



3.25 League Starts By Mechanic

Your Planned Content Should
Determine Your League Starter.

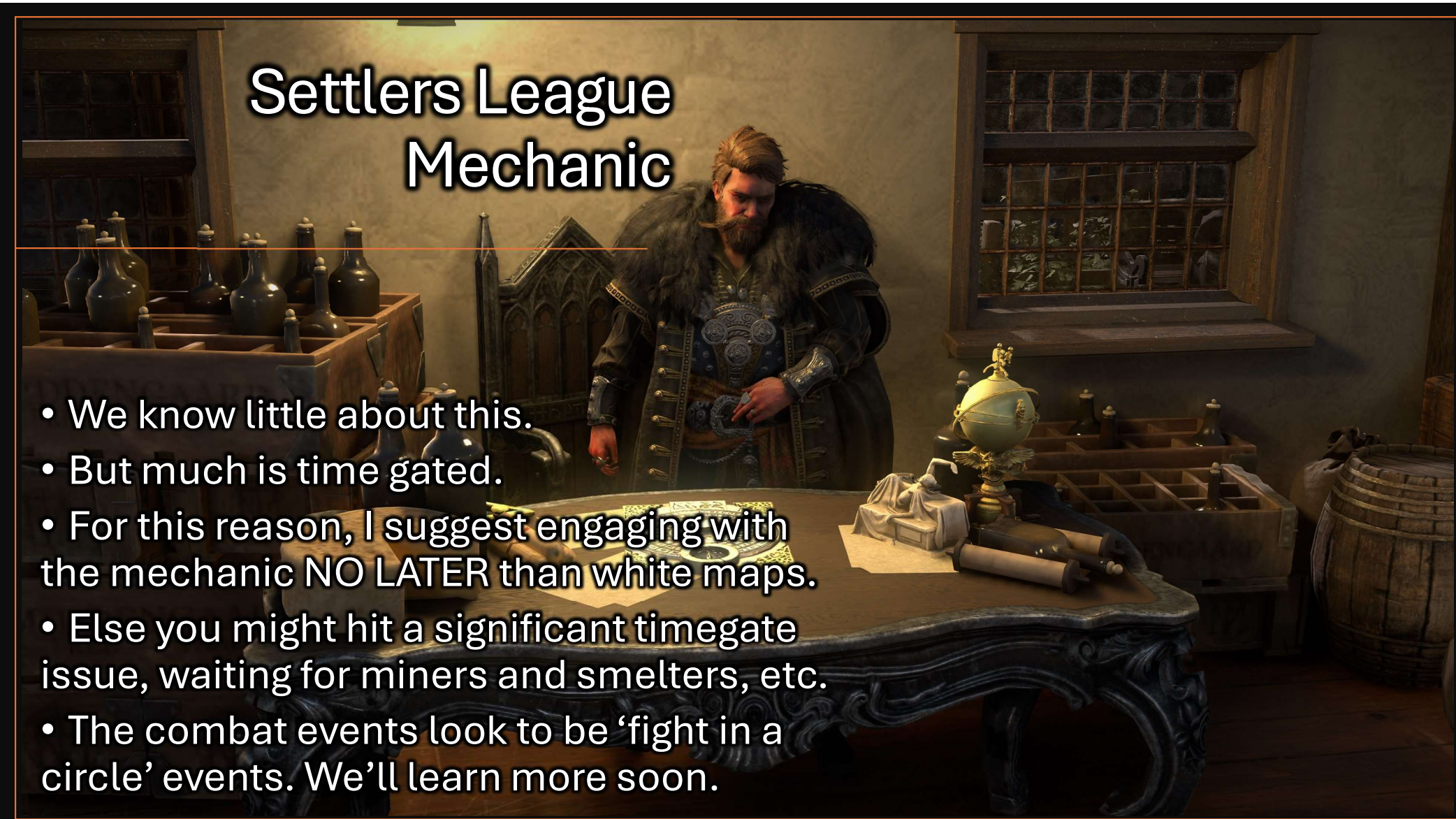
Some Builds Shine In Certain Content

- You want to play to your build's strengths.
- Deadeyes just do Legion better than explosive trap.
- Explosive trap does bossing better than Deadeyes.
- Let your content choice influence your build choice. Or vice versa.



Settlers League Mechanic

- We know little about this.
- But much is time gated.
- For this reason, I suggest engaging with the mechanic NO LATER than white maps.
- Else you might hit a significant timegate issue, waiting for miners and smelters, etc.
- The combat events look to be 'fight in a circle' events. We'll learn more soon.

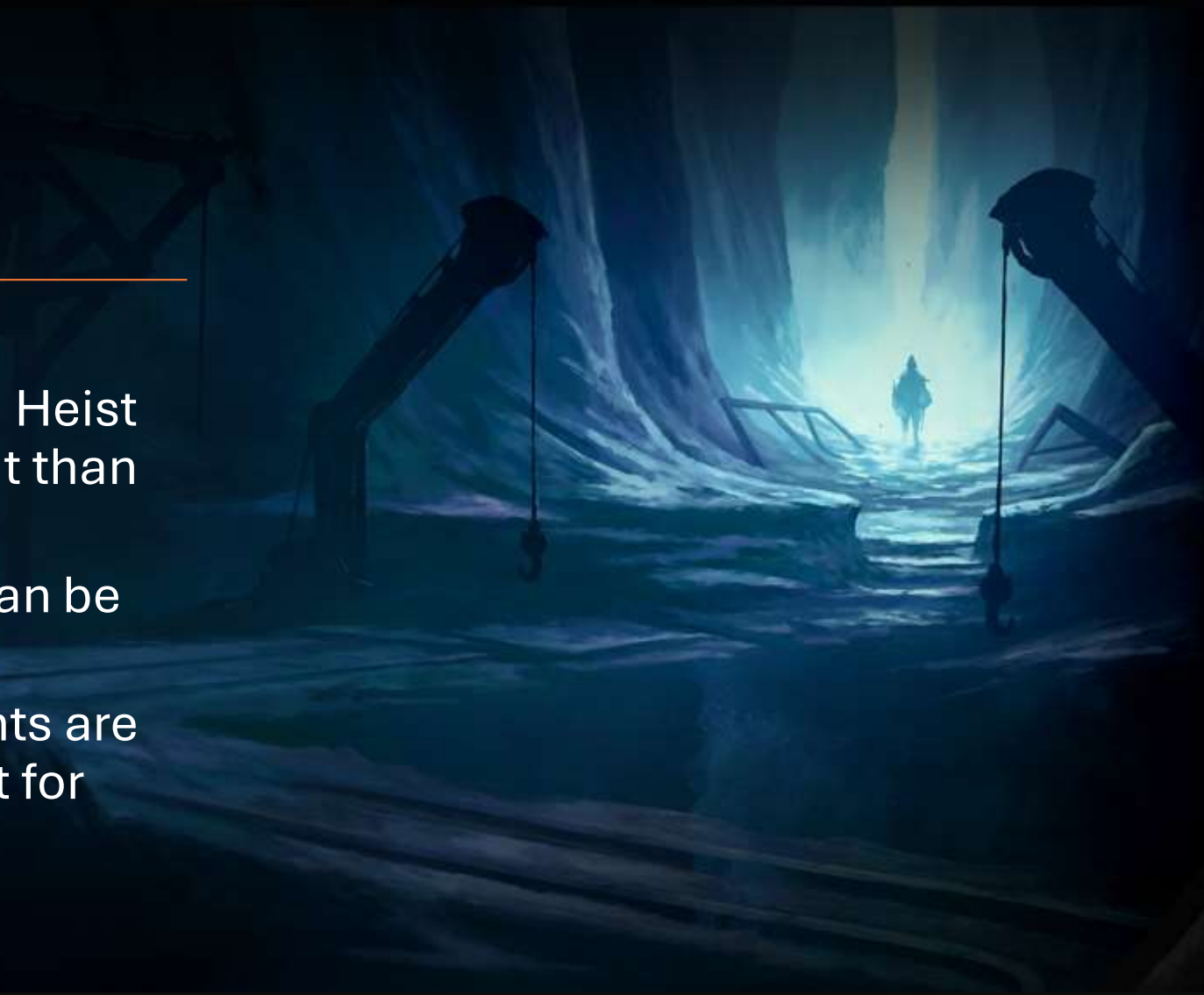


Settlers League Mechanic

- It does appear that the league mechanic will provide early gear through the Black Market – which might compete with Rog.
- If you want to focus on this mechanic – pair with mechanics that are fast like Shrines. More maps per hour = good.

On Atlas or Off Atlas

- There are very different considerations for Delve, Heist and Blighted Map content than for Atlas content.
- Also pinnacle bosses can be considered off atlas.
- Movespeed requirements are high for the Atlas, highest for Heist and Lab, lower for dedicated bossing.



On Atlas or Off Atlas

- If you are focused hard on an off-atlas mechanic, the in-map events for Settlers content don't matter to you, and so, you don't need to be good at combat in a circle.
- You might still need to engage with it a little bit.

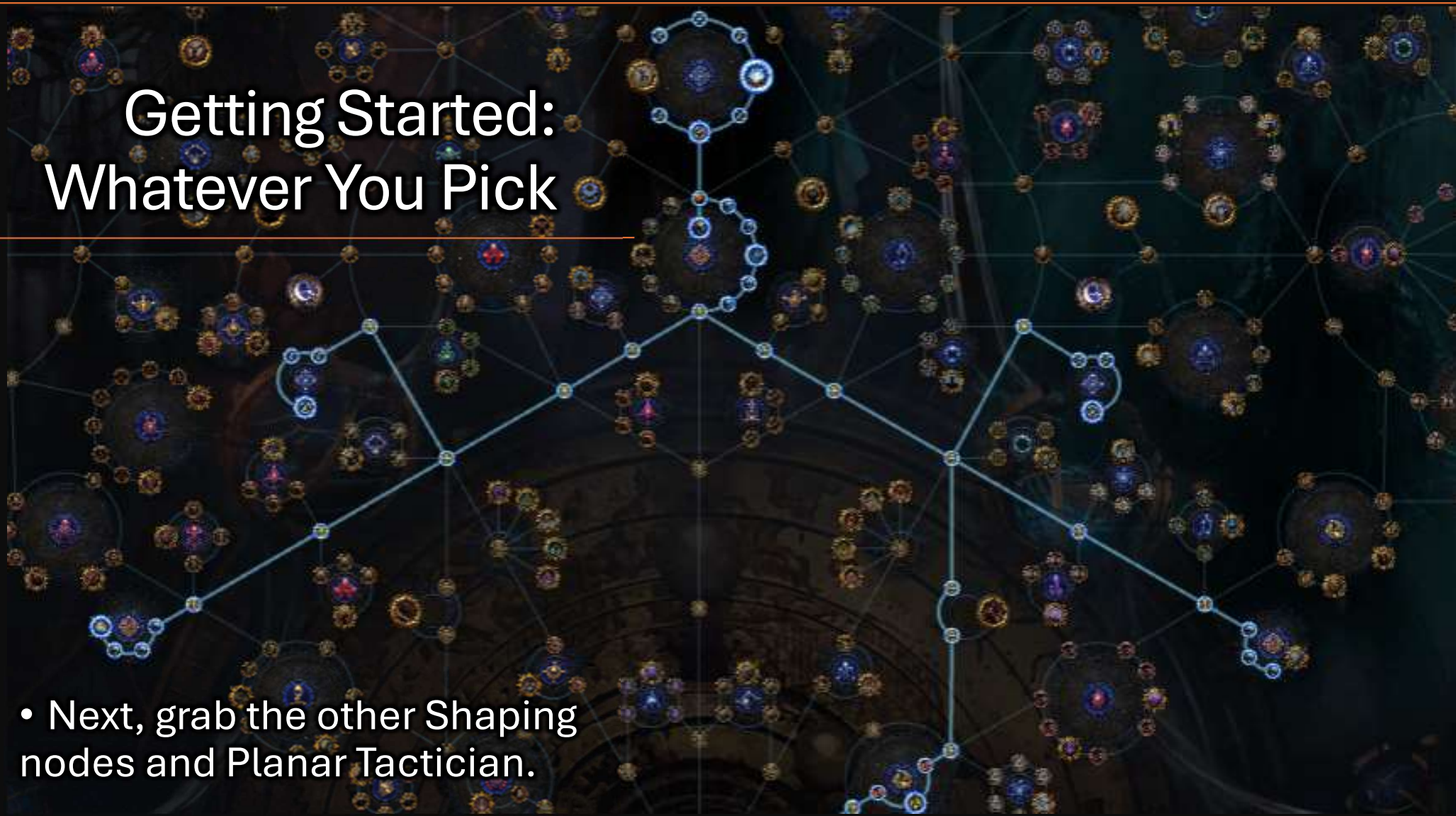


Getting Started: Whatever You Pick

- This start is quite universal.
- Exit via Betrayal because Betrayal is so good for early gear (if you got really good campaign drops, exit north instead)
- Rush Commissioned Officer via the right path. Grab Shaping the World then the east Kirac nodes.

