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Estimated difficulty of the trophy: 6/10 (depending solely on how many levels you grind at the beginning of the game if you re-train your character easier) Approximate amount of time to platinum: 25 - 35 hours offline trophies: 50 (1, 1, 16, 32) Online Trophies: 0 Number of misses trophies: 3 - For which the bell rings, Demon Meddler, Developer Gift Glitched Trophies: 3 - Death Incarnate (back save until the final boss, and if he doesn't pop, reset the game and reinstall the boss), 25 to life Just keep earning more ability points and they will unlock) Does the difficulty affect the trophies?: Yes, there are 4 difficulty settings, you have to beat the game on APOCALYPTIC Difficulty to unlock the Platinum Minimum Passage: 1 Welcome to the Dark. Darksiders 3 has a lot of collectibles to find, but most of them will come naturally as you play through the game. For those who have played previous titles Darksiders will know what to expect here when it comes to collecting. It's an open world game with a quick journey that allows you to retreat to all places and collect collectibles after the story in free roaming. There are three misses. One depends on how you finish the boss fight and the other two are presented as story quests, but can be easily ignored. You can also skip them depending on the decisions you make during the conversations as part of the respective quests. Platinum Darksiders 3 can be unlocked through one passage at APOCALYPTIC difficulty and should not take more than 35 hours. You can also go back and sweep the rest of the trophies after you finish the story as you can continue to roam freely around the world. Remember that there is no new game (at least at the time of writing this article), so if you do two passing you will have to grind all the attributes of the dots again. Step 1: Apocalyptic difficulty Passing No.3 Missable trophies to play through the game at APOCALYPTIC difficulties. It's unlocked from the start. The difference between lung and apocalyptic is actually not that great. You take a little more harm and the bosses have a little more health, but it all comes down to how many levels you grind. You have complete control over how hard you want it to be by overleveling your character. If you re-level your health and physical damage, then apocalyptic is no more difficult than easy. It is highly recommended to grind at least 50 attribute points in the early stages of the game (the area after exiting Maker's Forge has many enemies). Just allow yourself to be killed to the enemies respawn and defeat the same group of enemies again. You need a 50-point attribute for the Big Spender trophy anyway. You can grind it early and completely overpower the character, then you can run all of them and the bosses will be easy to beat. Also, loot items in every area along the way, some of them give you upgrades that make you stronger and needed for multiple trophies. Missible trophies: There are 3 miss trophies. In order of availability: For whom the bell rings - During the Lust Boss fight (which is part of the story) you will fight with two bosses at once. Only win the show, ignore the second boss. Demon Meddler - After receiving Stasis Hollow (automatic story-related part), Lord Hollows challenges you to kill Abraxis. Follow his request and kill the demon found in the Skara area. Saying goodbye gift - After killing Abraxis, go back to Lord Hollow and choose SPARE him (don't kill him). Then he disappears and leaves you a present. Step 2: Collecting and Cleaning If you haven't unlocked any specific collectible trophies to do so after you finish the game. There is a free-roam after story and you can quickly return to all areas with collectibles in them (after beating the story of the hit Continue on the main menu). One trophy you can still be missing is Soul Reaper for having earned 1 million souls. An easy way to get this to gather your own souls (save some souls, die, remember your fallen souls until the trophy appears). Possible feat to fool apocalyptic trophy sophistication at simple difficulty (patch 1.00, only possible with a physical drive): In the 1.00 version of the game (without patches) you can earn a trophy for apocalyptic by playing at normal difficulty. Follow the steps below: Don't update your game! We'll disconnect from the Internet before you install the disk (PS4 Settings, the Network). The game should stay on the 1.00 version. This only works with the disk because the digital version automatically downloads the patch! You can check out the version by clicking on the options-button in the game to click on the information. You can't connect to PSN during the game, otherwise it will get stuck after Maker's Forge and ask you to download the patch (this is because it sees the download patch/set still going