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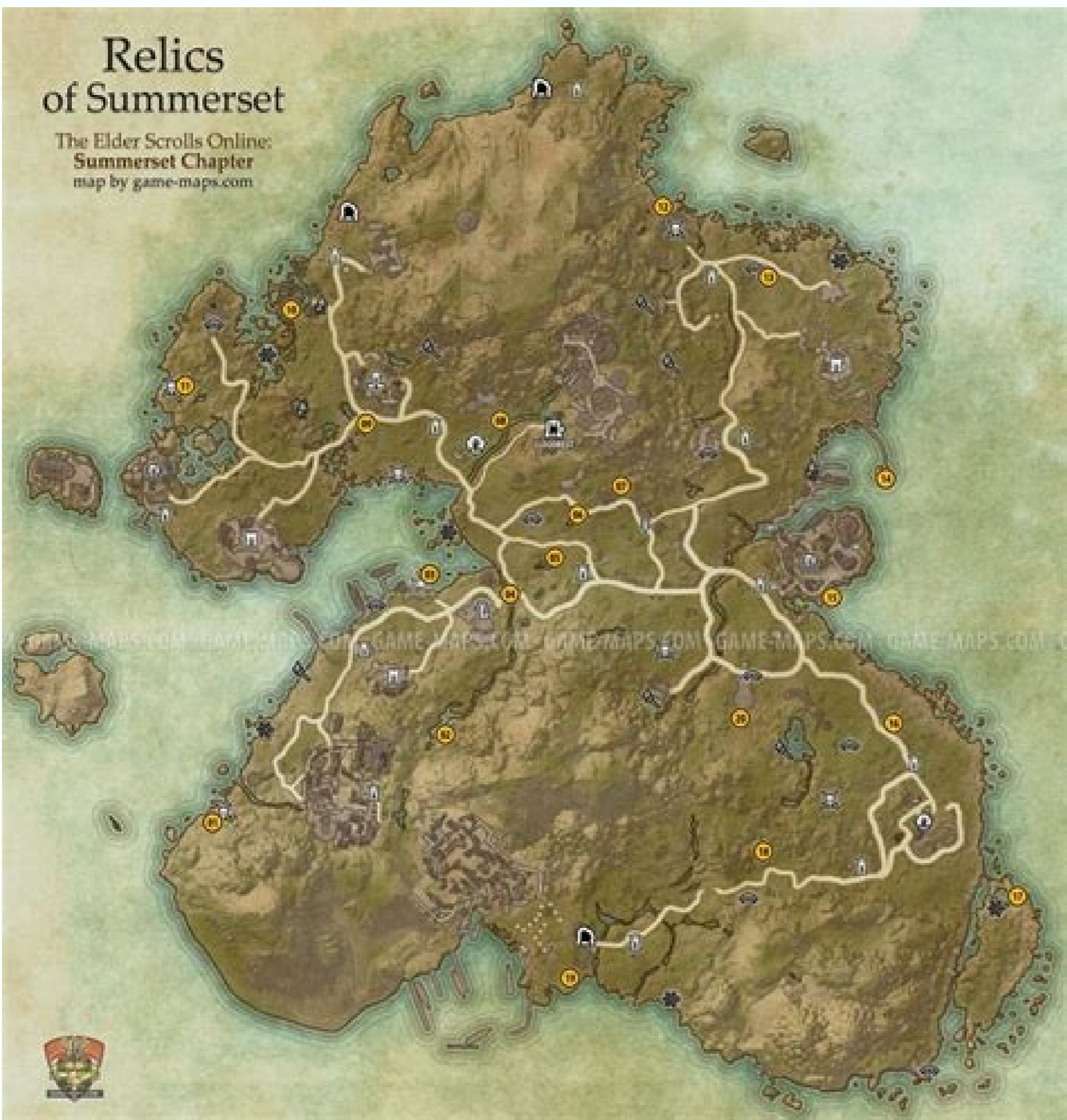
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Table 1. Map Size Dimensions And Height For The Platform

Map Size	Dimensions	Height
Small	100x100	100
Medium	200x200	200
Large	300x300	300
Very Large	400x400	400
Extra Large	500x500	500
Maximum	600x600	600





Each unveil gives a specific amount of process towards an unlock and if the threshold is reached, the next rank is unlocked. Regular Agent Transportation Fortification Research Intervention Aisling Smuggling Veiled Weapons and Jewelry Preserving Veiled Armours and Jewelry Extracting Veiled Magic Pilfering Metamorph Scarabs Aisling Chest containing weapons and jewelry with two veiled mods Chest containing armour jewelry with two veiled mods Crafting Bench that adds a veiled mod to a Rare item, with a chance to add a second veiled mod at higher ranks (NOTE: Veiled mod outcomes are based on current item base & mods) Chest with a Metamorph Scarab Camera Smuggling Timeworn Uniques Sheltering Harbinger Orbs Fabricating Sextants Pillaging Sulphite Scarabs Camera Chest with a random League-specific unique item Chest with some Harbinger's Orbs Chest with Cartographer's Sextants Chest with a Sulphite Scarab Elreon Escorting Unique Weaponry Safeguarding Unique Armour Manufacturing Unique Forgeries "Reappropriating" Reliquary Scarabs Elreon Chest with Unique weapons Chest with Unique armour Chest with unique jewelry & flasks Chest with a Reliquary Scarab Gravius Laundering Divination Card Collections Amassing Divination Cards Trialing Divination Card Metamorphosis Acquiring Divination Scarab "Donations" Gravius Chest containing a full Divination Card set Chest with a random assortment of Divination Cards Crafting Bench that swaps one Divination Card with another Chest with a Divination Scarab Guff Wagering on Item Worth Betting on Item Outcomes Investigating Item Odds Gambling with Item Properties Guff Tiny's Trial Crafting Bench with: 1 Alchemy / 200 Chaos / 6 Exalt / 20 Divine / 20 Blessed / 1 Vaal. Mastermind intelligence does not decay. The notes on the syndicate pages will give a hint on what reward can be expected. The board will also show the relationship between Syndicate members. Syndicate members can drop Veiled items, and strongholds can contain various rewards depending on the position and rank of members, including Scarabs. Syndicate members that appear in this manner will attempt to run away after the main member is defeated. Haku Escorting Transportation of Goods Hoarding Strongboxes Honing Item Condition Stealing Strongbox Scarabs Haku Chest containing random rare items Contains a Strongbox instead of a normal chest Chest containing armors/weapons with added quality Chest with an Ambush Scarab Hillock Escorting Personal Weaponsmithing Equipment Guarding Fine Armorsmithing Equipment Glassblowing (Impressive Lung Capacity!) Plundering Fine Cartography Equipment Hillock Crafting Bench that upgrades a weapon's quality to 24/26/28% Crafting Bench that upgrades an armour's quality to 24/26/28% Crafting Bench that upgrades a flask's quality to 22/24/26% Crafting Bench that upgrades a map's quality to 25/30/35% It That Fled Transporting Breach Splinters Stockpiling Abyss Jewels Enriching Breachstones Looting Breach Scarabs It That Fled Chest with Breach splinters Chest with Abyss Jewels Crafting Bench that upgrades a Breachstone into a Charged/Enriched/Pure Empowered Breachstone, granting increased difficulty & XP/Item drops Chest with a Breach Scarab Janus Transporting Quality-Modifying Currency Accumulating Currency Shards (Pathetic!) Securing Familial Coins (Fool!) Forging Powerful