


Welcome to the Kalandra Challenge Analysis / Newbie guide!

Click below to check the Lake of Kalandra Challenge Rewards!



Changelogs: last updated 30th August 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 [Dark Reader](#).
- All of this analysis is based on a full-time job player experience (I spend about 2~4 hours on PoE every day)
- Recommend to view with [Text Width-Medium](#) setting.
- 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 [here](#).
- 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

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1. Learning the Ropes

Complete each of the following tasks:



- **Allocate a Passive Mastery**

A new passive skill tree mechanic that was added in 3.16 was the Mastery system. When allocating skill points on the passive skill tree, you will gain access to a mastery node when you allocate a passive notable depending on the type of passive cluster you are allocating in. You only gain access to mastery nodes when allocating a notable that is outside of a class's starting area. Note that you can't access mastery if you're skipping passive nodes along the way (Etc: Intuitive Leap/Thread of Hope/Anointing amulet). Each passive cluster will only give access to one mastery node, even if you allocate two or more notables within the cluster.



- **Equip a Magic Utility Flask**

An [utility flask](#) is a flask that grants temporary buffs over the flask duration. You can get an utility flask (Quicksilver Flask) early in Act1 town from Nessa's [Mercy Mission](#) quest reward. After obtain it, use [Orb of Transmutation](#) on the flask to make it into magic rarity, then equip it to complete this challenge.

- **Identify a Rare Item**

You can easily identifying a rare item (yellow colored item) in early game by right clicking the [Scroll of Wisdom](#) then left clicking on the rare item, then it'll reveal the item's properties in it. Believe it or not, I've seen many new players didn't know about this until they progressed very deep into the campaign, then finally decided to spend a few minutes reading the description of this item only to realize they can identify their unidentified item

Very Easy

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

2. Enter the Lake



Complete each of the following encounters:

- **Enter the Lake of Kalandra**

You can encounter the "Lake of Kalandra" mechanic in the early Act campaign (The Coast).

- **Open a Reward Chest while in the Lake of Kalandra**

After you clear the monsters in the room of the reflection you've chosen in the "lake", a chest will appear in the middle of the room that contains random rewards (depending on the minimap icon shown).

Note that defeating the unique monster in the room doesn't mean you've "completed" the room, you have to clear almost all of them only then it is considered "completed".

- **Enter a Lake of Kalandra with at least 6 Reflections**





Is not that hard to find tablet that contain more than 6 reflections, so if you can't find 6 reflection's tablet, just move on the next one tablet don't worry, the higher the map level the bigger grid of the tablet can have thus can contain more reflections within the tablet too in higher map level.

Very Easy

This challenge teaches you the basic mechanic of the current league, Kalandra. You will start seeing Mirrored tablets from the Coast onwards, and interacting with them will allow you to stamp Reflections onto a Mirrored Tablet. Once the tablet is full you can open a portal to the Lake of Kalandra.

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:

-  **Life or Mana Flask**
Vendor 3 same type of life or mana flask. (Won't work for Divine/Eternal flask).
-  **Ruby, Topaz or Sapphire Ring**
Vendor 1 iron ring with 1 any skill gem(any color).
-  **Chromatic Orb**
Vendor an item with 3 different colored sockets that is linked together.
-  **Chaos Orb**
Vendor a full set rare item with their item level between 60 to 74.

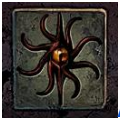
Very Easy

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 1: Merveil, the Twisted**
-  **Act 2: Vaal Oversoul**
-  **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. Exile Against the World

Complete each of the following encounters:



- [Kill a Possessed Monster](#)

([Torment League](#)) Torment Spirit a monster that looks like a green-ghostly-spirit the roam that will run away from when u near them, also can touch/possess monsters that cause those infected monsters to gain new ability and also drop more loot. This challenge requires you to kill a rare/unique monster that are possessed, which require you to kite a Torment Spirit lure them near a rare/unique monster so that they will possess the monster, this is the normal way of doing it but now there's an easier way to cause monster guarantee possessed in maps by taking "[Seance](#)" or "[Exiled Will](#)" from atlas passive.



- [Open a Strongbox](#)

([Ambush League](#)) Strongboxes are found all over wraeclast, and contain packs of monsters as well as loot. Click on these to open them, but beware what lies in wait! You can also use currency to reroll strongboxes to increase reward and ... the risk.



- [Kill a Rogue Exile](#)

([Anarchy League](#)) A Rogue Exile is a monster that looks just like a player, and will drop a set of equipment when slain. They can be easily found anywhere throughout the game.



- [Activate an Echoing Shrine](#)

([Domination League](#)) A shrine can appear randomly in most areas, granting significant bonuses to nearby monsters or casting spells at nearby players, and are often guarded by monsters. Players can steal the shrine to gain its bonuses for 45 seconds or until leaving the area. Players can have any number of different shrine effects at once. For this challenge, it requires you to steal an Echoing Shrine that causes the player to make all spells cast repeatedly with high attack and cast speed, this particular shrine is not too rare to find so no worries on completing this challenge.






Very Easy

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

6. Shape the Lake



Shape the Lake of Kalandra in the following ways.

-  **Open/Itemise 10 Lakes of Kalandra**
The "Lake of Kalandra" can't become itemise during Act zone, but can be itemise in endgame maps.
-  **Move 5 Blockages**
This choice is able to help you swap a Water Tile with an Empty Tile.
-  **Move 5 Entrances**
This choice is able to help you swap Entrance with an Empty Tile.
-  **Swap 5 Reflections**
This choice is able to help you swap a Reflection Tile with another Reflection Tile.
-  **Change 5 Water Tiles into an Empty Tiles**
This choice is able to help you change a Water Tile into an Empty Tile.

Easy

As you progress with the league mechanic you will come across certain choices which allow you to shape the Lake of Kalandra to your will. This means you will be able to move entrances, blockages and rooms; as well as turn water tiles into empty ones.

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. Unique Armaments

Equip Unique items of the following types.

- [Weapon](#)
- [Helmet](#)
- [Amulet](#)
- [Body Armour](#)
- [Ring](#)
- [Belt](#)
- [Gloves](#)
- [Boots](#)

Very Easy

The drop rate for Uniques was reduced in the Lake of Kalandra, but even then there should still be more than enough uniques dropping. In case you've terrible RNG on getting unique item drops in this league, you're still able to complete this challenge by buying them on the market(click on their name above here), equipping it to complete this challenge, easily!

9. Complete Essence Encounters



Complete each of the following Essence encounters:

- **Use 20 Remnant of Corruptions on Essence Monoliths in Maps**

[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. However, this challenge requires you to use [Remnant of Corruptions](#) on essence monoliths, which is pretty simple just acquire enough of those remnants(can be bought from the [market](#)) then applied on those essence encounters at least 20 times to complete this challenge.


- **Defeat an Essence Monster with at least 3 Shrieking Essences in an area of level 81 or higher**

This challenge is a bit RNG, but can be easily done by doing these steps:

- ❖ Use ["Crystal Lattice"](#), ["Amplified Energies"](#), ["Crystal Resonance"](#), and ["Prolific Essence"](#) from atlas passive to maximise the chance of having an essence monolith spawned that contain more than 3 shrieking tier essences in it.
- ❖ Use Essence(costs 2 Chaos Orbs) modifier from map device to increase more chance of the essence monolith in the map getting upgraded from the atlas passive that recommended above.
- ❖ You can also gamble your your with essence monolith that only contain 1 or 2 shrieking, then use [Remnant of Corruption](#) on it to have another small chance turn 1 or 2 of the screaming tier essence in it to become shrieking tier instead.






- **Defeat 2 Essence Monsters with at least 6 Essences each within 5 seconds of each other**

This challenge is a bit RNG and TRICKY to do, although can be easily done by doing these steps:

- ❖ **Normal Method:** After finding 2 essence monoliths that contain more than 6 essences, break them (by clicking them 3 times) then kite them both near each other, DPS down killing both together in a short time to complete this challenge.
- ❖ **Atlas Passive Method:** Following the steps from the above challenge (3 shrieking) also helps on this challenge too, especially with  "[Crystal Resonance](#)" which gonna duplicating the monster in a single essence monster encounter, thus satisfies this challenge condition easily IF the essence monster does contain 6 or more essence within them.

6 essence monsters can be very POWERFUL, if your character is not strong enough might wanna invite experience to help out killing them both after you found these essences spawn.

- **Release an Essence of Hysteria, Insanity, Horror or Delirium**

To do this challenge you'll have to use a  [Remnant of Corruption](#) on essence monoliths that contain more than 2 [Group E](#) essences (, , ,  - A.K.A The **MEDS**), then pray the essences become the required essences needed for the challenge.

