Welcome to the Sentinel Challenge Analysis / Newbie guide!

Click below for a link to the Sentinel Challenge Rewards!



Changelogs: last updated 23th June 2022. Click here to view.

NOTE:

- For players who prefer reading in a darker theme, I'd suggest installing an extension on your browser for the dark mode experience; I'm currently using <u>Dark Reader</u>.
- All of this analysis is based on a full-time job player experience (I spend about 3~5 hours on PoE every day)
- The (38/40) tag means skip this challenge if you're aiming for 36/40 challenges only, which means you can skip this challenge if you're not invested to get the last MTX skins reward.
- The (40/40) tag means skip this challenge if you're aiming for 38/40 challenges only, which means you only want the exclusive MTX skins and don't want the hideout totem maxed out.
- You can use the "Show document outline" (icon near the top left) to quickly navigate the guide! You can also navigate the guide using the table of contents page!
- A handy PoEWiki search extension can be found and downloaded <u>here</u>.
- If there's any feedback you have for this guide please feel free to comment in the reddit post.

Rating Difficulty

- Very Easy: Can be done within a week or a day.
- Easy: Can be done within a month, or a couple of weeks.
- Normal: Can be done within a month or so, and requires access to end game content.
- Hard: Requires heavy grinding (around 2 or more months).
- Very Hard: Almost impossible to accomplish within 3 months(default league period).

Feel free to support Viron's PATREON, it means a lot to him even if you contribute a little Ittle

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1. Learning the Ropes

Complete each of the following tasks:

Purchase a <u>Gem</u> from a Vendor



Almost every female NPC in town does sell skill gems(Etc: Nessa in Act1 town), and the more quests you've completed(especially quests that reward skill gems) will cause more skill gems available for sale by the NPC in town(depending where you get the quest's reward). Although this "rule" doesn't apply to only 2 special NPC, which are Siosa that'll sell all classes skill gems in Act3 The Library, and Lilly Roth in Act6 town that'll sell all type skill gems after you finish the quests respectively of course. *PSA: You can invite Lilly Roth to your hideout as your skill gem vendor and divination card exchanger.

Socket a <u>Jewel</u> into your Passive Skill Tree





The earliest jewels you can use is <u>Crimson/Viridian/Cobalt</u> <u>Jewel</u> which can be found starting at item level 20 zones and above, and can be used at any level. Jewels are items that can be placed into allocated <u>jewel sockets</u> in the <u>passive skill tree</u>, and can be removed or replaced at no cost.

Equip an Item with 4 or more <u>Linked Sockets</u>



Very Easy

This challenge wants to teach us how to gear up our character at an early level.

2. The Basics of Sentinels

Complete each of the following encounters:

Deploy a Sentinel

In the Coast (After Lioneye's Watch) you will find a Sentinel Cache with a Sentinel and a <u>Sentinel Controller</u> inside. Equip the controller and Sentinel (By right clicking it), equip the Sentinel in the controller and deploy it with F2.

• Defeat a Rare Monster which is empowered by a Sentinel

A Rare monster is an enemy covered with a yellowish colour and contains one or more modifiers that can boost their stats, making them much stronger than normal or magic monsters.

• Defeat a Rogue Exile which is empowered by a Sentinel

A Rogue exile is an enemy that looks like a player, that drops a set of equipment when slain, and can be easily found everywhere.

Defeat an Act Boss which is empowered by a Sentinel

An act boss is the unique boss of each end of an Act Campaign story; you can refer to challenge No.4 and No.7 for the list.

(There's some bug where some Act boss can't be used with sentinels, in this case, you will have to find one that can OR join someone in public party that can) Fixed in patch 3.18.0d

Very Easy

This challenge teaches you the basic mechanic of the current league, Sentinels. While your Sentinel is deployed it can tag a certain number of monsters. If you want to guarantee you get these tags on the monsters you wish to fight; use the sentinel just before you're about to fight these monsters.

3. Complete Vendor Recipes

Complete vendor recipes to receive each of the following items. A vendor recipe is when you trade a specific combination of items to a vendor, not when you buy items from their purchase screen:

- Magic Boots with 10% increased Movement Speed Vendor a pair of normal rarity boots with 1 of any rarity Quicksilver Flask, and 1 Orb of Augmentation.
- Orb of Chance Vendor 2 identified rare items with same name OR a full set rare items with their item level being 59 or below OR 4 items of the same base type but different rarities (normal,magic,rare,unique)
- Unique Item Vendor 1 white Sharktooth Arrow Quiver, 1 rare Onyx Amulet, 1 Rain of Arrows skill gem with at least 1% quality, and 1 Orb of Chance. Another easier but slightly costly method is by vendoring 1 Faminebind Rustic Sash, 1 Feastbind Rustic Sash, and 1 Orb of Fusing.
- Skill Gem Vendor 1 Blink Arrow/Mirror Arrow skill gem, and 1 Orb of Alteration.

Very Easy

A good introduction of vendor recipes to newbies, doing vendor recipes is the best way to get rich easily in PoE.

4. Defeat these Act Bosses I

Defeat each of the following Unique Act Bosses:







Act 3: Dominus, Ascendant



Act 4: Malachai, The Nightmare



Act 5: Kitava, the Insatiable

Very Easy

You'll encounter them as you progress through the acts, these are the first-half of the act bosses, click the links above to learn how to progress through each story act properly including information on boss fight mechanics. Very useful for new players to learn how to "speedrun" the whole campaign.

5. Complete Encounters I

Complete each of the following encounters:

Complete a Vaal Side Area



<u>Vaal side areas</u> are randomly found in areas and maps. They appear on the minimap and glow red while having a big, red and beating heart outside the entrance. Each side area contains monsters, a boss and a <u>Vaal Vessel</u>, that drops a large range of items, from <u>Sacrifice Fragments</u> to <u>Vaal Skill gems</u> and <u>Corrupted</u> Items.



Choose an Ascendancy

An <u>ascendancy</u> is a subclass of your character which can be unlocked by completing <u>the labyrinth</u>, and to access the labyrinth you need first to complete all the trials($Act1\sim3$ for normal difficulty).



Complete encounter at Bestiary Blood Altar

This challenge wants you to learn how to use the <u>bestiary mechanic</u> which will be introduced to you by <u>Finhar Frey</u> when you reach the Act 2 town, where he'll help you capture <u>beasts</u> when their life is low after you have damaged them. You can then use the captured beasts for crafting in his hideout called <u>The Menagerie</u>.



Defeat an Incursion Architect

An Incursion architect is a unique monster that can only be found from <u>incursion</u> league mechanics. Starting from act 7 you will randomly encounter <u>Alva Valai</u> in areas and she will send you on a mission to the past to build the <u>Temple of Atzoatl</u> that you will then be able to raid for loot and experience in the present day once it is complete(after 12 trips to the past). Killing an incursion

architect during the incursion will determine the changes of the room. Here's a **cheat sheet** for the Temple of Atzoatl's room rewards.

Very Easy

This challenge is designed to introduce you to some of the other older-league mechanics in the game.

6. Use Sentinels

Use each of the following Sentinels to Empower monsters

There are few type of sentinel can't be obtained from naturally drops but have to comes from using Transforming Power Core crafting instead, such as:

- Cryptic Stalking/Apex/Pandemonium Sentinel
- Primeval Stalking/Apex/Pandemonium Sentinel
- Ancient Stalking/Apex/Pandemonium Sentinel
- Cosmic Apex Sentinel

Easy

There are many different types of Sentinels, with some Sentinel types only appearing as uniques or being able to be obtained by combining them using Power Cores. As you progress through the story and endgame maps, you will come across a variety of sentinels. You can also buy sentinels from other players if you cannot find a certain one if you are in a trade league. Each Sentinel has 3 power core-only base types, with a <u>Transforming Power Core</u> giving the highest chance of creating a new base type when used to combine two sentinels together. The final Base, the <u>Cosmic Apex Sentinel</u> base can only be found as a unique and is used to empower Tier 16 map bosses.

7. Defeat these Act Bosses II

Defeat each of the following Unique Act Bosses:



Act 6: Tsoagoth, The Brine King



Act 7: Arakaali, Spinner of Shadows





Act 8: Lunaris, Eternal Moon and Solaris, Eternal Sun



Act 9: The Depraved Trinity



Act 10: Kitava, the Insatiable

Very Easy

You will encounter these act bosses as you progress through the acts, these are the second-half of the act bosses, click the links above to learn how to progress through each story act properly

including information on boss fight mechanics. Very useful for new players to learn how to "speedrun" the whole campaign.

8. Defeat Magic or Rare Monsters

Defeat Magic or Rare Monsters with 18 of the following Modifiers

Click the <u>link</u> here for the new list of magic/rare modifiers.

Easy

In 3.18, <u>Archnemesis</u> modifiers replaced Nemesis and Bloodline modifiers, making Magic and Rare monsters more varied and powerful. This challenge has you defeating monsters that have 18 out of the 20 rarest Archnemesis modifiers.

As you progress through the story and endgame maps you will eventually come across these modifiers but be warned they can be very deadly. The new Atlas Keystone "Valley of Darkness" can add an extra modifier to all rare monsters found in your maps so it can help you complete this challenge. Also, the small passives around "Spoils of War" also helps this challenge a bit as it helps duplicate a few rare monsters in your map.