Equipment Stealing Strongbox Scarabs Elreon Escorting Unique Weaponry Safeguarding Unique Armour Manufacturing Unique Forgeries "Reappropriating" Reliquary Scarabs Tora Creating Timed Item Traps (Careful!) Enchanting Helmets Exposing Gems to Combat Hunting for Harbinger Scarabs Vagan Relocating Timeless Splinters Patrolling Legion Cache Stashing Incubators Selectively Stealing Legion Scarabs Voric Smuggling High-quality Gems Stowing Socket-Modifying Orbs Forging Gem-Agnostic Sockets Thieving Shaper Scarabs Hillock Escorting Personal Weaponsmithing Equipment Guarding Fine Armorsmithing Equipment Glassblowing (Impressive Lung Capacity!) Collecting 'Shiny Things' (Abyss Scarabs?) Leo Stockpiling Catalysts Banking Currency (Winnings?) Imbuing Items With New Properties Claiming Metamorph Scarabs Guff Wagering on Item Worth Betting on Item Outcomes Investigating Item Odds Gambling with Item Properties Janus Transporting Quality-Modifying Currency Accumulating Currency Shards (Pathetic!) Securing Kalguaran Currencies (Fool!) "Finding" Expedition Scarabs It That Fled Transporting Breach Splinters Mapping Breaches (Go home, freak!) Enriching Breachstones Looting Breach Scarabs Gravius Laundering Divination Card Collections Amassing Divination Cards Trialing Divination Card Metamorphosis Acquiring Divination Scarab "Donations" Jorgin Carrying Talismans on Pilgrimage Channeling the First Ones Imbuing Amulets with Talismanic Power Seizing Bestiary Scarabs Korell Smuggling Essences Assembling Fragments Examining Fossils Snatching Elder Scarabs Rin Guiding Maps Between Locations Securing Rare Maps Cataloguing Unique Maps Swiping Cartography Scarabs Camera Smuggling Timeworn Uniques Sheltering Harbinger Orbs Fabricating Unmaking Orbs Pillaging Sulphite Scarabs Aisling Smuggling Attuned Equipment (Trapped Chests!) Guarding Veiled Equipment Imbuing Veiled Magic Pilfering Torment Scarabs Riker Rigging Item Selections (Likes Contraptions!) Protecting Items from Theft (Paranoid?) Studying Anomalous Materials Investigating Blight Scarabs Notes: Corrupted items cannot be crafted. The quality can be enhanced on unidentified items. Choose one within 8 seconds Trapped chest with livl 100 veiled Rares. The player must neutralize the Syndicate members residing in the zone, then interrogate them for intelligence on their stronghold and leader, or bargain with them in different ways. Location: Highgate (Act 9) The Oasis Oriath Quest. The Immortal Syndicate. Up to 3 members can be interrogated at once. Choose one within 8 seconds Chest with Gloves/Boots/Helmets with a Labyrinth enchantment Crafting Bench which adds 20m/70m/200m XP to a gem (Note: Gem XP will be capped at maximum XP required to level) Chest with a Harbinger Scarab Vagan Relocating Timeless Splinters Patrolling Legion Cache Stashing Incubators Selectively Stealing Legion Scarabs Vagan Chest with Legion splinters Contains Legion chests/war hoards instead of a normal chest Chest with Incubators Chest with a Legion Scarab Voric Smuggling High-quality Gems Stowing Socket-Modifying Orbs Forging Gem-Agnostic Sockets Thieving Shaper Scarabs Voric Chest containing gems with added quality Chest with Jeweller's, Chromatic, and Fusing Orbs Crafting Bench which rerolls an item's socket colors with 1 to 1/2/3 white sockets Chest with a Shaper Scarab Immortal Syndicate Mechanics PoE Jun Veiled Master Guide The Immortal Syndicate consists of the Syndicate Mastermind and a roster consisting of up to 14 of 17 other members: Agent Signature Veiled Mod Veiled Mod Tiers Aisling Laffrey, The Silent Butcher #% increased Global Physical Damage #% increased Global Chaos Damage (8-10)% increased Chaos Damage (11-13)% increased