

# The Maven Guide

Hey, I just met you  
And this is crazy  
But here's an invite  
Call me Maven

# Single Player Disclaimer

- This is based upon fighting the Maven solo. Several POE bosses have significant changes in group play (example, Atziri casts Empowered Flameblast at her own feet and ALSO at the feet of each player in her room)
- I do not know how the Maven encounter varies in a group beyond the normal mechanics for unique monsters (+100% hp per player, 50% more items from the normal item drop pool)

# A Many Phased Boss

- Maven is fundamentally a fight against two bosses with a structure more like Uber Elder than any other POE fight.
- The Maven herself, and the Nucleus of the Maven. You only fight one at a time.
- Phase TRANSITIONS are complex and deadly.
- Mastery of the transitions is central to the encounter.
- Additionally, careful control of “bad crap on the ground” matters here. A lot. The kill that I show in this guide is imperfect, and shows some of the mistakes you can make with it.

# Character Requirements

- Maven has 'soft enrage' mechanics. You can lose control of her arena.
- The longer the fight lasts, the more times you will need to deal with the Uber Memory Game, and the more Void Zones you have to deal with.
- While players extremely skilled at the encounter can do Sirius with 250k DPS in a marathon battle, I strongly suggest five to eight times that for the Maven.
- If in doubt, can your character kill the Guardian of the Hydra in a scoured map inside 20 seconds? If so, you are fine on DPS. More, however, definitely helps.
- No realistic defence will allow you to survive Evacuate the Dancefloor, or a failed Memory Game, or an Uber Laser.
- Maven has two slams, Slap and Yeet Balls Of Fire. Both are survivable but only by tankier than average characters.
- Resilience against freeze helps survive mistakes on Cascade Of Pain.



# Phase Order

- 1 - Fight the Maven alone, no complications
- Transition – Evacuate The Dancefloor
- 2 - Fight the Nucleus and its minions while dodging vortexes from part 1
- Transition – Lesser Memory Game
- 3 - Fight the Maven alone. Nucleus gains Uber Laser (easy to dodge and incredibly obvious)
- Transition – Evacuate The Dancefloor
- 4 - Fight the Nucleus & minions while dodging vortexes from part 3
- Transition – Memory Game
- 5 and 6 – Maven, Evacuate Dancefloor, Nucleus
- Hard Transition – Uber Memory Game
- 7 - Final Phase – Maven With Coils. Maven gains Yeet Balls Of Fire (which makes the fight easier as it is weaker than her other skills). If this phase drags on long, Uber Memory Game repeats.

# Evacuate The Dancefloor

- This one is simple but important.
- To end phases 1, 3 and 5, you knock Maven to 0hp which causes her to flee and the Nucleus to slowly move to the centre.
- When the Nucleus appears it casts Evacuate The Dancefloor.
- Get off the dancefloor.
- There will be two platforms you can stand on.
- Do not try to tank this. Seriously, do not.
- Feel free to use all Flame Dash charges here, you will get them back before you need them.

## MavenBrainIonCannon

### Triggerable

DEALS 42571 TO 63857 COLD DAMAGE

DEALS 42571 TO 63857 LIGHTNING DAMAGE

YOUR HITS ALWAYS SHOCK

ALWAYS FREEZES ENEMIES

ENEMY BLOCK CHANCE REDUCED BY 1000% AGAINST  
THIS SKILL

ENEMIES HAVE 1000% REDUCED CHANCE TO DODGE  
HITS FROM THIS SKILL

DAMAGE HIT EFFECT INDEX [20]

IS AREA DAMAGE

MONSTER PENALTY AGAINST MINIONS DAMAGE +%

FINAL VS PLAYER MINIONS [-95]

SKILL CANNOT BE INTERRUPTED

SKILL CANNOT BE KNOCKED BACK

SKILL CANNOT BE STUNNED

# Nucleus Phases

- Let's get the simple one out of the way.
- These are simple unless you completely lost control of void zones.
- Nucleus spawns random map bosses. They use their regular attacks. These will have stats based upon a tier 17 scoured map (aka not scary)
- Fear the Forking River boss, Aberrath and other bosses with scary area control skills.
- There's a REALLY OBVIOUS laser that slowly rotates. You should try hard to avoid it. Even I can manage that.
- Phases end when Nukey hits 67%, 33% and 0. Be prepared for a Memory Game after.
- Encounter is VERY strike skill friendly as strikes are great at projecting their full damage to ~3 targets at a time.
- Nukey has a lot of HP.

