Rusted Expedition Scarab.
- Abyss+Shrine is also easy – equip the unique helmet The Gull & play some Abyss content.



Ever-Extending Evolution

- Warning: This is RNG and nasty. Skip unless doing 38 & maybe even then.
- You need 4, not all 5.
- Items need to be fully allocated. The limiting factor is not forges, it's Crucible XP. Act 6 items strike a good balance between low XP and enough mods.
- You can bias toward +1 tier in level 84 forges with a mod that you can search for in the trade site with this string: “~cru tier up” (include the ~ symbol)
- Best you can do for downgrades: Crucify lots of low ilvl bases, looking for 3 depth trees you can fully allocate quickly, then smash together. Merge trees that are the same shape (e.g. top of each column allocated gets merges with another all-top)



Ever-Extending Evolution

- My plan for this challenge:
- Source an i86 Spine Bow and check for mods with tiers. If it has a fair number, Crucify it fully (to depth 5)
- Source low tier bows and crucify them, then tree-merge them onto the Spine Bow, hoping for a downgrade.
- We can fail with style – one of the merge-exclusive mods (Rampage) is incredibly valuable on bows, and some others are a few divines as well.



The screenshot shows a challenge window titled "Ever-Extending Evolution" with a progress indicator of "0/4" and a red "X" icon. Below the title is a progress bar. The challenge description reads: "Combine fully allocated Crucible Passive Skill Trees to result in any four of the following outcomes." The list of outcomes is:

- Skill gets upgraded in tier
- Skill gets downgraded in tier
- Skill mutated into another
- Crucible Passive Skill Tree with at least 13 Skills
- Unique Item with a Crucible Passive Skill Tree



Ever-Extending Evolution

- The unique part is straightforward – level 84 Forge.
- 13 mods comes down to the quite valuable mod on Forges that you'll find with the search string “~cru reta”. It makes mods less likely to go away. Also note that merging trees doesn't move nodes around.
- But the other 3 are RNG. That's why many people are on 38 or 39 with this not complete yet.



Merciful Masters

- Quite grindy, don't leave till late.
- It's a lot more than one afternoon of gaming at a casual pace.
- Niko and Einhar you can use scarabs.
- Alva's Memory of Reverse Incursion is the best way to do her part. Missions are fine too, but one memory does over 75% of it.
- Jun requires fewer missions than the others.
- You can do this in any tier.



Gifted Gemcutter

The RNG ones are 25% so not hard. While playing you should often have 6 copies of your main skill levelling in your offhand then Vaaling them once 20/20 – do that and you'll soon have 21 or 23q

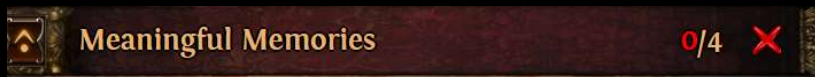
If you can't get a Vaal version that way buy Molten Shell gems and Vaal them.

Very common uniques will do the rest. Bronn's Lithe for level 26, Bitterdream or its Replica for six supports.



Meaningful Memories

- Trade: Trivial. Some memories are valuable, but they are valuable because they drop a lot of loot. Others are cheap.
- SSF: Map a lot in T14+ where they can drop. And I mean a LOT. I suspect they are 100 times rarer than maps & they don't drop in off-Atlas content like Heist.
- 'Complete' means kill the boss.



Complete Atlas Memory Maps for Masters the specified number of times.

Alva (0/10)

Niko (0/10)

Einhar (0/10)

Kirac (0/10)



Crucible Complexity: Molten Master

- Requires killing Crucible rares in tier 16s with 5 specific conditions met (not all at once)
- 4 mods will happen by RNG
- 100% and 8 mods will come together
- Delirious can be a 20% deli map
- 4 Eldritch Altar downsides has an RNG element to being able to get but isn't hard. Easier in maps where boss altars aren't a thing (Jungle Valley etc)
- Other 3 can be skipped



Celestial Compass

- You need 3, not 4. Strongbox Enraged is rare and valuable so skip it unless your Atlas strat revolves around Ambush. If you get this in trade by chance, seal and sell then just buy the others.
- If you roll one mod in a pair, seal it and put it aside until you have the other.
- Reminder: It's T16 80% min.

Celestial Compass

0/3 X

Complete Maps with any three of the following combinations of Sextant Modifiers while they have at least 80% Item Quantity and are Tier 16.

