

## Introduction

I am Onikzin, and in this guide I will explain a DLC (old league? game system?) that's mostly avoided or misunderstood, but in my opinion, doesn't deserve that reputation at all: it adds something legitimately different from the "kill mobs - kill bosses - trade - upgrade your build" loop, and in a good way. I hope you're interested in trying it out after this guide.

### Pros:

- Doesn't require a very good build or any specific archetype or uniques for it
- Doesn't require playing in T15+ maps
- Doesn't require a significant setup with Uncharted Realms passives or expensive watchstones
- Relatively transparent income (no item evaluation involved like in crafting or, say, The Elder farming)
- League start viable (you can have a full setup for t11-t12 maps 3-4 days into the league without hardcore nolifing, faster with it)
- You earn reputation in whatever community you sell services in
- Apparently playing Betrayal and not dying grants a lot of experience. You can level 90-96 farming encounters, safehouses and Mastermind, albeit not as fast as with dedicated leveling strats like Beachheads.

### Cons:

- Out-of-game communication (Discord servers etc) required to sell services and really start making mad money; I don't recommend Betrayal if you don't like interacting with other players
- Provides hardly any pure currency; a lot of trade site selling (Betrayal uniques) and even TFT bulk selling (scarab tab) involved
- Doesn't scale with insanely expensive or specialist builds, doesn't scale with party play, can't be juiced

## Betrayal Atlas passives and 3.16

Haewark Hamlet now has the following nodes:

- Test of Loyalty - Syndicate members executed in areas gain 2 ranks instead of 1
- Bribery - Syndicate members are 3 times more likely to offer items when Bargaining, and drop 3 times more items when you select that option
- Intelligence Gathering - When you complete a map, gain 10 intelligence for a random Safehouse (*any of the 4; not Mastermind*)

These 3.15 nodes were deleted entirely:

- Gut Instinct - defeated Syndicate members grant 5 intelligence for their safehouse when choosing the left option (not compensated for)
- Focused Investigation - areas have +10% chance to grant a Jun mission on completion (not compensated for; watchstones and Uncharted Realms passive with that effect still exist)

## Other 3.16 changes affecting Betrayal

- Perandus league removed from the game, affecting some rewards from Janus Perandus
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How to start playing Betrayal

## [OUTDATED FOR 3.16 START]

When opening a map, choose a Jun mission in the map device. This will generate 3 betrayal encounters of different types in that map.





To reach your goals much faster, you will need an atlas setup of both Betrayal notables in Valdo's Rest. Do not run Betrayal in maps outside of Valdo's Rest or without this setup, it's just a waste of missions. The other 3 notables, if you have them, don't matter, but I recommend taking either the Blight tree fully or the Metamorph tree fully. **Not taking the upper Betrayal node is a big mistake**; that's because efficient Betrayal farming involves getting to the Mastermind every 10-14 Jun missions, and the node speeds up safehouse raiding by a significant amount.



Map tier doesn't matter for Betrayal progress. If your build isn't strong enough to play Betrayal in t15+ maps, you can play it in t11-t12 maps or even in yellow or white ones. Just make sure they are in Valdo's Rest. Map tier affects item levels for veiled item drops, so take a second look at veiled items in t15+ maps.

Watchstones are not needed although "Syndicate's" ones don't hurt, sextant mods are not needed, Uncharted Realms passives are not needed although +10% master mission chance doesn't hurt. I personally like having the bonus chance to drop Guardian maps and Synthesis maps through Uncharted Realms.

## [OUTDATED FOR 3.16 END]

### Betrayal encounters in maps

Once in the map, 3 of the following 4 encounters will spawn:

- Fortification - defeat Syndicate members defending the fortress outside and inside it. The fortress entrance can be destroyed with damage.
- Transportation - defeat Syndicate members escorting the carriage before it arrives to the portal.
- Research - enter the Syndicate Laboratory and defeat the Syndicate members before the timer expires. Killing all rare monsters destroying the research will teleport the members to you immediately - may be relevant for slow builds.
- Intervention - defeat Syndicate members when they attack you out of the blue.

All of them should be very easy. If you're dying in these encounters or failing them otherwise, your build is not good enough. I recommend asking for help on PoE Reddit or any PoE discord server.

After defeating all Syndicate members in an encounter, you have to make decisions which may significantly affect your future encounters and rewards - see further.

### Decision making after Betrayal encounters

To make the most out of Betrayal, you need to know your goals and how to reach them. This part is very intimidating for casual players. That's understandable, since many interactions aren't obvious, but it's definitely worth learning.

There are several different options available after each encounter. The amount of defeated Syndicate members changes your available options.

- Interrogate (a.k.a. jail) is always available on the left side. When selected, the member is sent to jail for 3 turns, where a turn is a full encounter. While in jail, they cannot appear in any encounters, and provide intelligence for their department every turn.
- Release. It's also always available. When selected, the member is released without any changes to the investigation. Only use it where both decisions are bad for the investigation, but don't be afraid to use it when needed. Here's an example.