Normal

This challenge is fully focused on old content that's from the [essence league](#). Oh, they're bringing back the last league "essence encounters" challenge and ... slightly easier? Having 2 essence monsters with 6 essence kills could be a bit tricky but still, is not as rare as last league essence challenge (8 essence) and thankfully these challenges are shareable; can be done in party.



10. Complete Abyss Encounters



Complete each of the following Abyss encounters.


- **Complete 75 Abysses in Maps**

You'll start to encounter [abysses](#) from Act 6 onward. Upon walking over an Abyss encounter, a crack will form on the ground, and a small number of monsters will spawn from it. As you follow the crack it will extend until it creates a pit which will spawn even more monsters. After you clear the monsters fast enough, it may start a new crack from the pit to follow, OR reveal an abyssal chest that will drop some items including Abyssal Jewels that can be used on your passive tree. 75 seems like a big number but the process can be sped up by:

- ❖ Opening map with  [Abyss Scarabs](#).
- ❖  "Your Maps can contain Abysses" from [sextant modifier](#).
- ❖ "Area contains # additional Abysses" from map's [implicit modifier](#).
- ❖ Use Abyss (costs 3 Chaos Orbs) modifier from map device.

(NOTE: This challenge can only be done in maps, not in Act area)

- **Complete 10 Abyssal Depths**

In Tier3+ above maps, there's a chance where at the end of a successful abyssal encounter, it'll open up an entrance to the [Abyssal Depth](#) area instead of spawning an abyssal trove. Inside the abyssal depth contains more treasure with greater challenges, and also have a chance to contain [Abyssal Lich](#) boss in the abyssal depth too. Might required little bit of RNG to find 10 of this challenge, but this challenge can be sped up by following the above challenge (75 abysses) methods together with taking  "[Awakened Depths](#)" from atlas passive to increase the chance of each abyss encounter opening up abyssal depths instead.

- **Complete at least 5 Abysses in a single Map which is Tier 14 or higher**

This challenge might sound very RNG but actually not, if following the above challenge(75 abysses) methods this challenge can be done easily in a few tries of maps, and also make sure the map you're doing is Tier14+ above.

- **Defeat Ulaman, Sovereign of the Well or Amanamu, Liege of the Lightless in an area of level 83 or higher**

[Ulaman](#) or [Amanamu](#) can only be found in abyssal depth(Tier3+ map), they are easy to fight but their spawn rate fairly rare ... might wanna leech or buy from other player abyss boss spawns if your RNG is pretty bad to find it. Just make sure the map is T16 when found this boss to do this challenge.

Normal

This challenge is fully focused on old content that's from the [abyss league](#). These challenges are not that RNG to do just requires a mild grind, also even if you're having bad RNG to find them thankfully all of it are shareable; can be done in party.

11. Complete Ambush Encounters



Open each of the following Rare and Corrupted Ambush encounters:

Arcanist



This strongbox contains [currency rewards](#), and can be found everywhere, you can even increase this type of strongbox spawn rate in maps by taking the small passive around "Backup Cache" from atlas passive.

Cartographer



This strongbox contains [map rewards](#), and can be found everywhere, you can even increase this type of strongbox spawn rate in maps by taking the small passive around "Concealed Logistics" from atlas passive.

Diviners



This strongbox contains [card rewards](#), and can be found everywhere, you can even increase this type of strongbox spawn rate in maps by taking the small passive around "Vault of Mysteries" from atlas passive.


Gemcutter's



This strongbox contains [skill gems rewards](#), and can be found everywhere.


Operative's






This strongbox contains [scarab rewards](#), and can be found in map and requires  "Secret Operations" from atlas passive to spawn.

Vaal Vessel




This strongbox contains [Fragments, Vaal Skill g Corrupted](#) Items. For this type of strongbox found in  [Vaal Temple](#)

These [strongboxes](#) must be in **rare rarity** (applied from  Orb of Alchemy) and **corrupted** (applied from  Vaal Orb) to complete this challenge, can also take advantage of  "Tamper-Proof" from atlas passive which helps auto-apply the strongboxes in map to satisfy this challenge's condition. (NOTE: Only the player who opens the strongbox gets the challenge)

Easy

This challenge is fully focused on old content that's from the [ambush league](#). Most of it can be found in maps except for Vaal Vessel, and the rarest strongbox among all might be operative but no worries, all of the strongbox are not that rare to find as long you got corresponding atlas passive to make them spawn you'll find them very frequently spawn in maps. You can even increase these strongboxes spawn rate by the following methods:

- ❖ Opening map with  [Ambush Scarab](#).
- ❖ "Your Maps contain 2 additional Strongboxes" from [sextant modifier](#).
- ❖ "Area contains # additional Strongboxes" from map's [implicit modifier](#).
- ❖ Use Ambush (costs 4 Chaos Orbs) modifier from map device.

12. Unlock the Lake




Fully Unlock the following Lake of Kalandra Reflection Abilities:



• **Reroll Ability**

This ability rerolls your current selection of choices without using up a choice slot. You'll unlocked this ability when you:



1. Completed **any** reflection room at difficulty **3 or higher**.
2. Completed a reflection with  [Essence encounter](#) at difficulty **6 or higher**.

3. Completed a reflection with  [Breach encounter](#) at difficulty **8 or higher**.



• **Skip Ability**



This ability lets you skip current selection of choices, and then offer you a new set of choices. You'll unlocked this ability when you:

1. Completed **any** reflection room at difficulty **5 or higher**.
2. Completed a reflection with  [Harbinger encounter](#) at difficulty **6 or higher**.
3. Completed a reflection with  [Shrine encounter](#) at difficulty **8 or higher**.



• **Exile Ability**

This ability will cause your selected choice(exiled) won't appear again for the rest of that Mirrored Tablet's choice slots. You'll unlocked this ability when you:

1. Completed **any** reflection room at difficulty **8 or higher**.
2. Completed a reflection with  [Legion encounter](#) at difficulty **8 or higher**.
3. Completed a reflection with  [Beyond encounter](#) at difficulty **10 or higher**.

(click the link on their name above here to buy appropriate tablets)

(Rule of Thumb: The further the tile away from the entrance, the higher the difficulty will be.)

Normal


As you progress through the storyline and endgame maps you will unlock certain abilities that allow you to further customise your Lake of Kalandra. Each ability can be used **3 times** per tablet creation(depending how much you've unlocked), and will reset when you create a new tablet.

13. Complete Heist Encounters



Complete each of the following Heist encounters:


• **Level a Heist Job to level 5**

Heist Rogue are NPCs that can be encounter in Rogue Harbour which can be access by pressing right click on  Rogue Markers item. Some of the heist rogues skill's level are lock behind some [contract's quest](#), so is better to do all of the green contract(quest item) that you picked up throughout your journey to fully unlock all heist rogue's skill(heist job) level, only then proceed to level their primary skills to level 5 to complete this challenge. Note that not all heist rogue's skills can be level 5 even though u done all the quest, [click here](#) to check heist rogue's skill limitation.

• **Open 30 Reward Chests in Contracts of level 81 or higher**

You can start collecting level81+ contract in map tier 14+ or higher. This challenge requires you to open any reward chest so should be simple enough, just be careful when opening the chest because each chest opening will increase the [alert bar](#), and when the bar is FULL, a lockdown sequence will begin and you have few seconds to opening the rest of the chest before all of them fully lockdown. Each time you open a reward chest during the lockdown sequence also reduces the timer lockdown so be careful during that. When lockdown begins, you'll have to escape the contact's map with what already have in your inventory, and make sure you don't die during the lockdown or else all item you looted from the contract will be dropped and you'll lose all of it, can't go back in the contract anymore too to loot back those stuff.

• **Complete 50 Contracts of level 81 or higher**

You can start collecting level81+ contract in map tier 14+ or higher. To complete a contract you'll have to take the [heist target's item](#) from the reward chest at the very end of the contract's map, and escape the contract's map with that item safely(don't die). And that item has no other use but to sell to Faustus NPC which in return gives you  Rogue's Markers as a reward.

- **Complete an  Enchanted Armaments Blueprint with at least 3 Wings Revealed**

Blueprint type that reward Enchanted Armaments are:

- ❖ [Bunker](#)
- ❖ [Records Office](#)
- ❖ [Mansion](#)

- **Complete a  Thieves' Trinkets or Currency Blueprint with at least 3 Wings Revealed**

Blueprint type that reward Thieves' Trinkets or Currency are:

- ❖ [Smuggler's Den](#)
- ❖ [Underbelly](#)

- **Complete a  Replicas or Experimented Items Blueprint with at least 3 Wings Revealed**

Blueprint type that reward Replicas or Experimented Items are:

- ❖ [Laboratory](#)
- ❖ [Prohibited Library](#)

- **Complete an  Unusual Gems Blueprint with at least 3 Wings Revealed**

Blueprint type that reward Unusual Gems are:

- ❖ [Repository](#)
- ❖ [Tunnels](#)

(Can click on their name above here to buy the blueprints to do this challenge.)