Map Bosses are accompanied by a mysterious Harbinger, Map Bosses are accompanied by Bodyguards

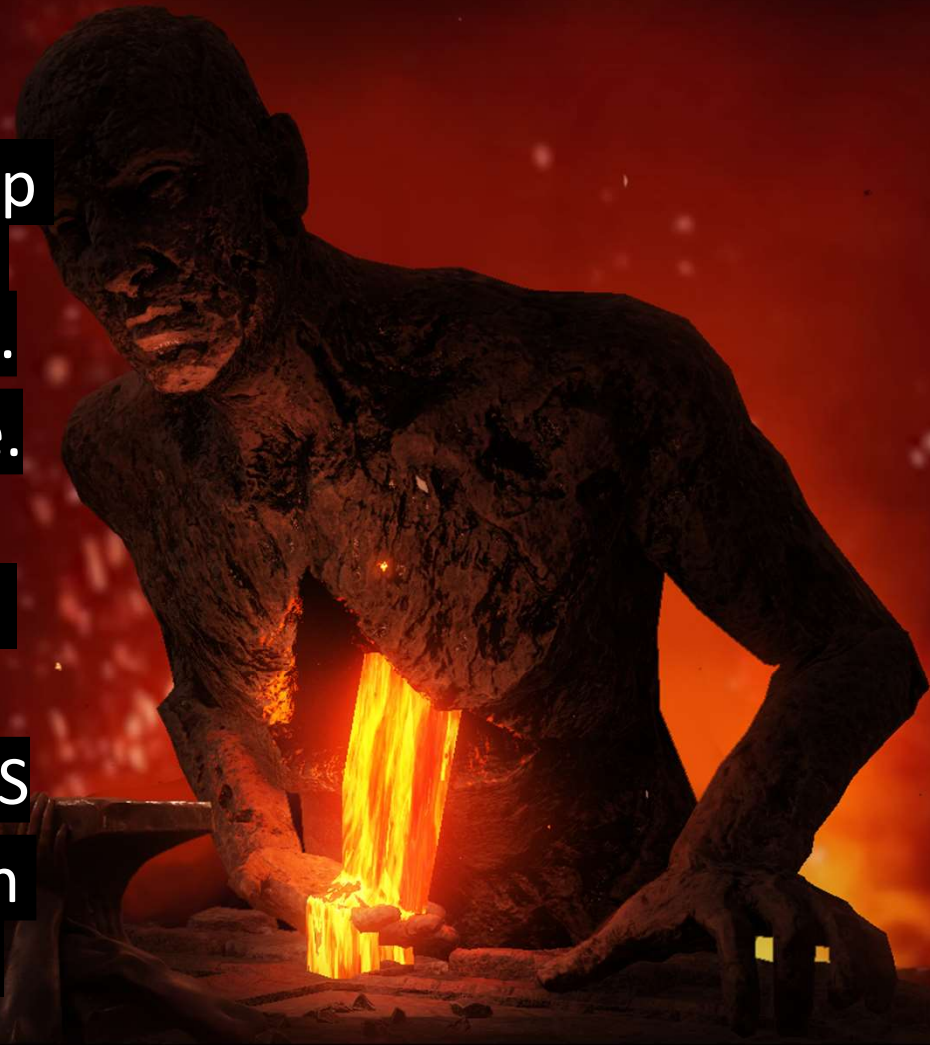
Strongbox Monsters are Enraged, Strongboxes in your Maps are at least Rare

Your Maps contain additional packs of Monsters that Heal, Your Maps contain additional packs of Monsters that Convert when Killed

Your Maps contain an additional Sextant Shrine, Your Maps contain an additional Tormented Spirit

Towering Titans

- Requires many runs of the top tier Forge of the Titans (level 84) to get all the needed kills.
- These are rare and expensive.
- SSF: 100% juice on Crucible encounters in tier 16 maps & hope for Geode drops.
- Trade: Do these in ROTATIONS
- FAIR WARNING: This is not on any 'least resistance' path to 38.



Boss Hard Modes

- You need only 3, so skip Aul and Trialmaster. Aul's one is very difficult, Trialmaster's isn't but it's quite the Ordeal to reach him.
- Atziri – Very hard with Maven on, not so bad without. Logout macro helps.
- Chayula – Knock the boss under 25% health then just focus on dodging, portals will spawn.
- Izaro – Burst damage. Lots and lots of burst damage. Exploding Totem trap builds are especially good here.



Hard Bosses

- SSF path of least resistance: Source a totem explosion trapper Crucible mod, level a character for it, and go.
- Trade path of least resistance: Engage a boss carry service from either the TFT discord or /trade 820
- HC path of least resistance: Do different challenges on your path to 38.

Peak Pinnacle Prowess 1/4 X

Defeat any four of the following Pinnacle Boss Encounters while the area is level 85.

- Sirus, Awakener of Worlds in Eye of the Storm
- The Elder in The Shaper's Realm
- The Maven in Absence of Mercy and Empathy ✓
- The Searing Exarch in Absence of Patience and Wisdom
- The Eater of Worlds in Absence of Symmetry and Harmony
- High Templar Venarius in Cortex
- The Shaper in The Shaper's Realm

Easiest EGG Ever

- 3, 4 and 6 come from natural gameplay in a reasonable timeframe.
- Then you focus on one thing: levelling, bossing, or ruining Izero's day.
- Argus is in room 1 of the lab about once per fortnight on average. Buy the offerings BEFORE that day in trade.