Getting Started: Whatever You Pick

- Next, grab the other Shaping nodes and Planar Tactician.



Getting Started: Whatever You Pick

- This 47 points will set you up well for map sustain, without the higher opportunity cost of Unwavering Vision.

Getting Started: Whatever You Pick

- You then grab scarab generation and your first mechanic.

Off Atlas - Sanctum

- The Sanctum is generally only an option in trade league as you will not sustain sanctum access tomes in SSF. It requires highly specialized builds to be easy, and Hexblast Mines (trickster, sabo or other) is arguably the best option.
- This build can do your own Atlas pretty well too.



Off Atlas - Labyrinth

- Polarizing content, but Lab has unique rewards players want early and continue to want later on, as gems get ruined chasing corruptions.
- Lab specialists may run the level 75 labyrinth – or may elect to run the level 83 ones.
- There's an Atlas cluster for lab token drops too. It's optional on a lab rat.



Off Atlas - Labyrinth

- The level 75 lab rewards movespeed, just like Heist.
- The Tribute lab is (almost) the only source of Grand Spectrum jewels. It requires a well rounded character.
- The Gifts lab is similar in demands on your character. It awards chase Awakened gems (rarely), Exceptional gems and Transfigured gems (both often)



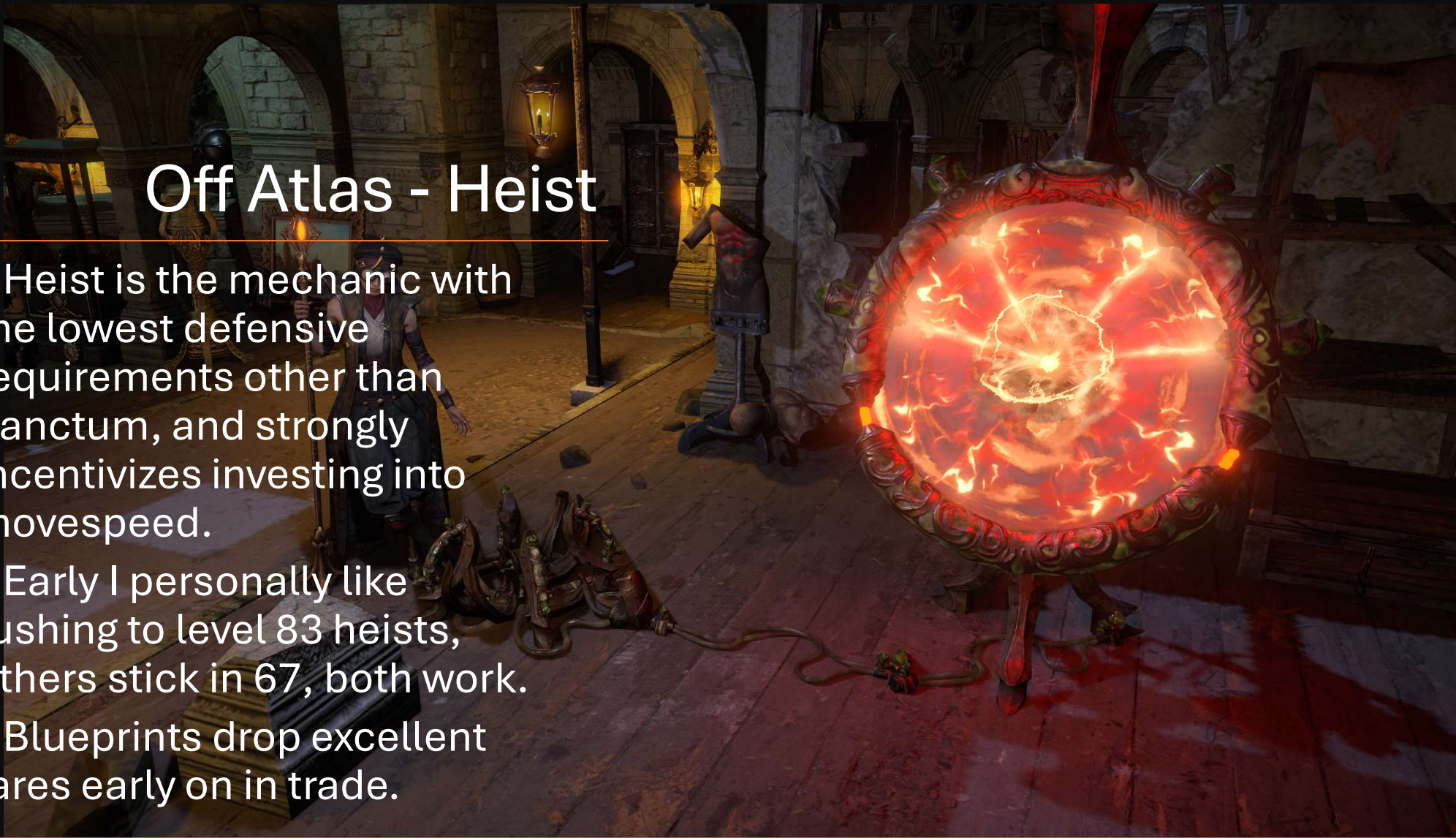
Off Atlas - Labyrinth

- The level 83 Dedication lab is its own animal. Situationally lucrative, it lets you change corrupted gems into other corrupted gems.
- This is mostly useful for 21/20 gems from league rewards or divination cards.
- Dedication lab requires extreme physical mitigation to complete. The traps will one-shot characters without phys mitigation.



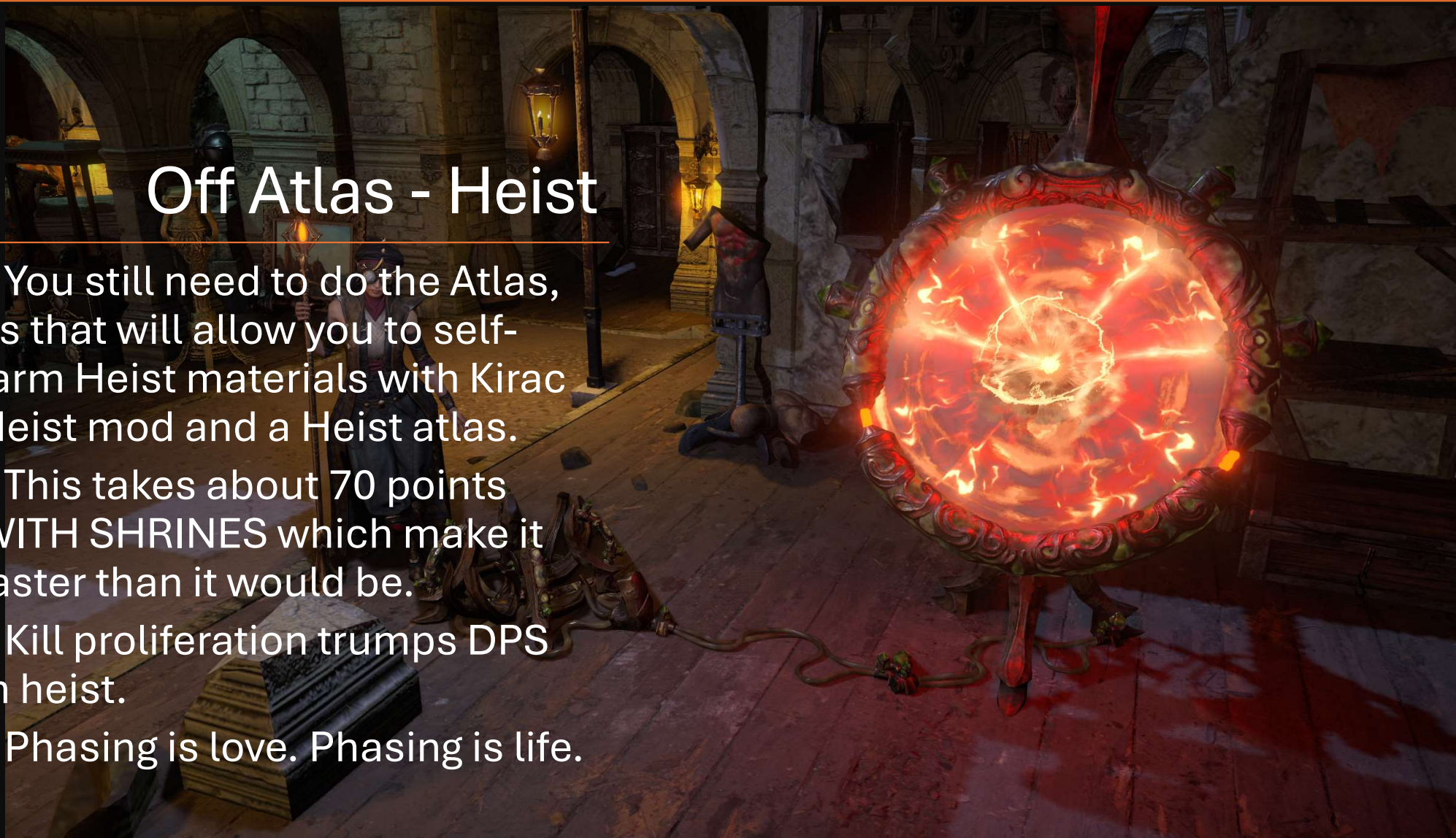
Off Atlas - Heist

- Heist is the mechanic with the lowest defensive requirements other than Sanctum, and strongly incentivizes investing into movespeed.
- Early I personally like rushing to level 83 heists, others stick in 67, both work.
- Blueprints drop excellent rares early on in trade.



Off Atlas - Heist

- You still need to do the Atlas, as that will allow you to self-farm Heist materials with Kirac Heist mod and a Heist atlas.
- This takes about 70 points WITH SHRINES which make it faster than it would be.
- Kill proliferation trumps DPS in heist.
- Phasing is love. Phasing is life.



