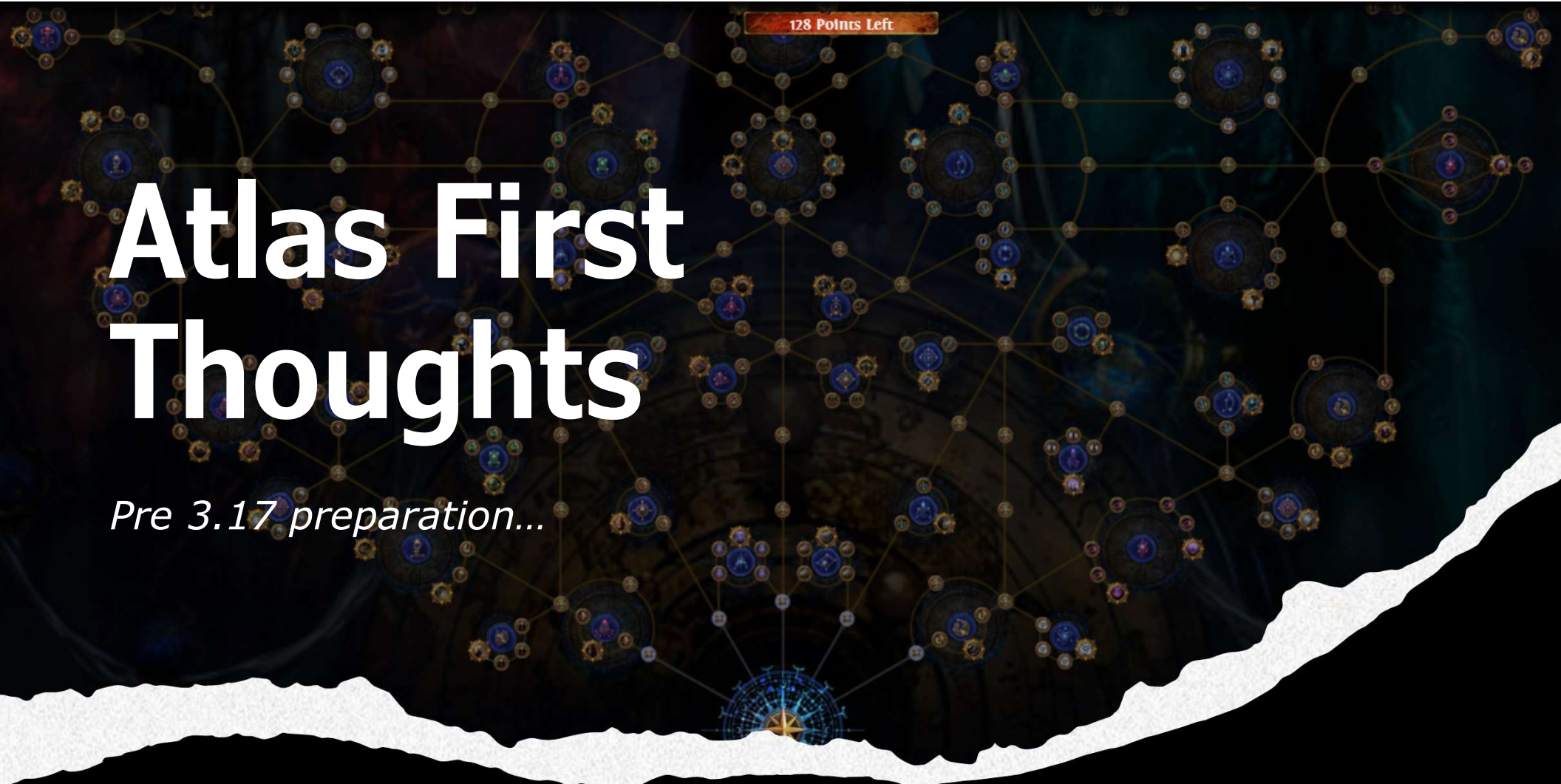


128 Points Left

Atlas First Thoughts

Pre 3.17 preparation...



Pathological

Maps found in Areas have 3% chance to have layers of Delirium

All Node Costs Are Equal... *but some nodes are more equal than others*

- There's a small number of nodes so good, that I don't believe choosing not to take them can be justified on any atlas setup.
- There's a larger number that are very very good – but not universal. Some are so good every bosskilling oriented character needs them but map clearers can skip, etc.



Pathological

Maps found in Areas have 3% chance to have layers of Delirium

The Best Node On The Whole Tree

- 3% doesn't sound like much
- Until it is. If you drop 3000 maps over the league, this applies 1-5 delirium orbs to 90 of them.
- Mandatory on all trees. Bosser, mapper, low tier farmer.
- I'd pay 15 points for this. It costs 5.