# The Maven

- While fighting the Maven, the Nucleus spits projectiles into the arena. Some do chip damage that you should endure & heal from. Others matter more.
- One move causes three projectiles to spawn and home in on you. These projectiles accelerate. To the best of my knowledge, you cannot outrun them indefinitely. You must let them detonate.
- Upon contacting you, these explode leaving “bad crap on the ground”
- Key skills: Cascade of Pain, Laser Rake, Slap, Yeet Balls Of Fire



# A Cascade Of Pain

- Maven has a vocal cue. In the video of the fight you see here, I misplay this multiple times because I was blasting music, almost dying early. Don't play music.
- Cascade starts FAST after she begins the audio warning.
- When she announces Cascade, drop EVERYTHING and react.
- Correct reaction is to sidestep. Walk perpendicular to Maven's location. Not straight away from her. Moveskill an inferior option but does work (I do it too much, don't copy my mistakes)
- No shame in a logout if coil beams (Phase 7) checkmate you. Or Uber Laser, although that is less likely to.
- Void zones are bad as they slow you. Avoid dodging into them unless Cascade is nearly over. You'll learn this with practice.
- Projectiles are wider than you think.

MavenCannonColdProjectile

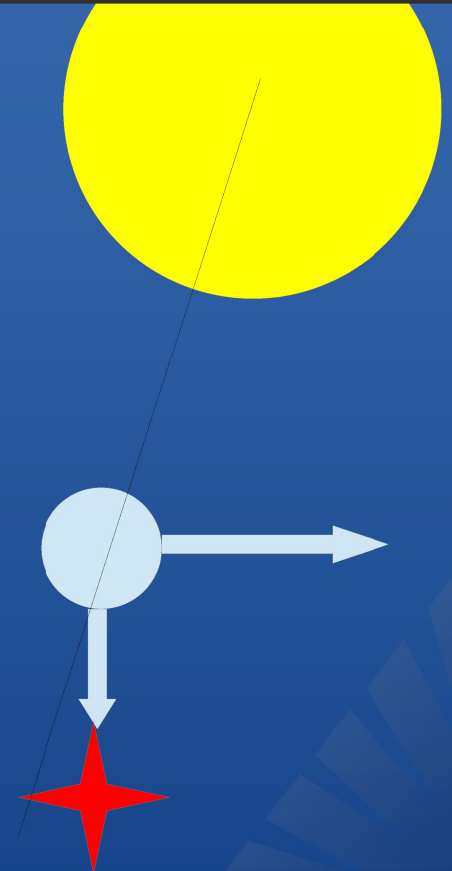
Spell, Projectile, SkillCanVolley, Triggerable