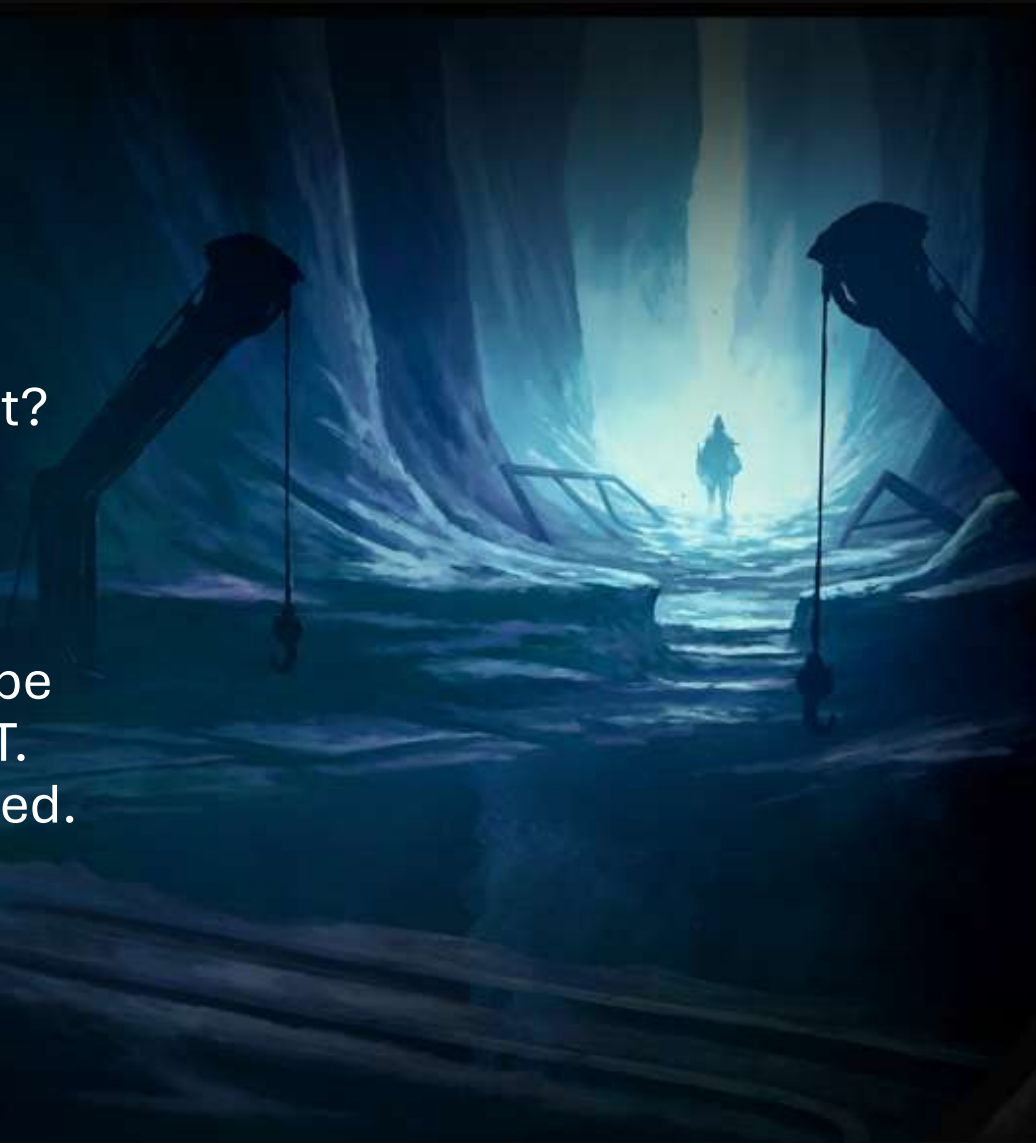
Off Atlas - Heist

- Default to Deception contracts as they are fastest, but be aware of niche options.
- Demolition gives Catalysts.
- Counter-Thaumaturgy gives gems with EXCELLENT quality rolls, often 16-20% in level 75+
- Also fragment chests are sometimes great.



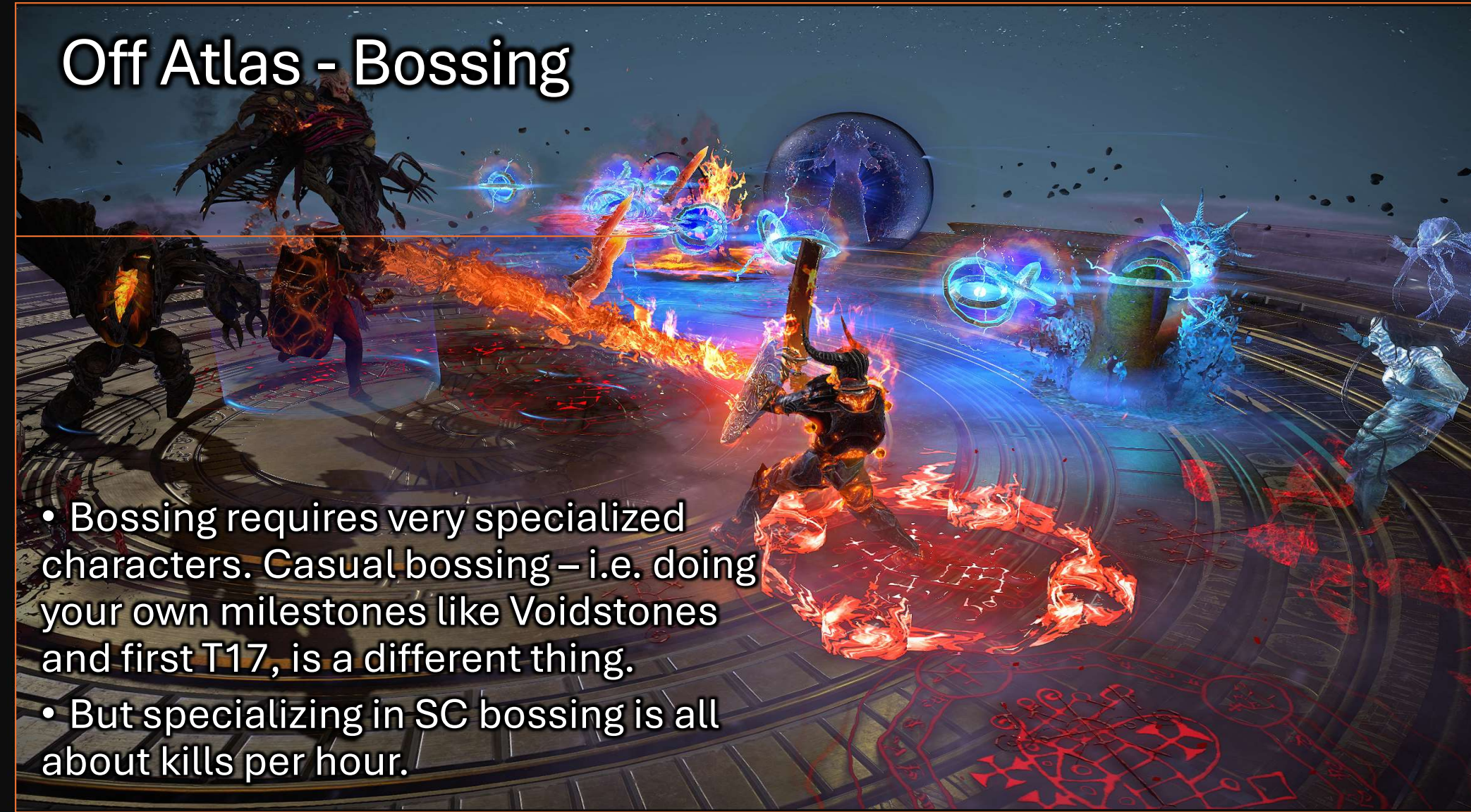
Off Atlas - Delve

- Why are you not finished with Delve yet? Didn't Steve just beat it in Necropolis?
- Delve is a wildcard this league.
- Vaal Aspect will be cheaper, Aul's Uprising has a div card now, Voices will be cheaper so Luminous Trove worse... BUT. This might mean fossils are undersupplied.
- Delve takes a lot of setup
- Presumably Conner Converse (onemanaleft) will be optimizing for it & have better advice than I can give.



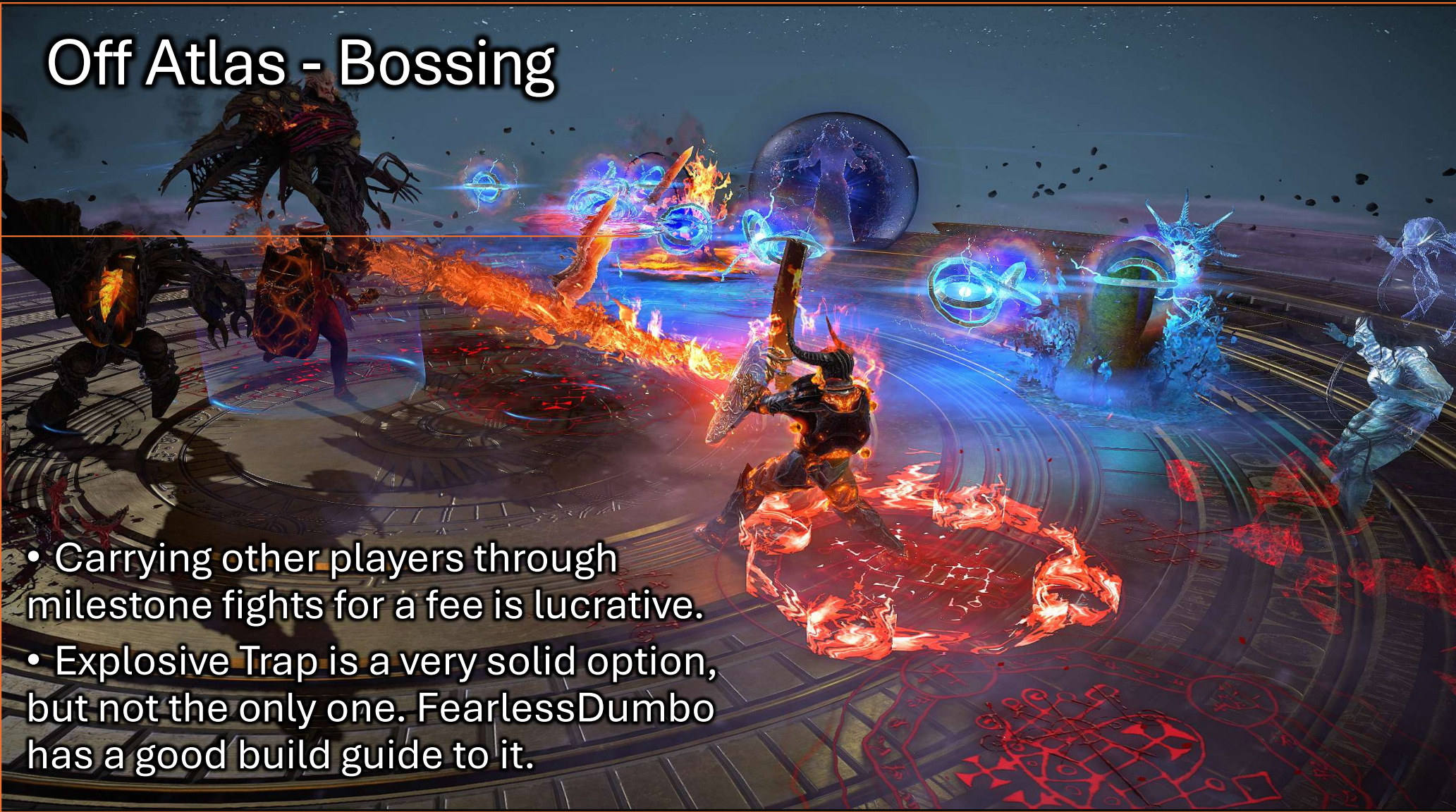
Off Atlas - Bossing

- Bossing requires very specialized characters. Casual bossing – i.e. doing your own milestones like Voidstones and first T17, is a different thing.
- But specializing in SC bossing is all about kills per hour.



Off Atlas - Bossing

- Carrying other players through milestone fights for a fee is lucrative.
- Explosive Trap is a very solid option, but not the only one. FearlessDumbo has a good build guide to it.



Off Atlas – Blighted Maps (Including Ravaged)

- Kill proliferation trumps all in this content. Go chieftain. Spec Hinekora. Spec ignite and some proliferation.
- Hinekora ignites will kill the Blight bosses for you often, even in Blight-Ravaged. They also self-propagate.
- Det Dead Ignite Elementalist will shine here, in case you still like that build.



Off Atlas – Blighted Maps (Including Ravaged)

- These have new loot.
- Double anointed amulets – you should learn Chance Orb and Mythic Orb targets as well as Awakener Orb options.
- The big thing is level 84 bases with OVERQUALITY. Make your filter sing for these, they'll be big money.