9. Complete Breach Encounters



Complete each of the following Breach encounters:

Complete 100 Breaches

<u>Breaches</u> are timed monster-spawning portals that only spawn in end game maps(8% chance). 100 is quite an amount but the challenge can be a breeze if you use any combination of the following:

- Breach Scarab.
- Breach related atlas passive.
- "Areas can contain Breaches" from <u>sextant modifier</u>.
- ❖ Map that contains "Area can contain Breaches" implicit modifier.
- Breach(costs 2 Chaos Orbs) modifier from map device.

Defeat <u>Chayula</u>, <u>Who Dreamt</u> outside of its Domain

Pretty unique challenge and with a bit of RNG, because this challenge requires you to kill a Chayula that has spawned in the wild ... yes, from your regular maps, not in its breachstone domain. With the help of new endgame mechanics this should be slightly easier. You can make use of these 2 methods:

- ❖ Cheap Method: Take "Chayula Breach Chance" from the atlas passive tree then hope for the best it spawns in your map (alongside the aforementioned methods of boosting the number of breaches in your maps) Note: You can also use a <a>Vaal Breach Gem that spawns a breach that can belong to Chayula, and have Chayula Breachlord spawn in it and defeat them to count towards the challenge
- * Expensive Method: Using the "Breaches in Areas belong to Chayula" sextant modifier and then making sure you kill the boss when Chayula spawns in your map.(alongside the aforementioned methods of boosting the number of breaches in your maps)

(PSA: 3.18 added QOL gives you the Ability to detect a breachlord spawn in your mini-map)

Defeat Xesht-Ula, the Open Hand

<u>Xesht-Ula</u> is a breachlord that can drop all different types of breach splinters and only spawns in the wild. This boss doesn't have its own domain like the other breachlords do. This is slightly harder to spawn because there's no other tool to make it easier to spawn other than the atlas passive tree itself, so make sure to take "Call of Xesht-Ula" in your atlas passive tree when trying to do this challenge. You may also be able to use a <u>Vaal Breach Gem</u> in maps to possibly spawn Xesht-Ula in the map too, and kill to count towards this challenge.

Complete a Flawless Breachstone



One of the new aspirational content systems that was added in the 3.16 expansion were Flawless <u>Breachstones</u>, which are the strongest endgame encounters for the Breach League mechanic. Flawless Breachstones will have extra modifiers that will improve rewards as well as difficulty of the encounter. Flawless Breachstones can be found from the Maven's "The Hidden" and "The Feared" Invitations in the endgame mapping system.

Normal

This challenge is fully focused on an old content that's from the <u>breach league</u>. The hardest of all is probably finding Xesht-Ula since there's no way to buy this challenge so you have to find it yourself instead. Sure you can party-map farm breaches but the chance is still not guaranteed...

10. Defeat Possessed Rogue Exiles

Defeat each of the following Possessed Rogue Exiles

The best way to do this challenge is to make use of:

- "Exiled Will" from the atlas passive tree to guarantee all rogue exile spawns in map are possessed.
- "Ruckus" from the atlas passive tree to cause each map you run to have a 8% chance to contain 20 additional Rogue Exiles.
- "Royal Guard" from the atlas passive tree to cause map bosses to have a 20% chance to be accompanied by another two Rogue Exiles.
- "Areas are inhabited by 2 additional Rogue Exiles" from a <u>sextant modifier</u>.
- A map that contains the "Area is inhabited by # additional Rogue Exiles" implicit modifier.
- The Anarchy (costs 2 Chaos Orbs) modifier from map device.
- Atlas passive tree nodes that allow for Roque Exiles to spawn in pairs (30% max)

Normal

This challenge requires a bit of RNG to find each of every one of these rogue exiles, but with the help of the new atlas passive this challenge should be fine. A neat thing to know is that Rogue Exiles cannot spawn two of the same rogue exile in a single map. This means if you're somehow able to get at least 34 possessed rogue exiles in a map they will all be different ones, and killing them all will complete the challenge.

11. Complete Essence Encounters



Complete each of the following Essence encounters:

Crack open 150 Essence Monoliths

Essence monoliths are a pack of monsters that are frozen, with the player needing to click them 3 times in order to release them. The rare monster will drop essences when slain that can be used to craft normal items into rare with 1 guaranteed mod. This table will help you understand more about essence tiers. 150 seems like a big number but the process can be sped up by:

- - Using Essence related atlas passives.
- Using the "Areas contain an additional Essence" sextant modifier.
- Using the Essence(costs 3 Chaos Orbs) modifier from the map device.
- Defeat an Essence Monster which has at least 4 Rare Modifiers(updated from 3.18.0B)

Taking the Walley of Darkness" atlas passive is necessary to complete this challenge. By the time you've completed the above challenge(150 essence monoliths) you should have finished this challenge too by encountering an essence monster with 4 rare modifiers randomly.

- Defeat an Essence Monster that has 8 Essences in an area level of 80 or higher This challenge is pretty RNG-heavy, and can be completed using these 2 steps:
 - "Crystal Lattice" from the atlas passive tree and the small passives around it to have a chance for essence monoliths created to contain more than 4 essences when spawned.
 - ♦ When you encounter an essence monolith that contains 7 of essences in it; you have to use a Remnant of Corruption on it to have another small chance to add an additional essence to the essence monster.

And that's how you create an 8 essence monolith, also remember you have to do this step in Tier 13 maps and above which is this challenge required.

Defeat an Essence Monster that has at least 2 of the following Essences: Mysteria, Horror, Delirium, Insanity

This challenge requires much more RNG to do, and to do this challenge you'll have to use a Remnant of Corruption on essence monoliths that contain more than 2 Group E essences (Misery, Envy, Dread, Scorn - A.K.A The MEDS), then pray the essences become the required essences needed for the challenge. Thankfully you just need the kills only to complete this challenge, thus it is shareable; can be done in party.

Normal

This challenge is fully focused on an old content that's from the essence league. The 4th challenge in this one might be pretty hard depending how lucky you are .. but THANKFULLY this challenge is shareable, so if you're very unlucky to find this one you can join/buy it from another player who has found it instead.

12. Assemble Sentinels

Assemble Sentinels in each of the following ways:

Assemble a Sentinel using a Power Core

Power cores can be found from Sentinel Caches or from Sentinel Tagged monsters(That have the Sentinel Reward). Power cores come in 4 different types that modify the assembly process depending on which one was chosen. You can also get more power core rewards by taking "Rewards are #% more likely to be Sentinel Rewards" from the sentinel controller(passives).

Assemble a Sentinel that can't be naturally obtained

Can obtained from combining sentinels regularly, but you will have a higher chance to get one via using a <u>Transforming Power Core</u>.

• Assemble a Rare Sentinel with six modifiers

6 modifiers sentinel can be hard to get but you can increase the odds by combining both sentinels with 6 modifiers(<u>click here to buy</u>) together instead, and also using an <u>Augmenting Power Core</u> to fill up any possible removed modifiers.

• Assemble a Unique Sentinel

Unique Sentinels have a small chance of being obtained from combining sentinels, but will have a higher chance via using normal <u>Power Cores</u> as opposed to the other types. (Transforming Cores only increase the chance of getting a new base type)

Click the link on their name above here to buy those power cores to complete these challenges. Watch Grimro video on how to combining sentinel properly

Normal

Overall ain't that hard, just the unique sentinel can be a bit RNG to get but still reasonably easy to get.

13. Complete Domination Encounters (38/40)



Defeat each of the following targets while affected by the **Covetous Shrine** buff:

Map Boss

This should be easy ... You can kite the map boss near the shrine, lower the boss's life to mid or low range, take the shrine then DPS down the boss before the shrine buff runs out to complete this challenge.

• Breach Boss in the Wild



This one is pretty **HARD** ... Not only do you have to find the breachlord(breach boss) to spawn in your map but also have to grab the shrine while killing it and hopefully you have enough time to kill the breachlord at the same time before the breachlord disappears ... Best way to do this challenge is when your <u>a Vaal Breach Gem</u> skill had enough vaal charges, spam the skill around a <u>covetous shrine</u> but not yet clicking the shrine yet, until you saw a Breachlord spawn from your Vaal Breach skill only then take the <u>covetous shrine</u> then kill the Breachlord to complete this challenge easily.

• Essence Monster



This should be the easiest... Just make sure there's an essence monster in the map after you found a covetous shrine, then just grab the shrine, release the essence monster, kill it then you'll complete this challenge easily.

Metamorph



This is easy too ... you can even manually spawn a metamorph(after you collected enough samples) near the covetous shrine by pressing "V"(default button). Grab the shrine then pop open the metamorph, kill it then you'll complete this challenge.

Delirium Boss

This could be easy too depending on if your build is capable of taking down a delirium boss(Kosis/Omniphobia). To do this challenge first we need to open a map that is at least 40% delirious(can get from natural drops or by applying 2 delirium orbs on a map), and with the "All That Glitters" atlas passive allocated, find a map that has a covetous shrine spawn, then try damage the delirium boss until it's life is in the mid or low range, then kite the boss near the covetous shrine, grab then shrine then quickly kill the boss to complete this challenge.

Shaper or Elder Guardian



This is somewhat easy too... But will be easier if done with an elder guardian map. Damage down the boss until its 3rd phase then logout/exit the map; go back in, take the <u>covetous shrine</u> buff, then go back in the boss arena and kill the boss before the buff runs out to complete the challenge. You can do it with shaper guardian too if you're strong enough, just grab the <u>covetous shrine</u> buff then rush to the boss and kill it before the buff runs out.

