Path of exile incursion guide

I'm not robot!

3 This page contents With the Siege Of The Atlas expansion, many of the previous Atlas region passives were incorporated into a singular Atlas Passive tree. Most of the initial passives were given to us in a nerfed state, with only a few core mechanics actually keeping the majority of their power. Alva's temples are one such mechanic, the generation of temples & alva missions has become much more consistent, and with the addition of Surveyor's Compass we are even able to purchase pre rolled sextants with "Areas have Alva", so we aren't reliant on Alva missions from Kirac & completing maps. If you prefer a video format, you can always find the guide right here or on my YouTube Channel THE MECHANIC ITSELF When we encounter Alva in the game, we are given the access to 3 Temporal Incursion per zone, taking us back in time to a random room of a Vaal temple in the making. Each Incursion per zone, taking us back in time to a random room of a Vaal temple in the making. Each Incursion per zone, taking us back in time to a random room of a Vaal temple in the making. upgrading the room to a higher tier, or changing the room completely to a different one. If you choose to, or fail to kill an architect, the room will remain unchanged. In the making of a temple we have shaped. The temple itself will have 13 different room "slots", 12 of which are decided by the player through the completion of Incursions, and one of these 12 slots through killing architects, and connecting adjacent rooms through Stones Of Atzoatl", containing the Vaal Omnitect boss. When Alva leads us to an incursion, we're given access to shape one of these 12 slots through killing architects, and connecting adjacent rooms through Stones Of Atzoatl", containing the Vaal Omnitect boss. Passage. These Stones only exist within the incursion itself and can only drop from monsters killed in the incursion. Connecting every room is possible with some careful planning for when we get access to the temple itself, but it may require some decision making to make sure each room has a connection, as Stones Of Passage aren't 100% guaranteed in each incursion. Each room has 3 tiers, significantly increasing the rewards of the temple as the room has 4 tiers are considering the Tier 3 Rewards from the room itself: The extensive list of all the effects that each type of room has, and their respective rewards can be found on the Wiki The rooms we will focus on specifically can be found in the S & A tiers: Locus Of Corruption - Allows us to Double corrupt an item, with a 25% chance to destroy the item, 25% chance to add 2 corrupted implicits to the item. When used on a Sacrificial Garb, it can also convert it to a s Shadowstitch, though this is a very niche item. Doryani's Institute - Allows us to Double corrupt a gem, with 23% quality, or lvl 6 with 23% quality for Awakened Gems. It can also be used to make lvl 21/20 vaal gems that take advantage of having a vaal version. Apex Of Ascension - This room allows us to sacrifice a unique, at tier 3 we can sacrifice Incursion uniques with their corresponding vial, I.E Vial of Awakening to upgrade them into a new item. The tier 3 version of this can also grant League Specific uniques when sacrificing non-Incursion uniques. Wealth Of The Vaal - At the highest tier, this can drop a significant amount of currency and is a great cherry on top with the other rooms for the rewards we actually want Boss Room. The boss Room is huge for loot, with some vials being extremely expensive not to mention the further incursions, a short rundown of them is: Artefacts of the Vaal - Get incursion modifier bases from completing incursions, sustain Alva missions easier Vaal Oligarchs - Optional node giving us a Vaal Flesh Merchant in each incursion, they drop a small stack of currency like the Betrayal "drop some currency items" modifier. Resource Reallocation - This makes upgrading rooms easier, giving a 40% chance to upgrade a room to tier 3 from tier 1. Contested Development -Changing the room type by killing the "Resident" Architect now transfers the tier of the original room to the new type, allowing us to convert tier 2 rooms of unwanted types to desirable rooms of the same tier. An Atlas Tree like this would work perfectly well THE STRATEGIES When running the incursions & temples, there are a variety of rare & magic "incursion modifier" items that can drop, from "Chilled/ Shocked enemies take # increased damage" on Gloves to "Minions deal # increased damage" on Wands & caster weapons, keeping an eye out for them is important as they can be valuable. They drop identified already so its very easy to take a look at each of the items that drops. Running the temples yourself We will run maps with Alva, looking to upgrade the rooms according to the tier list, with a specific emphasis on the tier 3 Corruption Chamber & Doryani's institute, which allow us to Double Corrupt items and gems. We can then use these on high value gems & uniques in hopes of turning a profit or getting specific pieces for ourselves. This is a gamble so be sure to only do this if you can afford to take an L of collosal proportion