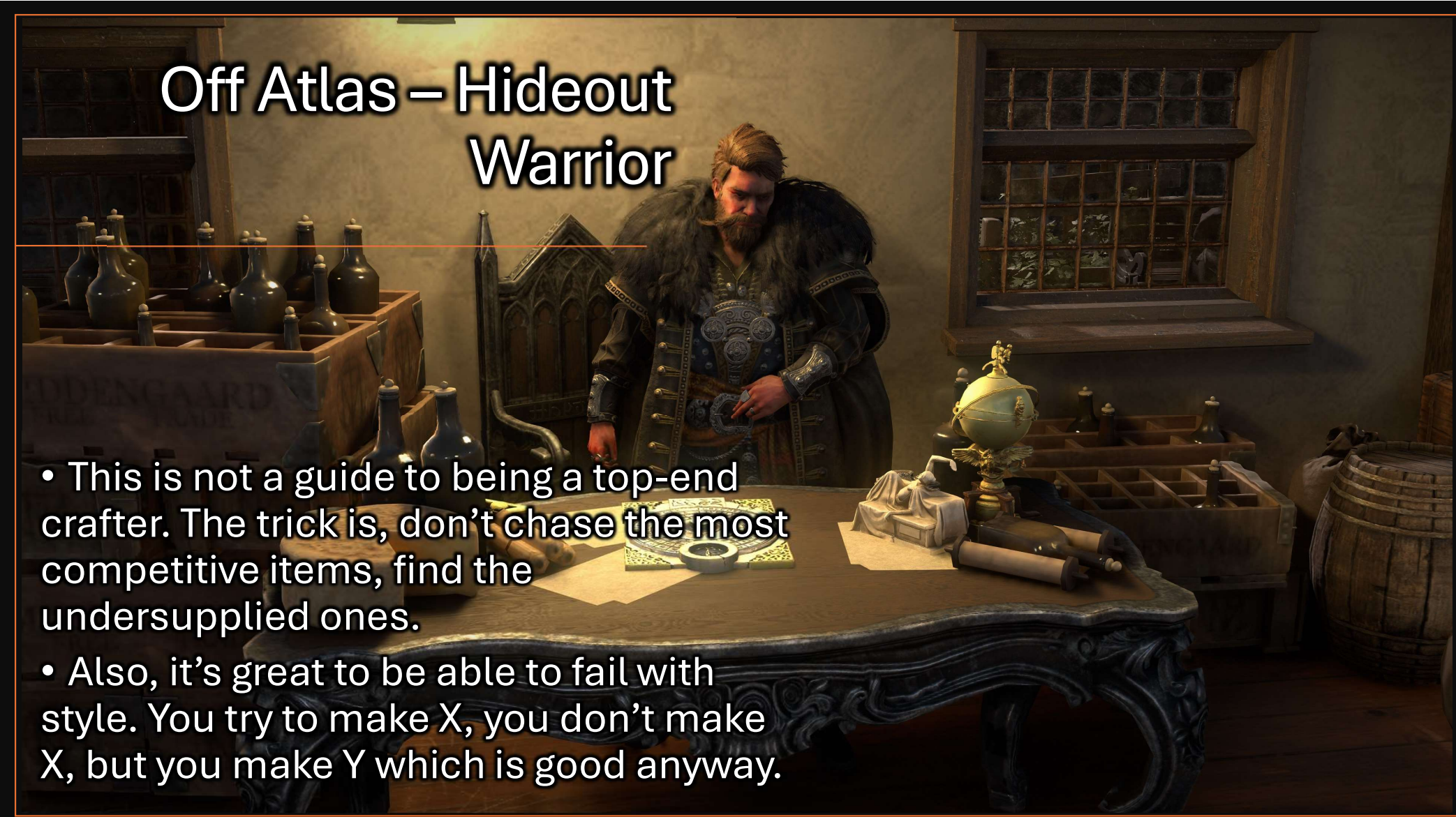
Off Atlas – Blighted Maps (Including Ravaged)

- If you get one of these premium bases (which can also drop in T17s and, rarer, T15-16), TRIPLE SPLIT IT with a Morrigan.
- You will be sad otherwise.



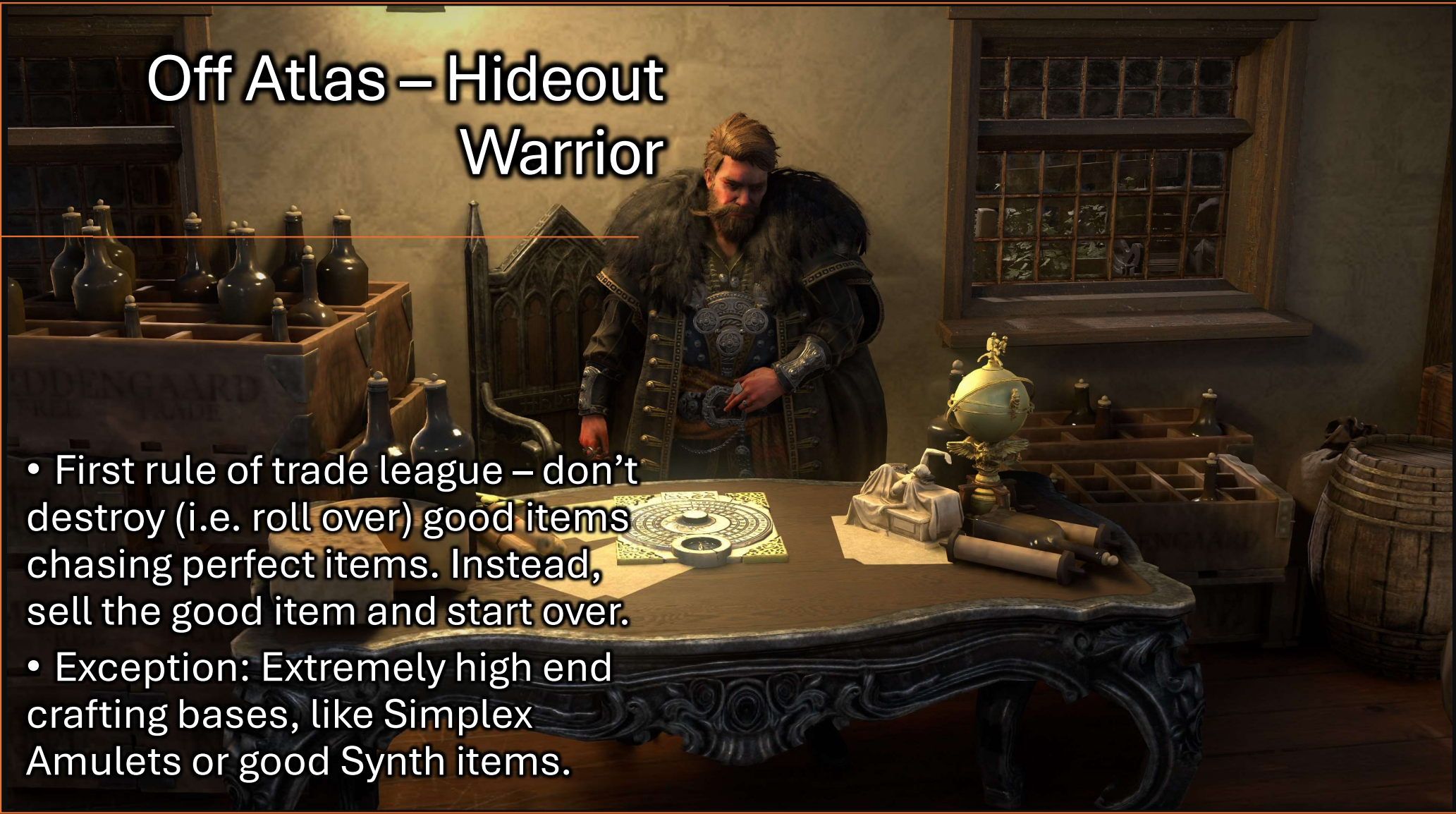
Off Atlas – Hideout Warrior

- This is not a guide to being a top-end crafter. The trick is, don't chase the most competitive items, find the undersupplied ones.
- Also, it's great to be able to fail with style. You try to make X, you don't make X, but you make Y which is good anyway.



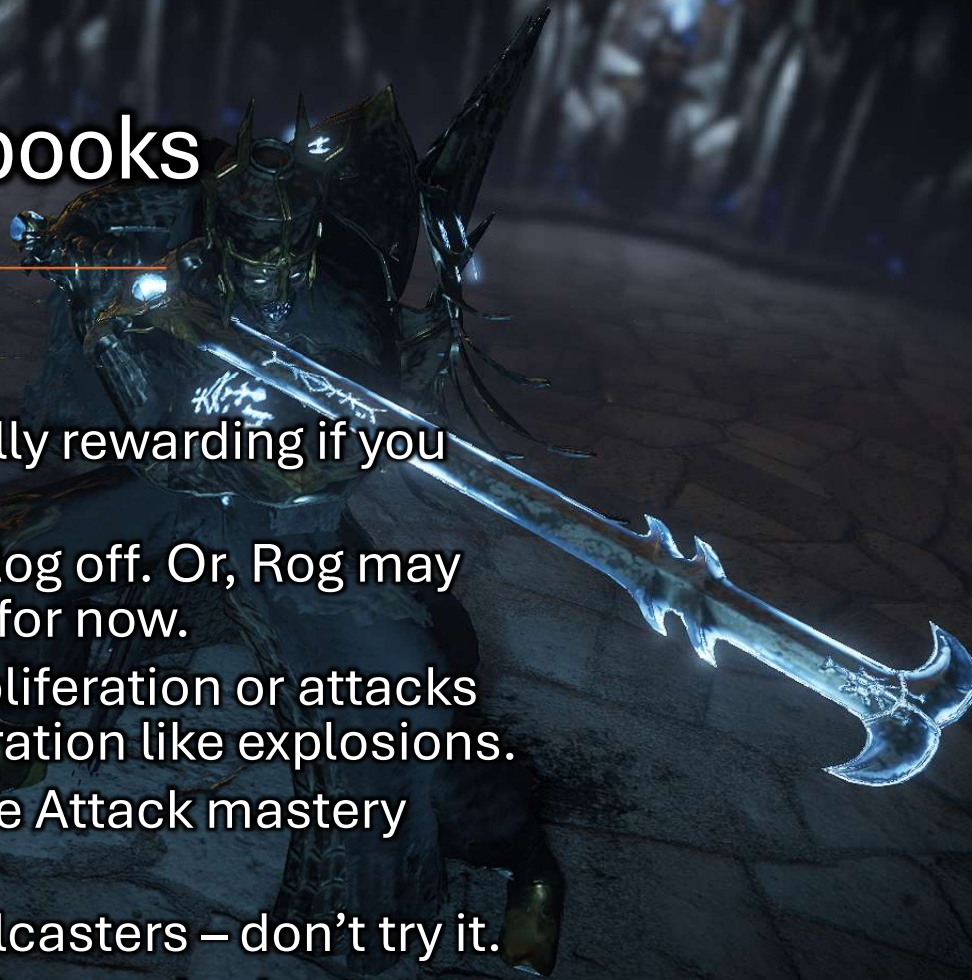
Off Atlas – Hideout Warrior

- First rule of trade league – don't destroy (i.e. roll over) good items chasing perfect items. Instead, sell the good item and start over.
- Exception: Extremely high end crafting bases, like Simplex Amulets or good Synth items.



Off Atlas – Rogbooks

- Expedition in general is really rewarding if you understand it well.
- The Black Market may kill Rog off. Or, Rog may still find a place. It's unclear for now.
- Expedition favours DOT proliferation or attacks that have Trinity & kill proliferation like explosions.
- Attack builds MUST take the Attack mastery 'enemies can't block'.
- Instant application hit spellcasters – don't try it.
- Read remnants or die wishing you had.

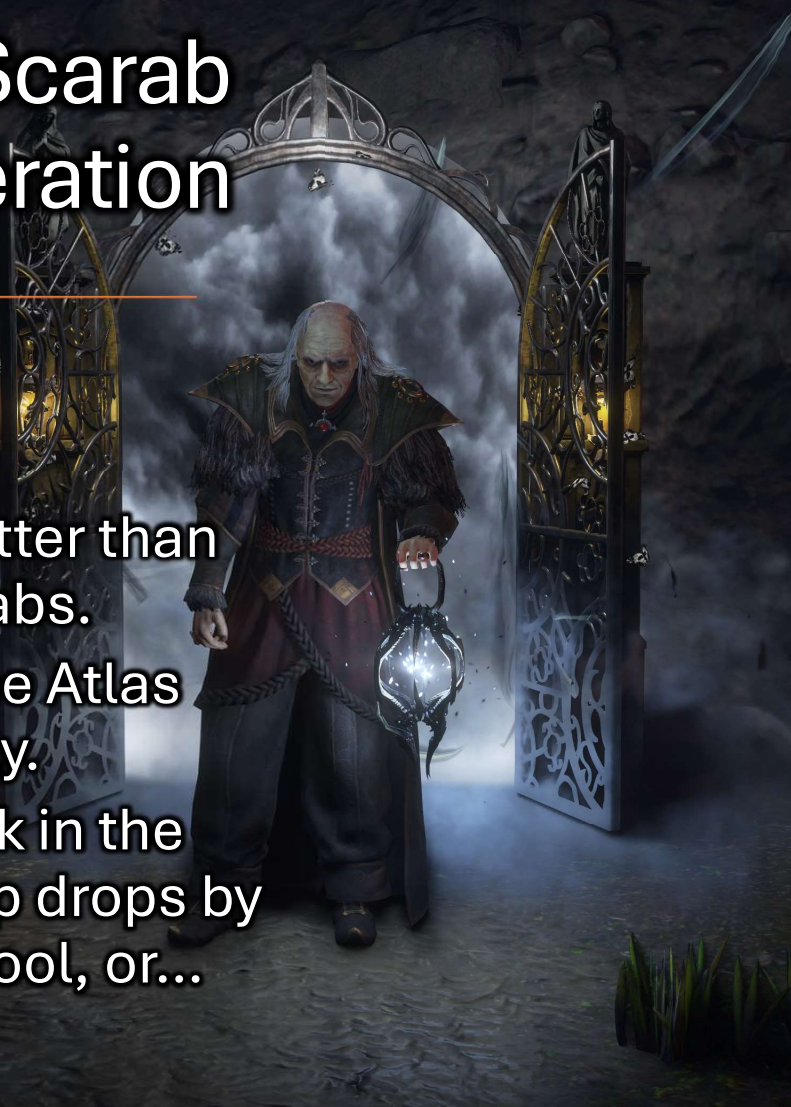


Off Atlas – Rogbooks

- Being level 90 is a significant improvement over 85-89 in this content.
- That's because 1-89, Expedition NPCs are completely banned from offering ilvl86 items.
- If it's day 1 or 2 though, don't hold off. Push 90, but Rog early while worse gear still sells.