Hard

This challenge is just playing around the special, <u>Covetous Shrine</u> mechanic from the "All That Glitters" atlas passive, so make sure to take that when trying to do these challenges. The hardest one might be Breach Boss. It's almost impossible to service-buying this one but could get one if the "leader" is willing to do multiple breach maps at once and let the member leech every map till it spawns.

14. Complete Metamorph Encounters



Complete each of the following Metamorph encounters:

• Defeat a Metamorph which is comprised of five Unique body parts

You can complete this challenge easily via Tane's Laboratory, which after you collect all the 5 different type organ samples from metamorph encounter, visit his encampment via talking to him or the waypoint. Create another metamorph from the samples you collected from maps in his encampment, kill it then you'll complete this challenge easily.

• Defeat a Metamorph which has 5 different Rare modifiers

This is simple, just have to make sure each magic/rare organ has archnemesis modifiers in it when creating a metamorph. 5 different modifiers, which mean all organ type have to be archnemesis, thus you might wanna skip a unique/boss organ when creating the metamorph just to do this challenge.

Defeat a Metamorph and a Rogue Metamorph within five seconds of one another



To do this challenge first you have to allocate "Escaped Experiment" atlas passive, then find a map where a rogue metamorph has spawned. After finding one, try to clear the remaining monsters till you have enough organs to create a metamorph without killing the rogue metamorph. And when is enough, spawn tane's metamorph by pressing "V"(default button) near the rogue metamorph, create the metamorph, then try kite the recently created metamorph near the rogue metamorph

together then try kill both within 5 seconds of each other to complete this challenge. You can also try to do this challenge in a Tier1 map so that the metamorph is not so deadly and is easily killed.

Defeat a Metamorph in Tane's Laboratory

You can get some organ samples from metamorphs if you manage to fill the Green Bar fully and have at least 1 unique organ used during the metamorph creation process. The organ samples you collected from the metamorph can be used to create a super version of a metamorph in Tane's <u>Laboratory</u> which can be accessed by talking to him in your hideout or <u>via waypoint</u>. To do this challenge just make a metamorph in Tane's Laboratory and kill the created metamorph.

Normal

This challenge is fully focused on an old content that's from metamorph league.

15. Complete Harvest Encounters



Complete each of the following Harvest encounters:

Defeat a Harvest Boss

This challenge requires you to kill a Tier 4 seed monster which is a mini-boss of harvest monsters, such as:

- Ersi, Mother of Thorns Wild Thornfruit
- Janaar, the Omen Primal Blisterfruit
- ❖ Namharim, Born of Night Vivid Scalefruit

The fights of these mini-bosses aren't that hard, it's just pretty hard to find them ...

Harvest the Heart of the Grove



Oshabi, Avatar of the Grove is the harvest boss and is not that hard to defeat. She can be accessed by using the Sacred Blossom in your map device which only drops from Tier4 seeds in sacred grove(harvest encounters). Allocating the "Heart of the Grove" Atlas passive guarantees a Sacred Blossom drop from T4 Harvest minibosses.

(PSA: Killing this boss grant you 5 additional slots for your 👼 horticrafting bench)

Sacrifice a stack of at least four Divination Cards and receive double that amount back

This challenge requires a bit of RNG. You have to look out for <u>blue seed harvests</u> that offer the "Sacrifice up to half a stack of Divination Cards to receive between 0 and twice that amount of the same Card" crafting option. When you find one, you have to put 4 divination cards that have a maximum stack of at least 8 to complete the set, then pray it outputs double the amount of what you put in to complete this challenge ... It's kind of like a mini lottery machine 🤑 To slightly improve the chance of getting this challenge required crafting option, you can focus farming on this sextant modifier to make the required crafting option appear more often, thus slightly improving the chance to complete this challenge.

Harvest at least 7 Crops in a single Sacred Grove

This challenge is pretty RNG-heavy. In order to complete this will have to "juice up" your maps with harvest related Atlas Passives, which are:

 \blacksquare "Heart of the Grove" from the atlas passive tree to add a 10% chance for the unchosen crop to wilt.

* "Bumper Crop" from the atlas passive tree to cause sacred groves to spawn an additional crop.

You need to have "Heart of the Grove" proc twice (2x 10% chances) in a sacred grove that has 5 plots (the max amount a single encounter can have) to complete this challenge.

Normal

This challenge is fully focused on an old content that's from <u>harvest league</u>. Overall it is not that hard, well maybe except that "harvesting 7 crops" might require a bit of RNG but thankfully this challenge is shareable so it can be completed in a party too!

16. Complete Delirium Encounters



Complete each of the following Delirium encounters:

Defeat a Map Boss while Delirious

Pretty simple, can be done in a normal map with delirium encounters. Even if your build can't keep up with a regular delirium encounter, you can do this challenge in a map that is at least 20% delirious through the use of <u>Delirium Orbs</u>, just kill the map boss in it to complete this challenge.

- Obtain at least 200 Simulacrum Splinters from a single Delirium Mirror
 - This challenge is a bit tricky. You need to run a long linear map with dense monster pack size such as Tropical Island Map or Strand Map, then "juice up" the map with multiple league mechanics to increase the monster pack size even more. Doing with mechanics that can pause delirium even longer is even better; such as ritual, incursion, blight, and harvest. The Ideal setup:
 - 1) Areas contain a mirror of Delirium" from sextant modifier.
 - 2) **Areas contain Ritual Altars" from sextant modifier.
 - 3) Areas contain an additional Breach" from sextant modifier.
 - 4) *Areas contain an additional Legion Encounter" from sextant modifier.
 - 5) Breach Scarab.
 - 6) Elder Scarab.
 - 7) <u>Harbinger Scarab.</u>
 - 8) Legion Scarab/ Blight Scarab.
 - 9) Map that contains "Slaying Enemies close together has a #% chance to attract monsters from Beyond" modifier.
 - 10) Add <u>Alva's atlas mission</u> from your map device.
 - 11) Activate either searing exarch or eater of worlds influence from your map device.
 - 12) Add Breach(costs 2 Chaos Orbs) modifier from map device.

Watch Tripolar Bear to learn how to farm simulacrum splinters

Complete a 100% Delirious Tier 16 Map which has at least four modifiers

This requires a pretty strong build to do ... if your build ain't that strong, try pick a map that can access to the boss arena pretty fast such as <a>Mesa Map, apply 5 <a>delirium orbs on it (100%)

delirious), and make sure the map is rare too(at least 4 modifiers). After that setup, open the map then rush to the boss arena, kill the map boss then you'll complete this challenge.

• Complete Wave 30 of Simulacrum

One of the new aspirational content systems that have been included in the 3.16 expansion is the <u>Simulacrum</u> now having up to 30 waves as opposed to 20. The waves will continue to get harder but more rewarding as you go on, with increased chances to spawn Delirium bosses. This encounter is extremely difficult to complete, and requires top end gear to complete. Getting help from Global 820 or 4040 is advised if you are not confident in your build and think you'll need help.

Normal

This challenge is fully focused on an old content that's from the <u>delirium league</u>. Overall not that hard, most of the challenge is shareable, 200 simulacrum splinters might be tricky but is pretty fun once you manage to do it. Plus the challenge is shareable so just join an experienced player who can do this to complete this challenge as well.

17. Use Recombinators

Use Recombinators in each of the following ways:

- Combine a Six-linked item with an item that has an Essence modifier
 - ❖ Six-linked item(<u>click here to buy</u>) can be created from using ⑤ Jeweller's Orb, ⑥ Orb of Fusing, and a little of LUCK on an item that is capable of creating six-sockets.
 - ❖ Item with essence modifier(<u>click here to buy</u>) can be created from using an Essences even though the mod it created doesn't mention essence, you've to remember the item is from essence instead for this challenge.
- Combine a Corrupted item with an item that has a Synthesis implicit modifier
 - Corrupted items (<u>click here to buy</u>) can be created by using Waal Orbs on an item.
 - Items with synthesis implicit modifiers(<u>click here to buy</u>) can be obtained from <u>synthesised maps</u>, heist's contracts and as most league rewards.
- Combine an item with a Fractured modifier with an item that has been Split
 - ❖ Items with a fractured modifier(<u>click here to buy</u>) can be obtained from almost everywhere that contain armour/jewellery/weapon rewards.
 - ❖ Item that has been split(<u>click here to buy</u>) can be created from bestiary crafting; "Split an Item Into Two" crafting method using Fenumal Plagued Arachnid beast or by using a Fractured Fossil
- Combine an Influenced item with an item that has an Abyssal socket
 - ❖ Influenced items(click here to buy) can be obtained from influenced maps.
 - ❖ Items with an abyssal socket(<u>click here to buy</u>) can be obtained from applying resonators equipped with a <u>Hollow Fossil</u> on an item. You can also just use a <u>Stygian Vise</u>.



Jewellery Recombinator

Weapon Recombinator

Recombinators are a new type of currency that was added in the Sentinel League. These allow people to basically mash 2 items (Jewellery, Armour or Weapons/Quivers) together and create

something that is a combination of the two items. The Recombinator randomly picks a base from the 2 components and then randomly picks mods from the two items to put on the resultant. Sometimes a special mod can be added or mods can be raised / lowered in tier or divined.

Easy

This challenge wants us to full use of the new currency to produce all of kind of new outcome, and should be pretty easy since it doesn't require you to successfully create an item but instead just combining items that the challenges wanted, so as long as you got material, combine them both(correct item type) then you'll complete this challenge easily.