when corrupting 6 Link uniques. Our goal here is to upgrade into any of the high value rooms, connecting as many rooms as possible, and then running the temple for uniques, incursion items, currency, and the odd gamble if you wish. As always, we want to connect as many rooms as possible to make sure we have access to the room itself. Selling temples The main temples that sell are ones that contain either Doryani's institute, Locus Of Corruption, or Apex Of Ascension, so whenever we have the possibility of upgrading into these rooms we should. If we fail to achieve any of these rooms, we can run the temples ourselves, that is why we should always upgrade other valuable rooms. As always, we want to connect as many rooms as possible to make sure we have access to the room itself. TL;DR Do Alva missions in hopes of upgrading the rooms to the ones that sell / give great rewards Sell or run the temples yourself, you can filter for specific rooms with pathofexile.com/trade but only the S tier rooms will ever really sell for good currency, so make sure to check the prices on those. FINAL NOTES As much as I love making guides, it is very crucial in a game like Path of Exile that you play the game the way you enjoy playing it. This guide merely describes the most effective approach to craft the best items. I hope you found the guide useful, and I wish you all many Exalted Orb drops! Built at the height of the long-dead Vaal Empire, the Temple of Atzoatl holds stores of untold wealth and the population of a small city. But in the wake of a cataclysmic event, the temple and its secrets were swallowed by the jungle, forgotten by the world... until now. In Incursion, explorer Alva Valai is searching for the ancient Vaal treasure temple of Atzoatl. Travel back in time to discover the location of the temple and change its history to maximise your reward. Description on the official Path of Exile website [1] The Incursion league and Hardcore Incursion league were past challenge leagues.[1][2] They launched on June 1, 2018. In this league, players will run across Alva Valai, who creates an incursion, the player can open passages and kill architects to change or upgrade the room, which affects the Temple's layout in the future. After 11 incursions, the Temple in present time can be raided for loot and special altars which modify items. All characters and stashes were immediately moved to the permanent Standard league. Since version 3.5.0, the league mechanics of the Incursion leagues have been reworked as a core mechanic of the game. Alva, the NPC of the Incursion league, has become one of the Master of the game. Alva, the NPC of the Incursion league, has become one of the Master of the game. microtransactions: Modifiers All areas have: Areas contain Temporal Incursions Minimap These new icons are introduced to the minimap: Items These items are dropped either in temporal incursions or in The Temple of Atzoatl: ItemDropLevelFlashpowder KegThis item can be used to destroy a wall connecting two chambers in the Temple of Atzoatl. This item will drop on the ground when leaving the Temple of Atzoatl. This item will drop on the ground when leaving the Temple of Atzoatl. This item will drop on the ground when leaving the Temple of Atzoatl. This item will drop on the ground when leaving the Temple of Atzoatl. This item will drop on the ground when leaving the Temple of Atzoatl. This item will drop on the ground when leaving the Temple of Atzoatl. This item will drop on the ground when leaving the Temple of Atzoatl. This item will drop on the ground when leaving the Temple of Atzoatl. 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Shift click to unstack.50Vial of ConsequenceStack Size: 10Your actions live but a moment; their repercussions never die. Sacrifice this item on the Altar of Sacrifice along with Coward's Chains to transform it. Shift click to unstack.50Vial of DominanceStack Size: 10Blood, slaves and stone. The timeless edifice of DominanceStack Size: 10Your actions live but a moment; their repercussions never die. Sacrifice this item on the Altar of Sacrifice along with Coward's Chains to transform it. along with Architect's Hand to transform it. Shift click to unstack.50Vial of FateStack Size: 10Ancient myths of flame, frost and thunder.Will we ever know the way forward?Sacrifice this item on the Altar of Sacrifice along with Story of the Vaal to transform it. Shift click to unstack.50Vial of SummoningStack Size: 10Call to place the demon gods of the past. Sacrifice this item on the Altar of Sacrifice along with Mask of the Spirit Drinker to transform it. Shift click to unstack. 50 Vial of Transcendence Stack Size: 10 It is not our flesh, our thoughts, or our soul that limits us; it is the distinction between them. Sacrifice this item on the Altar of Sacrifice along with any Tempered Flesh, Tempered Spirit or Tempered Mind to transform it. Shift click to unstack.50Vial of the RitualStack Size: 10The ritual creates order. Sacrifice this item on the Altar of Sacrifice this item on the Altar of Sacrifice along with Dance of the Offered to transform it. Shift click to unstack.50Vial of Sacrifice Stack Size: 10Festivities of blood. Bleeding hearts and screaming lungs. Sacrifice this item on the Altar of Sacrifice along with Soul Catcher to transform it. Shift click to unstack. 