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Diablo 3 s17 conquest guide

In the Diablo 3 universe, from November 20 and for about three months, there is an oddball walking book from a pet waiting for you to win and love it and make it your own. But wait! How should I acquire this brilliant little friend?, he argues. I don't know, because I'm here to help you (and sound like a superhero cliché). Let's go through the seasonal trip together, okay? What is seasonal travel? The season trip refers to the series of established tasks/achievements you must complete to earn the various exclusive rewards to play this season. These tasks are divided into two groups: Chapters (with achievable milestones by all players) and enlisted levels (also known as extended travel) - Slayer, Champion, Destroyer, Conqueror, and Guardian - with goals designed for advanced players. In season 4/Patch 2.3.0, Blizzard added the seasonal travel interface for players to follow their progress through assignments. The Journey interface panel can be opened at any time to track progress. Alternatively, keep manual tracking on D3Resource if you try to go ahead without popping the window every five minutes to see where it is on the route. I tend to like this because you can click on the chapter name (e.g., Chapter 1) on the page, and check all the items in that chapter as completed. Since this tracker uses a single screen, it's much easier to see what's left. The various tasks in each chapter/level are becoming increasingly difficult, with Guardian tasks requiring more time and effort from the player. However, the Book of Cain is one of two cosmetics available to complete all tasks in season 22, so get ready to eliminate both chapters and levels - or everything listed below - to achieve this. What should you complete? Through chapters and levels, there are topics for each task. Some are only applicable to the first four chapters, some continue through chapters and levels, and some are only shown at levels. Some types of activity are displayed almost through each travel chapter or level: Nephalem/Greater Rift runs - Each chapter and level has a task to complete an increasingly difficult Nephalem crack. This progression takes off with the Guardian level requiring a Torment 13 Rift run in less than four minutes. The grand rift's tasks begin in Chapter 4 and continue through the journey of the season with GR70 solo as its ultimate goal (Guardian). Boss kills - Each chapter and level has two tasks for the head's death (Guardian has a head kill task) through the various acts. These killed heads have a minimal game difficulty associated (and growing), from normal in Chapter 1 to a maximum of Torment 13 from the destroyer chapter. The Last level groups, Conqueror and Guardian, have in the torment 13 level of difficulty, but add a timer requirement. Keywardens and Uber Bosses - Kill the keywardens through acts 1 to 4 to get hellish machines. The key to each act unlocks a portal associated with the Uber Bosses, which needs to be reduced to complete targets at Slayer and Champion. Each Uber Boss drops a unique production material needed to create a Hellfire Amulet. Kanai Cube - As of Chapter 2, each category has tasks that require obtaining the cube and using the different recipes. The following types of tasks are shown primarily in the first four chapters and represent standard progression as the levels of players in the game: Artisans - Level of the three craftsmen, level 70 crafts items and increasingly powerful jewelry, learn recipes making jewelry and blacksmithing and enchant/transmog gear with the Mystic. One task is to craft an impeccable royal gem on the champion level, but otherwise these are just tasks in chapters 1-4. Rewards - Chapter 1 requires completing five reward missions (easier to get running through whole-act bounties). Doing so progresses directly in chapter 3 tasks to get a reward crack for all five acts. Ananim and Kadala - These tend to be diverse or reference tasks, like hitting levels 50 and 70, equipping a follower entirely with gear, socketing gems, and buying from Kadala. There is a task on the killer level to get a legendary kadala, but this depends entirely on luck and requires blood fragments to play with, so it can't happen until after level 70 anyway. Finally, there are exclusive tasks of the enlisted levels. These can only be completed after level 70 and tend to have prerequisites such as specific gearing or drops of major crack gems. Set Dungeons — Set Dungeons are a unique experience in Diablo 3; These tasks have two levels: complete and master a dungeon. Each dungeon is unique to the set, presenting a choreon challenge with goals based on its fans. However, this season's haedrig's Gift team does not have an associated set dungeon, so performing these tasks will require extra grinding of loot. Legendary Gems - Starting with Slayer, each level has a task that requires leveling legendary gems fallen into large cracks. Slayer is the only level that requires leveling a gem; the others require leveling three gems to an established level. In addition, Conqueror has a task that requires a 50+ level gem to increase the equipment through the Kanai Cube. Conquests — Conquests are an achievement only for the season in Diablo 3, each representing a unique and challenging goal. There are nine total conquests in the game; each season has five available to complete. Each conquest has a version in normal mode and a hardcore version. The last three levels require completing a conquest for each level (up to 3 in total). Chapters for Gear, Levels and New Cosmetics 1-4 represent the overall goals that most players should be able to achieve in a 3-month season. The chapter's objectives focus on markers of natural progression, such as hitting levels 50 and 70, killing heads throughout the five Acts, and leveling/using artisans (Ferrer, Jeweler and Mystic). Although Chapter 1 has no reward, completing the chapters rewards a two-piece bag of separate gears (Haedrig's Gift). Starting in season 17, Blizzard began reintroducing rewards from previous seasons to make them available to players who first lost them. In addition to Haedrig's Gift, the player gets three cosmetic bounties coming back to complete Chapter 4 (initially available in Season 10): Conqueror Seven — this exclusive set of transmogs is in a two-piece rotation throughout the seasons. Season 22 rewards head and shoulder slots. Portrait themed - Portrait of season 10 Black Soulstone will become more ornate as you complete the levels. Comodí — This reward comes from the three remaining collections: wings, pets or pendants. Season 22 sees