18. Use Eldritch Altars (38/40)

Use Eldritch Altars in each of the following ways:

Activate 250 Searing Exarch Altars with Wrath of the Cosmos allocated

In Searing Exarch influenced maps, killing monsters will occasionally spawn in an altar, which can make the current map more difficult while improving rewards. You will have a choice to pick from, which generally is buffing the map boss or the map monsters, in exchange for more rewards. These will appear relatively frequently, with there being nodes on the Atlas Passive Tree that will increase the amount of Eldritch Altars you encounter during maps. This challenge requires you to allocate the

"Wrath of the Cosmos" Keystone from the atlas passive tree while grinding for 250 altars which is a fine number for this mechanic, just be careful of the "25% increased damage taken from enemies" for each altar you click ... If your build is not that tanky I recommend you to take not as many altars per map and slow down to complete this challenge a bit safer. Well, it is all up to you; if you don't care about your character's experience anymore then just take all the altars to rush this challenge's completion.

(<u>Here is a list of modifiers</u> you can get from these altars.)

Activate 250 Eater of Worlds Altars with Eldritch Gaze allocated

Pretty much same with the above challenge(250 Searing Exarch) except this is the other influence, eater of worlds and have to take the other atlas passive name **O"Eldritch Gaze"*. Not so deadly compared to the above required atlas passive but could be more annoying because you're taking double downside effects from the altar instead ... but also slightly increase on the upside effect of the altar as well ... risk and reward eh?

(<u>Here is a list of modifiers</u> you can get from these altars.)

Defeat a Tier 16 Map Boss in a Rare Map after having activated at least 6 Searing Exarch Altars in an area with Wrath of the Cosmos allocated

Should be pretty simple, is like a follow up of the above challenge(250 Searing Exarch) just grind on searing exarch influence in Tier16 rare map then you'll finish this challenge without even realising it. Apparently the more monsters you add on the map, or more item quantity drop(corrupted 8 modifiers), the more chance alters will spawn on the map.

(PSA: 3.18.1 added QOL with a <u>debuff visual</u> for Wrath of the Cosmos to display how many stacks you have in an area.)

• Defeat a Tier 16 Map Boss in a Rare Map after having activated at least 4 Eater of Worlds Altars which have modifiers that affect the Map Boss with Eldritch Gaze allocated

Should be pretty simple, is like a follow up of the above challenge(250 Eater of Worlds) just grind on Eater of Worlds influence in Tier16 rare map then you'll finish this challenge without even realising it. Also make sure all the 4 eater of worlds altar you taken are <u>affecting the map boss</u>, or else it doesn't count toward this challenge completion.

Normal

This challenge is fully focused on a very recent content that's from the <u>Siege of the Atlas expansion</u>. They just want players to fully realise the full potential of farming those new influence altars with the new 3.18 atlas keystone passives.

19. Sheer Arrogance

Complete each of the following Invitations while they have at least five modifiers and are affected by Height of Hubris:

- Writhing Invitation (click here to buy)
- Screaming Invitation (click here to buy)
- Polaric Invitation (click here to buy)
- Incandescent Invitation (click here to buy)
- Maven's Invitation: The Formed (click here to buy)
- Maven's Invitation: The Twisted (click here to buy)
- Maven's Invitation: The Forgotten (click here to buy)
- Maven's Invitation: The Hidden (click here to buy)
- Maven's Invitation: The Feared (click here to buy)
- Maven's Invitation: The Elderslayers (<u>click here to buy</u>)

(Note: Apparently hybrid modifier count as separate number of modifiers, for example:

- #% increased Monster Movement Speed
- #% increased Monster Attack Speed
- #% increased Monster Cast Speed

This counts as 3 modifiers instead of 1 in this challenges) Got patched, no longer works.

Normal

This challenge is fully focused on a very recent content that's from the <u>Siege of the Atlas expansion</u>. Overall not so difficult as long your build is capable of killing boss content ... if they can't then you can invite experienced players to help you after you have the invitation ready to run. Make sure the

Invitations are at least rare with 5 modifiers, and also don't forget to allocate @"Height of Hubris"

in your atlas passive before doing these challenges. Click the link on their name above to learn their fighting mechanics.

20. Cosmic Wounds: The Shaper



Defeat The Shaper in The Shaper's Realm while the area is level 85.

Normal

This challenge requires you to take *"Cosmic Wounds"* from atlas passive in order to spawn Shaper with area level 85. Because of the uber difficulty of this old pinnacle boss, the fights might be pretty HARD ... but thankfully this challenge is shareable so just invite experienced players to help kill it to complete this challenge.

21. Memento Mori



Defeat High Templar Venarius in Cortex while the area is level 85.

Normal

This challenge requires you to take **Memento Mori** from atlas passive in order to spawn Cortex with area level 85. Because of the uber difficulty of this old pinnacle boss, the fights might be pretty HARD ... but thankfully this challenge is shareable so just invite experienced players to help kill it to complete this challenge.

22. Powering the Sentinels

Complete each of the following objectives on your Sentinel Controller.

Power up all three Sentinel Slots

This requires at least 20 Sentinel Controller power units, which is probably unlocked around the start of act 9 or so, assuming you are interacting with the league mechanic in every area as you progress the storyline. As gaining Sentinel Experience is tied to how much experience monster kills give you, even if you wait until maps to start using Sentinels and gaining Sentinel power, it will be much faster than using them while doing the storyline. So to do this challenge, you'll have to connect all 3 sentinel slots first then equip all 3 different types of sentinel into those slots to complete this challenge.

Reach 30 Power Units

30 Power units is the maximum number of power units that you can get on your Sentinel Controller. Not that to fully level the sentinel, the easiest way to level it is just spamming stalking sentinel since it is able to empower a large amount of enemies per use. Also there's sentinel controller(passive) that increase "experience" gain for the sentinel such as "Empowered Monsters grant #% increased Sentinel Power".



Overall grinding for the sentinel "experience" is pretty reasonable, at least it is still way better than the levelling for scourge mechanic ...

23. Complete Unique Maps

Complete each of the following Unique Maps:





Normal

This challenge will be slightly easier to complete as you keep grinding end game maps, collecting divination cards that reward unique maps(<u>The Encroaching Darkness</u>) and naturally dropping unique maps. Even if your RNG is not in your favour for collecting these maps, you could easily buy most of the unique maps <u>here</u>, as most of the unique maps are quite cheap. Also look out for people sharing unique map completion on Global 820 and 4040.

24. The Perfect Storm



Defeat Sirus, Awakener of Worlds in Eye of the Storm while the area is level 85.

Normal

This challenge requires you to take *"The Perfect Storm"* from atlas passive in order to spawn Sirus with area level 85. Because of the uber difficulty of this old pinnacle boss, the fights might be pretty HARD ... but thankfully this challenge is shareable so just invite experienced players to help kill it to complete this challenge.

25. Cosmic Wounds: The Elder



Defeat The Elder in The Shaper's Realm while the area is level 85.

Normal

This challenge requires you to take **Cosmic Wounds** from atlas passive in order to spawn Uber Elder with area level 85. Because of the uber difficulty of this old pinnacle boss, the fights might be pretty HARD ... but thankfully this challenge is shareable so just invite experienced players to help kill it to complete this challenge.

(NOTE: This challenge requires the UBER ELDER , not the regular ELDER version)

26. Throw the Gauntlet



Defeat The Maven in Absence of Mercy and Empathy while the area is level 85.

Normal

This challenge requires you to take **Throw the Gauntlet** from atlas passive in order to spawn Maven with area level 85. Because of the uber difficulty of this old pinnacle boss, the fights might be pretty HARD ... but thankfully this challenge is shareable so just invite experienced players to help kill it to complete this challenge.

27. Defeat Empowered Encounters

Defeat each of the following encounters while they are Empowered by a Sentinel:

- Defeat a Map Boss while it has at least 50 Empowerment in an area of level 80 or higher This challenge requires you to kill an empowered map boss(It is recommended using an Obsidian Apex Sentinel) in a map that is at least Tier 13 above.
- Defeat a Delirium Boss while it has at least 50 Empowerment in an area of level 80 or higher

Easiest way to do this challenge is to have a white rarity Tier13 above map with a guaranteed chance delirium boss to spawn, which is at 40% delirious(click here to buy) when applied to a map. So as soon as you found a delirium boss in the map, empower it with an Obsidian Apex Sentinel and kill it to complete this challenge.

 Defeat a Breach Boss in its domain while it has at least 50 Empowerment in an area of level 80 or higher

Thankfully this is not another challenge that requires a breach boss to spawn in a wild map. This one requires you to empower a breachlord with an Obsidian Apex Sentinel in their domain map such as Xoph's/Esh's/Tul's Pure Breachstone, or Uul-Neto's Enriched/Pure Breachstone, or Chayula's Charged/Enriched/Pure Breachstone; depending which type of breachlord you want. Of course you can do this in any flawless breachstone version instead for the challenge if you are really capable.

• Defeat a Metamorph while it has at least 50 Empowerment in an area of level 80 or higher

The best way to do this challenge is to pick the least difficult organs(white rarity if possible) which is mostly allocated to the right-most options when choosing organs during the creation of a metamorph. Doing this will make a weaker version of metamorph, so that even after being empowered in a high tier map it should make this challenge a bit easier to do.