68 Unique items These items are exclusive to The Vaal Omnitect, the boss of The Temple of Atzoatl: Item Room Additional notes ShadowstitchArmour: (1151-1701)Evasion: (1151-1701 Implicit Mod+(20-30) to all Attributes(250-350)% increased Armour, Evasion and Energy Shield Recover (3-5)% of Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for each Corrupted Item Equipped8% increased Maximum Energy Shield for 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Coward's Chains Requires Level 22+(9-20) to maximum Energy Shield+(15-20) to all Attributes(5-10)% increased Movement SpeedDamage of Enemies Hitting you is Unlucky while you are Cursed with VulnerabilityYou count as on Full Life while you are Cursed with VulnerabilityYou count as on Full Life while you are Cursed with VulnerabilityYou are Cursed with VulnerabilityYou count as on Full Life while you are Cursed with VulnerabilityYou are C Energy Shield+(15-20) to all Attributes(5-10)% increased Effect of Curses on youYou count as on Low Life while you are Cursed with Vulnerability, with 80% increased Effect Death is your most important duty. Face it, or curse your bloodline for all eternity. Vial of DominanceStack Size 10Blood, slaves and stone. The timeless edifice of Dominance. Sacrifice this item on the Altar of Sacrifice along with Architect's Hand to transform it. Shift click to unstack. 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A sign of faithlessness through action. Vial of SummoningStack Size: 10Call to place the demon gods of the past. Sacrifice this item on the Altar of Sacrifice along with Mask of the Spirit Drinker to transform it. Shift click to unstack. Mask of the Spirit DrinkerArmour: (384-604)Energy Shield+(30-60) to maximum Energy Shield+(30have at least 500 Maximum Energy ShieldRegenerate 150 Life per second if you have at least 1500 Maximum Energy ShieldOur flesh is our most sacred gift. Taint it not with the occult. This item can be transformed on the Altar of Sacrifice along with Vial of Summoning Mask of the Stitched DemonArmour: (160-189)Energy Shield: (193-219)Requires Level 58, 64 Str, 64 Int+(40-50) to Intelligence provides no inherent bonus to Maximum Life per 2 Intelligence Four Energy Shield starts at zeroCannot gain Energy ShieldRegenerate 1% of Life per second per 500 Maximum Energy ShieldFrom the gods, Xibaqua was born. From the carnage of Xibaqua, we were born. It is our duty to return to the gods what was once theirs. Vial of the RitualStack Size: 10The ritual creates order. Both in the minds of men and gods. The ritual creates order.Sacrifice this item on the Altar of Sacrifice along with Dance of the Offered to transform it. Shift click to unstack. Dance of the Offered to transform it. Shift click to unstack. Dance of the Offered to transform it. Shift click to unstack. Dance of the Offered to transform it. Shift click to unstack. Dance of the Offered Evasion: (99-117)Energy Shield: (20-24)Requires Level 55, 52 Dex, 52 Int+(50-60) to maximum Mana+(25-30)% to Lightning Resistance 25% increased Movement SpeedYou have Onslaught while not on Lower Level 55, 52 Dex, 52 Int+(50-60) to maximum Mana+(25-30)% to Lightning Resistance 25% increased Movement SpeedYou have Onslaught while not on Lower Level 55, 52 Dex, 52 Int+(50-60) to maximum Mana+(25-30)% to Lightning Resistance 25% increased Movement SpeedYou have Onslaught while not on Lower Level 55, 52 Dex, 52 Int+(50-60) to maximum Mana+(25-30)% to Lightning Resistance 25% increased Movement SpeedYou have Onslaught while not on Lower Level 55, 52 Dex, 52 Int+(50-60) to maximum Mana+(25-30)% to Lightning Resistance 25% increased Movement SpeedYou have Onslaught while not on Lower Level 55, 52 Dex, 52 Int+(50-60) to maximum Mana+(25-30)% to Lightning Resistance 25% increased Movement SpeedYou have Onslaught While not on Lower Level 55, 52 Dex, 52 Int+(50-60) to maximum Mana+(25-30)% to Lightning Resistance 25% increased Movement SpeedYou have Dex (25-20) to Maximum Mana+(25-30) to Maximum Maximum Mana ManaThe Agnostic OmeyocanEvasion: (99-117)Energy Shield: (20-24)Requires Level 55, 52 Dex, 52 Int(15-20)% increased Movement Speed10% increased Evasion Rating per 500 Maximum Mana, up to 100%You have Onslaught while not on Low ManaLose 7% of Mana per SecondOnly a fool seeks meaningin a life so fleeting. Vial of TranscendenceStack Size: 10It is not our flesh, our thoughts, or our soul that limits us; it is the distinction between them. Sacrifice this item on the Altar of Sacrifice this item on the Altar of Sacrifice along with any Tempered Flesh, Tempered Flesh, our thoughts, or our soul that limits us; it is the distinction between them. Sacrifice this item on the Altar of Sacrifice this item on the Altar of Sacrifice along with any Tempered Flesh, our thoughts, or our soul that limits us; it is the distinction between them. Sacrifice this item on the Altar of Sacrifice along with any Tempered Flesh, our thoughts, or our soul that limits us; it is the distinction between them. Sacrifice along with any Tempered Flesh, our thoughts, or our soul that limits us; it is the distinction between them. Sacrifice this item on the Altar of Sacrifice along with any Tempered Flesh, our thoughts, or our soul that limits us; it is the distinction between them. 