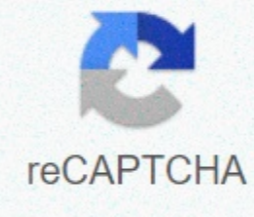




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## Poe how to spread elder influence

Last Updated on April 10, 2019 by Engineering Eternity English (United Kingdom) English (United States) Español (Latinoamérica) Ok, so I think it's going to be silly, so... sorry from the beginning. My Zana's quest line now says Collect Shaper's memory fragments (10/15) Defeat the Elder's Four Guardian, while the older one ingests a red card, but my eldest is placed in a yellow card. The question is: How f. do I move him to a red card? Before the search started its influence was greater on the map, but now I have tried to influence more, but just not so great. Idk if this is necessary but I just do not know ehat to do ... So help me if you can. What should I do now? Resort!! . Once the elder has risen, you cannot move him. You have 2 options: 1) ignore all older things for about 20 cards and he will despawn 2) defeat his guardians and kill him for loot. Either way, you can't develop your zana mission until this oldest alley is gone. Thror2k5 wrote: When Elders have raised, you can't move him. You have 2 options: 1) ignore all older things for about 20 cards and he will despawn 2) defeat his guardians and kill him for loot. Either way, you can't develop your zana mission until this oldest alley is gone. Ok, for both options, when I'm done, I'll have to manipulate the atlas again and hope that this time he'll spawn in a red card? After killing yellow elderly, be sure to run only red cards until older blobs spawn again. This will ensure the new older alley happens in red cards. technique1200 wrote: Uh, nice. So the older influence it won't quite disappear from the map and I'll run only red so he can spawn in a red, this time. Right? Rar! When you kill yellow older all the older influence will be gone until after you have run somewhere between 1 and X number of cards. (It's random) When it respawns it will respawn around the level of card you last ran, then running red cards will cause it to respawn in the red part of the atlas. - When you kill yellow older, all elders' influence will be gone until one has run somewhere between 1 and X. (It's random) When it respawns it will respawn around the level of card you last ran, then running red cards will cause it to respawn in the red part of the atlas. I get it! Thanks!! In addition, the older one settles down when he has 20 cards in the influence. But here again, he tends to settle around the card level you've done while he gave him the last lack of influence. So if you are close to 20 cards, be sure to run red cards to increase his influence. Thror2k5 wrote: When Elders have raised, you can't move him. You have 2 options: 1) ignore all older things for about 20 cards and he will despawn 2) defeat his guardians and kill him for loot. Either way, you can't develop your zana mission until this oldest alley is gone. correction to this: You can not move him him He's in a position that you can do Uber Elder. I had this happen earlier in this league where he raised somewhere like in the pic above. Then move him to the center so I could drive the UE. I was surprised he moved. While the above may be true OP doesn't think about this right now as you haven't completed the shaper you can't spawn uber elder. I would do as others have said, kill the elderly guardians and yellow elders for the spoils, maybe you'll get a watcher's eye ;). Then run red cards to spawn older influence. Run whatever attached shaper affected map to spread the older influence. When you get about 15 maps with older influence focus on red cards to continue spreading influence to ~20maps. This should give you the best chance of spawning older on a red card. Keep in mind only ELDER should be on a red card, all or some of the guardians can be yellow. You just got unlucky with this spawn in that it was reversed. (probably ran a yellow or 2 before spawn, and you had more yellow cards in the influence than you'd like). Want to go AD for free? Become a patron today! This guide is written by perrythepig. If he's online, check out his stream below! Path of Exile Betrayal League (3.5) Part 1: Atlas Completion and the Road to Uber Elder Section 1: Introduction Section 2: Our Goals Section 3: Why Uber Elder? Section 4: From Nightmare into Dream Section 5: The Hidden Architect Section 6: Avoiding the Roadblocks Section 7: The Memory Eater Section 8: Fighting the Shaper Section 9: Prepping the Uber Elder Encounter Players sets different goals for themselves in the Path of Exile. Some players want to reach level 100, some may want to make as much currency as possible, and others just want to create unique and interesting builds. One thing is certain: Exile is not just 10 apostles. While some of the following objectives are related to each other, Each of them has a unique set of strategies and rewards, and each appeals to a distinct audience: Mapping Atlas Completion Elder Magic-Finding Completing Master Goals Other Endgame Bosses Delving Level 100 Making Currency League Challenges Crafting an Item Completing a Build Making a New Build In this guide, we work toward two goals Completion Completion: Defeating The Elder Atlas Progression & Uber Elder Atlas Completion means we want to complete the Bonus Objective on each card on atlas. In the middle of your Atlas you will see a number, 0/159. There are 159 cards on Atlas, including all the unique maps. The bonus objective for each card is displayed when you hover your mouse over the map in the atlas.