Normal

Sentinels will tag monsters with certain levels of Empowerment, the more empowerment a monster gets the harder it becomes to fight but the more rewarding it becomes. There will be some Runic Passives on the Sentinel Controller that increase Sentinel Empowerment as well as different mods that can appear on Sentinels themselves; but most of the time a high tier Apex Sentinel(Obsidian+) and the Sentinel Controller Runic Passives will be enough to reach 50 empowerment. Thankfully this challenge is shareable so if your build can't handle empowered bosses, just invite experienced players to help with killing to complete these challenges.

(<u>Click here</u> to buy Sentinel that gives at least 50 empowerment)

28. Thirst for Knowledge

Defeat <u>The Searing Exarch</u> in Absence of Patience and Wisdom while the area is level 85.

Normal

This challenge requires you to take *"Thirst for Knowledge"* from atlas passive in order to spawn Searing Exarch with area level 85. Because of the uber difficulty of this old pinnacle boss, the fights might be pretty HARD ... but thankfully this challenge is shareable so just invite experienced players to help kill it to complete this challenge.

29. Insatiable Appetite

Defeat <u>The Eater of Worlds</u> in Absence of Symmetry and Harmony while the area is level 85.

Normal

This challenge requires you to take **Insatiable Appetite** from atlas passive in order to spawn Eater of Worlds with area level 85. Because of the uber difficulty of this old pinnacle boss, the fights might be pretty HARD ... but thankfully this challenge is shareable so just invite experienced players to help kill it to complete this challenge.

30. Atlas Grinds (40/40)

Complete each of the following Atlas Grinds:

Activate 1,000 Searing Exarch Altars

An upgraded version of eldritch atlars grind from challenge $\underline{\text{No.18}}$ except this one doesn't need you to take the risky atlas passive keystone.

Section Activate 1,000 Eater of Worlds Altars

An upgraded version of eldritch atlars grind from challenge $\underline{\text{No.18}}$ except this one doesn't need you to take the risky atlas passive keystone.

Defeat 200 Witnessed Map Bosses

This challenge is a bit annoying because you have to keep on changing different maps for maven to witness, and then after witnessed 10 maps you have to use Maven's Invitation: The Atlas to reset it then do the witness again ... repeat this whole process until 200 map bosses have been witnessed to complete this challenge. You can speed up this challenge by letting Maven witness a map with multiple bosses, because the challenge counts towards each kill instead of per map completion. Thus, crafting maps with "Area contains two Unique Bosses" modifier also helps too.

Map that have 2 bosses

- Foundry Map
- ❖ Acid Caverns Map
- Canyon Map
- Promenade Map
- Strand Map
- Arcade Map

Map that have 3 or more bosses

- Arena Map
- City Square Map
- ❖ Vaal Temple Map*
- ♦ © Crystal Ore Map
- Bramble Valley Map*
- Courtyard Map
- Precinct Map
- Vaal Pyramid Map

Hard

Wow ... they are bringing back the annoying old map tier/boss grind that was in the <u>expedition</u> <u>league</u>. It's been a while ... Overall the numbers are still fine, well maybe except for 200 witnesses which is gonna be annoying since you have to keep on changing to different maps to grind it except for eldritch atlas farming ... hopefully the atlas passive does help reduce the grind a bit.

31. Defeat The Shaper Conditionally



Defeat The Shaper while fulfilling each of the following conditions:

While The Maven is Witnessing the encounter

Getting witnessed by Maven should be fine ... but it's highly recommended you use a high DPS build to kill shaper fast, because the longer you drag the fight on the more mechanics the Maven will add on to Shaper such as cloning, and regenerating life which is very annoying ...

• Without being affected by The Shaper's Beam

[&]quot;*" marking means this map can't have "Area contains two Unique Bosses" modifier.



Catchphrase: Gaze into the abyss.

The shaper only uses its <u>Beam attack</u> when you're in melee range with it. So best to do this with a ranged build, but if you're playing melee build no worries you still can do it just a little harder ... When you see him charging up the animation for his beam, you have a second or so to run to the side of it to avoid being damaged by his beam. This also is a good time to deal damage to the Shaper while he is casting this skill.

• Without detonating any Volatile Anomalies



Volatile anomalies are the <u>vortex balls</u> that spawn once every few seconds and when touched by the player will create a vortex that permanently stains the arena until the phase ends. To do this challenge you have to be fast ... the faster you kill Shaper the less volatile anomalies will spawn thus less hassle to dodge those anomalies during the fight. It's best to stay in the middle of the arena during the whole fight because most of the anomalies spawn at the edge of the arena, so try to stay in the middle when fighting it to avoid getting near the anomalies to not aggro them.

• While both The Shaper and You are Chilled

A bit tricky ... but achievable by using <u>Summon Skitterbots</u> to chill Shaper and then by standing on a vortex area yourself that was created from detonating those volatile anomalies to chill your character, doing this method while killing Shaper will complete this challenge.

Normal

Overall this conditional challenge is not that hard to pull off ... But thankfully these challenges can be done in parties too! Well except for the "chilling" challenge where you also need to be chilled to complete that challenge. Although it still is achievable in a party as long the leader tells you when the boss is about to die so then party members can get their aquamarine flasks ready, stay on chilled ground with no immunity to chill then you'll get the challenge completion too.

32. Complete Encounters II

Complete each of the following encounters:

• Complete an 8-mod Blight-ravaged Map

One of the new aspirational content systems that have been included in the 3.16 are Blight Ravaged Maps. Blight Ravaged Maps are the final and hardest encounters for the Blight League mechanic. They act as harder versions of <u>Blighted Maps</u> with faster and stronger monsters and can be anointed with up to 9 oils (with a max of 3 oils per type). You get Blight Ravaged maps from high tiered Blighted Maps. Some builds are stronger at completing Blighted Maps, most namely large AoE builds and/or builds with inbuilt on-death explosion effects as the Blight monsters are often bunched together allowing for large chain explosions to occur. This challenge wants you to do the 8 modifiers blight-ravaged map, which can only be obtained via corrupting the map(<u>click here to buy</u>), sounds pretty risky but is achievable with some tricks, click the link below to learn the strategies to

complete the map easily.

(This challenge is currently bugged and cannot be completed; it should be patched soon) Fixed in patch 3.18.0d

Watch Tripolar Bear video to learn how to farm blight-ravaged map easily.

Defeat an Expedition Unique Boss in an area level of 81 or higher



Medved, Feller of Heroes
required logbook item level 68+
(Tier1+ maps) from Druids of the Broken Circle faction.



Vorana, Last to Fall required logbook item level 68+ (Tier1+ maps) from Black Scythe Mercenaries faction.



Uhtred, Covetous Traitor
required logbook item level 75+
(Tier8+ maps) from Order of the Chalice faction.



Olroth, Origin of the Fall required logbook item level 81+ (Tier14+ maps) from Knights of the Sun faction.

These are the 4 main bosses of the Expedition League. These bosses can be fought by exploring logbook expeditions. During the logbook expedition in the area you will see a skull icon on your minimap; place an explosive on the skull in the area and blow it up to reveal the boss encounter. Be warned as the boss will inherit all the previous mods leading up to the encounter so it's best you aim straight for the boss and then go to other rewards and remnants if your build is not strong enough. Click their **name above** with their links on them to watch their fight scene.

And this challenge requires you to fight Tier14+ above expedition boss, so if you have really bad RNG to spawn bosses in your logbook, you can <u>buy a logbook</u> that contain "Area contains an Expedition Boss (#)" modifier to force spawn a boss in your logbook.

• Defeat at least 10 Unique Bosses in Domain of Timeless Conflict with at least four Unrelenting Emblems

One of the new aspirational content systems that have been included in the 3.16 expansion is Unrelenting Timeless Emblems, which is the true endgame of the Legion Encounters. Unrelenting Timeless Emblems can drop from monsters in the <u>Domain of Timeless Conflict</u>, with the higher level encounters giving more chances for Unrelenting Timeless Emblems. This encounter is extremely difficult to profit from, especially because this challenge requires you to put 4 of unrelenting

emblems which each of them makes the monsters even stronger, and requires top end gear to complete. Getting help from Global 820 or 4040 is advised if you are not confident in your build and think you'll need help.

Defeat Aul, the Crystal King

This boss can only be found in Delve with a minimum depth requirement of 130+ in primaeval ruins biome delve nodes. Surprisingly there's no "conditional" for this boss in this challenge here while the others have some "conditional" This should be simple enough, and this challenge is shareable so if your build can't kill this boss, you can invite experienced players to help kill it as long as you get the boss ready. Other players may also offer taxi services to fight this boss if you can't find one.

Normal

This challenge wants you to do the endgame contempt of certain past league mechanics.

33. Defeat The Black Star Conditionally

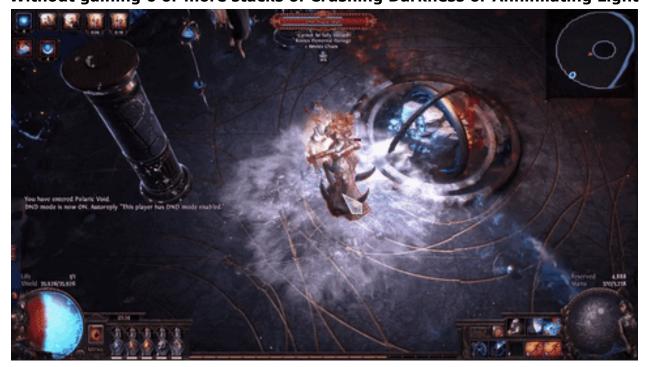
Alle.