Normal

This challenge is fully focused on old content that's from the [Heist league](#). All of these challenges are simple enough, and feel like a refreshing memory on how heist mechanics works for players who didn't do this content for a long time ... instead of a "challenge".

14. Complete Legion Encounters



Complete each of the following Legion encounters:

- **Complete 30 Legions**

A Legion encounter is a giant purple crystal that will release 2 legions of monsters on two sides of the crystal when activated. Damaging the enemies while they are in stasis will free them when the timer runs out, where they can be fought and killed for loot. Legion encounters can only be found in maps.

- **Open 40 War Hoards**

A [war hoard](#) chest looks like a bigger-sized-chest compared to regular legion chest, and it mostly located the outer ring during a legion encounter, very easy to notice, and have to break them during the stasis before being able to open and loot them.

- **Unlock the 5 Slot Map Device**

When you have collected a total of 100 timeless splinters of a specific legion from doing legion encounters during maps, the splinters will become Timeless Emblem map fragments, which can be used to unlock the [5th slot of map device](#) by running 4 different types of emblems at once.

- **Receive at least 25 Rewards from a single Domain of Timeless Conflict Encounter**

[Domain of Timeless Conflict](#) encounter can be accessed by putting [timeless emblem](#) into your map device then opening it. Putting more different types of emblem will increase the reward and also the

difficulty of the encounter too. Receiving 25 rewards per run shouldn't be that difficult to do with a decent build, just keep killing [monster with reward tags on top of their head](#) with the time given from the domain run should be fine. Even if your build can't handle such content, you are still able to do this challenge in party.

Normal

This challenge is fully focused on old content that's from the [Legion league](#). All of these challenges are pretty easy to do, none of them were grindy too.

15. Complete Blight Encounters



Complete each of the following Blight encounters:



• Complete 30 Blight Encounters

You'll start encountering blight content in endgame maps. Blight encounters are tower defence-like minigames that can spawn from Fungal Growths in your map, which will always be accompanied by [Sister Cassia](#) that can help you build towers around the blight encounter to defend the monster from destroying the Fungal Growth.



• Kill 40 Blight Bosses in areas of level 81 or higher

This challenge can be done in regular map blight encounters and in blighted maps too as long the map tier is 14+ or higher. During blight encounters you'll notice some of the blight's portal icons have [white bubble above it](#) which means that portal will spawn a blight boss from it, and the number of bosses is depending on the numbers label below the portal icon, so greater the risk the better the reward.



• Complete a Rare and Corrupted Blighted Map with at least 8 mods that is Tier 14 or higher

You can only obtain blighted maps from doing blight encounters, especially from the [blight reward chest](#). And this challenge requires 8 mods on the map, so you'll have to get a Tier14+ or higher blighted map, anoint it with appropriate oil depending what you want on the map via Sister Cassia first, only then applied it with Vaal Orb and hopefully turn into 8 mods blighted map. Try don't anoint the map after you corrupt it ... yes you still can anoint the map but it'll charge additional cost on it (requires Tainted Oil). ([Click here to buy Tier14+ 8 mods blighted map](#))



• Complete a Rare and Corrupted Blight-Ravaged Map with at least 5 mods

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 [Blighted Maps](#) with faster and stronger monsters and can be anointed with up to 9 oils (with a max of 3 oils per type). You can get Blight-Ravaged maps from Tier14+ or higher 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.

([Click here to buy 5 mods blight-ravaged map](#))

Normal

This challenge is fully focused on old content that's from the [Blight league](#). None of it was hard even though they brought back the 8 mods blighted map challenge from [last league](#) but on a regular

blighted map instead of the Blight-ravaged version, interesting ... they really want to make this league challenge much easier huh, LOVE IT!

16. Complete Expedition Encounters



Complete each of the following Expedition encounters:

- **Use 50 Expedition Vendor Refresh Currency**



From act 6 onwards, you will begin to encounter the Kalguuran Expedition members and be able to help them excavate the chests from their heritage. There's 3 types of reward that can be obtained from doing these expedition encounters; 1st is their artifacts which have been changed to become auto-loot(THANK GOD!) but with a downside which is untradeable. The artifacts you've collected can be used to trade with 4 types of Expedition NPCs:

- ❖ [Dannig, Warrior Skald](#) which allows you to trade his artifacts, **Knights of the Sun** for other types of artifacts and logbooks.
- ❖ [Gwennen, the Gambler](#) which allows you to trade her artifacts, **Druids of the Broken Circle** for equipment with random rarity.
- ❖ [Tujen, the Hagglor](#) which allows you to trade her artifacts, **Black Scythe Mercenaries** for various items but most currencies.
- ❖ [Rog, the Dealer](#) which allows you to trade her artifacts, **Order of the Chalice** for equipment upgrades.

2nd type of reward is reroll currencies; [Astragali](#), [Burial Medallion](#), [Exotic Coinage](#), and [Scrap Metal](#) which remains unchanged, has to pick them up manually and still tradable. These currencies are used to reset the Expedition's NPC vendors. The 3rd type of reward is the logbook which is like their end game content of expedition mechanics.

[Watch Grimro video to learn how to earn a lot of profit from doing expedition mechanics.](#)

This challenge requires you to use 50 times of any of the expedition's refresh currency, should be simple enough ... can just buy the cheapest currency(probably [Scrap Metal](#)) then spam it with the correct corresponding expedition's NPC to complete this challenge easily.

- **Complete 30 Expedition Encounters in Tier 14 or higher maps with 5 or more Remnants active**








Expedition remnants look like as shown on the left picture and they gain buffs that adds reward on the runic monsters and explosion makes the encounter even harder too. Try watch out for **yellowish-highlighted text** in the description of the remnants encounter "bricked" if your build only deals the corresponding damage to limit the amount of remnant to be detonated so that you can clear it smoothly.

Remnants **buffs** effects in chain reaction, so best to detonate you the most first then only chain to the rest "accordingly" dynamite to be explode completely first then only clear the rest that efficient on time-wise, plus sometimes the next detonation you didn't near it ... That's why I highly recommend detonate first.






















For this challenge, you only need to explode 5 or more remnants in a map Tier14+ expedition encounter so should be simple enough, just repeat this process 30 times then you'll complete this challenge easily.









- 
Complete an Expedition Logbook in an area of level 81 or higher with 15 or more Remnants active

[Expedition Logbooks](#) are rare drops from Runic monsters(not from chest rewards), with different areas and rewards depending on what they are rolled with and what factions they belong to. Expedition logbooks are pretty similar like a regular map, you can craft it into magi/rare for more drop rate in the map, except it requires **Dannig NPC** to open it for you, and can only pick 1 of the 2/3 area of the expedition logbook content. There's few way to increase logbook drop rate from doing expedition encounters, such as:

- ❖ Use  "[Distinguished Demolitionist](#)",  "[Ancient Writings](#)", and  "[Buried Knowledge](#)" from atlas passive
- ❖ Open map with  [Expedition Scarabs](#).
- ❖  "[Your Maps contain #% increased number of Runic Monster Markers](#)" from [sextant modifier](#).
- ❖ Detonate remnant with "[Runic Monsters are Duplicated](#)" modifier.
- ❖ Detonate remnant with "[#% increased Quantity of Expedition Logbooks dropped by Runic Monsters](#)" modifier.

Also, different area of logbooks do give different theme of rewards:

Logbook Area	Reward Theme 1	Reward Theme 2
Battleground Graves	 Enchanted Items	 Legion Splinters
Karui Wargraves	 Fossils	 Currency Shards
Bluffs	 Enchanted Items	 Legion Splinters
Rotting Temple	 Enchanted Items	 Legion Splinters
Shipwreck Reef	 Breach Splinters	 Scarabs
Cemetery	 Simulacrum Splinters	 Catalysts
Sarn Slums	 Enchanted Items	 Legion Splinters
Dried Riverbed	 Enchanted Items	 Legion Splinters
Mountainside	 Divination Cards	 Incubators
Forest Ruins	 Sacrificial Fragments	 Abyss Jewels
Vaal Temple	 Oils	 Skill Gems

<u>Utzaal Outskirts</u>	 Oils	 Skill Gems
<u>Desert Ruins</u>	 Divination Cards	 Incubators
<u>Scrublands</u>	 Essences	 Unique Items
<u>Volcanic Island</u>	 Fossils	 Currency Shards

[Watch a Grimro video to learn how to properly run logbooks](#)

For this challenge you need to explode 15 or more remnants in a level 81+ logbook, a bit dangerous to do depending on the combination modifiers from the remnants you've detonated ... as always, you can party up with an experience player to help out your logbook for this challenge if your character can't handle such content.