Global Physical Damage (11-13)% increased Chaos Damage (14-16)% increased Global Physical Damage 3 Camera the Coldblooded #% increased Global Critical Strike Chance +#% to Critical Strike Multiplier if you've Shattered an Enemy Recently +(15-17)% to Critical Strike Multiplier if you've Shattered an Enemy Recently (10-11)% increased Global Critical Strike Chance +(18-20)% to Critical Strike Multiplier if you've Shattered an Enemy Recently (12-13)% increased Global Critical Strike Chance +(21-23)% to Critical Strike Multiplier if you've Shattered an Enemy Recently (14-16)% increased Global Critical Strike Chance 3 Elreon, Light's Judge Channeling/Non-Channeling Skills have -# to Total Mana Cost Non-Channeling Non-Channeling Skills have -(5-4) to Total Mana Cost Non-Channeling Skills have -(7-6) to Total Mana Cost Non-Channeling Skills have -(9-8) to Total Mana Cost Channeling Skills have -1 to Total Mana Cost Channeling Skills have -2 to Total Mana Cost Channeling Skills have -3 to Total Mana Cost 3 Gravius Reborn Gain #% of Maximum Life as Extra Maximum Energy Shield Gain 6% of Maximum Life as Extra Maximum Energy Shield Gain 8% of Maximum Life as Extra Maximum Energy Shield Gain 10% of Maximum Life as Extra Maximum Energy Shield 3 Guff "Tiny" Grenn #% increased Damage during any Flask Effect (16-18)% increased Damage during any Flask Effect (19-23)% increased Damage during any Flask Effect (24-28)% increased Damage during any Flask Effect 3 Haku, Warmaster +#% to Quality of Socketed Gems +(5-6)% to Quality of Socketed Gems +(6-7)% to Quality of Socketed Gems +(7-8)% to Quality of Socketed Gems 3 Hillock, the Blacksmith #% increased Attributes 5% increased Attributes 6% increased Attributes 3 It That Fled Gain #% of Fire/Cold/Lightning Damage as extra Chaos Damage One-handed weapon Gain 4% of Fire Damage as Extra Chaos Damage Gain 4% of Cold Damage as Extra Chaos Damage Gain 4% of Lightning Damage as Extra Chaos Damage Gain (5-6)% of Fire Damage as Extra Chaos Damage Gain (5-6)% of Cold Damage as Extra Chaos Damage Gain (5-6)% of Lightning Damage as Extra Chaos Damage Gain (7-8)% of Fire Damage as Extra Chaos Damage Gain (7-8)% of Cold Damage as Extra Chaos Damage Gain (7-8)% of Lightning Damage as Extra Chaos Damage Two-handed weapon Gain (8-10)% of Fire Damage as Extra Chaos Damage Gain (8-10)% of Cold Damage as Extra Chaos Damage Gain (8-10)% of Lightning Damage as Extra Chaos Damage Gain (11-13)% of Fire Damage as Extra Chaos Damage Gain (11-13)% of Cold Damage as Extra Chaos Damage Gain (11-13)% of Lightning Damage as Extra Chaos Damage Gain (14-16)% of Fire Damage as Extra Chaos Damage Gain (14-16)% of Cold Damage as Extra Chaos Damage Gain (14-16)% of Lightning Damage as Extra Chaos Damage 3 Janus Perandus #% increased Rarity of Items Dropped by Slain Rare or Unique Enemies (31-35)% increased Rarity of Items Dropped by Slain Rare or Unique Enemies (36-40)% increased Rarity of Items Dropped by Slain Rare or Unique Enemies (41-45)% increased Rarity of Items Dropped by Slain Rare or Unique Enemies 3 Korell Goya, Son of Stone #% of Physical Damage from Hits taken as Fire Damage (3-4)% of Physical Damage from Hits taken as Fire Damage (5-6)% of Physical Damage from Hits taken as Fire Damage (7-8)% of Physical Damage from Hits taken as Fire Damage (9-10)% of Physical Damage from Hits taken as Fire Damage 3 Leo, Wolf of the Pits #% increased Damage (11-13)% increased Damage (14-16)% increased Damage (17-20)% increased Damage 3 Riker Maloney, Midnight Tinkerer #% increased Fire Damage #% increased Lightning Damage (8-10)% increased Fire Damage (8-10)% increased Lightning Damage (11-13)% increased Fire Damage (11-13)% increased Lightning