Defeat The Black Star while fulfilling each of the following conditions:

• While the area has at least 80% Item Quantity

Oh they are bringing back the classic 80% item quantity elderlsayer challenge from last league to here, interesting ... just craft this map fragment to rare, reroll it until it gets item quantity above 80%+ for this challenge OR can buy it from here instead. You can also use the "Height of Hubris" Atlas Passive keystone to add 100% of modifiers on invitations; which instead you only need to craft the invitations to at least 40%+ item quantity instead, then you'll have 80%+ item quantity during the fight to satisfy this challenge requirement much safer.

Without gaining 6 or more stacks of Crushing Darkness or Annihilating Light



The fight arena is split in half; a blue zone and a red zone. Depending on which zone you're standing you're gaining a certain debuff per second while in that zone:

- ❖ You'll gain

 crushing darkness when standing on blue zone which reduce fire damage taken but increase cold damage taken
- ❖ You'll gain ■annihilating light when standing on red zone which reduce cold damage taken but increase fire damage taken

To do this challenge, you have to stay perfectly on the <u>splitting line</u> of the arena, so that you can reset the buff count on and off by switch-standing both zones easily, just watch to watch out for each buff so that it doesn't exceed more than 6 stacks; Which means not standing in each zone for more than 6 seconds consecutively. Watchout for that while killing the boss to complete this challenge.

 While you have at least 30 stacks of Annihilating Light and without gaining any stacks of Crushing Darkness

To do this challenge you'll have to only stand on the red zone while avoiding touching the blue zone to prevent failing this challenge, gain up to 30 stacks of the **annihilating light** buff, then kill the boss to complete this challenge.

 While you have at least 30 stacks of Crushing Darkness and without gaining any stacks of Annihilating Light

To do this challenge you'll have to only stand on the blue zone while avoiding touching the red zone to prevent failing this challenge, gain up to 30 stacks of the **crushing darkness** buff, then kill the boss to complete this challenge.

Normal

Sounds like you'll have to do this challenge at least 3 rounds for bottom 3 special conditions, overall not that hard to pull off. I'll say the "6 stacks" challenge is the trickiest challenge here, so try to complete that challenge first before moving on to the other challenge here.

34. Defeat The Infinite Hunger Conditionally



Defeat The Infinite Hunger while fulfilling each of the following conditions:

• While the area has at least 80% Item Quantity

Oh they are bringing back the classic 80% item quantity elderlsayer challenge from last league to here, interesting ... just craft this map fragment to rare, reroll it until it gets item quantity above 80%+ for this challenge OR can buy it from here instead. You can also use the "Height of Hubris" Atlas Passive keystone to add 100% of modifiers on invitations; which instead you only need to craft the invitations to at least 40%+ item quantity instead, then you'll have 80%+ item quantity during the fight to satisfy this challenge requirement much safer.

Without being hit by Vomit



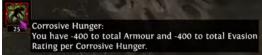
Catchphrase: Melt! Catchphrase: Digestion!

challenge.

Vomit is its projectile attack a bit hard to avoid. You need decent movement speed to dodge it, and your best bet is to just be ready to run when you hear the sound queue of this skill.

While you have at least 50 stacks of Corrosive Hunger





30 seconds after the fight begins, the boss arena will slowly be covered by "sludge" and will cover the whole arena no matter what. Thus, the "sludge" will consume you no matter what and it'll send you to a swamp area where you'll have to find the exit to that area ASAP or you'll get **Corrosive Hunger** debuffs the longer you stay inside. To escape the swamp you'll have to follow the "sludge" movement around the swamp to find the exit. Or you could die in the swamp to exit easily. For this challenge you have to stay in the swamp area for **50 seconds**(50 debuff stacks) before exiting the swamp, simple enough but it makes the fight harder as you have reduced armour and evasion for every stack of the debuff. Kill the boss with the required amount of debuffs to complete this

Without gaining 21 or more stacks of Corrosive Hunger and after having been pulled under at least three times

Sadly the logout method doesn't work on exiting the swamp ... so the easiest way to do this challenge is to die as soon you entering the swamp, best way to do this is to kite the boss near you all the time and as soon the "sludge" start to rise, kite the boss near it and try to die in the sludge before you were taken to the swamp area by getting heavily hit by the boss near the sludge. That

way your character could die before even reaching the swamp area thus lessening the debuff stacks on your character in the swamp. Note that you have to resurrect **as fast as possible** from the swamp area too because your character corpse is still taking the debuff even though your character is already dead.

You can still do this challenge by dying in the swamp area if you couldn't pull off the above method, which ppl mostly use Righteous Fire or Doedre's Elixir to easily suicide in the swamp area. Make sure your character is ready to die a lot just to do this challenge, rinse and repeat this method 3 times without gaining 21 of the debuffs then kill the boss to complete this challenge.

Normal

Sounds like you'll have to do this challenge at least 2 rounds for bottom 2 special conditions, overall not that hard to pull off.

35. Defeat The Searing Exarch Conditionally



Defeat The Searing Exarch while fulfilling each of the following conditions:

• While the area has at least 80% Item Quantity

Oh they are bringing back the classic 80% item quantity elderlsayer challenge from last league to here, interesting ... just craft this map fragment to rare, reroll it until it gets item quantity above 80%+ for this challenge OR can <u>buy it from here instead</u>. You can also use the "Height of Hubris" Atlas Passive keystone to add 100% of modifiers on invitations; which instead you only need to craft the invitations to at least 40%+ item quantity instead, then you'll have 80%+ item quantity during the fight to satisfy this challenge requirement much safer.

Without being affected by Cauterised Flesh



After the fight begins the arena will fill with these "searing runes" on the floor where you'll get the **Cauterised Flesh** debuff if you stand on them. To do this challenge you'll have to avoid stepping on these runes at all cost ... the faster you kill the boss the lesser runes it'll spawn thus easier to avoid these runes. The Debuff itself lowers your max fire resistance by 10%.

After completing a Rolling Meteors phase without being hit by any Rolling Meteors from a set of Meteors cast while Searing Exarch is below 20% health and without using any **Movement Skills**



Catchphrase: The fires of a thousand suns!

This challenge is a bit tricky because you have to do this while the Searing Exarch's life is below 20% ... The best way to do this challenge is to DPS the boss's life to below 20% fast, then when the boss's life is low enough, wait for the next **meteor phase** to occur. Sadly this phase cannot be cheesed like how the Eater of Worlds one can be; you still can log out and back in but once you move in the map the boss will redo the meteor phase again, instead of starting it when you enter the arena.

A Summon Skeleton build with Vaal summon Skeletons, Frostwall and Hydrosphere can do a decent job of soaking up the meteors as well; just spawn a lot of skeletons in the middle alongside your frost walls and hydrosphere then dodge the rest of the meteors. Be careful of the fire runes on the ground as they can make dodging really difficult!

Easy Method: Apparently you still can complete this challenge even if you died during that phase without touching the meteor. Thus, when the boss life is low enough, wait for the next meteor phase and when it happens, get your character killed by the Searing Rune on the floor, stay dead till the meteor phase is over then resurrect yourself, re-enter the map, kill the boss then you'll complete this challenge easily.

(Tricks: You can use unique that prevent monster from dying such as Speaker's Wrath or <u>Southbound</u> thus easier to make monster to low life without worry killing it)



Without being hit by Annihilation



Catchphrase: Annihilation!

Annihilation is a skill that the boss use kinda similar to Blazing Salvo except it looks like the boss is channelling the skill while it can turn, chasing the character's position. This challenge should be much easier compared to the rest in this group of challenges, just run for your life when you hear this sound queue, avoiding this skill while killing the boss to complete this challenge.

Normal

This challenge can be completed in 1 round depending how skilled you are, and all these challenges can be done in party so should be fine.

36. Defeat The Eater of Worlds Conditionally



Defeat The Eater of Worlds while fulfilling each of the following conditions:

• While the area has at least 80% Item Quantity

Oh they are bringing back the classic 80% item quantity elderlsayer challenge from last league to here, interesting ... just craft this map fragment to rare, reroll it until it gets item quantity above 80%+ for this challenge OR can <u>buy it from here instead</u>. You can also use the "Height of Hubris" Atlas Passive keystone to add 100% of modifiers on invitations; which instead you only need to craft the invitations to at least 40%+ item quantity instead, then you'll have 80%+ item quantity during the fight to satisfy this challenge requirement much safer.

· After beginning to drown at least 10 times



The boss arena has floating balls roaming around the arena and will "drown" you if you touch them. So to do this challenge is pretty easy, basically just to walk into these balls at least 10 times. Make sure you are able to get out of the balls as after a certain amount of time they will instantly kill you. They also give you a very large action speed debuff so instant movement skills like Flame Dash and FrostBlink are very useful here.

Without being affected by more than 10 stacks of Inescapable Doom



Catchphrase: Inescapable Doom!

After a certain time, the boss will teleport to the centre of the arena and begin to channel, while tracking the player with a beam that has a steadily growing AoE from above. Purple spheres are spawned around the arena by Maven. The player has to stand in the circle around each sphere for a few moments to activate them (the sphere begins to glow distinctly). If the player fails to activate all spheres within 20 seconds, extreme damage is dealt to everything in the arena. For this challenge you have to avoid getting hit by the tracking beam 10 times (each tick adds a stack) from the boss' charging circle so it's advised you shouldn't run this invitation with AoE if you want to complete this challenge. **There's actually a trick to skip this phase,** where you have to logout during as soon as it mention the line "Inescapable doom", if late a bit(charging phase) then this trick won't work. And when you get back you'll have a 60seconds grace period which gives you enough time to wait for the 20seconds blast. After blast just go murder him rinse repeat till dead. And this challenge is sharable too, so have a friend who has high enough DPS or is skilled enough to do this mechanic while you're in the party and then kill the boss to get this challenge completion too.