(Note that this does not include Unique Boss Encounters like Atziri and Pale Council.) White Map (Tier 1-5) Bonus Goals: Kill the head of a magical version of the Yellow Card map (Tier 5-10) Bonus Goals: Kill the boss of a rare version of the card red card 11-15) Bonus goals: Kill the boss of a rare & damaged version of the card \* In this guide, we will call low, medium, and high level cards white cards, yellow cards, and red cards, respectively. For unique maps, this is often just a matter of luck and farming divination cards. You will often farm divination cards for unique cards, or in a Trade League, simply buy them from another player. When it comes to finding a specific unique map, as in Solo Self-Found for example, there is information about the Community POE Wiki that will guide the way. Defeating Uber Elder means completing Zana Questline. We find Shaper in maps, fight Shaper Guardians, kill Shaper, fight Uber's older guardians, and eventually end the encounter with Uber Elder. It's a long journey and it represents some of the hardest content that Path of Exile has to offer. Let's get started. The road to Uber is long and difficult, but does it pay off? Let's take a look at some of the unique rewards that are only available from this chief meeting: Disintegrator, Indigon, Voidfletcher, Mark of the Elder, Mark of the Shaper, Voidforge, Watcher's Eye There are even more unique items that can only fall from Elder, but these are also available from previous Elder battles. Note that a Watcher's Eye Prismatic Jewel can also drop from previous Elder encounters as well, but a Watcher's Eye with three unique Aura attributes is only available from Uber Elder. Each of these elements is extremely powerful and build-activation in nature. Of particular interest is the 3-mod Watcher's Eye jewel. Because the three unique Aura attributes on a Watcher's Eye roll randomly from a large pool of potential values, the three mods on the jewel can range from a bit lackluster (Unaffected by Burning Ground while influenced by Purity of Fire), or extremely powerful (+1.8% to Critical Strike Chance while affected by hate). Finding the right one for your build, or the right one to sell for a huge profit, can be quite the endeavor. The Very Beginning of Mapping When you're done with act 10 & kill Kitava, you'll be dropped off in Oriath without much direction. Where are you going next? What is your purpose? Are you done with the game? One of the great appeals of The Path of Exile is the endgame - anything beyond Act 10. The basics of the endgame are all about Zana. Maps and the card unit. Guide: Zana and the map unit Talk to Zana in Oriath and go to the Templar Laboratory via the door at the top right of the city. Go down the spiral staircase and talk to Zana. She'll give you your first card if you haven't found one from an enemy yet. This begins your journey into the world of Mapping! Chasing Shaper Influence on Atlas Your Atlas will initially be common: there will be icons of cards, but nothing else. When you fill in your first cards, Influence - designated with a dark starry background - will randomly affect one of the cards in your quadrant of Atlas. Goal: To complete each level of Shaper-Influenced Card Reward: Zana will reward you with a card of your choice of the same level Recommendation: For your reward, choose a card that you haven't completed yet. If you have filled out all the maps of this level, consider the 3-to-1 recipes on a higher level map. Want to go AD for free? Become a patron today! Tips for achieving higher tier cards Atlas progression is a common complaint among new players: at times it can feel like the random card drops are preventing your progress more than the difficulty of the content. Monsters of course drop cards: Magic Monsters and rare monsters obviously have a chance to drop a card a level higher than the card you are in, and Unique Monsters has a chance to drop a card two levels higher than your current card. As you continue to complete the bonus goals for each card, the number in the middle of your Atlas will grow. This number indicates the probability of dropping cards of higher levels. For example, 20/159 means a 20% chance of cards to a level higher; 120/159 means a 20% chance of cards falling two