on). However, if you are completely offline the game will progress normally rather than force you to install a patch. Start a new game on NORMAL difficulty. Get to the end. (Note: confirmed work on NORMAL. Whether it also works on Easy is unconfirmed, but feel free to check at your own risk). Before endboss, back up on a USB device or PS' Cloud (PS4 Settings app, Saved Control Data). When endboss has very little health left, change the difficulty in options from normal to apocalyptic and land the final hit. This opens up trophies for the apocalyptic and beating him to any difficulty, but not for beating him up on normal Restore backup (PS4 RESY) saved data management. Kill endboss again on normal to unlock normal normal Trophy. Now you have all the difficulty trophies. Also, you can just patch the game and hit continue on the main menu to beat the final boss again on normal. Warning about game-breaking bugs: This game has a variety of games breaking progression bugs that could make you start a new game from scratch. As a precaution, back up, save after each boss (PS4 Settings zgt: application Saved Data Management). Also, alternate backup, saving between various USB devices and the PS cloud. If something gets damaged you have a few saves to fall back (the game has only one autosave slot and no manual save feature, so if something breaks down and you don't have a backup you'll be stuck forever). Darksiders 3 Trophy Guide to Gaglaush and PowerPyx BFA unlock all earn all the other trophies in Darksiders 3 to unlock platinum. Green with envy Defeat Envy Automatic story-related trophy, can not be missed. Throne Potato Defeat Sloth Automatic story-related trophy, can not be missed. All that glitters defeat Avarice Automatic history-related trophy, can not be missed. Misconceptions of Greatness Defeat Boast Automatic History-related trophy, can not be missed. Eat your heart out of hitting the Gluttony Automatic Story-related trophy, can't be missed. Seeing the Red Defeat Wrath Automatic story-related trophy, may not be missed. Egomaniac Defeat Pride Automatic Story-related trophy, can not be missed. Everyone wants to rule the world Defeat Final Sin Automatic history related trophy, can not be missed. Fighting Fire with Fire to collect flame Hollow Automatic story-related trophy cannot be missed. Unlocks after beating the boss Anger. I want Rock to collect the Force Hollow Automatic Story-related trophy, can't be missed. Unlocks after beating Lust boss. Freeze the frame Collect The Stasis Hollow Automatic Story-related trophy cannot be missed. Unlocks after beating Gluttony boss. Perfect Storm Collect Storm Hollow Automatic Story-related trophy, can not be missed. Unlocks after beating boss Accident. Enhance! Upgrade Rise After Purchasing Your First Weapon Enhancement, Head Uthane to the Creators of Forge. You will find Weapons Improvement worldwide games or can buy them from Vulgrim. Talk to him and select Boost Update. Choose the improvement you want to upgrade and select either the top or the bottom path. You must have angelic or demonic artifacts to upgrade (which are in the world or bought from Vulgrim). This requires only one update. Can you restore balance? Raising a balanced See Trophy Balance in all things. Balance in All Things Update 5 Improvements for Balanced You Have to Upgrade Rise to the Fifth and Last Slot (Do it once for Can You Restore Balance?. Do it five times for Balance in all things). This requires the Essence of the Chosen Favorite can be purchased by defeating hidden favorite enemies or from the Woolgrima store later in the game. After the story you can just buy the Essence of the Favorites from Vulgrim endlessly. Below are Selected Places in the Game World (collecting them faster/cheaper than buying them from Vulgrim): Flame Guard - Location: Hollows Corrupt Tomeheler - Location: Boneyard Templars Damned - Location: Depth of Agony - Location: Haven West End Grock - Location: Scar Helping Hand Save the Man Automatic Story, Can't Be Missed. You automatically save your first person during the scene, shortly after leaving the Creator's Forge in Haven. Five in the crowd save 5 people Watching the Humanitarian Trophy. Crowd Source Save 10 People Watch the Humanitarian Trophy. Community Outreach Save 15 People See The Humanitarian Trophy. Humanitarian Save 20 people you have to find and rescue all 20 people scattered around the world. After finding the latter you will receive the trophy. Story related, you rescue the first person during the scene, shortly after leaving the Kettle Forge in Haven Nether Close to the split station Vulgrim Location Nether: Close to the tangled Grotto Vulgrim Location Haven: North End Vulgrim Location Bonelands: In stock, Before you go to the Gap with Angel Hideout Bonelands: Along the Path of Bonelands History: Along the Path of Bonelands History: After defeating Lust Haven: Shortly before entering Makers Forge (when you first went there earlier in history), you can jump off the ramp on the roof and use Storm Hollow to slide up some tornadoes. Haven: Second Floor Makers Forge Scar: Close to the drilling app Vulgrim Location should use ice powers to climb the wall Haven: Crossroads next to Vulgrim Location Nether: Tangled Grotto should have the power of Nether powers: A tangled grotto should have the power of Nether Power: Up the stairs next to the vulgrim tank Location of the Depth: Must use ice and power power next to the sunken tracks of Vulgrim Location of the Depth: Must Have ice power Scar: Must have ice power Depth: In the underwater area. Must be the power of the powers. North End: Behind a wall that can be broken by the Force's weapons. Just start updating any weapons you have to first find Silver Adamantine, which are items scattered all over the gaming world and can also be bought from Vulgrim merchant. If you have one, go back to Smith in the Forge of the Creator (Haven Region). It's a small sanctuary where rescued people are rescued. Give silver adamantin a blacksmith to upgrade one of your weapons. This increases the damage to the weapon and opens the trophy. Take it to the limit of updating any weapon to max level Weapon Upgrade Toge markers. Talk to Uthain and select weapon upgrades. You will need to upgrade your weapons with the help of Adamantine sliver, adamantine fragments, and Adamantine to level 9. In order to max out the weapons at level 10 you will need to find Chunk Adamantine, there are only three of these ingredients in the game, so you have to prioritize which weapon you want to max completely. See the Purity Power Trophy for Chunk Adamantine Places. The Devil in the Details Kill 666 Enemies will unlock naturally as you play the game, just kill every enemy you encounter as you play through the story. Enemies also respawn when you die, so it can be curbed at any time. Clean up Crew Pickup 500 Drop Point you have to complete this before you finish the game. Simply pick up every shiny object that you find on earth. They can also be discarded by enemies. Beast mode Defeat 666 enemies while in havoc form you can work on it as you play through history. The havoc shape is activated when you click on. Just make sure to use it as often as you can. It may be tempting to keep your Havoc form for boss fights, but try to fight that desire. The best place for a farm is on the West Side in Haven. Go to the parking lot and group together as many small enemies as you can and then take them in the form of chaos. If done correctly, you should have half your Havoc meter remaining after defeating them all. Get yourself killed to kill enemies and repeat. Defender of Humanity Complete the game on any difficulty Installation Watch the Trophy Death embodied. The Rider's Way to Complete the Game on NORMAL See the Death Trophy embodied. Death Incarnation Complete Game on APOCALYPTIC Can be bugged on some rare occasions - make sure you keep the backup save until the final boss, and if the trophy doesn't pop, reset the game and defeat the final boss again apocalyptic is the ultimate difficulty in Darksiders III. The difference in reducing difficulties is that you take a little more harm and the bosses have a little more health. The difference from The Story to the Apocalyptic isn't really that great, and can be pretty much negated by the recalculation of your health and physical damage. In Apocalyptic you have to grind level 50 early on (it also gives you the Big Spender trophy, so you have to grind the levels anyway). It's repetitive and boring, but it beats re-ing every boss tenfold. To grind XP, farm the same group of enemies and allow yourself to die to get them to respawn. Feed the collected Souls in the Vulgrim merchant in exchange for levels and ability points. Put all the points of ability into health and physical damage. Also, get Fafnir Boost by talking to Usiel after over lust. This boost will deflect 100% of the damage done to the player back to the enemy every time you get hit when it is fully updated. Make sure you collect all the items as you do through the game. This will give you a lot of potions as well as the parts needed to upgrade the respite potential of your Nephilim and Healing Amount. One trick that you can use is to back up your save on a USB device in front of every boss (PS4 Settings is a zgt; Application Saved Data Management). In case you've used all your potions, just copy back to keep going back to the point where you're still all potions. So you can experiment with boss tactics a little more freely without worrying about wasting your items. At level 50 they should be quite doable (and actually easier than trying them at level 10 on History Difficulty). It is therefore highly recommended to start