●  **Defeat an Expedition Boss**



[Medved, Feller of Heroes](#)

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

Click [here](#) to buy a Medved guaranteed logbook.



[Vorana, Last to Fall](#)

required logbook item level 68+ (Tier1+ maps) from Black Scythe Mercenaries faction.

Click [here](#) to buy a Vorana guaranteed logbook.



[Uhtred, Covetous Traitor](#)

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

Click [here](#) to buy an Uhtred guaranteed logbook.



[Olroth, Origin of the Fall](#)

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

Click [here](#) to buy an Olroth guaranteed logbook.

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 on your minimap(as shown above); 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. If you have really bad RNG to spawn bosses in your logbook, you can [buy a logbook](#) that contain "Area contains an Expedition Boss (#)" modifier to force spawn a boss in your logbook.

Normal

This challenge is fully focused on old content that's from the [Expedition league](#). None of it feels grindy but may require a decent build to do some of the challenge, especially the 15 remnants logbook and expedition boss, and as always can invite experienced players to help out with the challenge after you spawn them.

17. Discover the Lake



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



Beyond



Breach



Chaos



Cold



Delirium



Delve



Essence



Expedition



Fire



Harbinger



Legion



Lightning



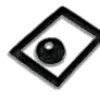
Metamorph



Physical



Shrine



Strongbox



Torment



Untainted



Rogue Exile

Normal

There are a large number of different types of Reflections you can stamp on your Mirrored Tablet. This won't take too long to complete as long as you interact with the league mechanic frequently.

([Click here to check the full list of Reflection Types here](#))

18. Achieve Ascension

Use the Ascendancy Device in each of the following Labyrinths:

PoELAB is a good resource to check for labyrinth information and whether or not the day has a short/safe layout to be run. You can also try installing **LabCompass** for more convenience, it is a MUST-HAVE tool for long-term labyrinth runners! Here are the locations for each trial you must obtain before being able to enter certain labyrinth difficulties:

- **The Labyrinth**(Normal Difficulty):

Act1 [The Lower Prison](#)

Act2 [The Crypt Level 1](#)

Act2 [The Chamber of Sins Level 2](#)

Act3 [The Crematorium](#)

Act3 [The Catacombs](#)

Act3 [The Imperial Gardens](#)

- **The Cruel Labyrinth**(Cruel Difficulty):

Act6 [The Prison](#)

Act7 [The Crypt](#)

Act7 [The Chamber of Sins Level 2](#)

- **The Merciless Labyrinth**(Merciless Difficulty):

Act8 [The Bath House](#)

Act9 [The Tunnel](#)

Act10 [The Ossuary](#)

- **The Eternal Labyrinth**(Uber Difficulty):

Big changes were made to [The Lord's Labyrinth](#) in patch 3.16, mainly the fact that now not all 6 trials need to be completed in order to gain access to [The Eternal Lab](#), greatly increasing the speed at which end-game players can access the lab and get their final 2 ascendancy points. You still need an

[Offering to the Goddess](#), which you still get from [Ascendancy Trials](#) in maps, but from 3.16 on, [Ascendancy Trials](#) will only start appearing in yellow or higher tier maps(Tier6+).

Normal

The labyrinth will get easier if you practice it more, if your build can't do it, just pay someone to do it for you or look on poelab for helpful tips when clearing it.

Running the lab since the changes made in 3.14 can be quite profitable now with helmet enchants being easier to obtain and with the addition of powerful unique jewels dropping from eternal lab chests.

19. Surpassed Potential

Have a socketed Skill Gem reach at least level 26.

Very Easy

This challenge wants to inform players that there's a new way to push skill gem level to their limit with the current league reworked on unique items. A level 26 socketed skill gem is not too hard to get now that there's a lot more uniques that give +5 to socketed skill gems. [Cold Iron Point](#), [Bronn's Lith](#), [Vaal Caress](#) and [Voideye](#) all add +5 to socketed gems of certain types; so all you need is a [level 21 gem](#) to socket into the unique and bam!

Additionally you can do it the harder way with +1 to all/socketed spell/skill gems on equipment but that's usually more expensive.

(Click on their name above to buy their items to do this challenge)

20. Harvest Lifeforce

Complete each of the following Harvest encounters:

- **Harvest 100 Crops**

With the new 3.19 changes, rather than being presented with a selection of crafting options that must be used immediately in the old leagues, you now receive itemised, tradeable lifeforce of the appropriate colour after you killed the monsters from the crops. This lifeforce can be used later, in your own time, at the horticulture bench in your hideout. Its crafting options are now priced in terms of this itemised lifeforce currency.



- **Use 7,500 Lifeforce** 

Lifeforce can be used at the [Horticulture Station](#), which has been reworked, in your hideout. Instead of functioning as a way to store crafts for later use, the Horticulture Station is now similar to the Crafting Bench, providing a list of every Harvest crafting option to choose from. Each craft costs a certain amount of lifeforce to use. They can be used as many times as you like, as long as you have the necessary lifeforce.


- **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 ... Although allocating the  "[Heart of the Grove](#)" atlas passive can increase the chance of spawning these Tier4 seed bosses. You can also do some training with the boss mechanic in  [Bramble Valley Map](#), this map's bosses is exactly the same with these harvest bosses.

- **Harvest the Heart of the Grove**

This challenge here wants you to kill [Oshabi, Avatar of the Grove](#), a harvest boss that is not that hard to defeat, just a bit hard to spawn her which is by opening the  [Sacred Blossom](#) in your map device. This item may only drop from Tier4 seeds in [sacred grove](#)(harvest encounters).

Normal

This challenge is fully focused on old content that's from the [Harvest league](#) but got reworked quite heavily in 3.19; and by reworked I mean nerfed. It's much more tradeable and accessible but most of the crafts have been either removed or nerfed as well, which is fair enough in a sense that Harvest was the most rewarding mechanic in the game. For this challenge might be a bit grindy especially for the 100 crops challenge since you have to do it yourself, "7,500 lifeforce" challenge may seem like a big number but is still fine because the lifeforce is tradable so as if you really hate doing harvest mechanic and wanna speed up the challenge, can just buy the cheapest lifeforce from the market and then spam the Horticulture Station in your hideout on a random item to speed up this challenge. The other 2 challenge harvest bosses might depend on RNG but nonetheless can be done in party so should be fine.

21. Tainted Crafting

Use 7 of the following crafting methods on an item:



[Tainted Armourer's Scrap](#)



[Tainted Exalted Orb](#)



[Tainted Blacksmith's Whetstone](#)



[Tainted Jeweller's Orb](#)



[Tainted Chaos Orb](#)



[Tainted Mythic Orb](#)



[Tainted Chromatic Orb](#)



[Tainted Orb of Fusing](#)



[Tainted Divine Teardrop](#)

(Click on their name above here to buy them from the market)

Easy

As part of the current league 3.19 changes, tainted currency was reintroduced as part the retirement of the old and outdated [Beyond content](#) replaced by the new [Scourge content](#). These aren't too rare and shouldn't be too expensive to buy; so this is pretty easy. Good thing you only need **7 instead of all 9** as Mythic and Divine Teardrop orbs are usually much rarer.

22. Form the Lake



Obtain any three of the following items from the Lake of Kalandra in the following ways:

-  [Mirrored Ring or Amulet](#) from Ethereal Reflecting Mist
-  [Dusk Ring](#) from Reflecting Mist
-  [Penumbra Ring](#) from Reflecting Mist
-  [Gloom Ring](#) from Reflecting Mist
-  [Tenebrous Ring](#) from Reflecting Mist
-  [Shadowed Ring](#) from Reflecting Mist

Normal

Occasionally in the Lake of Kalandra you will come across Reflecting Mist, which will allow you to pick one of two rings or amulets with varying stats. Additionally you will sometimes come across a new base type ring instead. These shouldn't be too rare and you only need **3 out of 6** of them to complete the challenge. Very rarely you will be allowed to place a special room which will give you access to Ethereal Reflecting Mist which allows you to reflect one of your own amulets or rings, changing the mods wildly. You also can complete 1 of these challenge faster by buying a Mirrored Tablet that contain [Reflection of Kalandra](#), clear that room then put in your ring/amulet, take the new outcome then 1 out of 3 challenge down easily, the other 2 but no choice have to grind a bit more Mirrored Tablet to find it.