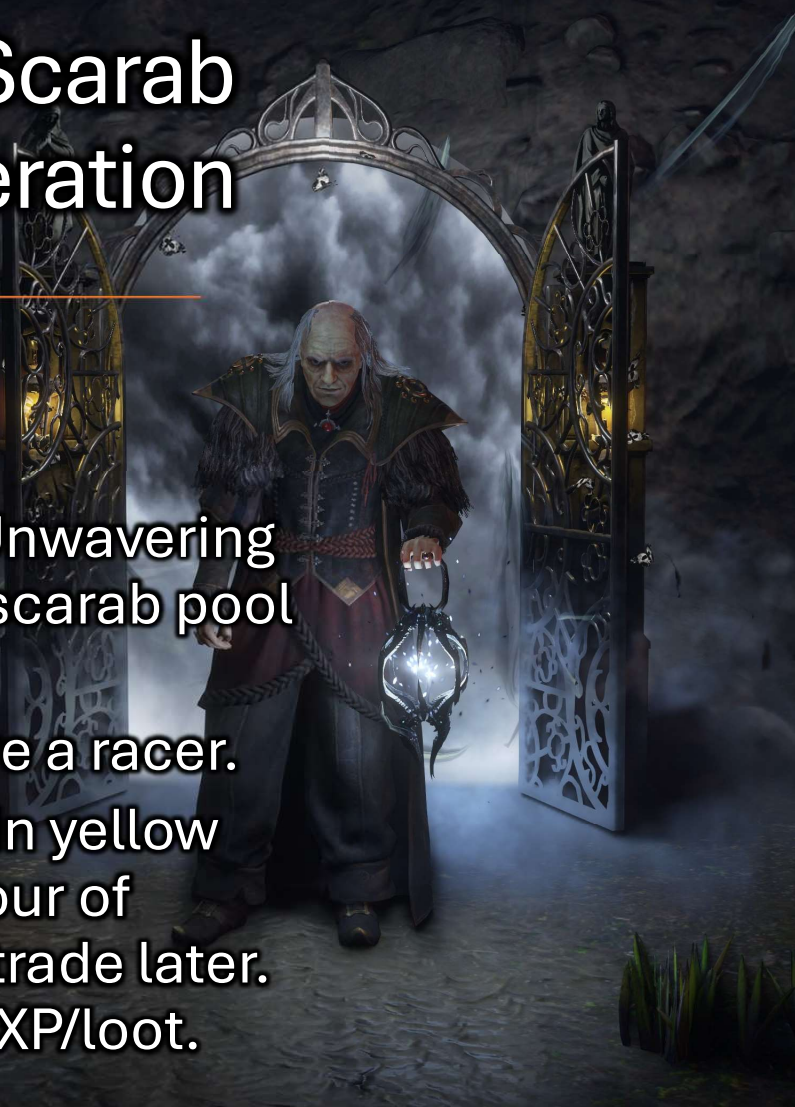
Atlas – Scarab Generation

- Some Atlas trees are better than others at generating scarabs.
- Unwavering Vision on the Atlas bans scarab drops entirely.
- Early on you'll face a fork in the path – speed up early map drops by sabotaging your scarab pool, or... don't do it.



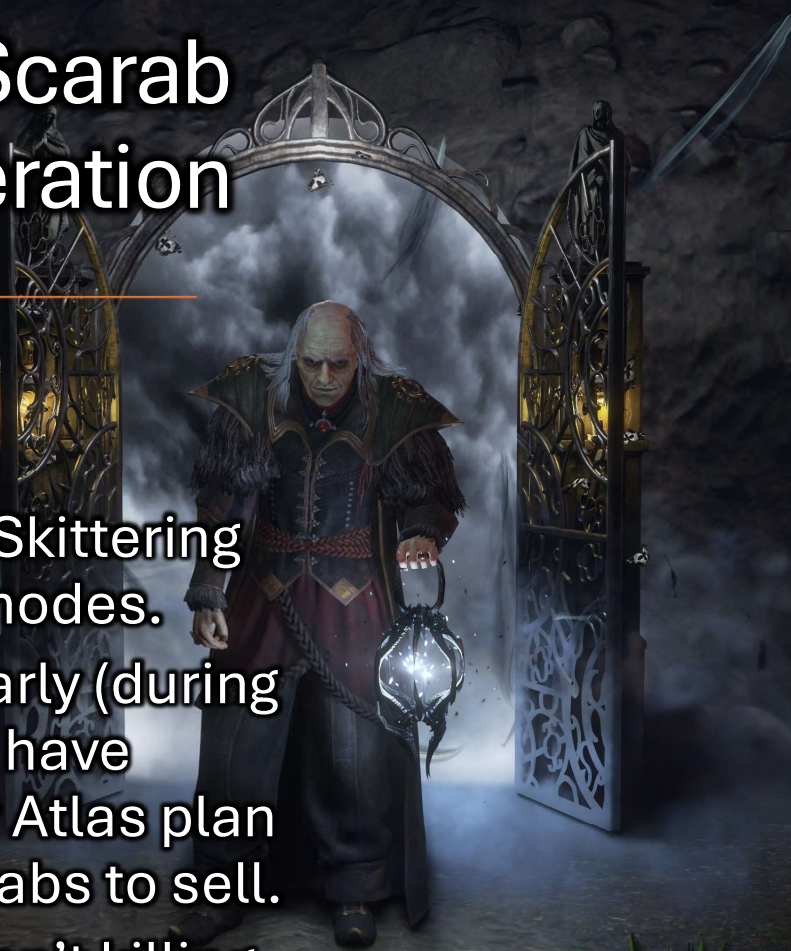
Atlas – Scarab Generation

- I advise against taking Unwavering Vision. The harm to your scarab pool will take trading to undo.
- The exception – if you are a racer.
- Spending another hour in yellow maps may save you an hour of currency generation and trade later. As well as that, you'll get XP/loot.



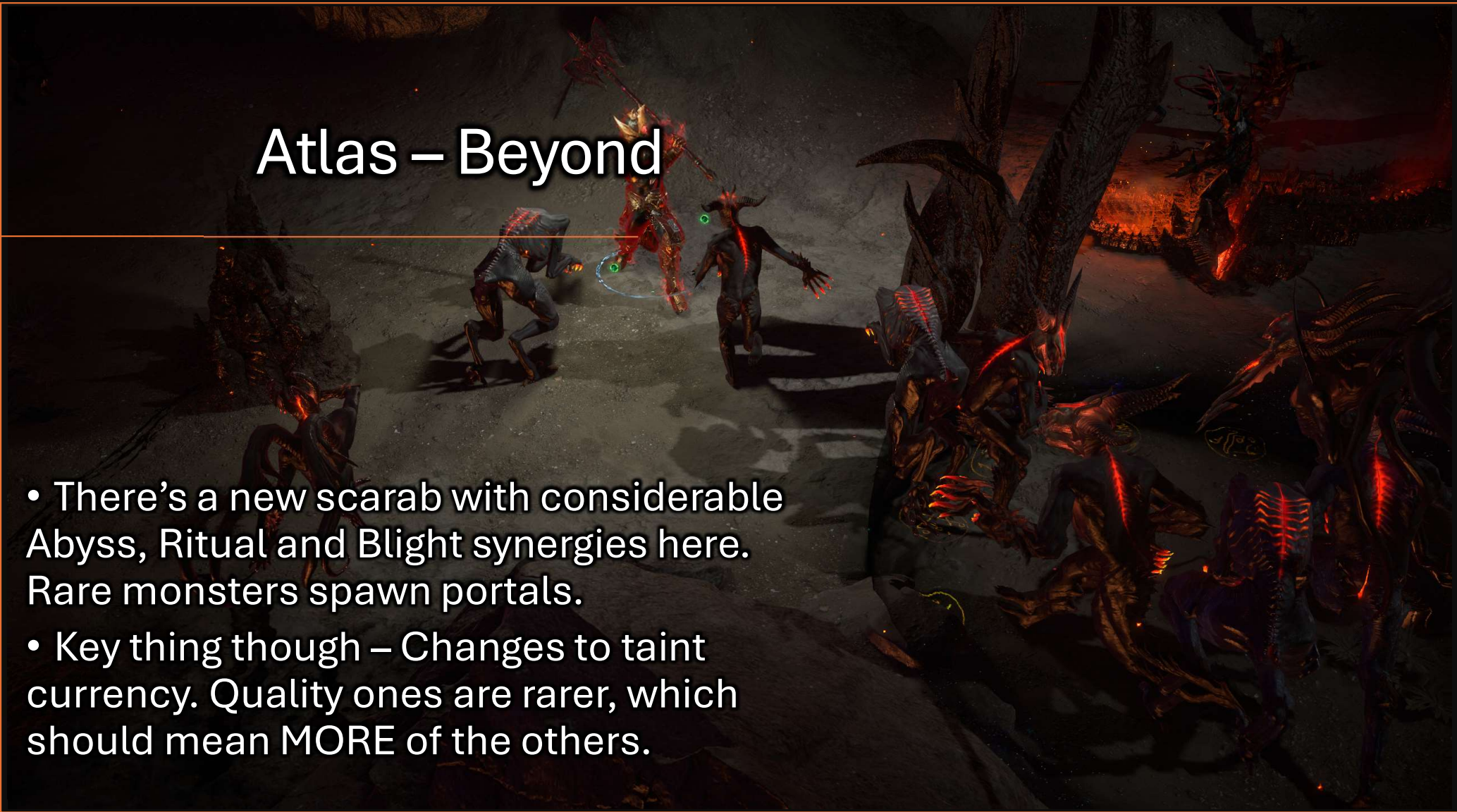
Atlas – Scarab Generation

- Remarkable Relics and Skittering Swarms are outstanding nodes.
- You should take them early (during yellow maps), so you can have scarabs aligned with your Atlas plan to use early on – and scarabs to sell.
- Skip these only if you aren't killing many monsters per map.



Atlas – Beyond

- There's a new scarab with considerable Abyss, Ritual and Blight synergies here. Rare monsters spawn portals.
- Key thing though – Changes to taint currency. Quality ones are rarer, which should mean MORE of the others.



Atlas – Beyond

- At the same time, Black Morrigan is rarer.
- This means more taint fusings AND more demand for them.
- Tainted Mythic Orbs are incredible if you understand them. I reported on research on how they worked last year.