the first passage on Apocalyptic to save a lot of time on this platinum. Use to get this to normal difficulty - only works on patch 1.00 with a physical-facial drive: Don't update your game! We'll disconnect from the Internet before you install the disk (PS4 Settings, the Network). The game should stay on the 1.00 version. This only works with the disk because the digital version automatically downloads the patch! You can check out the version by clicking on the options-button in the game to click on the information. You can't connect to PSN during the game, otherwise it will get stuck after Maker's Forge and ask you to download the patch (this is because it sees the download patch/set still going on). However, if you are completely offline the game will progress normally rather than force you to install a patch. Start a new game on NORMAL difficulty. Get to the end. (Note: confirmed work on NORMAL. Whether it also works on Easy is unconfirmed, but feel free to check at your own risk). Before endboss, back up on a USB device or PS' Cloud (PS4 Settings app, Saved Control Data). When endboss has very little health left, change the difficulty in options from normal to apocalyptic and land the final hit. This opens up trophies for the apocalyptic and beating him to any difficulty, but not for beating him up on normal Restore backup save (PS4 snest saved data management). Kill the endboss again at normal to unlock the normal difficulty trophy. Now you have all the difficulty trophies. Also, you can just patch the game and hit continue on the main menu to beat the final boss again on normal. Holy Keeper Collect 50 Angelic Artifacts You can find Angelic Artifacts and Demonic Artifacts scattered throughout the environment as shining objects. They are found on corpses and hidden passages as orange glowing objects. Explore all areas carefully. If you find it hard to find them, Vulgrim (the merchant) sells them in his shop in exchange for souls. He gets more of them stocks as you progress in the game. After beating the story its full stock of artifacts will be available. Keep in mind that every time you buy their price will be So basically, if you're missing out on a few artifacts, just buy the rest from Vulgrim. Its deliveries are limited, but there are more than 50 artifacts of each type, so don't sweat if you missed some of the exploration. Demon Keeper collect 50 demonic artifacts See the trophy of the Holy Guardian. One of the favorites to collect Essence Favorites can be bought at the Vulgrim store in exchange for 5,000 souls at the end of the game, but can also be purchased from defeating five chosen enemies hidden in the open world (see trophy Balance in all things for their location). Essence Favorites is used for final updates to improve to balance them. The first of many... Spend the dot attribute See the Big Spender trophy. 25 to life Spend 25 attribute points See the Big Spender trophy. Note: This trophy is known to unlock later than it should be for some players. If it doesn't unlock after 25 attribute points, just keep spending a few more and it will unlock. Big Spender Spend 50 Points Attribute Points are purchased from the Vulgrim store in exchange for souls. To farm the soul (indefinitely), farm the same group of enemies and allow yourself to kill to get them to respawn, then repeat over and over and pick up souls from your place of death. You can also purchase Attribute Points by finding Luminous Visage items scattered around the world. Consuming these items will give you a free attribute point. Note: This trophy is known to unlock later than it should be for some players. If it doesn't unlock after 50 attribute points, just keep spending a few more and it will unlock. Increase capacity Update Nephilim's respite potential See Trophy Maximum Capacity. Maximum Capacity Nephilim Upgrades in respite capacity 4 times It requires you to find 4 invigorating cores. Each of them gives you 1 euro capacity. These are items scattered all over the game world, found in many places. Just like all other objects, they have orange glowing balls sitting on the floor. Loot each area that you visit carefully and you will find them as you progress in the game. There are a few of these elements they will come in many places. The Vulgrim merchant also sells one rejuvenation core for 5,000 souls. It's available from the start. It's This: you'll get it as early as possible. Demon Meddler Meet the Abraxis Missable Trophy This trophy can be missed if you decide not to find Abraxis. Abraxis is a demon found in Skara after the acquisition of Stasis Hollow. Lord Hollow makes you task to find and kill Abraxis. You're given a choice after meeting him, whether you want to kill him or not. The trophy requires you only to find it. However, for another missable trophy called Showing Gift you have to kill Abraxis. If