23. Unique Realms

Complete each of the following Unique Maps:



[Acton's Nightmare](#)



[Caer Blaidd](#)



[Death and Taxes](#)



[Doryani's Machinarium](#)



[Hallowed Ground](#)



[Maelstrom of Chaos](#)



[Mao Kun](#)
([Scholar of the Seas](#))



[Oba's Cursed Trove](#)



[Olmec's Sanctum](#)



[Pillars of Arun](#)



[Poorjoy's Asylum](#)
([The Dreamland](#))



[The Coward's Trial](#)



[The Putrid Cloister](#)
([The Professor](#))



[The Twilight Temple](#)
([The Twilight Moon](#))



[The Vinktar Square](#)



[Vaults of Atziri](#)
([Treasure Hunter](#), [The Wolf's Legacy](#))



[Whakawairua Tuahu](#)

Normal

This challenge will be slightly easier to complete as you keep grinding end game maps, collecting divination cards that reward unique maps([The Encroaching Darkness](#)) 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 [here](#), as most of the unique maps are quite cheap. Also look out for people sharing unique map completion on Global Chat channel 820 and 4040.

24. Crafting Perfection

Use the following Currency in the Crafting Bench:



[Chaos Orb](#)



[Jeweller's Orb](#)



[Chromatic Orb](#)



[Orb of Alchemy](#)



[Divine Orb](#)



[Orb of Alteration](#)



[Exalted Orb](#)



[Orb of Fusing](#)






[Glassblower's Bauble](#)



[Regal Orb](#)

(Click on their name above here to check their market rates)

Normal

This challenge is not too hard, but can be a little expensive. All depends on how expensive  Divine Orbs are in Lake of Kalandra League. As GGG swapped  Exalted Orbs and  Divine Orbs in terms of cost for all popular meta-mods while removing the easiest way to get Divine Orbs (Vendoring 6-linked items), the prices of Divine Orbs is most likely going to be crazily-expensive in this league.

25. Pantheon of the Gods



Fully upgrade any two Major Pantheon Powers and any two Minor Pantheon Powers:


- **2 [Major Pantheon Powers](#)**

Major pantheon powers are the one with bigger circle that is mostly located at the upper part of the pantheon system(press button "Y" to access it).

- **2 [Minor Pantheon Powers](#)**

Minor pantheon powers are the one with smaller circle that is mostly located at the bottom part of the pantheon system.

Normal

The Pantheon is a system which is unlocked during the second part of the campaign(Act6~10). You will slay gods during the acts and gain their powers. As you progress through the endgame mapping system you will come across  [Divine Vessels](#), which are used to upgrade your pantheon. To upgrade your pantheon you need to put a Divine Vessel with the map the pantheon requires on the map device. When you succeed in killing the map's boss, a Divine Vessel with the boss soul appears from the map device, pass this to Sin in town then he'll upgrade your pantheon of the corresponding boss. With Divine Orbs (and so probably Divine Vessels) being more expensive in this league this challenge may be a little bit of a grind if you can't get enough Divine Vessels to drop; but shouldn't be too hard in terms of actually completing the challenge without buying them.

[List of Pantheon Gods location in maps](#)

26. Perfect Ascension



Complete each of the following [Endgame Labyrinths](#):

100% INCREASED EXPERIENCE GAIN
THE LABYRINTH'S REWARDS HAVE BEEN ENRICHED
IZARO WILL DROP AN ADDITIONAL TREASURE KEY ON DEATH
30% INCREASED DAMAGE TAKEN FROM HITS FROM LABYRINTH TRAPS
30% INCREASED EFFECTIVENESS OF DAMAGE OVER TIME DEBUFFS FROM LABYRINTH TRAPS ON PLAYERS
IZARO HAS 50% INCREASED AREA OF EFFECT
IZARO HAS 30% INCREASED ATTACK, CAST, AND MOVEMENT SPEED
IZARO DEALS 60% INCREASED DAMAGE
IZARO HAS 400% INCREASED MAXIMUM LIFE
LABYRINTH MONSTERS HAVE 30% INCREASED ATTACK, CAST, AND MOVEMENT SPEED
LABYRINTH MONSTERS DEAL 50% INCREASED DAMAGE
LABYRINTH MONSTERS HAVE 200% INCREASED MAXIMUM LIFE
+50% MONSTER PACK SIZE

Eternal Labyrinth of Fortune([Tribute](#))

Improves the silver chests/end chamber chests to drop better items.

Deadly Izaro

100% INCREASED EXPERIENCE GAIN
YOU WILL RECEIVE 6 ADDITIONAL USES OF THE DIVINE FONT
30% INCREASED DAMAGE TAKEN FROM HITS FROM LABYRINTH TRAPS
30% INCREASED EFFECTIVENESS OF DAMAGE OVER TIME DEBUFFS FROM LABYRINTH 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

Eternal Labyrinth of Opportunity([Gift](#))

Grants 6 additional uses of the divine font.

Deadly Monsters

100% INCREASED EXPERIENCE GAIN
THE DIVINE FONT MAY BLESS BELTS
IZARO WILL DROP AN ADDITIONAL TREASURE KEY ON DEATH
80% INCREASED DAMAGE TAKEN FROM HITS FROM LABYRINTH TRAPS
80% INCREASED EFFECTIVENESS OF DAMAGE OVER TIME DEBUFFS FROM LABYRINTH TRAPS ON PLAYERS
PLAYERS IN THE LABYRINTH WILL BE AFFECTED BY BRUTAL SHRINE
IZARO DEALS 30% INCREASED DAMAGE
IZARO HAS 300% INCREASED MAXIMUM LIFE
LABYRINTH MONSTERS HAVE 30% INCREASED ATTACK, CAST, AND MOVEMENT SPEED
LABYRINTH MONSTERS DEAL 50% INCREASED DAMAGE
LABYRINTH MONSTERS HAVE 200% INCREASED MAXIMUM LIFE
+50% MONSTER PACK SIZE



Eternal Labyrinth of Potential([Dedication](#))

Allows you to [enchant belts](#).

Deadly Traps

Normal

With the 3.19 changes, they removed "upgrade an Offering to the Goddess" crafting from the harvest mechanic, in return they make eternal labyrinth(level 75) at the end of the reward chest(Izaro's Treasure) now have chance to drop the upgraded version of Offering to the Goddess instead. So now ... there's only 3 method of getting these type of Offering items:






- ❖ From the Izaro's Treasure chest in the eternal difficulty labyrinth(or higher)
- ❖ Allocate  "Trial of Glory" atlas passives that help increase the trials spawn rate in maps and also have a small chance of spawning the [improved version Trial of Ascendancy](#), which rewards the upgraded version of Offering to the Goddess from completing the improved trial.
- ❖ Allocate  "Shaping the Skies" atlas passive to have a chance to spawn special crafting options on your map device which include ["Improved Labyrinth Trial"](#) crafting option that can force your map to spawn an improved version Trial of Ascendancy.

This may be quite hard to farm so I think your best bet would be to use the Atlas Passives that add +10% for a trial to appear in your maps and 20% for a trial to reward an enhanced offering instead of a normal one. You could also just buy the offerings too(*click their name above here to buy*).

27. Overcome the Lake



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

-  **15 Cold Map Bosses**
-  **15 Fire Map Bosses**
-  **15 Lightning Map Bosses**
-  **15 Physical Map Bosses**
-  **15 Chaos Map Bosses**

Normal

Certain tier of reflection rooms in the Lake of Kalandra will contain unique map bosses for players to fight. As always if your build can't handle such content just invite an experienced player to help out when you have the tablet to spawn them. Also you can buy tablet that contain [Reflection of Power\(Tier3\)](#) or [Reflection of Tyranny\(Tier4\)](#) to force spawn the map boss in your Lake of Kalandra, thus you're able to speed up completing this challenge easily by farming them

(At the moment there's no way to know what theme the map boss is in those reflection room from reading the tablet's name so ... have to gamble your luck when buying them or asking the seller whether they remember them or not)

28. A Trip Down Memory Lane

Complete six of the following types of Atlas Memories where they have started on a Tier 14 or higher Map. Atlas Memories are completed when the boss of the final Map in the chain has been defeated:

 <p><u>Abyss</u> Niko's Memory of Chasms</p> <ul style="list-style-type: none"> • Areas contain additional Abysses • Abysses have already fully opened • Abysses contain monsters from Beyond this realm 	 <p><u>Essence</u> Einhar's Memory of Crystal Prisons</p> <ul style="list-style-type: none"> • Areas contain additional Essences • Essences contain Rogue Exiles
 <p><u>Ambush</u> Alva's Memory of Cascading Fortunes</p> <ul style="list-style-type: none"> • Areas contain additional Strongboxes • Strongboxes are found in Sequences • Strongboxes in a Sequence open when the previous Strongbox in the Sequence has unlocked 	 <p><u>Harbinger</u> Kirac's Memory of Phaaryl</p> <ul style="list-style-type: none"> • Areas contain additional Harbinger Portals • Harbinger Portals drop additional Currency Shards when destroyed
<p>Bestiary ???</p> <ul style="list-style-type: none"> • ??? 	 <p><u>Harvest</u> Einhar's Memory of the Sacred Grove</p> <ul style="list-style-type: none"> • Areas contain The Sacred Grove • Crops are larger in size • Crops contain higher tier seeds
 <p><u>Breach</u> Niko's Memory of Grasping Hands</p> <ul style="list-style-type: none"> • Areas contain many additional Breaches • Breaches open and close faster 	 <p><u>Incursion</u> Alva's Memory of Reverse Incursion</p> <ul style="list-style-type: none"> • Areas contain additional Temporal Incursions • Temporal Incursion Portals have their direction reversed
<p>Domination ???</p> <ul style="list-style-type: none"> • ??? 	 <p><u>Torment</u> Niko's Memory of Tormented Souls</p> <ul style="list-style-type: none"> • Rare and Unique Monsters found in Areas are Possessed and their Minions are Touched

(Click on their name above to buy the items)

(**BUG FIX:** Apparently there's some memory doesn't make into the game, so the number required to complete this challenge has been reduce in patch [3.19.0F](#))

Normal

Atlas Memories are a new feature in which you run a chain of maps with increasingly difficult but more rewarding encounters related to certain league mechanics and Masters. You apply a Memory to a completed Map on your Atlas and talk to the corresponding Master to open the map. The maps don't use your Atlas Passives but you can still roll them before you run them and they inherently give a lot of juice! These memory items may be rare to find but only have to do **4 out of 8** of them so it should be fine as long as you are willing to buy them if you're having a hard time to find these items.

29. Trial of Chaos



Defeat the Trialmaster.

In order to access this boss Trialmaster, you need to collect 4 fragments:

- **Deadly End** - Obtained from killing [Ahuatotli, the Blind](#) in delve content.
- **Victorious Fate** - Obtained from killing [Uber Atziri](#) in [Alluring Abyss](#) map.
- **Will of Chaos** - Obtained from killing [The Vaal Omnitect](#) in [Chronicle of Atzoatl](#) map.
- **Ignominious Fate** - Obtained from killing [Vaal Trio Boss](#) in [Vaal Temple Map](#).

So, after you've collect all these 4 pieces, you need to combine all of it inside your inventory with a specific arrangement as shown in the picture below:



After that, all those 4 pieces will automatically turn into a new item name [The Tower of Ordeals Engraved Ultimatum](#), only then you can access this new boss Trialmaster domain by opening the map in your map device, kill it to complete this challenge. The modifiers on the map are randomised, you can look in this [page](#) to see each modifier's meaning.

[Click here to preview the Trialmaster fight](#)

Normal

Not sure how much did they change on the boss fight in 3.19, if you're having problem to collect all the fragment to access this boss domain, you can click their name above here to buy OR buy the complete set [here](#) instead but may cost a lot more, thankfully can kill this boss in party so if your build can't kill this boss just invite experienced player to help with when you can spawn this boss.


30. Modified Atlas Grind (40/40)

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

Hard

Approximately takes around 1,200+- maps to complete this challenge(5 mods per map), and hasn't included a corrupted 8 mods map yet which is already better than last league atlas grind challenge. No conditional too, just modifiers map, an interesting new take on the Atlas grind, which isn't too bad honestly; if you alch your maps you can make decent progress towards this challenge easily.

Corrupting maps for 8 mods would be the fastest way to complete this challenge but not sure if a unique map does help on this challenge or not, need check on it later on ... Additionally, doing Kirac's Mission

with  [Vaal Scouting Report](#) does help towards this challenge too, so is a good way to have a sustained 8-mod map supplies from Kirac's mission.

31. Extradimensional Horrors

Defeat any two of the following Unique Beyond Bosses:



- [Beidat, Archangel of Death](#)

When this boss appears in the map, the scourge area will have "[Thunder striking earth](#)" effects.



- [Ghorr, the Grasping Maw](#)

When this boss appears in the map, the scourge area will have a "[Purple Blobs](#)" object, it'll explode when you go near it.



- [K'tash, the Hate Shepherd](#)

When this boss appears in the map, the scourge area will have "[meteor drop from sky](#)" effects. Don't mistake it with flame golem skills though, but can easily be differentiated by looking at the ground effect, the ground will have [bursting-flare effect](#) before the meteor strikes on it.

Normal


Scourge Bosses have also returned and that means Tainted Currency is back! Instead of a flat chance to spawn Beyond Portals from the Beyond Map Mod, the new mod is mainly just enabling the beyond portals to spawn in the first place. As you clear through the map and spawn more Beyond demons, the chance that a Beyond(Scourge) boss will appear increases. It is a little sad how once the Boss spawns, no other Beyond mobs will spawn that map; but at least we will get tainted currency! Only need to defeat **2 instead of all 3** of them so should be achievable even with bad RNG to find these bosses, thankfully this challenge is shareable; just invite experienced players if your build can't kill these bosses after you spawn them in your map.

32. Shatter the Lake



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

Normal

In the Lake of Kalandra, your placed reflections become more and more difficult the further away from the entrance they are. Difficulty 7 means they need to be at least 7 rooms away from the entrance. I like the nod to the superstition that when you break a mirror you get  [7 years of bad luck](#); that also means that this challenge isn't that hard to do since if you really want you could just run level 77 lakes for the challenge(map tier10+ or higher).

([Click here to buy area level 77 or higher Mirrored Tablets](#))

33. Unnatural Foes



Defeat 10 Rare Monsters with any of the following [Archnemesis modifiers](#):









- **Corpse Detonator** - Dropped items are converted to Rings.
- **Corrupter** - Dropped items are Corrupted.
- **Crystal-skinned** - Dropped items are converted to Gems.
- **Drought Bringer** - Dropped items are converted to Utility Flasks.
- **Effigy** - Dropped items have all White Sockets.
- **Empowered Elements** - Dropped items are Fractured
- **Empowering Minions** - Dropped items have Maximum Sockets.
- **Entangler** - Dropped items are converted to Jewels.
- **Magma Barrier** - Dropped items have Maximum Sockets.
- **Mana Siphoner** - Dropped items are converted to Amulets.
- **Mirror Image** - Dropped items are Duplicated.
- **Necromancer** - Dropped items are converted to stacks of Quality Currency.
- **Soul Eater** - Dropped items are Fully Linked.
- **Temporal Bubble** - Dropped items are Fully Linked.
- **Treant Horde** - ???


Normal







They have reworked how Archnemesis mobs appear in the base game once more. Now, areas will have much less rares and magic monsters than before, but they will be slightly higher and give more loot to compensate. Certain Archnemesis mods also drop special rewards just like how they did in [Archnemesis League](#). Some archnemesis may be quite rare to spawn but thankfully this challenge only needs to find **10 out of 15** of them, so should be easy enough, not much RNG needed for this.

34. Influenced Atlas


Defeat 50 Elder Guardians, Shaper Guardians or Elderslayers in Maps.

- There are 4 type of Elder Guardians:
 - ❖  **The Eradicator**([map](#)) - drop  [Fragment of Eradication](#)
 - ❖  **The Constrictor**([map](#)) - drop  [Fragment of Constriction](#)
 - ❖  **The Purifier**([map](#)) - drop  [Fragment of Purification](#)
 - ❖  **The Enslaver**([map](#)) - drop  [Fragment of Enslavement](#)









Also, you'll able to fight  **The Elder** boss by opening the fragments in your map device that you've collected from all of these 4 different bosses.


- There are 4 type of Shaper Guardians:
 - ❖  **Guardian of the Phoenix**([map](#)) - drop  [Fragment of the Phoenix](#)
 - ❖  **Guardian of the Hydra**([map](#)) - drop  [Fragment of the Hydra](#)
 - ❖  **Guardian of the Minotaur**([map](#)) - drop  [Fragment of the Minotaur](#)

- ❖  [Guardian of the Chimera](#)(map) - drop  [Fragment of the Chimera](#)

Also, you'll be able to fight  [The Shaper](#) boss by opening the fragments in your map device that you've collected from all of these 4 different bosses.