Atlas – Ultimum

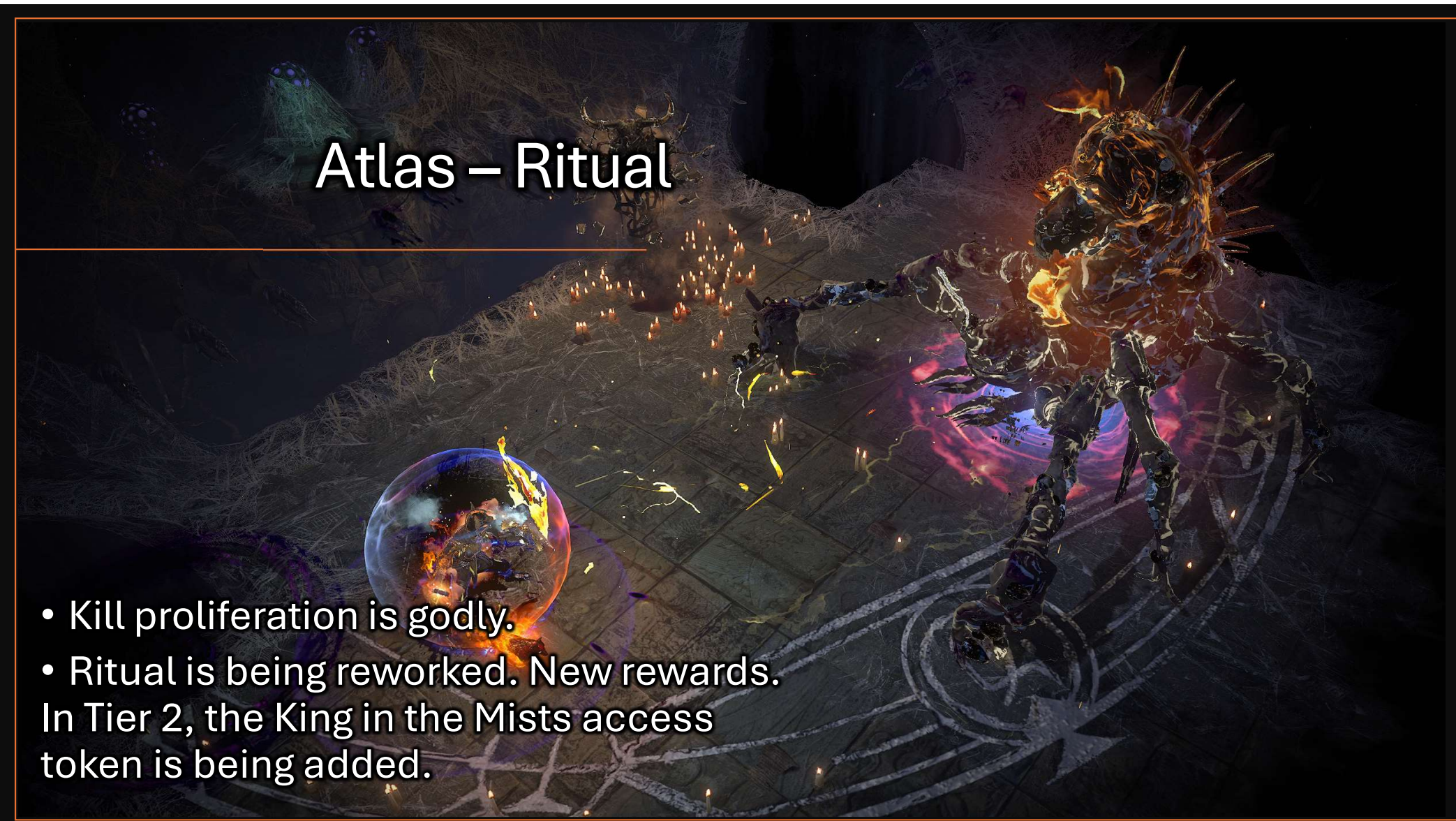
- Gladiator and Chieftain probably best here – somewhat tanky and extreme kill proliferation.
- That said – I don't recommend this, the loot it drops is mostly very niche Mythic Orb bait that's not valuable early on.
- VERY RNG HEAVY REWARDS.

Atlas – Ultimatum

- You probably won't get Relic of the Pact day 1. But if you do, you are rich.

Atlas – Ritual

- Kill proliferation is godly.
 - Ritual is being reworked. New rewards.
- In Tier 2, the King in the Mists access token is being added.

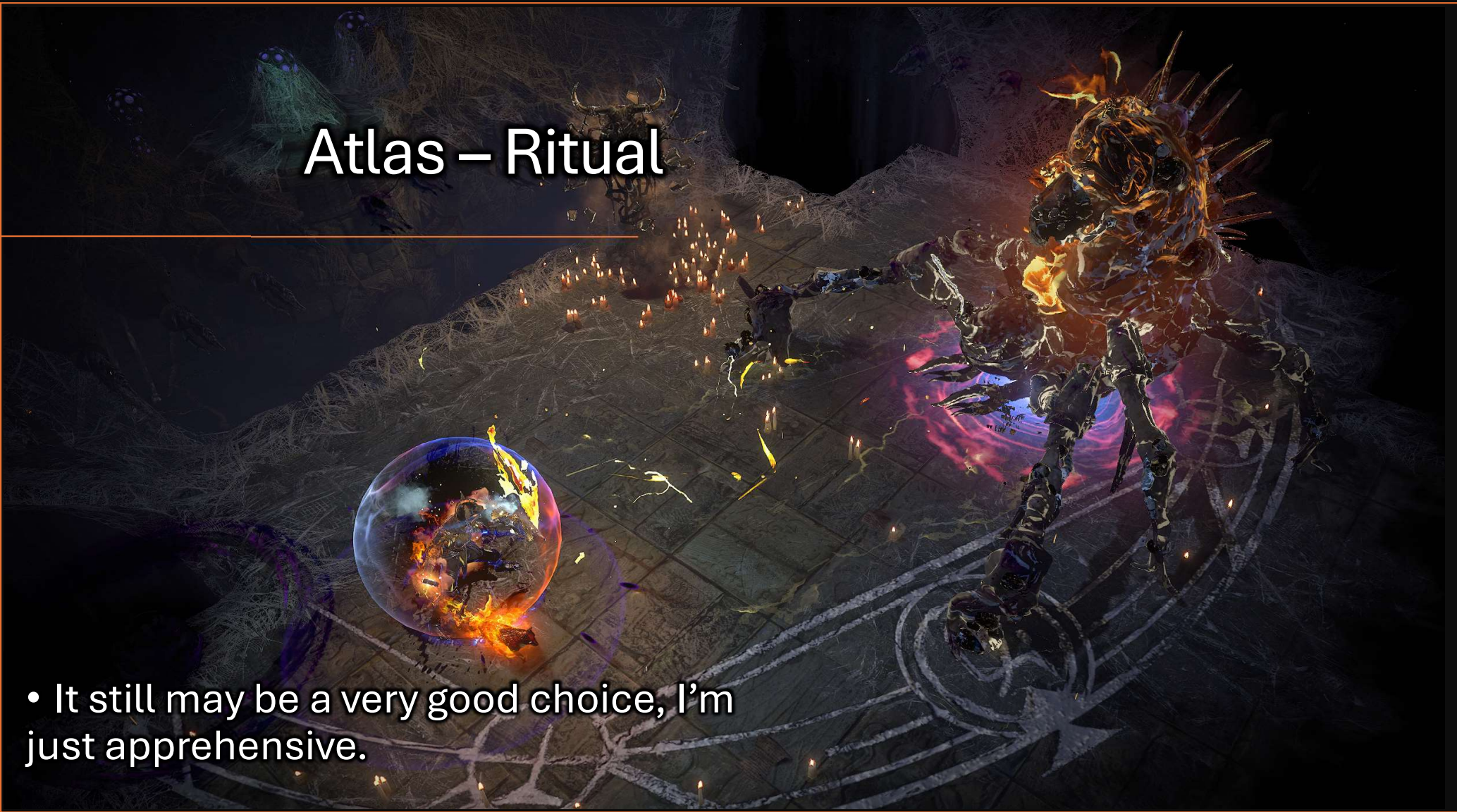


Atlas – Ritual

- Ritual is being hyped. This is not a good thing, as more people running it means more undercutting wars on its rewards.
- Top builds – Gladiator, Chieftain, Elementalist if you are good at dodging.

Atlas – Ritual

- It still may be a very good choice, I'm just apprehensive.



Atlas - Blight

- Most things said earlier about Blighted Maps apply to in-map Blight events.
- Scarabs for this mechanic are god tier.
- Gold oil drops have been nerfed. This may actually make blight better.
- Oil extractors are gone. Kaput. Even in Standard.

Atlas - Blight

- Blight Scarab of Blooming is something you want to be buying early, from the new trade interface. Set up buy orders for these before going to bed the first night.

Atlas - Blight

- The new Templar Ingenuity notable on the Atlas does unknown, potentially cool things. Try it. Experiment with it. If it's terrible, laugh at yourself for taking it.



Atlas - Heist

- This is different to specializing in running the Heists. This strategy involves generating Heists for others to run. You may never set foot in the Rogue Harbor.
- The key advantage here, is that it is FAST and does not compete for scarab slots.



Atlas - Heist

- You can do Heist generation in any tier 16, the blueprints will sell well. You need to pay attention a couple things when selling.
- Deception contracts are at a premium.
- Full unveiled prints are worth way more. 3 wing and 4 wing different to each other.



Atlas - Heist

- I like pairing Heist on atlas with Destructive Play, as both play to the strength of a 'spend minimal time on side content' strategy. Also, Settlers league mechanic should be the same.
- If you get the many blueprints proc (or suspect you have), full clear the map.
- Also pairs well with Azurite from Delve piles atlas support node.

Atlas - Delirium

- There are several approaches to Delirium. Delirium layered maps, delirium mirror in-map events, Simulacrum, Eternal Deli Mirror.
- These all work differently.



Atlas - Delirium

- Eternal Mirror first. This is GOD TIER in Tier 17s using a borrowed power atlas (Shrines in particular, post-nerf Delve as well) just to kill monsters & get cluster bases. It's OK to fail the map boss.
- Huck and Einhar add borrowed power.



Atlas - Delirium

- Timed Deli Mirror next – this requires a very powerful character and is best for farming Simulacrums which will be in higher demand this league.
- Also Deli Orbs.
- Don't do this in low tier maps (except for practice). Mirror scales a lot with mlvl.



Atlas - Delirium

- Maps with Delirium layers.
- This just adds monsters and quantity.
- You can get these by using deli orbs, but also by mapping with Delirium Scarab of Delusions, which causes map drops to have a 100% chance to have 1-5 deli orbs pre-applied. This scarab is uncommon not really rare (in 3.24)

DELIRIUM SCARAB OF DELUSIONS

STACK SIZE: 20

LIMIT: 1

MAPS FOUND IN AREA HAVE LAYERS OF DELIRIUM

*WHAT ARE YOU TALKING ABOUT?
THE ATLAS WAS ALWAYS LIKE THIS.*

*CAN BE USED IN A PERSONAL MAP DEVICE TO ADD MODIFIERS TO
A MAP.*



Atlas - Delirium

- Deli Scarab of Delusions pairs well with Cartography Scarab of Corruption, although you will brick some maps this way.
- Maybe give those to Atlas runners you don't like very much.

CARTOGRAPHY SCARAB OF CORRUPTION

STACK SIZE: 20

LIMIT: 1

NON-UNIQUE MAPS FOUND IN AREA ARE CORRUPTED WITH 8 MODIFIERS

CORRUPTION BLEEDS BETWEEN REALITIES.

CAN BE USED IN A PERSONAL MAP DEVICE TO ADD MODIFIERS TO A MAP.



Atlas - Einhar

- Einhar is a WILDCARD.
- There are changes we don't know or understand, patch notes are not thorough.
- Black Morrigan is with Einhar now.
- Be prepared to do higher tier maps than historical Einhar strats used.

Atlas - Kirac

- Kirac you take very early in progression to get your Atlas done.
- Then you forget he exists once at 115 maps done.
- Rush Commissioned Officer on ALL atlas strats.
- Optionally Planar Tactician as well.



Atlas - Kirac

- Kirac is also bugged (3.24) with Explorer's Scouting Reports. Once you've done ALL white tier maps, Explorer Reports will provide uncomplete yellow and red tier maps in the white tier missions.
- This expedites getting non-unique completion.

Atlas - Kirac

- There are three quite rare (Tier 3) drop anywhere unique maps. The Coward's Trial, The Putrid Cloister, and The Twilight Temple.
- Kirac is AMAZING for finding these.
- Singular Scouting Reports and Comprehensive.
- In trade, sell portals to these maps.



Atlas - Jun

- Beertrayal!
- Betrayal encounters are the single best source of STARTER gear for mapping. They are rares with one mod that is overpowered and flexible.
- Later, Veiled Orbs are amazing, but expensive and uncommon, ~30% from Catarina level 78-83.