• With "Unique Boss has 70% increased Area of Effect" modifier affecting the area Simple enough ... Just have to craft "Titan's" prefix modifier on the invitation map, although it would make the fight much harder because of its AOE increase especially during the inescapable doom phase. Run the Invitation with that modifier and kill the boss to complete this challenge.

Normal

This challenge can be completed in 1 round depending how skilled you are, and all these challenges can be done in party so should be fine.

37. Defeat Empowered Map Bosses

Defeat 5 of the following 8 Map Bosses in Rare 8-mod Tier 16 Maps while they are Empowered by Unique Sentinels:

• Defeat Suncaller Asha in Park Map while they are Empowered by The Angel of Vengeance



 Defeat Maligaro the Mutilator in Overgrown Shrine Map while they are Empowered by The Epiphany





• Defeat Amalgam of Nightmares in Carcass Map while they are Empowered by The Twisted Trinity

Tier16 Carcass Map

The Twisted Trinity

 Defeat Stone of the Currents in Wharf Map while they are Empowered by The Unbridled Tempest

Tier16 Wharf Map The Unbridled Tempest

Defeat Shavronne the Sickening in Cells Map while they are Empowered by The Narcissist

Tier16 Cells Map 🎉 The Narcissist

Defeat Portentia, the Foul in Waste Pool Map while they are Empowered by The Depraved

Tier16 Waste Pool Map

The Depraved

 Defeat Fire and Fury in Lava Chamber Map while they are Empowered by The Raging Inferno



• Defeat The Restless Shade in Grave Trough Map while they are Empowered by Insomnia



(Click the link on their name above to buy)

Normal

Interesting challenge; since it wants you to use the unique version of sentinels(mostly aid you in fights) to kill map bosses in high tier and high difficulty(8 modifiers). This may sound a bit hard but thankfully, you only need to do **5 out of 8** of them to complete this challenge, so just choose the least expensive sentinels required Or which map boss you're most familiar with to complete this challenge at ease. Plus this challenge is shareable so just invite experienced players to help with the killing after you empowered the bosses to complete these challenges. If you're having hard luck getting the 8-modifiers of the map you wanted, you can make use of Kirac's mission with Scouting Report to have a chance of getting the 8-modifiers map you wanted from his corrupted map's missions.

(Be warned as once the Unique Sentinels have empowered their respective bosses they will destroy themselves, so you only get one chance to fight them.)

38. Defeat Uber Elder Conditionally

Defeat <u>The Elder in The Shaper's Realm</u> while fulfilling each of the following conditions:

• After defeating 3 Madness Propagators within 5 seconds



While fighting the Uber Elder, **Madness Propagators** will spawn every 10 seconds. So this challenge is simple enough, you just have to "farm" this small enemy by killing 3 of them within 5 seconds This means just waiting for a bunch of them to spawn to do this challenge, although they will create eldritch decay(degen pool) on the ground if If left alive for long enough. The best way to do this is to wait till you have almost finished the fight(left Elder last alive) then wait a bit longer for these propagators to spawn, when you see 3 of them, kill them quickly then finally kill the Elder to complete this challenge.

Without taking damage from The Shaper's Beam



Catchphrase: Gaze into the abyss.

The shaper only uses his **Beam attack** when you're within melee range of him. So the best way to do this is with a ranged build; but if you're playing a melee build no worries you still can do it, it's just a little harder ... When you see the charging up animation for his beam, you have a second or so to run behind him to avoid getting damaged by his beam. This is also a good time to deal a ton of damage to him while he is casting this skill.

Without detonating any Volatile Anomalies



Volatile anomalies are the <u>vortex balls</u> that spawn once every few seconds and when touched the player will create a vortex that permanently stains the arena until the phase ends. To do this challenge you have to be fast ... the faster you kill Shaper the less volatile anomalies will spawn thus there will be less hassle dodging those anomalies during the fight. Is best to stay in the middle of the arena during the whole fight because most of the anomalies spawn at the edge of the arena, so try to stay in the middle when fighting it to avoid getting near the anomalies and aggroing them.

• After detonating 20 or more Volatile Anomalies

This challenge might be slightly easier than the above one(without detonating anomalies), but a bit tricky because it is kinda dragging the fight out a bit longer to spawn a large amount of anomalies in the arena, not to mention how chaotic the fight is gonna be if it drags on so long. If I'm not mistaken, volatile anomalies will spawn every 20 seconds so the fight will have to last more than 7 minutes-ish? There's no way to cheese this challenge but instead have a very tanky build(high regeneration), learn to detonate those anomalies at the corner of the arena, manage the Madness Propagators not to drop degen pool around the arena by killing them as soon as they spawn ... then just run around the arena while donating at least 20 anomalies then kill the Elder to finish this challenge.

Normal

Sounds like you'll have to do this challenge at least 2 rounds for bottom 2 special conditions, a bit tricky to do but thankfully this challenge can be done in a party so is fine.

39. Defeat The Maven Conditionally



Defeat The Maven while fulfilling each of the following conditions:

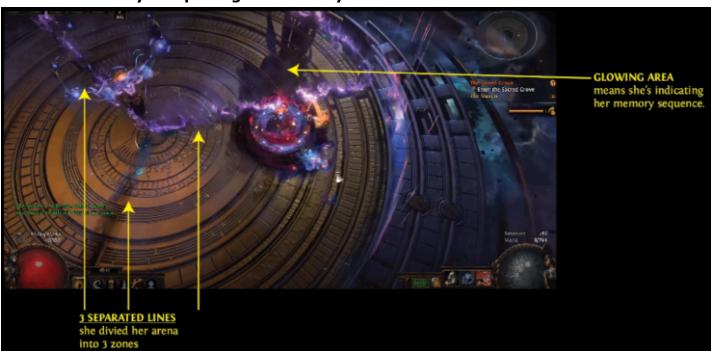
Without being hit by Cascade of Pain



Catchphrase: A Cascade of Pain!

Cascade of Pain is a skill in which the boss will shoot 5 white-projectiles consecutively towards player with its sound queue. It's a bit hard to dodge them since the projectiles are pretty fast ... The best way to do this challenge is to just have high DPS to shorten the fights, the faster you kill her the less mechanics you have to avoid.

After successfully completing the Memory Game at least 5 times



Maven will sometimes do a Memory Game every few seconds(roughly 30 seconds) during the fight. She'll start this Memory Game when she goes to the middle arena then splits the arena into 3, then starts glowing in a certain area. You have to remember the glowing area in sequence because as she does the glowing ground thing, she'll start making an explosion-circle under her that slowly

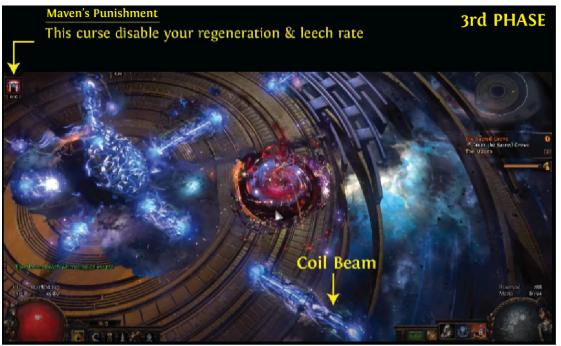
expands outward, so now you have to move around the zone according to the sequence she showed just now to stop the explosion-circle from getting bigger. The floor will flash a green colour if you step on the correct area in sequence. If you fail her memory game, the explosion-circle will continue to expand till cover the whole arena then explode instantly killing your character, although you can actually escape the explosion by logging out then rejoining the map and waiting until the phase is finished then you can continue your fight. The Memory Game has **3 sequences for the first time**, then the rest will have **6 sequences instead**.

Also make sure you don't go through the middle of the arena when you're doing the sequence because the explosion-circle can actually "prematurely" hurt you while she's creating it, so try run around the outer circle of the arena when doing the sequence and move as fast to finish her puzzle before the circle touches you. So to do this challenge, you have to drag the fight a bit longer so that you can do her memory game 5 times. A bit annoying but time to put that memory to good use

And if you wanna do this challenge party or to help someone, the player who needs the challenge can join in when the Maven almost dies and still get the challenge completion as long as the leader manages to complete 5 memory games.

• While affected by Maven's Punishment





Maven's Punishment is a debuff where if you get touched by the splitting coil beam during the "brain phase" where it joins the arena and shoots out the coil beams. This challenge will be difficult to do especially during its 3rd phase where there's a lot of coil beams(5) rotating anti-clockwise around the arena ... so to do this challenge you'll have to touch those beams to gain the debuffs only then killing the boss to complete this challenge. The debuff makes it so you can't recover life or energy shield and lasts 10 seconds.