levels higher. If you use the tools at your disposal, you can avoid some of the pitfalls by completing the atlas. Whether you're playing Solo Self-Found (SSF) or Softcore Trade League, the following tips will make you go seamlessly through your Atlas. Three-to-one Each card can be sold 3-to-1 for a higher level map. However, not all cards are available through this method. More information about the details can be found at the community POE Wiki. Damages your cards When you use a Vaal Orb on a card element, that card element corrupts. One of the possible results of destroying a card element is that it will be a level higher. Harbinger Orb Using a Harbinger Orb on a map item will make it become a random card that is one level higher. This also has the chance to change the map to a unique Beachhead map. The Cartographer's Strongbox One of the strongboxes you'll find in nature is a cartographer's Strongbox. You can use currency like Transmutations and Chaos on a strongbox, just as you can use this currency on a sword or helmet. One of the possible mods on a Strongbox is +# Chest Level. If you roll the +2 Chest Level on a Cartografs Strongbox on a Tier 5 card, the resulting cards may be up to level 7. Note: The Cartographer's Strongboxes stop gilding when Tier 13 cards uber the Tax Boxes at the end of the Eternal Maze (Uber Lab) have a chance to drop yellow and red cards. Purchase from Zana Zana will sell cards to you. Keep an eye out for high-level cards and any cards you haven't yet completed. Zana will You higher level card as you continue to complete her her so we want to prioritise these whenever possible. Orb of Horizons Although these do not provide cards at a higher level, Orbs of Horizons can use on a map to randomly switch it to another map of the same level. This is a very useful tool to use while working through Atlas for the first time or when trying to find the right tier 16 card. The most common way to achieve these at the moment is by completing a Shaper Stronghold. Elder Influence and Memory Fragments Your Atlas has so far contained only maps and Shaper Influence. As you continue to complete your cards, Elder Influence — indicated by a dark blob of tentacles — will begin to affect a few of your cards on Atlas. Your goal here is to collect Shaper Memory Fragments that you will turn into Zana. First goal: to complete Elder-Influenced Map Second Goal: to complete a Red-Tier Elder meeting, along with the 4 Elder Guardians Reward: Shaper Memory Fragments & Shaper's Orbs There are 15 Memory Fragments in total. The first ten are achieved in the same way as the first: to run an older-influenced map of tiers 6-15. When you hover your mouse over the Legacy Interior map on the atlas, you'll see text: Contains memory fragmentation. There is a corresponding circle on the map on Atlas that indicates that a memory fragment is available there. See the section below on the following sections to propagate Elder Blob: Control of Elder influence. The last five memory fragments are only available by completing a meeting with the Red Elder. Red Elder is the term for an earlier meeting in which the Elder himself spawns on a tier 11-15 card (indicated by their short red symbol, 'red card'). Memory Fragments 11-14 will fall from Elder Guardian meetings. The last memory fragment, Memory Fragment 15, can only be achieved by completing the meeting with Older on the red level. Reward: Shaper's Orb Every Memory Fragment must be transformed into Zana, at which point she will give you a Shaper's Orb. These Orbs are used on a similar map on atlas to raise the +5 levels and they are part of various advanced Atlas strategies and agriculture strategies. You don't have to take Shaper's Orbs from Zana, and you don't have to use them on your Atlas. You can return to Zana at any time to pick up a Shaper's Orb reward. Spawn the older: The oldest Blob will expand and contract on your Atlas - it can spread over many cards, or it can sit on only one card. When Elder Blob gets big enough, there is a chance that Elder and his four guardians will appear on your Atlas. Controlling elder influence: Here are some of the rules that govern elder Blob movement on your Atlas: Shaper Influence tends to spawn next to Elder Influence. If you complete a