- There are 4 types of Elderslayers:

- ❖  [Al-Hezmin, the Hunter](#)(map) - drop  [Al-Hezmin's Crest](#)
- ❖  [Baran, the Crusader](#)(map) - drop  [Baran's Crest](#)
- ❖  [Drox, the Warlord](#)(map) - drop  [Drox's Crest](#)
- ❖  [Veritania, the Redeemer](#)(map) - drop  [Veritania's Crest](#)

Also, you'll be able to fight  [Sirus, Awakener of Worlds](#) boss by opening the fragments in your map device that you've collected from all of these 4 different bosses.

Normal

Nice! They mixed up all the endgame bosses into one challenge thus much more enjoyable to do! Much more flexible content to choose from to complete the challenge, instead of forcing players to do all of it including the one we might hate (like last league ... yuck!) Very nice improvement GGG!

35. Divine Revenge



Defeat six Rare Monsters with any of the following [Archnemesis Pantheon modifiers](#):

- **Abberath-touched** - Dropped items are converted to maps.
- **Arakaali-touched** - Dropped items are converted to divination cards.
- **Brine King-touched** - Dropped items are converted to divination cards.
- **Innocence-touched** - Dropped items are converted to scarabs based on Rarity.
- **Kitava-touched** - Drops are one rarity tier higher (e.g. magic becomes rare, rare becomes unique, etc)
- **Lunaris-touched** - Dropped items are converted to currency based on Rarity.
- **Shakari-touched** - Dropped items are converted to currency based on Rarity.
- **Solaris-touched** - Dropped items are converted to currency based on Rarity.
- **Tukohama-touched** - Dropped items are converted to maps.

(Note: All of these archnemesis mods can only be found in endgame maps)

Normal

Archnemesis Pantheon-touched modifiers will only and always appear as the 4th Archnemesis modifier that rares have, and are quite rare. These usually buff the rare considerably and allow them to use attacks that the pantheon gods themselves use. Killing these rares usually gives a lot of loot and special rewards, like converting all items to currency or scarabs depending on the rarity of the items.

Thankfully in this challenge you only need to find **6 instead of all 9** of them, so it should be an achievable challenge, and can be done in party too so look out for people sharing their challenge completion on Global Chat channel 820 and 4040.

36. Insurmountable Corruption

Complete 30 Tier 16 Rare Maps while they have 8 mods. Maps having 8 mods is a potential outcome of Vaal Orb corruption. These Maps are completed by killing their Unique Bosses. Sextants, Scarabs and Kirac mods do not count towards the mod count of this challenge.

Normal

Nice to see GGG bringing back this challenge after a while. This challenge is harder than unidentified rare maps. To get 8 mods on red maps (Tier16 maps), you need to use a Vaal Orb to corrupt it into possibly getting 8 mods. This one isn't too hard but you do need to be wary of the types of mods your build can handle or not. If you need help just ask an experienced player to help you deal with the dangerous maps that you craft. You can also speed up this challenge completion by **making a "rotation party"** to farm 8 mods tier16 maps. Vaal orbing rare red maps is also a good way to earn currency; as the more mods the map has, the more monsters spawn thus the more loot the monsters drop. Running an unidentified map also has an item quantity bonus too. Also look out on Global Chat channel 820 and 4040, sometimes there's people who want to form a party to clear out this challenge too.

([Click here to buy T16 rare 8 mods map from the market](#))

37. Conquer the Lake



Complete eight of the following types of Lake of Kalandra Reflections while they are at least difficulty 10, tier 3 and in an area of level 83:



[Beyond](#)

Reflection of the Nightmare



[Breach](#)

Reflection of the Breachlord



[Chaos](#)

Reflection of Power/Tyranny



[Cold](#)

Reflection of Power/Tyranny



[Delve](#)

Reflection of Azurite



[Essence](#)

Reflection of Thralldom



[Expedition](#)

Reflection of the Sun



[Fire](#)

Reflection of Power/Tyranny



[Harbinger](#)

Reflection of Phaaryl



[Legion](#)

Reflection of the Monolith



[Lightning](#)

Reflection of Power/Tyranny



[Metamorph](#)

Reflection of Experimentation



[Physical](#)

Reflection of Power/Tyranny



[Shrine](#)

Reflection of Perverted Faith



[Strongbox](#)

Reflection of the Trove

(Click on their name above to buy the items)

(Note: Some of them doesn't have link because they're sharing the same name thus can't find accurate one in trade)

Normal


This feels like an upgraded version of challenge [No.17](#). This will probably be quite a hard challenge, as it seems difficulty 10 in the Lake of Kalandra may be something close to 80% Delirious maps, and at level 83. We're not sure what happens to Reflections as they get higher tiered but it's most likely that there'll be more risk but more reward. As usual, you can invite experienced players to help with your tablet if your build is incapable to do so.

38. Complete Deadly Encounters in Style

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

-  [Atziri in The Alluring Abyss](#) without being hit by Flameblast



This boss is normally known as Uber Atziri, you gain access to the Alluring Abyss by collecting all 4 [mortal fragments](#) which can be obtained from past league mechanics, divination cards or by defeating normal Atziri (which you get access in a similar fashion to Uber Atziri but by completing Vaal Side areas as well). **Flameblast** is a skill that the boss casts which is similar to our character  [Flameblast](#) skill, but sometimes the boss can cast out 2 bigger sized flameblast in the arena too. For this challenge, you'll have to practically dodge its mechanic; OR have a higher DPS character so you can skip most of the boss mechanic thus much easier to complete this challenge.

-  [Aul, the Crystal King](#) in an area of level 81 or higher without being hit by Crystalline Fissures



This boss can only be found in delve mechanics with a minimum **depth requirement 130+**, in **primeval ruins** biome delve nodes. **Crystalline fissures** is a skill that the boss will thrust his sword forward, creating two snake-like Sunders that explode into crystals at the end of their destination. **TIP:** If you fail the challenge, you can exit the delve by logging out so you can have another chance to fight the boss again-indefinitely as long as you have enough sulphite to reach him, instead of having to find the boss again to attempt the challenge.


-  **The [Syndicate Mastermind](#) in a level 83 area without allowing any Volatile Skeletons to raise from the ground**




This is the last boss of the **syndicate hierarchy**. You can access the mastermind's safehouse after filling the top-middle intelligence bar on the syndicate board from interrogating captains from each division's safehouse; the higher the rank of the captain, the more intelligence you will gain. **Volatile Skeletons** is a skill in which the boss throws out a bunch of skulls on the ground that, after a time, rise up into skeletons that chase towards you and blow up when they come into contact with you or a wall. They can be destroyed before they rise up as skeletons if you run over them, which stamps them back into the ground/explodes itself ... So as long as you're able to clear up all the skulls on the ground during this phase, you won't fail this challenge. Or just have high enough DPS to prevent the boss from using any skill; thus the faster you kill the boss, the easier it is to complete this challenge.

- 
The [Vaal Omnitect](#) in a level 83 area without taking any damage from Flamethrowers after it has finished using Flamethrowers at least once





You'll encounter this boss from doing [incursion content](#), which will be introduced after Act 7 with [Alva, Master Explorer](#) assisting you throughout your adventure by sending you to the past of [Temple Atzoatl](#) when you encounter her altar, killing any architecture from the past incursion will affect your current time Temple Atzoatl which you'll be able to access it after completing 12 incursions with her, and at the end of the Temple Atzoatl ( Chronicle of Atzoatl) you'll encounter this boss, Vaal Omnitect. Also, this challenge requires a [Flame Room](#) to be present in the temple, so that the boss will be augmented with this mechanic. If the flame room exists in the temple, the boss will sometimes activate its flamethrowers that shoot in 4 directions, then starting to spin clockwise around the arena for 10 seconds. Sometimes it is easy to avoid the flamethrowers by following its spinning direction when it spins slowly. Since the challenge required you to at least dodge the mechanic once before killing the boss, **there's a trick** to do this where as soon as you see the boss start using this flamethrower skill, log out instantly then come back in, enter the boss room but don't move yet until the boss finishes the flamethrower animation. When it is done, only then DPS down and kill the boss to complete this challenge. Also, make sure to open/place a portal outside the boss room entrance if you want to attempt this trick, or else you'll have to walk back from the start when re-entering the map.

([Click here to buy the map to do this challenge](#))

- 
[Chayula, Who Dreamt](#) in an area of level 81 or higher without being hit by Chaos Cyclone projectiles and after they have used Chaos Cyclone at least 3 times



This is one of the breachlord variants, a chaos type. To gain access to kill this Chaos Breachlord, you have to collect a stack of 100  Splinters of Chayula which will automatically turn into  [Chayula's Breachstone](#). This boss is the hardest among the other breachlord, just ask for help to deal with this if your build can't handle such content. This challenge is very tricky to do because of its small arena there's not much space to run or dodge. You still can use the "portal in and out" trick whenever it uses cyclone skill, let it do cyclone 3 times then only kill it to complete this challenge.