Damage (14-16)% increased Fire Damage (14-16)% increased Lightning Damage 3 Rin Yuushu #% chance to Avoid being Frozen/Cannot be Frozen 60% chance to Avoid being Frozen 80% chance to Avoid being Frozen 3 Thane Jorgin the Banished 10% Chance to Trigger Level 18 Summon Spectral Wolf on Kill 1 Tora, the Culler #% chance to cause Bleeding on Hit One-handed weapons: Adds (3-4) to (5-6) Physical Damage 30% chance to cause Bleeding on Hit Adds (9-11) to (12-14) Physical Damage 40% chance to cause Bleeding on Hit Two-handed weapons: Adds (5-7) to (8-11) Physical Damage 30% chance to cause Bleeding on Hit Adds (11-13) to (14-16) Physical Damage 35% chance to cause Bleeding on Hit Adds (14-16) to (17-20) Physical Damage 40% chance to cause Bleeding on Hit 3 Vagan, Victory's Herald Hits can't be Evaded 1 Voric, Silent Brother #% increase Damage while Leeching (24-30)% increased Damage while Leeching (31-36)% increased Damage while Leeching (37-43)% increased Damage while Leeching 3 Syndicate Mastermind +#% to Level of Socketed Support Gems +1 to Level of Socketed Support Gems +2 to Level of Socketed Support Gems 2 Gravius is available at zone level 30 or higher and Rin is available at maps. Choose one within 8 seconds Rin Guiding Maps Between Locations Securing Rare Maps Cataloguing Unique Maps Swiping Cartography Scarabs Rin Chest with several Normal maps Chest with a few Rare maps Chest with a Unique map Chest with a Cartography Scarab Tora Creating Timed Item Traps (Careful!) Enchanting Gloves/Boots/Helmets Exposing Gems to Combat Hunting for Harbinger Scarabs Tora Trapped chest with a random selection of currency, Divination Cards, Uniques, and livl 100 Veiled Rares. These tasks depend on which division the member is located in. This option is only available while there are two members and are not already rivals. If their rank was 0 at the time, they will be assigned to the division of whoever they were assisting currently. This simply indicates additional modifiers they are given when fighting them. Choose one within 8 seconds Trapped chest with unique items. This option only shows up when only one member is present. When raiding a Syndicate Safehouse, the Safehouse leader and all his/her subordinates will defend it. Betray: Sabotage another member in some way and become Rivals with them. Higher ranked members are more likely to have more items on them. The Immortal Syndicate is a mysterious organisation being investigated by Jun Ortoi. Tiny's Trial Crafting Bench with: 20 Scouring / (5x) 4 Essences(random) / 20 Exalt / 1 Vaal. Encounter The Immortal Syndicate is divided into four divisions: Fortification, Transportation, Research, and Intervention. Execute: Kill the member and raise their rank. If you do not raid it within 3 turns, Intelligence will drop down to 90%. Defeating the Mastermind will unlock a safehouse containing rewards from every Syndicate member and creates a new Syndicate roster (without dropping the rank of previous members or resetting Intelligence). Possible options are as follows: Interrogate: Imprison the member and gather information on their division over the next three encounters. This option is always available. There are two options: Interrogate and something else. Certain members will have special crafting benches rather than Stashes in their rooms. Once all members have been defeated, they can be handled in one of two presented options. This indicates their reward at the safehouse. You may also choose to release the member (by pressing the button above your hotbar), picking neither outcome but still cause them to provide loot and experience. Choose one within 8 seconds Trapped chest with Divination Cards. Tiny's