you're not sure about this, back up save in advance (PS4 Settings of the Mangement data saved). Unwavering resilience to collect 30 slivers of Adamantine See the trophy Unbreakable will be. Unwavering strength to collect 30 fragments of Adamantine See the trophy Unbreakable will be. Unbreakable Will Collect 30 pieces of adamantine tape, fragments and pieces of adamantine are craft materials used to upgrade Fury's weapons. They can be found as brilliant objects in the environment as well as elements of enemies falling after defeat. Vulgrim (merchant) will sell them in his store at different times with a limited amount to the endgame, where it will have endless deliveries. Explore every area in the game carefully and buy the rest from Vulgrim after the story. Clean Power Collect 3 Pieces of Adamantine This is just three pieces of Adamantine throughout the game. Vulgrim does not sell them at any point in the game. Pieces of Adamantine are used to upgrade any weapon from level 9 to level 10 (maximum). Haven: Use the Snake Hole to approach the northern end of Haven head up the street west of the Vulgrim store until you see a monster lizard with wings. On the right side of the monster is a tree trunk that you can run up. Do that and look at the branch that Fury can swing across. You will need the flame Hollow ability for an additional momentum jump to reach the hook branch. After swinging on the next tree trunk across the street, move up the branch and you will see two more branches of trees to swing on, do so until you land on the fire escape. Turn around immediately and see another branch that will lead you to another fire escape. Swing across and land on the fire escape and move around the building. You will need to use your power to smash the hammer to break the wall. Inside you will find various items and on the lower floor of the building is a piece of Adamantine by a dead angel. Bonelands: You must have Stasis Hollow. The Power of Hollow, and Storm Hollow, to acquire this Chunk. From the cargo ship Snake Hole after you drove the giant Kraken monster underground, look for an area that has a huge acid pool and requires two small tornadoes to slide across. Slide on them with Storm Hollow and a cross-factory, through the factory past the big undead monster griffin. In the second warehouse you will find a stagnant wall to climb. Climb, that wall, then use the power of the ability to turn yourself into a ball and move through the wall of gems. You will eventually land on broken pieces of platforms. Move through them until you find a piece of Adamantite on a lonely little piece of land. Scar: After riding the second platform gondola in the area just before you encounter the chosen ones, you will see a pit with two rollers between two separate walls of stasis surrounded by undead angels. Use your weapon of salvation by charging a stagnant attack on him and throw it on rollers. When they slow down jump into the pit roller and search for Chunk Adamantine. You will also find a survivor in this place. Salvation Collect Rescue Automatic Story-related trophy may not be missed. Unlocks after defeating the boss Angel Champion. You get a new weapon as a reward for beating this boss. Soul Harvest to collect 100,000 souls See the trophy of the Soul Reaper. The Soul Reaper muster 1,000,000 souls is an easy way to get this to gather their own souls over and over again. Save some souls (at least 10,000), remember your fallen souls, repeat until the trophy appears. For whom the bell rings to kill the look without winning the Usiel Missable Trophy It takes place in the Badlands region. As you fight the boss called Lust, Strength will join the fight after giving in to the belief of lust. You will have to fight both the afterth and the Usiel at the same time. Just avoid defeating Usik and focus only on lust until Sin is defeated. If you decide to kill Usik first, you won't get this trophy. Love Tap Defeat Kraken Automatic Trophy Story, can not be missed. Note that this does not unlock during your first Kraken meeting. The meeting that opens this trophy after winning the chiding. Showing the gift to receive Lord Hollows' final Missable Trophy gift First you have to kill Abraxis (see miss trophy Demon meddlers). Then go back to Lord Hollow (in the snake burrow of the Lord of the Hollow Chamber) and you will have the opportunity to SPARE or fight it. Choose SPARE Lord Hollow and he will give you his last gift. If you don't find Abraxis you won't be able to complete this quest or unlock the trophy! If you decide to kill Lord Hollow, he will not leave his gift and you will miss the trophy. Special thanks / Credits Featuring Gaglaush psu.com for collaborating on this trophy guide and co-authoring it with me darksiders warmastered edition trophy guide ps4

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