Shaper-influenced map that is next to the oldest influence, the oldest influence will spread and become larger, you complete a one cards that are next to Shaper Influence, Shaper Influence will take over this card. If you complete an older-affected card, the oldest influence will no longer be on that card. If you cut the oldest influence in half by filling out an oldest-influenced card that would otherwise connect the other two oldest-influenced cards, only the larger Elder Blob will continue to exist. Elder Guardians - and Elder himself - will replace the unique card boss of the card. Any card mods on this card will not be present for the Elder or Elder Guardian meeting. Check out the POE Guides section of poe lab first goal: Defeat the four Shaper Guardians Reward: Fragment of the Chimera, Fragment of the Phoenix, Fragment of the Hydra, Fragment of the Minotaur Second Goal: Defeat the Shaper Reward: Elder Orb, Opportunity to spawn the Uber Elder encounter For the first goal, we just need to complete four tier 16 cards. Ideally, we want to complete the bonus goal for these cards (complete a rare + damaged version of the card), for the purpose of Atlas Completion. But we can still achieve the same result by filling a white tier 16 card with no mods on it. The four Guardian cards can be filled in any order. Once we have all four of our fragments, we can activate shaper meeting by placing all four Fragment pieces in our Map Device. Note that these must be placed in the correct order, like four puzzle pieces. Check out the POE Guides section of the POE Lab When the shaper meeting is complete, you'll see a brief dialogue between Shaper and Zana. At the end of this dialogue, Shaper will drop shape's key. Pick up this quest item and leave Shaper's Realm. Make your way back to the Templar Laboratory and walk down the spiral staircase where the card unit is. On the right side of the room, enter Sealed Storage Room. When you're inside, talk to Zana, and she'll give you Elder Orb. You don't have to take this orb now - you can return at any time to take this from Zana. There are many strategies associated with the elder Orb, and special methods of farming maps, but we will not discuss them in this

guide. What matters to us is that we have successfully completed the Shaper meeting, and we can now work towards spawning the meeting with Uber Elder. The process of spawning the Uber Elder meeting is long — twice as long as preparing for the Shaper meeting. Unlike the Shaper meeting, this is not just a matter of putting four fragments in the map unit. We have to manipulate Shaper and Elder Influence in a certain way to spawn this boss battle. Step 1: Bring Elder Influence on a Tier 15 map to show Shaper Influence on all four Guardian maps & Shaper Realm Step 2: Complete the four Guardian Maps, starting with the Shaper-Influenced Guardian map next to Elder Influence Note: the first card, I would recommend filling out the remaining Guardian cards in the clock (or counterclockwise) way. If you do Hydra first and then minotaur, for example, you will not spread the Older influence properly. When you finish the four Guardian cards (Shaper Guardian bosses), you will have successfully spread Elder Influence across all four tier 16 cards & Shaper's Realm. Open your Atlas and make sure the four older guardians have come on these tier 16 cards. Step 3: Fill in the Tier 16 cards. The Elder Guardian Bosses will replace the normal Shaper Guardians. Please note again that the card mods for these tier 16 cards will not affect Elder Guardian boss meetings. Step 4: We've now completed 8 tier 16 cards - four with Shaper Influence and Shaper Guardian bosses, and four with Elder Influence and Elder Guardian bosses. Place the four Shaper fragments in the card unit and you'll begin the meeting with Uber Elder. Check out the POE Guides section of the POE Lab Even the players with 100+ Uber Elder kills had to start somewhere and everyone fights the first few times. Don't be afraid to fail once or twice: the fight is mechanically intensive, very high damage, and penalties. This is one of the most difficult meetings currently found in the Path of Exile, and to get there is only half the fight. Good luck! Luck!

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