· Without being affected by Gravity Well



This <u>Brain Boss</u> will circle the arena during the fight, and it sometimes shoots these <u>3 projectiles</u> that will become <u>active(glowing)</u> then chase towards your character. these projectiles become faster the longer they stay. When those projectiles collide/touch your character, they will explode after a short delay then create a <u>Gravity Well</u>(galaxy ground) that deals cold degen damage if you stand in it, which is very similar to the shaper orb(Volatile Anomalies) mechanic. So to do this challenge you should have a high DPS build; the faster you kill the Maven the less Gravity Wells you have to deal with. You can still make those projectiles explode just don't step on the ground where they have exploded. Avoid stepping on those ground effects while killing Maven to complete this challenge.

Normal

Surprisingly these challenges are very similar from the ritual league's <u>maven conditional challenge</u>. Not gonna complain about it as long it doesn't make the challenge even harder is fine Overall achievable challenge if you practice enough on its fight mechanic but unless you're bad at this boss especially the memory game ... thankfully this challenge is shareable so is fine.

40. Complete Endgame Grinds (40/40)

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

Level 100

Nowadays there are many ways to gain a lot of experience easily such as Infused Beachheads, Pure Breachstones, the Domain of Timeless Conflict, and so on... And now we even have more ways to increase the experience bonus gains from other league mechanics using atlas passive trees. But still, leveling to 100 is a huge grind... Ya Path of Exile leveling is still 10 times better than in normal MMOs but... one accidental death at high levels (which can happen quite a bit with this game), is very hurtful if that 10% might've taken a couple hours to grind. If your build is not very end game-focused or you are dying too often... I highly recommend you skip this.

• Use the Divine Font in the Endgame Labyrinth 250 times

Wow! A new take on the usual labyrinth grind(old:argus/izaro kills or labyrinth completion), and even better! Because if you're going to use the Gift to the Goddess to farm this challenge, you only need to run the lab 36 times to complete this challenge as it gives 7 uses of divine font per round(excluding darkshrine enchantments which depend on luck). Of course you'll need a good build to do this enhanced "Gift" version of the labyrinth which increases all monster damage and life, so be more cautious when trying to do this method of grinding to rush this challenge.

100% INCREASED EXPERIENCE GAIN
YOU WILL RECEIVE 6 ADDITIONAL USES OF THE DIVINE FONT
30% INCREASED DAMAGE TAKEN FROM HITS FROM LABVRINTH TRAPS
30% INCREASED EFFECTIVENESS OF DAMAGE OVER TIME DEBUFFS FROM LABVRINTH TRAPS ON PLAYERS
IZARO DEALS 30% INCREASED DAMAGE
IZARO HAS 300% INCREASED MAXIMUM LIFE
LABYRINTH MONSTERS HAVE 30% INCREASED ATTACK, CAST, AND MOVEMENT SPEED
LABYRINTH MONSTERS DEAL 100% INCREASED DAMAGE
LABYRINTH MONSTERS HAVE 300% INCREASED MAXIMUM LIFE
+100% MONSTER PACK SIZE

• Defeat 100 4-mod Rare Monsters in Tier 16 Maps(changed from 3.18.0B)

With the help of Walley of Darkness" from the atlas passive tree this challenge could be achievable. Also, the small passives around "Spoils of War" also helps this challenge a bit as it helps duplicate a few rare monsters in your map. After doing the other side grind this challenge can be completed without even noticing it.

• Defeat 100 Uber Bosses

100 seems like a fine number, for people who love to farm bosses gonna love this challenge. Uber bosses here meant the new upgraded difficulty from current expansion; which is:

- ❖ The Shaper (Cosmic Wounds)
- ❖ Cortex (Memento Mori)
- ❖ Sirus (The Perfect Storm)
- Uber Elder (Cosmic Wounds)
- ❖ The Maven (Throw the Gauntlet)
- The Searing Exarch (Thirst for Knowledge)
- **♦ The Eater of Worlds** (**Insatiable Appetite**)

Just remember to allocate their corresponding atlas passive keystone when grinding this challenge.

Solo Delve Depth 600

Wow they are bringing back the delve endgame grind challenge from scourge league, with a much more "tame" version because during scourge league they wanted you to delve to depth level 1,000, whereas instead now it's only 600. Sounds achievable now i guess ... Don't worry though it won't be dangerous as long as you don't delve into deadly modifiers such as elemental penetration, more than two damage mods, and a chance to steal charges if your build relies on charges like a Righteous Fire Build. Best way to survive deep delves is to bring a couple of resist flasks depending on the delve modifiers, and a poison remove flask in case of the "poison on hit" mod. Also you can party up with end game build players to help get past hard modifier delves.

Depth	Darkness Resist	Monster Life	Monster Damage
250	-352%	4%	100%
400	-501%	16%	410%
600	-601%	49%	1,160%

• Defeat 200 Tier 16 Map Bosses with at least 50 Empowerment

200 numbers seems achievable as long as you always empower every map boss you grind with an Obsidian+ Apex Sentinel to complete this challenge with ease. Also you can do this challenge while doing the Maven's Invitation too if your build is strong enough to speed up this challenge even more. Also, you can use the Sentinel controller node which gives "20% increased empowerment" to get to the 50 threshold with any sentinel above cobalt without any additional empowerment mods. And also the "multiple map boss" trick from No.30 challenge also works too, just remember the map have to be Tier16.

Hard

Overall the end game grind challenges are mostly not that terrible this time, no big scary numbers ... all the grinds are reasonable. Doing **4 out of 6**, so the least 2 options I would skip would be **100 uber bosses** because my build definitely can't do it ... and then the next choice might be skipping **level100** OR **250 lab enchant** well depending which cost a lot more to do.

We will still be actively updating this page from time to time whenever we get new information until the league ends;) We hope we have helped many newcomers get 40/40 challenges ...

<u>Changelogs:</u>

Date	Changes
	•
23th June	No.38 Updated with correct info regarding the 20 anomalies challenge.
20th June	 No.8 & No.40 Updated info regarding archnemesis/rare monster challenge with another trick. No.18 Updated with more clarification info about 4 altar eater of worlds challenge.
19th June	No.30 Updated 2 more maps that have 2 bosses.
15th June	No.18 Updated with a QOL feature added from the latest patch 3.18.1.
14th June	No.21 Updated some typo on boss's name.
13th June	No.15 Updated with another method regarding the "divination card gambling" challenge.
12th June	No.19 Updated hybrid modifier tricks no longer work.
10th June	 No.33 Updated by changing the word "Hot Zone" & "Cold Zone" into "Red Zone" & "Blue Zone" for easier understanding. No.34 Updated regarding the 21 Corrosive Hunger debuff challenge with a better method.
9th June	No.9 & No.13 Updated regarding portal gems with wiki link info instead of the poe trade link.
8th June	 No.9 & No.13 Updated regarding portal gems with wiki link info. No.14 Updated with more accurate info regarding 5 modifiers metamorph. No.18 Updated regarding the searing exarch atlars spawning info. No.31 Updated by removing the not working method regarding the "chilling shaper" challenge. No.39 Updated regarding doing maven 5 memory games challenge in a party.
6th June	No.16 Edit some changes on the 200 simulacrum splinter challenge method with a better option(on number 9)
5th June	No.9, No.13 Added a new note stating that you can use a Vaal Breach gem to encounter Chayula / Breachlords outside of their domain which also satisfies the goal of the challenge.
4th June	No.19 Updated with a little note about the number of hybrid modifiers counted separately.
3rd June	No.36 Updated a working method to skip the "Inescapable doom" phase.

31th May	 No.36 Updated about the doom phase challenge logout trick doesn't work. No.40 Updated regarding the empower 200 map boss works with "multiple boss" tricks from No.30 guides.
30th May	 No.13 Updated covetous shrine words with link to picture how it looks like. No.30 Updated with extra strategy regarding maven witness challenge.
27th May	 No.33, No.34, No.35, & No.36 Updated regarding the 80% item quantity info. No.37 Updated an outdated info (Sepulchre to Waste Pool)
26th May	 No.2 Updated with info about bug fix. No.17 Updated about essence item info more precisely. No.32 Updated with info about bug fix. No.37 Updated with another trick getting 8-modifier maps.
24th May	 No.3 Updated about movement speed boots recipe with more precise info. No.6 Updated some of the sentinel can't be naturally obtained. No.11 Updated with a little note about 2 corrupted essence challenge that is shareable. No.15 Updated "7 crops" challenge description can be done in party. No.37 Updated with warning description. No.39 Updated about some misinformation about "Maven's Punishment" challenge. No.40 Updated with another info regarding 50 empowerment. Did some polish with grammar and phrasing
23th May	 No.2 Updated Sentinel Controller with links and mini icon. No.3 Updated with an easier method for the unique recipe. No.8 Updated with link for the new rare monster modifier lists. No.12, No.17, No.22, No.27, No.37, & No.40 Updated with a full proper guide. No.14 Updated about 5 rare monster descriptions that don't have to be rare, magic works too., and also 5 unique organ descriptions. No.15 Changed a little bit on the overall description at the end, and typo number required for the sacrifice gamble. No.30 Changed to appropriate difficulty No.31 Updated with another method on killing shaper while both chilling. No.34 Updated with proper info regarding swamp challenge. Label (40/40) tags on No.30 and No.40. Label (38/40) tags on No.13 and No.18. No.34 Updated to reflect Power Cores are better at getting Unique Sentinels
20th May	No.11 Updated with other tips about essence with rare modifier challenge.
19th May	No.35 Updated with an easier method to do the meteor phase challenge.
14th May	No.5 Updated Alva shows up in Act6 not 9.
13th May	 Introduced No.15 Updated regarding mistakenly inverted info.