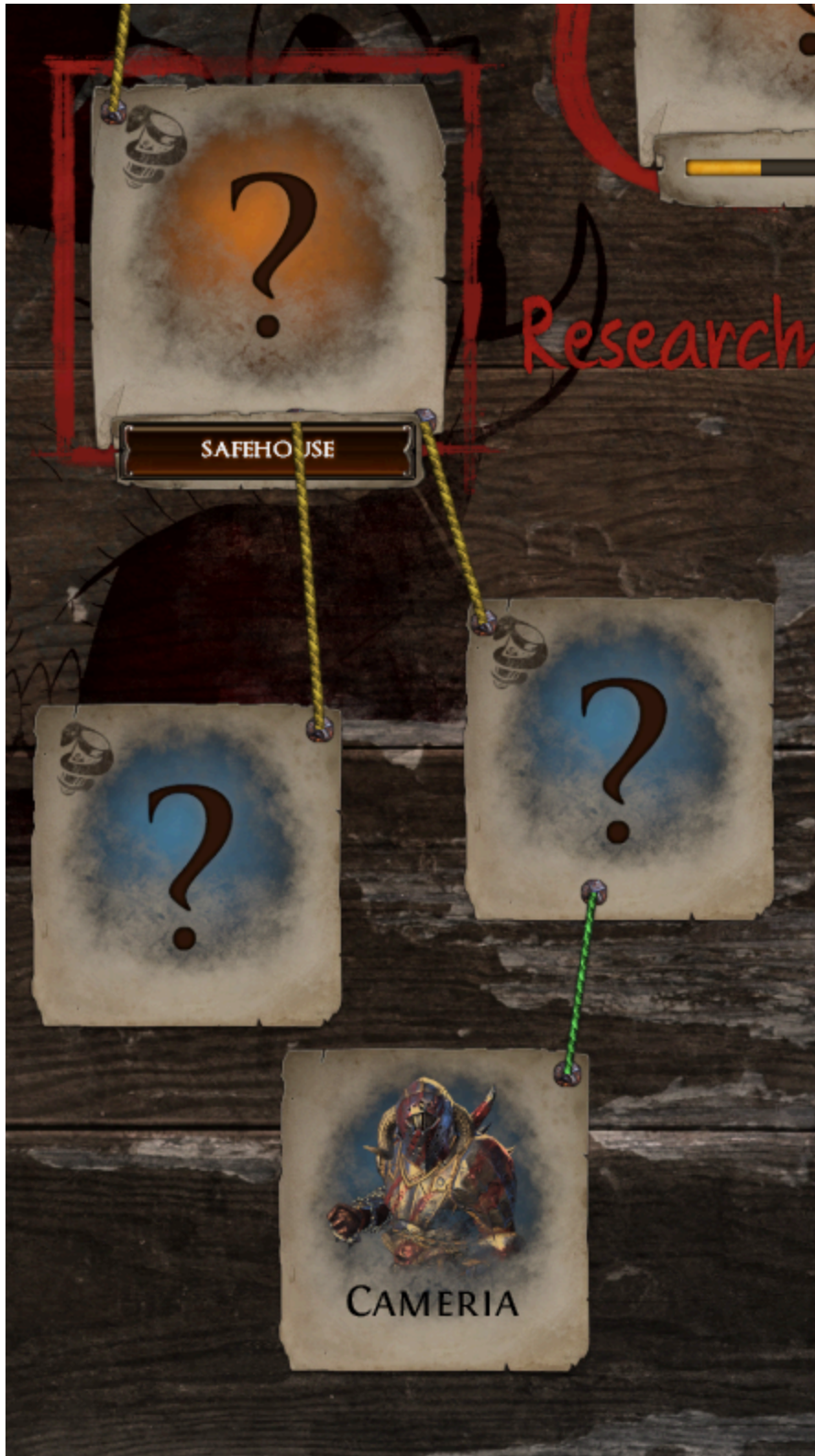
- Vagan is in research, and he is not welcome there, and neither is Cameria. Thus we don't choose Bargain to avoid clogging up research with useless members, but if we jail Cameria, he will not appear in the next 3 encounters. We don't want that either - Cameria is fine in Fortification or Intervention, so we should aim to encounter him there. Thus the best decision here is releasing.
- Execute. This option is only available when you defeat several members in the same encounter, on all of them except the last one. Executing a member will raise his rank by 2 stars. Here's an example:





This Fortification encounter had Hillock and Vagan. As Hillock in Fortification is one of the best placements (certain members in certain departments) in all of Betrayal, we execute him first, increasing his rank to 3 stars. **After the encounter, always talk to its most valuable member first - you may not get another chance to execute them.**

- Bargain. This option is only available on the last member you interact with during an encounter, and has a very wide selection of outcomes. Those are:
  - Drop certain items. It's exactly what it says.
  - Become Trusted with someone. When two members are Trusted (friends), they may join each other's encounters. For example, if Elreon is in Intervention, Haku is in Research, and they are Trusted, you may encounter Elreon in Research. This can be great for moving members into their correct department (like Aisling to Research), but terrible if the other member is in the wrong department too. It's possible to brick the board with a bad Trusted link; to reset it, raid the safehouse if they are the leader, or jail them if they aren't. A good example is the Cameraia decision described above; here's what it looks like on the board... if you make the wrong decision of bargaining instead of releasing because you'll raid their safehouse anyway.