Trial Crafting Bench with: 1 Transmutation / 1 Regal / 100 Augmentation / 200 Alteration / 3 Exalt / 20 Divine / 1 Vaal. If a member's rank falls to 0, they will become unassigned. You will only be able to Interrogate the safehouse leader. The 'living quarters' consist of rooms with Safehouse Stashes that contain loot depending on which members were stationed in the division raided. Bargain: Gain a reward of some kind. Interrogating lowers the rank of the member. Buy POE Currency Cheap PoE Jun Guide Jun offers betrayal missions, unveils Veiled items, and acts as a vendor. This option is always available if three or more members are present. Higher ranks give greater rewards, but also makes them tougher by giving them additional items. Investigation Board Each known Syndicate member on the board will display the following: Rank, Task, and Items. Once intelligence in a faction reaches 100%, you can raid their safehouse. Higher ranks require more unlocks, but some missions may give more progress as well. Ranks are indicated by the number of stars on the top right, going up to 3 stars (Sergeant, Lieutenant, Captain). Outcomes The following outcomes are possible from Bargain: Gain Intelligence on a division Recruit an unranked member; raises their rank, adds them to their division, and become trusted with them Switch divisions with another member Leave the Immortal Syndicate; they will be replaced with someone else Immediately complete all interrogations: remaining Intelligence is gained, prisoners are released, and their ranks reduced by 1 Destroy all items on members in their division Remove all rivalries Drop currency, map, veiled item, unique item, or scarab The following outcomes are possible from Betray: Gain Intelligence on a division or Mastermind Become the new leader of their division Remove another member from the Immortal Syndicate; they will be replaced with someone else Steal ranks from another member while removing the rank of that member Destroy all items on members of another division Raise rank of all members of their division and lower rank of another Tiny's Trial Crafting Bench with: 1 Alchemy / 100 Annulment / 100 Exalt / 5 Divine / 5 Blessed / 1 Vaal. The Safehouse leader's room will contain two chests or crafting benches instead of one. Members can have items attached to them. If multiple members are present, the options may change depending on the order. Leaders do not appear as primary targets and will only appear to help or hinder another member. While I do understand that a Veiled Slam from Aisling should not, by default, remove a crafted mod since it would bypass the usual 1 scouring price for such removals, I would still like for a Stash or a Benchcraft to be in the Syndicate Safehouse. The player must defeat the Syndicate member(s) that are present in the zone. Trusted members are more likely to assist them in combat, while rivals are more likely to attack or betray them instead. Some veiled mods can only drop from a specific Immortal Syndicate member. Leaders drop double their safehouse rewards and are also present during the Mastermind boss fight, where they drop their safehouse rewards as well. If the leader loses their rank via negotiations by other members or gets interrogated, they will be replaced with someone else. Rank can be raised by killing them, while interrogating them lowers it. Talk to Jun in the hideout or in a zone (you cannot open portals to the safehouse if there is not enough space around Jun) and investigate a safehouse to open 6 portals to the safehouse. Jun's recipes are unlocked by unveiling items with the modifiers on them.

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