Spores on the Wind

Maps found in Areas have 3% chance to have an 'Area contains a Blight Encounter' Enchantment Modifier

The Must Take Nodes

- All mapping or bossing characters: Pathological
- All characters running T14+ maps (bosses or mappers): Synthesis and Shaper/Elder clusters
- All mappers: Sextant and Scarab clusters
- All bosses: Maven, Exarch, Eater clusters
- Recommended for mappers: Spores On The Wind
- Oh how convenient, these are all near each other.

Subtle Manipulations

Map Device has 10% chance not to consume Scarabs

Le Scarabs Have Arrived

- The Scarab cluster is so good I'd pay 12 points for it
- It costs 5. Small nodes are great too.
- Take it

Supplication

Areas contain an additional Shrine

**The 'I don't
know if it is a
Must Take Node'**

- Shrines add monsters to maps usually
- Enough to justify taking this?
- I'm honestly not sure. I think the answer is yes and will take this early.

**Respeccing:
1 Orb of
Unmaking
costs 2 Orb of
Regret
(Kirac vendor
exchange)**

**So experiment.
But still take all
the S tier nodes.**

ORB OF REGRET

STACK SIZE: 40

GRANTS A PASSIVE SKILL REFUND POINT

RIGHT CLICK ON THIS ITEM TO USE IT.

SHIFT CLICK TO UNSTACK.



Shaping the Mountains

Unique Map Bosses have 10% chance to add a free random craft to your Map drop
Maps dropped in Areas have 15% chance to be 1 tier higher

The Early Game Greats

- There are nodes that add +tiers to map drops
- VERY good early, you might respect out later.
- So is anything (including travel nodes) with a % chance to drop an adjacent map on bosskill. Helps with filling Atlas holes.
- Kirac missions also help with the holes. Great early.

Amplified Energies

Essences found in Areas are a tier higher

Essence

- Excellent early and in SSF
- Consider respeccing out later but it's fine to keep

Artefacts of the Vaal

Areas have 3% chance to grant an additional Alva Mission on Completion

Incursion Architects in Areas have a 60% chance to drop an additional Rare Incursion Item

Master Missions

- Two types of nodes
- Mission replenish (good early)
- Mission boosts (good late)
- Take replenish nodes early for your favorite Master(s)
- Respec into boosts when you have 20+ missions saved

Strongbox

- Excellent early & SSF
- Tamper-Proof great for early six links
- Secret Operations (Scarab Box) requires testing. May be S tier.

Tamper-Proof

Strongboxes in Areas are Corrupted
Strongboxes in Areas are at least Rare



Harbinger

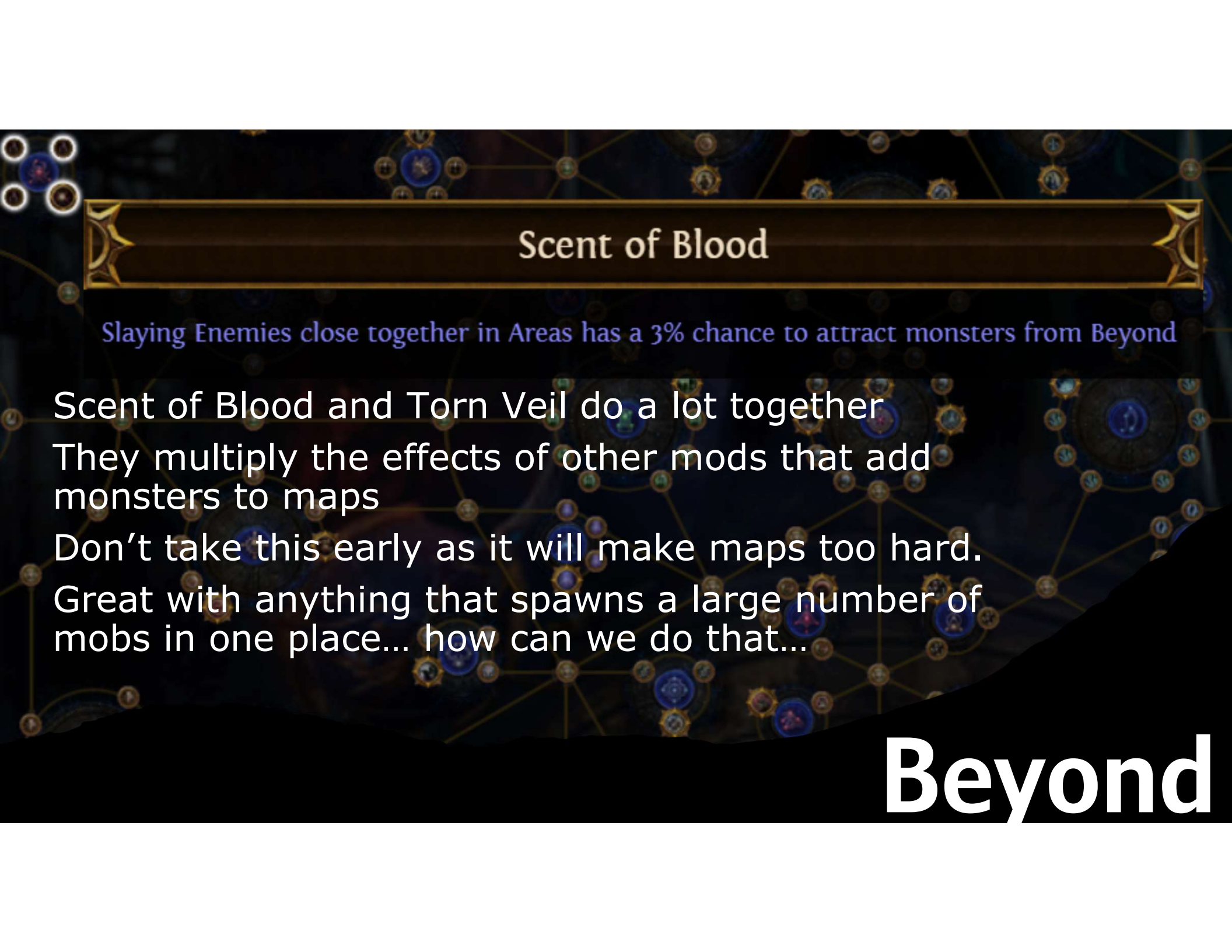
- Just as good early game as 3.16 but with less top-end scaling (Auspicious Stones gone)
- Run it only if you enjoy it.
- Does work well with Beyond when we get to that.