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Sacrifice this item on the Altar of Sacrifice along with any Tempered Flesh, our thoughts, or our soul that limits us; it is the distinction between them. 1 Strength per 1 Strength on Allocated Passives in Radius2% increased Life Recovery Rate per 10 Strength on Allocated Passives in RadiusPlace into an allocated Passives in RadiusPlace into allocated Passives Strike Multiplier per 10 Strength on Unallocated Passives in Radius3% increased Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives in Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives In Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives In Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives In Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives In Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives In Radius2% reduced Life Recovery Rate per 10 Strength on Unallocated Passives In Radius2% reduced Life Recovery Rate per 10 Strength National Radius2% reduced Life Recovery Rate per 10 Strength National Radius2% reduced Life Recovery Rate per 10 Strength National Radius2% reduced Life Recovery Rate per 10 Strength National R Tree. 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Place into an allocated jewel socket on the Passives in Radius? Medium-1 Intelligence on Allocated Passives in Radius? Intelligence on Allocated Passives in Radius? Intelligence on Allocated Passives in Radius? jewel socket on the Passive Skill Tree. Right click to remove from the Socket. Transcendent MindRadius: Medium-1 Intelligence on Unallocated Passives in Radius3% increased Mana Recovery Rate per 10 Intelligence on Allocated Passives in Radius+3% to Damage over Time Multiplier per 10 Intelligence on Unallocated Passives in Radius (Passives) in Radius 2% reduced Mana Recovery Rate per 10 Intelligence on Unallocated Passives in Radius A keen mind sees what others do not, makes connections where others do not, and is dangerous in a way that others are not. Place into an allocated jewel socket on the Passive Skill Tree. Right click to remove from the Socket. Vial of Sacrifice Stack Size: 10Festivities of blood. Bleeding hearts and screaming lungs. Sacrifical Heart to transform it. Shift click to unstack. Sacrificial Heart to transform it. Shift click to unstack. Sacrificial Heart to transform it. Shift click to unstack. Sacrificial Heart Requires Level 32(20-30)% increased Mana Regeneration RateAdds (22-27) to (34-38) Fire DamageAdds (20-23) to (31-35) Cold DamageAdds (1-3) to (47-52) Lightning DamageGain up to maximum Power Charges when you use a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently Zerphi's HeartRequires Level 70(20-30)% increased Movement Speed if you have used a Vaal Skill Recently 20% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 20% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed if you have used a Vaal Skill Recently 10% increased Movement Speed in your part of your part of your part of your part of your p Gems have 50% increased Attribute RequirementsChaos Damage can Ignite, Chill and ShockGain Soul Eater for 20 seconds when you use a Vaal SkillWe are incapable of change without sacrifice, for we are both the iron and the forge. Vial of the GhostStack Size: 10With great tragedy and power, the dead are netted in anguish. Sacrifice this item on the Altar of Sacrifice along with Soul Catcher to transform it. Shift click to unstack. Shift click to unstack. Shift click to unstack it. Shift click to un with Vaal Skills during effectVaal Skills during effectVaal Skills used during effect have 10% reduced Soul Gain Prevention DurationRight click to drink. Can only hold charges on usePhasing+10% chance to Suppress Spell DamageRequires Level 27+(-40-90) to Maximum ChargesLoses all Charges when you enter a new areaConsumes Maximum Charges to useGain Vaal Souls equal to Charges Consumed when used "What care have I for their pain? They're already dead." - Atalui, Vaal PriestessRight click to drink. Can only hold charges while in belt. Refills as you kill monsters. Item modifiers The league also added the following modifiers as exclusive drop. After the league end there are additional ways to acquire items with these incursion mod, such as vaal side area (with of Atzoatlof Atzoa Vaal Monsters Vaal Vessel contains (1-3) additional Rare Items with an Incursion mod and Incursion mod and Incursion mod and Incursion monsters can be found in map version of vaal side area. 3.5.0 Alva Valai is now a master. You can first meet her in Act 7. She will send you on incursion mod incursion map version of vaal side area. 3.5.0 Alva Valai is now a master. You can first meet her in Act 7. She will send you on incursion mod and Incu into the Temple of Atzoatl during its construction in order to help her find its location in the present day. 3.3.0 References ru:Лига Вмешательство

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