Atlas - Jun

- However, where Jun really shines is the XP you get from the mechanic in general. Getting to 90 fast is WAY quicker with Jun and safehouses.
- Intelligence Gathering doesn't look like it, but it is the best node on the Atlas for character XP as well as for gem XP. Safehouses have +100% XP.

Intelligence Gathering Notable Passive Skill



Completing your Maps grants 10
Intelligence for a random Immortal
Syndicate Safehouse

Atlas – Niko and Alva

- These are niche, and don't really offer much early. They do have uses early, but specialized.
- Post nerf Packed with Energy is still good.

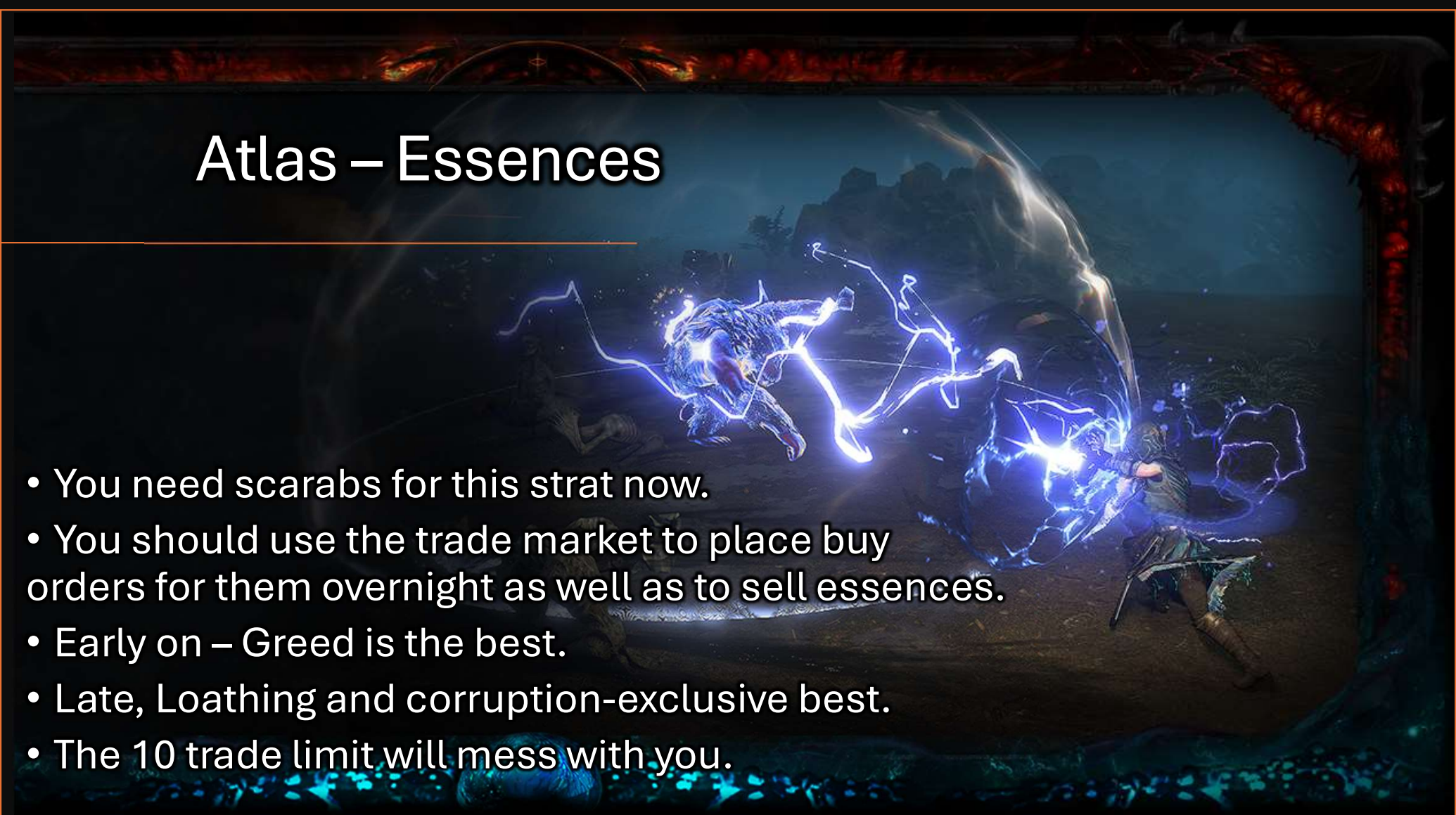
Atlas – Essences

- Tier 6+ was the new minimum in 3.24.
- I assume this stays true. Don't do white maps.
- If going essences, you want a light bosskiller that can traverse maps fast. Trappers are good. Miners are good. Penance Brand of Dissipation is good.



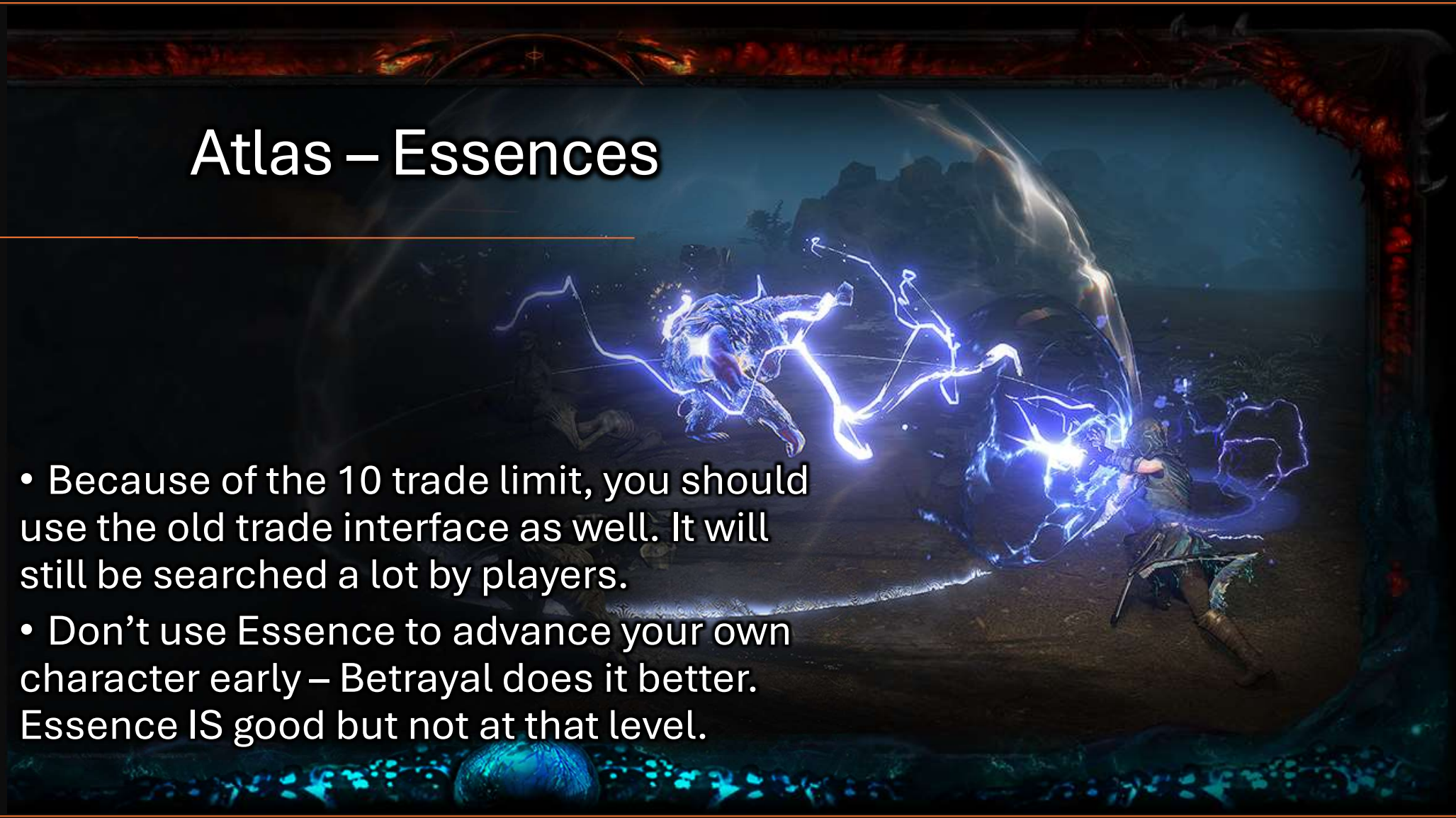
Atlas – Essences

- You need scarabs for this strat now.
- You should use the trade market to place buy orders for them overnight as well as to sell essences.
- Early on – Greed is the best.
- Late, Loathing and corruption-exclusive best.
- The 10 trade limit will mess with you.



Atlas – Essences

- Because of the 10 trade limit, you should use the old trade interface as well. It will still be searched a lot by players.
- Don't use Essence to advance your own character early – Betrayal does it better. Essence IS good but not at that level.





Atlas – Harvest

- Harvest comes online late in progression, as it's WAY better in high tiers and WAY better with uncommon and rare scarabs.
- Build a powerful character before speccing Harvest.
- Harvest value is unpredictable because of the trade market. We don't know how high gold costs will be for trading Harvest goo. Might need to trade the old way.
- Trappers and miners excel at Harvest combat encounters, but other builds can do them well.

Atlas – Breach

- Breach requires damage projection, alongside tapping (walking over) the hands and killing rares.
- Gladiator is untested here. Might be really solid, but may rely upon retaliations to kill the tanky rares. These rares are important to kill. Gladiator may struggle with in-map Breachlord encounters.
- **IMPORTANT:** We do NOT KNOW if the spiritual successor to Recombinators will work on Grasping Mail mods. GGG have not answered this.



Atlas – Legion

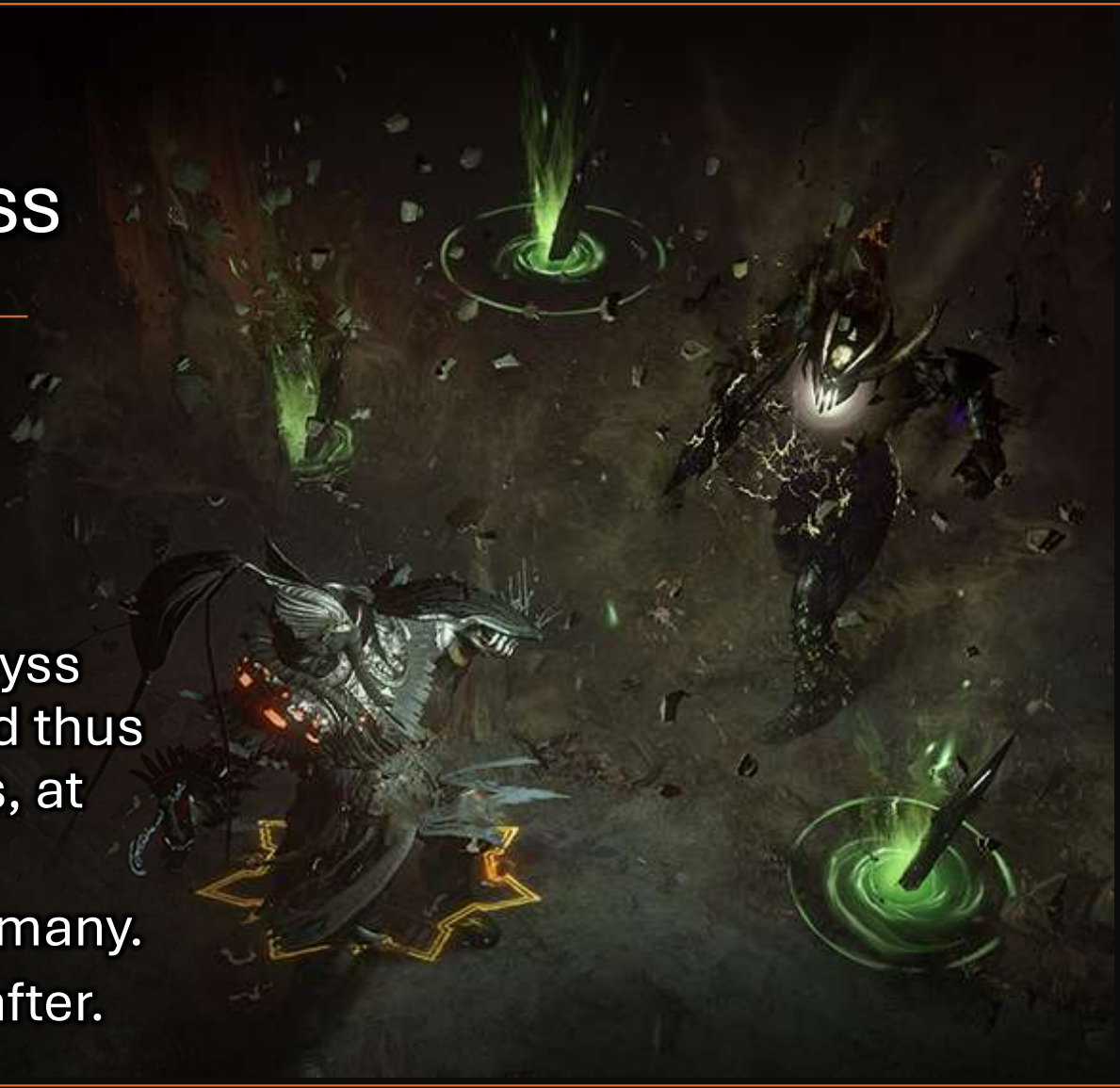
- Legion is very build specific. Bow builds in open maps utterly dominate it.
- Legion is an outstanding choice if you are Ele Hit of the Spectrum Deadeye; Ice Shot Deadeye; Lightning Arrow Deadeye, or anything similar.