Late Game Powerhouses

- Some things are hard to use early
- But very, very good late, when your character is powerful enough to obliterate screens at once.





Scent of Blood

Slaying Enemies close together in Areas has a 3% chance to attract monsters from Beyond

Scent of Blood and Torn Veil do a lot together

They multiply the effects of other mods that add monsters to maps

Don't take this early as it will make maps too hard.

Great with anything that spawns a large number of mobs in one place... how can we do that...

Beyond

Abyss, Blight and Legion

- For Abyss, I'm talking Abyssal Army (more monsters and XP from abysses), not the Abyssal Depths and Lich nodes (which are OK but not uber, take them if Abyss is fun for you).
- All of these work REALLY WELL with Beyond.
- All of them work even better with scarabs that allow a razor-focus on one type of content.
- Abyssal Army, Torn Veil, Scent of Blood and Gilded Abyss Scarabs is quite a combo.
- SSF players can't sustain scarabs. Spec into Beyond and keep it. Spec Abyss when you have 10 Abyss Scarabs saved then unspec Abyss and do the same for Legion and Blight.
- Trade players, spec Beyond + your favorite from the other three, and sustain scarabs by trading.



Poor Breach

- In theory, same strategy works but...
- The breach nodes just look weaker in comparison.
- If you love Breach spec it and Beyond anyway, just expect that you'd do slightly better running Abyss, Blight or Legion in its place

Expedition

- Expedition still has solid support on the tree
- Were the best nodes in 3.16 and seem just as good now
- Also Rog will be better in 3.17 (not due to buffs, due to uninfluenced well-rolled items being better)

Distinguished Demolitionist

35% increased Explosive Radius in Areas
20% increased number of Explosives in Areas



Remnants of the Past

Unique Bosses have +2% chance to drop an Elder Guardian Map (Tier 14+)

Unique Bosses have +2% chance to drop a Shaper Guardian Map (Tier 14+)

Bosskillers And Mappers, Together At Last!

Shaper and Elder maps come from this cluster at the very top. Mappers will gain the most from it but bosskillers will want it too. Everyone should take every node in this cluster. If you can't beat Guardian maps – sell them in bulk to someone who can.

The Synthesis cluster is equally good and is a must-take.

Side Content

Casing the Joint

Smuggler's Caches in Areas have 100% increased chance to drop Blueprints
Blueprints that drop in Areas have 10% chance to be fully Revealed

- Heist has GREAT support on the tree. Even if you don't like Heist, consider grabbing the Heist nodes to have more blueprints and coins to sell. Every Casing the Joint proc in a higher tier map is a free exalt.
- Harvest is still incredible
- Metamorph doesn't look strong. Dip into this only if you are able to source cheap Metamorph scarabs or love Metamorph
- Unique Maps – not as good as you think. +2 level gives little XP.
- Vaal Side Areas – This is economy based in trade. I think C tier.