Critical Strike Chance: 5%

Cast Time: 1 Second

DEALS 3722 TO 5583 COLD DAMAGE

PROJECTILES PIERCE ALL TARGETS





# Laser Rake

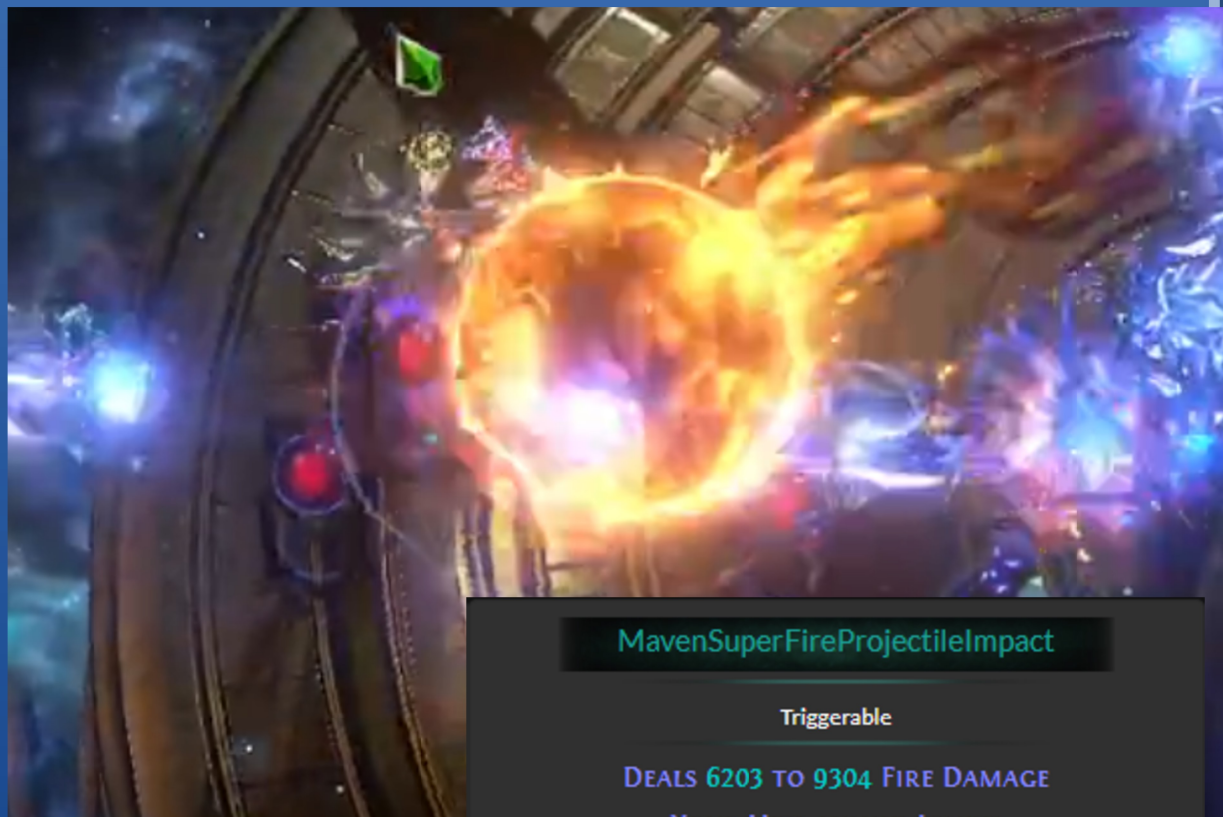
- Inflicts damage and nasty debuffs.
- This is usually easy to avoid but... it's also the lowest priority thing to dodge.
- Easier to see it in action than to explain its motion. But think a broken pair of kitchen tongs that don't quite meet in the middle.
- ALWAYS prioritize avoiding other skills.
- Does debuff. This isn't scary, just a warning for what comes later...
- Life flask helps here as the damage is easily endured but not zero.
- 12 second cooldown.





# Yeet Balls Of Fire

- This skill LOOKS terrifying. It's a great ball. Of fire. It's huge. It screams 'telegraphed oneshot'.
- It isn't. 75% fire resist and it merely hurts.
- Dodge if you can. Endure otherwise. Don't let it distract you so something scarier can kill you.
- Much worse if you have been hit by coil beams or laser rake. Much worse if you are in a void zone taking damage.



MavenSuperFireProjectileImpact

Triggerable

DEALS 6203 TO 9304 FIRE DAMAGE

YOUR HITS ALWAYS IGNITE

100% MORE DAMAGE WITH IGNITE

# Slap

- Believe this phase 3/5/7 exclusive.
- Looks like a oneshot in whole circle.
- It's not a oneshot. But it freezes.



## MavenCircleSlam

### Triggerable

DEALS 8741 TO 13111 PHYSICAL DAMAGE

YOUR HITS ALWAYS IGNITE

YOUR HITS ALWAYS SHOCK

100% OF PHYSICAL DAMAGE CONVERTED TO  
LIGHTNING DAMAGE

100% OF PHYSICAL DAMAGE CONVERTED TO COLD  
DAMAGE

100% OF PHYSICAL DAMAGE CONVERTED TO FIRE  
DAMAGE

ALWAYS FREEZES ENEMIES

ENEMY BLOCK CHANCE REDUCED BY 1000% AGAINST  
THIS SKILL

ENEMIES HAVE 1000% REDUCED CHANCE TO DODGE  
HITS FROM THIS SKILL

# Memory Game

- You cannot be told what the memory game is.
- You have to see it for yourself.
- Timed puzzle.
- Failing it (stepping onto the wrong tile) causes loss of a few seconds.
- If you lose your rhythm or forget it, LOG OUT then abuse grace.
- 3 the first time. 6 the second.
- 6 on the third as well... plus Coil Beams (the Uber Memory Game)

# Coil Beams

- These are deadly arena hazards. Phase 7 only (including transition into phase).
- Damage only tickles but...
- These nuke your passive life recovery from orbit for a LONG time. Flasks still work.
- If you get hit, STOP focusing on damage. Until the debuff expires, play Bullet Hell style gameplay – focus all of your energy into outmanouvering damage sources.
- Cascade of Pain is hard to manage while these are up. Better to dodge Cascade & take a tick from these.
- Absolutely monstrous mechanic for Righteous Fire builds.