Atlas – Legion

- Legion is outstanding at generating large piles of miscellaneous loot, probably matched only by the Simulacrum in that regard.
- It's also great for building a personal scarab pool.

Atlas – Abyss

- Abyss is very niche. In-map Abyss events add a lot of monsters and thus divination cards and XP to maps, at the cost of being quite slow.
- There's good uniques, but not many.
- Stygian Vises sell in bulk to crafter.



Atlas – Abyss

- Abyss puts mixed demands on characters. You need modest clear to beat the events but strong clear for it to be fast, and then you need to be able to down moderately tanky and dangerous bosses.



Atlas – Expedition

A character in dark, ornate armor with a glowing sword, standing in a dark, stone-walled environment. The character is wearing a helmet with a glowing blue visor and has a large, curved sword with a glowing blue blade. The background is a dark, stone-walled environment with some light sources in the distance.

- We discussed earlier build considerations for logbooks. In-map Expedition events are similar – except that the remnant mods sometimes stack with Eater or Exarch altars.
- More than any other mechanic, this pairs well with Eater altars - if you can handle both.

Atlas – Exarch Altars

- Generally weaker than Eater altars now (how the mighty have fallen).
- But this can be a good thing as Embers and invitations can be in higher demand.
- Builds that don't care about enemy fire and chaos res perform well here.
- Builds that can survive a surprise spawn on top of you will perform better too.

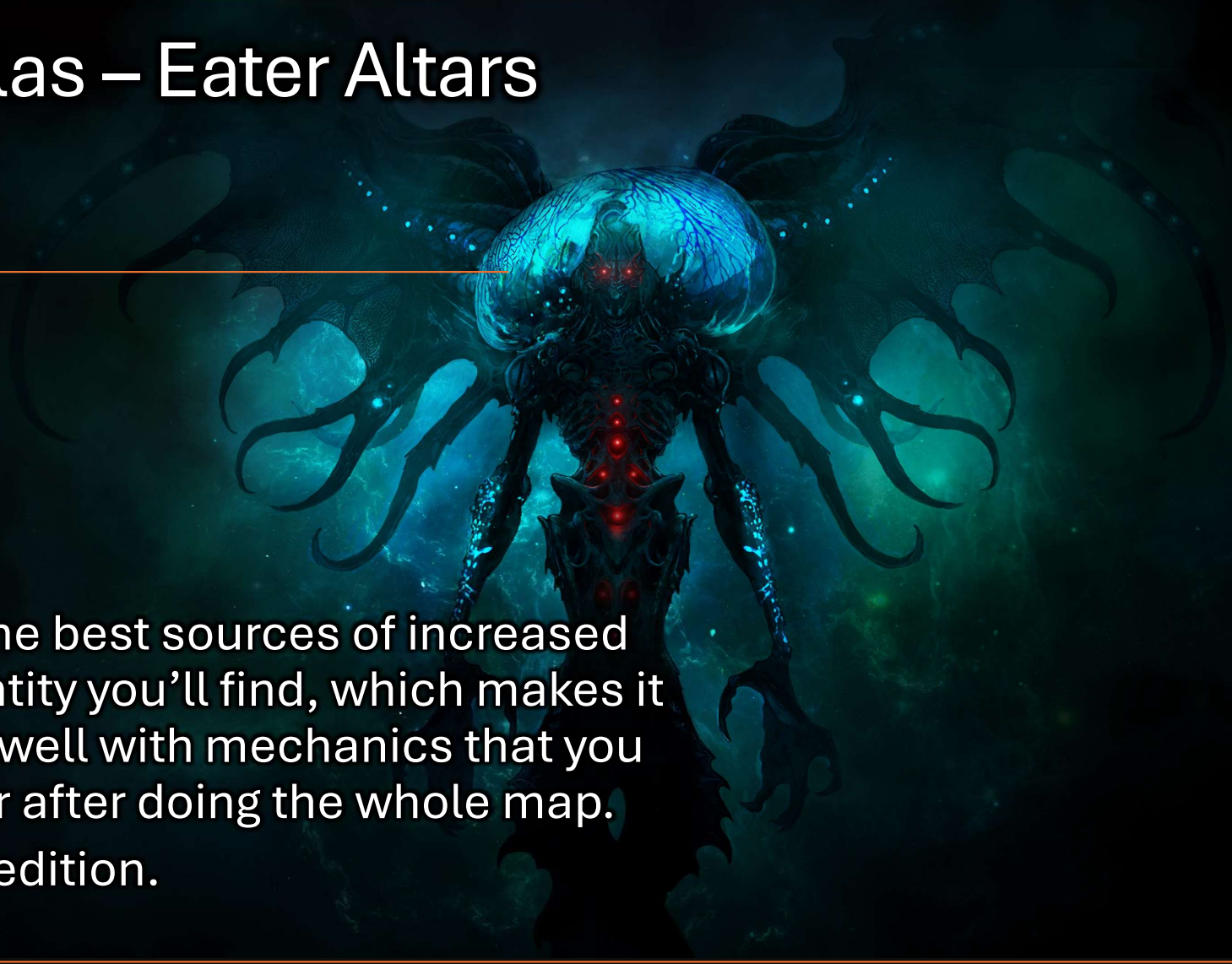


Atlas – Exarch Altars

- Also applies to Eater – but this can be done fast or slow. Fast, with a focus on invitations and just the best 10% of altars, or methodically hitting every altar.
- Neither is clearly better or worse.



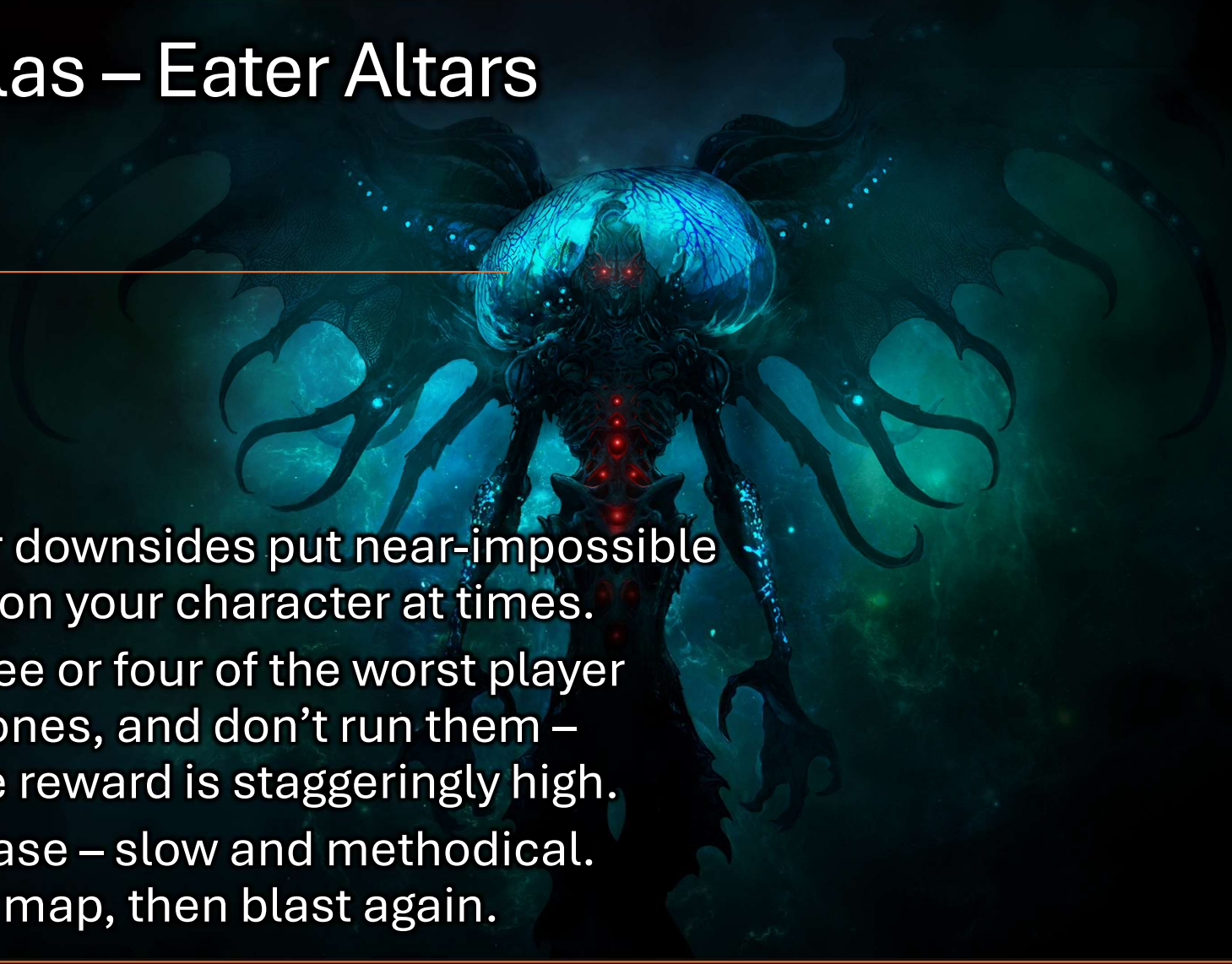
Atlas – Eater Altars



- One of the best sources of increased zone quantity you'll find, which makes it work very well with mechanics that you can trigger after doing the whole map.
- Like Expedition.

Atlas – Eater Altars

- The altar downsides put near-impossible demands on your character at times.
- Note three or four of the worst player affecting ones, and don't run them – unless the reward is staggeringly high.
- In that case – slow and methodical. Finish the map, then blast again.



Atlas – Maven Destructive Play

- This is a hybrid bossing/mapping strategy that puts considerable demands on your character.
- It's a pathway toward bossing, and generates lots of Atlas miniboss maps. Elderslayers, Shaper guardians, etc.



Atlas – Maven Destructive Play

- Step 1: Get to T16s and spec the Atlas miniboss map generation nodes.
- Step 2: Turn on Destructive Play when powerful enough & Maven witness maps.
- Step 3: Start doing scoured Maven witnessed Atlas miniboss maps.



Atlas – Maven Destructive Play

- Step 4: Upgrade to rare Atlas miniboss maps with Destructive Play happening. Run scoured 4-way miniboss invitations.
- Step 5: Upgrade to juiced precursor maps and alched invitations.
- Step 6: Upgrade to harder invitations (Feared, Hidden) and Tier 17 maps.

Atlas – Maven Destructive Play

- Destructive Play pairs well with Shrines for borrowed power, and surprisingly, with Heist.
- In-map Heist events put no scarab pressure on and don't slow you down, letting you keep generating the miniboss maps and invitations.



Atlas – Shrines

- Shrines pair with basically anything. They make you faster and grant assorted unpredictable borrowed character power.
- At their best in tier 17 maps, or other content you aren't strong enough for yet.
- Domination Scarab of Terrors is very rare, and outstanding on Destructive Play setups.