Now we know the member linked with Cameria is Vagan, even though he's not visible.

- Become Rivals with someone. When two members are Rivals (enemies), they may assist you in fighting the other one. **Edit: somebody told me that Rivals do join the fight in full and you can**



execute/jail etc. them just like Trusted members. Since I got downvoted and they got upvoted, just assume it's true.

- Leave the Immortal Syndicate entirely. Someone else takes their place, hidden and unassigned. (That member is not removed *permanently*, as in until end of league. The board is fully reset after a Mastermind kill)
  - Swap departments with someone else.
  - Destroy all items in their department. (This only affects combat difficulty for that encounter and is basically irrelevant)
  - Remove all rivalries.
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- Betray. This option is only available if exactly two members are encountered during an encounter, sometimes extends both ways (with both members having different ways to betray each other), and will replace the last member's option with Bargain where applicable. There is also a very wide selection of outcomes:
    - Swap departments with someone else. Destroy all items in their department. Those are the same as when bargaining.
    - Remove someone else from the Immortal Syndicate entirely.
    - Steal all ranks from another member and make the two Rivals.
    - Rank up everyone in that member's division, and rank down everyone in another division.
    - Become a department leader. This will make them unavailable for an encounter, **don't do this for valuable members who aren't rank 3**. Rank 2 Aisling as Research leader is a bricked department and you will need to raid the Research safehouse to get her back.

You do not need to remember all options. You need to remember **your goals**. For that, use a Betrayal cheatsheet:

### 3.15 Betrayal cheatsheet

## Safehouse raiding and Mastermind's Lair

When 100 intelligence is gathered on a department, you can raid the safehouse. The path to it will be defended by monsters (this is where a necromancer can pick up Syndicate Operatives to use as spectres), and inside it, you will have to fight the department leader and all other members of that department. When the leader is down, the only option is to interrogate him, giving Mastermind intelligence for 3 turns.

When you have gathered 100 intelligence on a certain safehouse (as evident by the "SAFEHOUSE" button on the board), but didn't raid it, you will no longer get map encounters in that department. Also, in 3 turns, it will lose 5-10 intelligence, making encounters available again. Mastermind intelligence can't be reduced.

When 100 intelligence is gathered on the Mastermind, you can attack Mastermind's Lair and fight Catarina, the main boss of Betrayal. The fight is not very difficult, but you will lose it if you don't know it. If you don't feel confident, hire a carry - 40c is cheaper than losing multiple exalts. After Catarina is killed, you can access Mastermind's Lair, which has all 17 rooms (one for each Syndicate member), and already existing ones (that were on the board) are upgraded by one tier. This is the only way to access T4 rewards, by far the most valuable ones.

Here is what a full Betrayal run (from Mastermind to Mastermind) can look like. Make of this information what you will.

## Betrayal full run

TL;DR: 2ex100c worth of crafts (without Aisling, not counting scarabs and minor loot) in 7 Jun missions and around 50 minutes.

### Betrayal F.A.Q.

Q: My target is in another department (e.g. Aisling is in Intervention), how do I get it where it should be?

A: Jail her every time you can do so to reduce her rank. Once she's rank 0, she will be unassigned from her department and you can randomly encounter her during a Research encounter.

Q: My target is rank 0 and unassigned, but doesn't appear in the department I want it in.

A: Run more Jun missions until it does.

Q: Aisling is not even on the board at all? What should I do?

A: Play this board targeting other targets such as Hillock, Leo and It. After a Mastermind kill, the board will be rerolled and you will most likely have Aisling available. If not, repeat the above.

Q: To get T4 Aisling (or any T4 member), do they need to be the department leader and at 3 stars?

A: No, only at 3 stars in that department. Leadership is irrelevant for the Mastermind run, it only matters for safehouse runs: after a safehouse run, you are guaranteed to jail the leader, and someone else from that department will rise to leadership. Remember that you cannot encounter the department leader in maps - don't accidentally put Aisling etc. in there before that member gets 3 stars!

Q: Will this be updated for 3.16?

A: Yes, I even already sneak-peeked It That Fled in Research.

11 Oct 2021: updated according to Reddit feedback. So far no changes to Betrayal were announced in 3.16.

15 Oct 2021: patch notes are out. No direct Betrayal changes (except unveiling mods got easier), few indirect ones. Region changes invalidated the "How to start playing Betrayal" part; working on replacing it.