([Click here to buy the map to do this challenge](#))















Normal

These are quite tame as far as Deadly Encounters in Style go, most of these are relatively easy to access/repeat. On top of that you only need to do only **3 instead of all 5**, so you can pick and choose which is the easiest 3 to do.

As for me, I would pick **Vaal Omnitect**, **Uber Atziri** and **Syndicate Mastermind** over the rest because their "entry fees" are cheap to attempt. But if I'm able to find **Aul** spawn in my delve, I would do that over Syndicate Mastermind instead, the reason is because I'm able to repeat Aul attempt as many times as I want with the cost of sulphite only, how? When you fail the challenge during Aul's fights, you can logout in the middle of the fight and login back, the Aul boss is still present in your delve system. So as long as you didn't kill Aul boss, it will always be present in your delve system ... compared to Mastermind you can't repeat and require a bit of RNG+damage ceiling to prevent Mastermind from raising the Volatile Skeletons(challenge fail). As for the least choice to pick is **Chayula Boss**, because of the expensive "entry fees" and very hard mechanic to dodge from.

39. Almighty Clash

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

-  [Sirius, Awakener of Worlds](#) in [Eye of the Storm](#) - Allocate  [The Perfect Storm](#) atlas passive.
-  [The Elder](#) in [The Shaper's Realm](#) - Allocate  [Cosmic Wounds](#) atlas passive.
-  [The Maven](#) in [Absence of Mercy and Empathy](#) - Allocate  [Throw the Gauntlet](#) atlas passive.
-  [The Searing Exarch](#) in [Absence of Patience and Wisdom](#) - Allocate  [Thirst for Knowledge](#) atlas passive.
-  [The Eater of Worlds](#) in [Absence of Symmetry and Harmony](#) - Allocate  [Insatiable Appetite](#) atlas passive.
-  [High Templar Venarius](#) in [Cortex](#) - Allocate  [Memento Mori](#) atlas passive.
-  [The Shaper](#) in [The Shaper's Realm](#) - Allocate  [Cosmic Wounds](#) atlas passive.

Normal

Compared to last league where each Uber Pinnacle Boss had their own challenge this is a downgrade I suppose but at least you only need to do **4 instead of all 7** of them, so if you really dislike running Sirius or Searing Exarch (I know I do), you don't have to kill them for completion. Just choose whichever 4 boss content you're okay to deal with to complete this challenge easily, or just invite experienced players to help with when you can spawn them, just remember to take those keystone from atlas passive when doing certain boss content.

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.


- **Defeat Argus 100 times in the Endgame Labyrinth**

Oh yay they are bringing back the best version of labyrinth challenge(since [Ultimatum League](#))! The best way to grind out this part of the challenge is to wait for the Uber lab layout for the day to have Argus in the first (or second if you wanna take a little more time) room of the lab. This way you can rush right to him, kill him, then port out and go again. Doing it this way is very fast, and choosing this as one of your endgame grind challenges is recommended.


- **Complete 75 Tier 16 Maps with Atlas Memory Modifiers**

Hmmm ... not sure how rare these item are but 75 seems achievable, just buy the cheapest Atlas Memory item from [here](#), grind it a bit then should be able to complete this challenge easily.

- **Complete 500 Reflections of at least difficulty 3 in area level 83 Lakes of Kalandra**


With how challenging and unrewarding the new content is, I don't think there's players have the motivation to grind out  [Mirrored Tablets](#) just for this challenge. Well ... maybe we'll reconsider after they buff the rewards in the upcoming updates. But still, 500 seems like a big number though ...

- **Defeat 80 of any: Delve Boss, Syndicate Mastermind, Bestiary Boss or Vaal Omnitect**

- ❖  [Syndicate Mastermind](#) spawn from betrayal syndicate mechanic.

- ❖  [Vaal Omnitect](#) spawn from [Chronicle of Atzoatl](#) map.



- ❖ 3 type of **Delve Bosses**:



-  [Ahuatotli, the Blind](#) spawns at minimum delve 22 or deeper.



-  [Kurgal, the Blackblooded](#) spawns at minimum delve 51 or deeper.



-  [Aul, the Crystal King](#) spawns at minimum delve 150 or deeper.

- ❖ 4 type of **Bestiary Bosses**:

-  [Saqawal, First of the Sky](#) - The recipe requires the  **Saqawine Rhex** which only appears in Tier 5+ maps. This bird-dinosaur boss is not that dangerous but try not to stand in the tornadoes, they hurt more than anything else in the encounter.

-  [Craiceann, First of the Deep](#) - The recipe requires the  **Craicic Spider Crab** which only appears in Tier 7+ maps. This crab boss is basically the same as the bird boss. They are just loot pinatas tbh, haven't seen them alive long enough to do anything.








-  [Fenumus, First of the Night](#) - The recipe requires the  **Fenumal Hybrid Arachnid** which only appears in Tier 10+ maps. This spider boss deals a lot of chaos damage, so bring a chaos resist flask, and don't stand in the poison stuff on the ground.

-  **Farrul, First of the Plains** - The recipe requires  **Farric Tiger Alpha** which only appears in Tier 13+ maps. This tiger boss deals a lot of physical damage, so bring a physical reduction flask, bleed immunity flask and dodge its stampede.

This challenge is definitely achievable with non-bossing character builds! All of these mentioned bosses here are pretty easy to kill, with no monster level restriction either! This is definitely a "must do" challenge if you are planning to complete 40/40 challenge especially under this endgame grind challenge! Fastest boss to kill to speed up this challenge completion would be **bestiary bosses**.

- **Complete 50 Maven Invitations**

This challenge may require a decent bossing build to grind. There's 6 type of maven's invitations:

- ❖  **Maven's Invitation: The Formed** ([click here to buy](#)) - Shaper's guardian
- ❖  **Maven's Invitation: The Twisted** ([click here to buy](#)) - Elder's guardian
- ❖  **Maven's Invitation: The Forgotten** ([click here to buy](#)) - Synthesis bosses
- ❖  **Maven's Invitation: The Hidden** ([click here to buy](#)) - Breachlords
- ❖  **Maven's Invitation: The Feared** ([click here to buy](#)) - Pinnacle bosses
- ❖  **Maven's Invitation: The Elderslayers** ([click here to buy](#)) - Elderslayer
- ❖  **Maven's Invitation: The Atlas** ([click here to buy](#)) - Map bosses

If I would grind this challenge, I'd choose the [cheapest invitation](#) to do, of course have to calculate with its [prerequisite](#) price too. Overall, have to kill **200 prerequisite bosses** for the 50 maven invitations challenges so ... if you're okay with that number then go for it. Apparently you can do this challenge in a party too! So if you can set up a "rotation party" to farm maven invitations, then this challenge can be completed even faster.

Hard

Overall the end game grind challenges for this is a lot EASIER this time, and IMPROVED! Especially the mixed up challenge(80 bosses) where it combines different bosses content as 1 challenge is a great improvement, this is what we've been wanting, a FLEXIBLE challenge! Doing **4 out of 6**, so the least 2 options I would skip would be the **500 reflections** without a doubt! Is a big number, which means it is a LONG grind ... next choice would be either **Level100** or **50 Maven Invitations** depending how lazy I am ... If I'm still motivated to grind and wanna get rich, I would skip Level100 but to do the 50 Invitations; But if I'm lazy ... I would skip 50 Invitations but to do Level100 instead by paying the levelling services

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

Changelogs:

Date	Changes
	<ul style="list-style-type: none">•
30th August	<ul style="list-style-type: none">• No.19 Updated with another unique item that can do this challenge.
29th August	<ul style="list-style-type: none">• No.28 Updated regarding the number of challenges required to complete it as part of bugfix in patch 3.19.0F.
27th August	<ul style="list-style-type: none">• No.12 Updated with link to trading for the appropriate mirrored tablets.• No.40 Updated with info about party completion for maven invitation.
26th August	<ul style="list-style-type: none">• No.11 Updated with proper info regarding "vaal vessel" strongbox.
25th August	<ul style="list-style-type: none">• No.9 Updated regarding the double 6 essence monster with proper methods to do it.• No.12 Updated with better description for easier understanding.• No.16 Updated with links on the expedition's NPC for their lore info, trading links for the logbook's area, and adding icons on their rewards.• No.20 Updated with info regarding the harvest boss that is similar to a map's boss.• No.38 Updated with more clarification about mastermind challenge regarding the skeleton phase
24th August	<ul style="list-style-type: none">• Guide Created