
Ideas for New Atlas Passives

*Some thoughts after a month of
the new Atlas*

What makes a great passive?

Some passives are so powerful you feel compelled to take them.

Others feel much more discretionary.

The best ones are the ones that change maps in interesting ways, while having a power level that makes them fine to take OR fine to skip.

Two types of terrible nodes exist:

- the ones you feel compelled to spec in and out of constantly. "Spec this wheel to roll and itemize sextants, then unspec it".
- the nodes so powerful or weak that the choice is already made for you.





Splintericide

A simple node some players will absolutely love

“Breach and Legion splinters have a 5% chance to be replaced by 20 of that splinter, and a 95% chance to not drop”

This is deceptively powerful as it saves a lot of clicks in Breach and Legion encounters.



Shaper and Elder Boss Nodes

Two power nodes, one interesting

These are just power

Gaze into the Abyss

Map Bosses have 1% chance to drop an Elder Guardian Map (Tier 14+)
The Elder has +10% chance to drop a Watcher's Eye
The Shaper drops 3 additional Shaper Items

Remnants of the Past

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

*This one is more interesting.
Risk and reward in one.*

Guardian's Aid

Map Bosses have 1% chance to drop a Shaper Guardian Map (Tier 14+)
Shaper and Elder Guardians are healed and joined by an ally on first reaching 33% Life
Allies have a chance to drop their Fragments

(Shaper Guardians are Guardian of the Chimera, Guardian of the Minotaur, Guardian of the Hydra and Guardian of the Phoenix)

(Elder Guardians are The Enslaver, The Eradicator, The Constrictor and The Purifier)

What about discretionary nodes behind these?

Idea 1: The Shaper drops an additional Shaper influenced unique item. Drawback: The Shaper has 70% more HP and 20% more action speed.

Idea 2: The Shaper has a 60% chance to drop a well-rolled rare with an elevated Shaper mod. Drawback: The Shaper has 70% more HP and fires 2 additional projectiles.

Idea 3: The Shaper has a 15% chance to drop a well-rolled item with Shaper influence and an unusual base. Drawback: The Shaper has 70% more HP, recovers 500% more life during Oubliette and summons one additional clone. (Unusual Bases include Stygian Vise, Ritual bases, Ward bases, Heist Experimented bases & Sacrificial Garb)

Would you take one after mastering the Shaper fight? Quite possibly.

Would you take all three at once? Probably not, unless you are looking for a challenge. Benefits stack linearly, danger stacks multiplicatively.

Or on the Elder side...

*Idea 1: The Elder drops an additional Elder influenced unique item with ilvl at least 86.
Drawback: Madness Propagators spawn 150% faster, and The Elder has 30% damage reduction while Unstable or while in the presence of the Shaper.*

*Idea 2: The Elder has a 60% chance to drop a well-rolled rare with an elevated Elder mod.
Drawback: The Elder has Onslaught at all times, and 30% damage reduction while Unstable or while in the presence of the Shaper.*

Idea 3: The Elder has a 15% chance to drop a well-rolled item with Elder influence and an unusual base. Drawback: The Elder cannot be damaged if it has lost more than 15% of its life recently and has 30% damage reduction while Unstable or in the presence of the Shaper. (Unusual Bases include Stygian Vise, Ritual bases, Ward bases, Heist Experimented bases & Sacrificial Garb)

Again, linear increases in reward, multiplicative scaling of danger. Doing Uber Elder with all three is mostly for bragging rights, not something many players will farm.

Pathological Rework

Current

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

I love this node's power but it gives access to content that's wildly different in difficulty from what you are running.

New

Maps found in areas while not Delirious have 4% chance to have one layer of Delirium and 2% to have two layers.

Maps found in areas while Delirious have 3% chance to have three layers of Delirium, 2% to have four layers and 1% to have five layers.

You could expand boss nodes to Conquerors...

Right now there's no risk/reward nodes.

Just pure reward nodes that have an opportunity cost.

What about something like "Players in Conqueror Arenas are always at least 60% delirious. Conqueror Delirium abilities are channelled through their Projections (preventing them freezing the Conqueror). Conquerors have X% chance to drop a corrupted rare Shaper or Elder Guardian Map with 8 mods and 3 delirium layers"

Casing The Joint Rework

Current

Smuggler's Caches in areas have 100% increased chance to drop Blueprints

Blueprints dropped in areas are 10% to be fully revealed

Another powerful node. But the chance to proc is very low in practice as blueprints are rare. This makes the node feel quite bad as you can have it do nothing for 200 maps.

New

Keep the blueprint drop increase.

“Blueprints dropped in areas are X% to be fully revealed, corrupted, and rare with 8 mods.

Blueprints dropped in areas are Y% to be partially unveiled, corrupted and rare.

Partially Unveiled blueprints have all but one wing unlocked, and half of all reward rooms unlocked.

X+Y could be as high as 40% here.