the return of season 10 pennant foremaster. Something useful for progression: let's say you get to 70 and go from running Normal Difficulty Nephalem Rifts to Torment 1 Nephalem Rifts. Not only will you eliminate the tasks of Normal and Torment 1, but you will also complete the tasks due to the difficulties between (Expert and Master). Some players complete the first four chapters as fast as the first night of the season, but playing a few hours a night will extend that work for a week. Once completed, each level rewards an improved version of the portrait received from Chapter 4. The end time of the tier groups depends entirely on completing the most complicated tasks, such as seven dungeons and conquests. Players who burn during the first weekend of the season can eliminate everything, leaving the rest of the season to run Greater Rifts, grind Paragon levels and improve their squad. Going back to the previous estimate of running a few hours a night, a casual player could complete all this in about a month, but some of it is luck and hard to love. Conqueror (the penultimate level) rewards the updated portrait and an additional tab (up to a maximum of five). New cosmetic rewards - the lost civilization portrait frame and its Book of Cain buff - only come once the player has finished all levels through Hardcore. I know it sounds a lot. And it is! You have to work to earn your bearded and built friend. But the rewards and sense of accomplishment are worth it. Go ahead and kill! Diablo IV Quarterly Update: February 2020 Season 20: The Season of the Forbidden Archives Season 20 is the Forbidden Files Season! During season 20, Kanai's cube slots that allow him to equip three additional legendary powers will not be restricted to his usual categories. A player can normally equip a weapon, armor and jewelry power through kanai cube; However, for season 20, players can mix and match between the three. For example, this allows players to execute two powers and a power of armor, or even three jewelry powers! Season 20 begins on Friday, March 13 at 5:00 p.m. in each region. Season 20 goes live on all consoles around the world at 5:00pm PDT at the same time as PC in the north. For time zone conversion, visit this website! Table of Contents DiabloFans Discord Join us on our discord server! It's the perfect place to find people with the latest news, get your questions and stay up to date on the latest news! You can join our server by clicking on the banner below, or by going here! If you don't use discord you're losing, but you can also find people you play with using our forums! Haedrig's Gift & Seasonal Rewards Completing chapters 2, 3 and 4 of the season trip will reward you with three of Haedrig's gifts. Each gift contains some pieces from one of its class sets. Players can only unlock one set of classes this way per season through Hardcore and Non-Hardcore, so choose wisely! The set you will receive depends on the kind of character you play when you open each Haedrig's Gift. To collect a full class set, you must open all three with the same character. These are the sets awarded by Haedrig's gift in season 19: Barbarian – Immortal King's Call Crusader – Light Demon Hunter Finder – Natalya Revenge Monk – Uliana's Stratagem Necromancer – Trag'Oul's Avatar Witch Doctor – Spirit of Arachyr Wizard – Vyr's Amazing Arcana In Season 17, Blizzard began re-introducing previous seasonal rewards to make them available to players who might have missed them the first time. This means that for season 20, the prizes originally available from Season 8 are returning to the season trip. Blizzard continues to provide new end-of-trip rewards as introduced in season 17, with two new cosmetic rewards for those completing the entire season trip. These rewards will be the Teganze Warrior Portrait Frame and the bat mascot! Seasonal Conquests Do you want to prepare your conquest plans for season 20? Here are all the conquests you will face this season! Racing/Stars Align - Kill 350 or more monsters during a cursed chest event at level 70 in Torment X or higher. Years of War/Dynasty - Complete Grand Rift 55 solo with full bonuses from six class sets. Masters of the Universe /Ensemble Masters - Master 8 different dungeons. Divinity/Lionhearted - Full Great Rift 75 solo. No Mode / Worlds Apart - Remove the following heads at level 70 in Torment X or higher in less than twenty minutes: Skeleton King Zoltun Kulle Ghom Cydaea Rakanoth Diablo Adria Reina Araneae Maghda Bellal Siegebreaker Assult Beast Azmodan Izual Urzael Mathael Season 20 Home Guides Any player looking level quickly and get the best start to season 20 should navigate the selection of start guides from various content creators below! If you are looking for a level 1 blood game guide, AlexRaEU published a full spreadsheet last season on the R/Diablo Subredit! Season 20 Class Bluddshed Starter Guides: Barbarian Crusader Demon Hunter Monk Necromancer Witch Doctor Wizard Ultimate Seasonal Starter Guides: Master theory-crafter sVr recently A very advanced leveling strategy that uses necromancers, cursed chest and huge kills to reach level 70 in just over 50 minutes. We don't suggest this method for new players, and only players looking to min-max their levelling experience with like-minded players should try this. In addition, diabloseasons.com a great resource for any average player looking to reach level 70 quickly! The best builds of season 19 We recently analyzed Greater Rift's superior performance by pushing the constructions of season 19, and you can find the best solo and group builds below! Note that season 19 provided players with a season buff that had powerful effects on specific levels during a killstreak. This seasonal buff and sample levels played an important role in how it is built preformed, and simply copying the build will not yield the same results. These constructions remain powerful, and were certainly worthy of the best places last season! Level with a cause level with a cause charity event is coming back for season 20! Level With a Cause is a recurring charity event that occurs at the start of each new season on Diablo 3. Level With a Cause was created by Wolfcryer as a way to unite the Diablo community in an effort to raise money for various charities. The first level with a cause was held on Thursday, July 20, 2017 with the launch of season 11 and continued throughout the weekend. Twitch streamers and YouTubers from the Diablo community played and directed viewers to donate to St. Jude's Hospital. In this first level with a cause, the diablo community raised more than seven thousand dollars and cemented this as a recurring event.