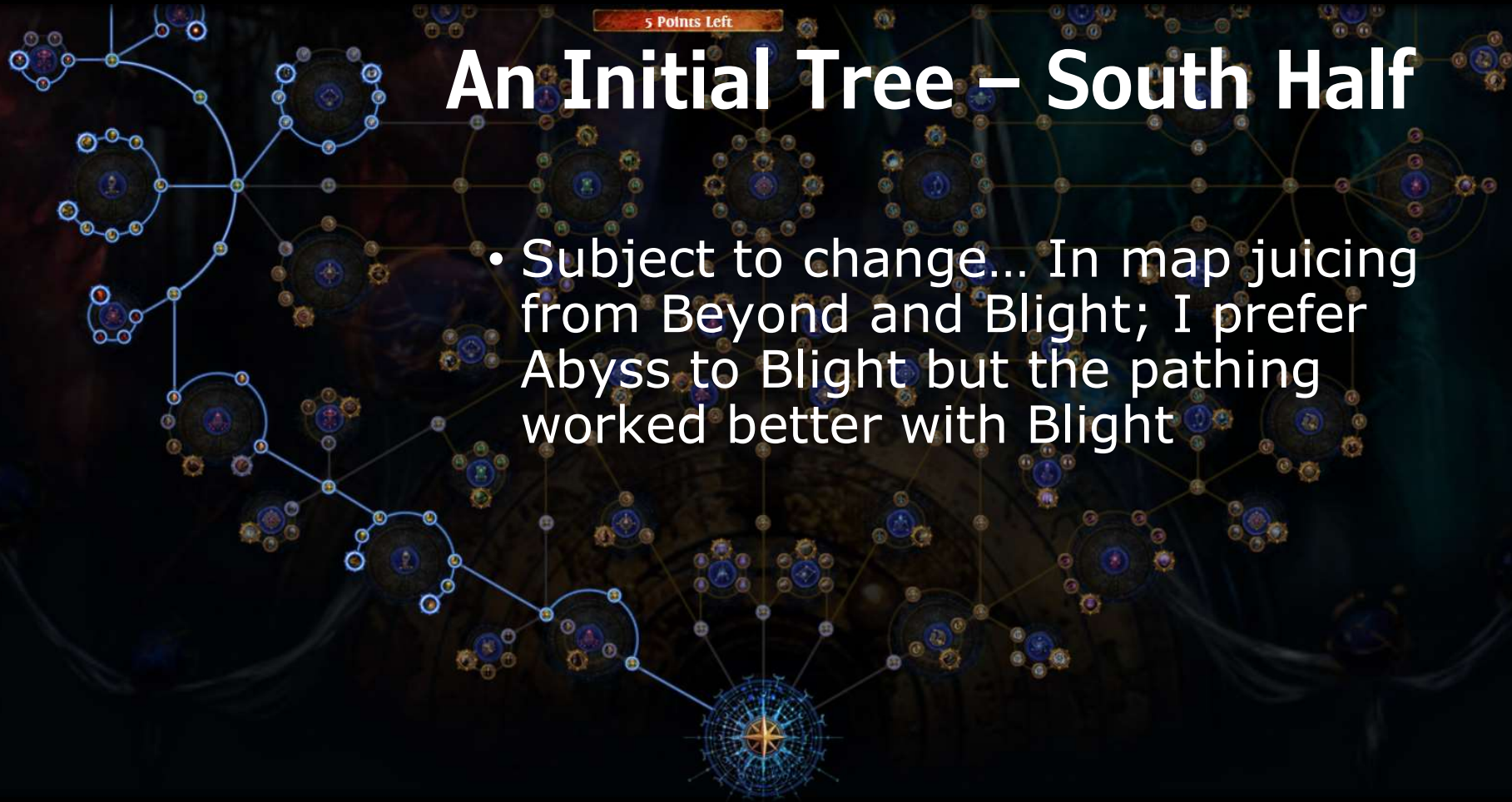
So you REALLY hate bosses?

- If you have a specialist bosskiller meet the best nodes on your Atlas
- The area near the top contains the Maven, Sirius, Searing Exarch and Eater of Worlds nodes
- Allocate them all

5 Points Left

An Initial Tree – South Half

- Subject to change... In map juicing from Beyond and Blight; I prefer Abyss to Blight but the pathing worked better with Blight





Link to initial tree

- tinyurl.com/2nkb5knj
- **No promises this is optimized! Will need to reassess.**
- **This is oriented to fast T14-16 mapping and light bossing (Shaper/Elder and down)**