



Top Maps of  
3.17

MY PICKS

17/17



# Eight Meta Maps

- ♦ Tower
- ♦ Coves
- ♦ Cemetery
- ♦ Dunes
- ♦ City Square
- ♦ Mesa
- ♦ Promenade
- ♦ Ashen Wood

# The Importance Of Predictability



- With the Eater and Exarch influences, you can constrain the Altar choices by strategic timing of when you kill the map boss
- Example, for Expedition, killing the map boss first is optimal, as after the boss is slain all altars have a player-affecting mod, and only those mods affect Expedition loot.
- Other strategies may want to do the boss last, to maximize Eldritch currency drops (from altars that juice the boss).
- Predictable boss locations give you agency here.



# Tower

- Good div card (The Nurse)
- Did lose an important div card (Wretched) from 3.16. But what remains is fine.
- Straightforward layout, corners for tactical use.
- Bad for Breach, Legion due to corners.
- Boss always dead last & is awful.

# Coves

- Amazing layout
- Boss location hard to pinpoint, so bad for strategies that want to do the boss first or last
- Boss trivial.
- Few corners, but they are present so B tier for Breach, Legion.

# Cemetery

- Mixture of Tower and Coves in some ways.
- Great div card (Brother's Stash – rare, but quite a bit more common than any other 3+ exalt card)
- Boss easy (once you know the fight)
- Somewhat predictable layout. Less so than Tower, moreso than Coves.
- Few corners but not quite none.

# Dunes

- ♦ Same strengths as Coves
- ♦ Better for Breach/Legion
- ♦ More running around, which is generally a negative.
- ♦ Great for Deadeyes.

# City Square

- Boss always in same place and very close to the start.
- Boss very dangerous with some mods. Trio nature of the fight makes damage spikier, and burst damage from the Magma Orb can be off the charts. Go Mesa instead in HC, or when 97+.



# Mesa

- Boss always in same place and very close to the start.

# Promenade

- Tower-esque layout, very linear with only tiny backtracking – but minus the corners.
- Amazing divination cards (Patient, Dying Anguish, and maybe also The Warlord)
- Boss is completely trivial once you know what to expect

# Ashen Wood

- Can be Horized into. Average cost 4.2 horizon orbs
- Layout combines the open nature of Dunes with the compactness and unclear boss location of Coves
- Less running around than Dunes and boss is trivial.
- Excellent with Beyond due to compactness.

# Divination Cards

- ♦ Tower – A (Nurse)
- ♦ Cemetery – A (Brother's Stash)
- ♦ Promenade – S (Patient, Dying Anguish)

# Breach/Legion

- Tower – C (many corners)
- Coves – B+ (few corners)
- Cemetery – A (almost no corners)
- Dunes – S (outstanding)
- City Square – A
- Mesa – B
- Promenade – B+ (more corners than it seems)
- Ashen Wood – B+

# Delirium Mirror

- ♦ Tower – S
- ♦ Coves – C
- ♦ Cemetery – B
- ♦ Dunes – A
- ♦ City Square – C
- ♦ Mesa – C
- ♦ Promenade – S
- ♦ Ashen Wood – B