

			<i>Tier</i>	<i>InFerNo_</i>	<i>Sieber</i>	<i>Cindy</i>	<i>Nick</i>	<i>Audio</i>
Arboreal Hideout		Terrace Map	14					
Backstreet Hideout	Sarn tileset	Arcade Map	7		x	x		
Baleful Hideout	The Chamber of Sins tileset	The Chamber of Sins Level 2	Act 7		x	x		
Battle-scarred Hideout	Barracks tileset	Promenade Map	8		x	x		
Brutal Hideout		Tower Map	15					
Cartographer's Hideout		The Templar Laboratory			x	x		
Coastal Hideout	Coast tileset	Atoll Map	1		x	x		
Coral Hideout		The Cavern of Anger	Act 6		x			
Desert Hideout	Desert tileset	The Oasis	Act 9		x			
Enlightened Hideout	Library tileset	Academy Map	6		x	x		
Excavated Hideout		The Crystal Veins	Act 4		x	x		
Glacial Hideout		Iceberg Map	2					
Immaculate Hideout	Solaris tileset	Ivory Temple Map	12		x	x		
Lush Hideout	Forest tileset	The Dread Thicket	Act 2		x	x		
Luxurious Hideout		The Bath House	Act 8		x	x		
Overgrown Hideout		Orchard Map	8					
Robber's Trench Hideout		Dig Map	13					
Skeletal Hideout		The Ossuary	Act 10		x	x		
Stately Hideout		Oriath Square, The Ruined Square	Act 5		x	x		
Sunken Hideout		Sunken City Map	14					
Undercity Hideout		The Sewers	Act 3		x	x		
Unearthed Hideout	Graveyard tileset	Graveyard Map	3		x	x		

Beach Map	1	2	Based on: Hailrake (medicine chest quest)
Dungeon Map	1	4	Based on: Brutus, Lord Incarcerator
Graveyard Map	1	3	Triple skelly bosses based on: Chatters, Skeleton Archmage, Ironpoint the Forsaken
Lookout Map	1	2	Based on: Plaguewing/Kitava's Herald @ A10 Cathedral Rooftop
Alleyways Map	2	?	Calderus Rock Golem
Arid Lake Map	2		3 nest breaking = enraged rhoa on steroids
Desert Map	2	2	Based on that wind quest from act9
Flooded Mine Map	2	3	Eroding one (stone golem)
Marshes Map	2	3	Based on: Barkhul
Pen Map	2	2	Houndmaster boss (2 stages)
Arcade Map	3	1	Double boss; based on: Voltaxic Seal, Infernal Seal
Burial Chambers Map	3		Stupid double zone, based on alira
Cage Map	3	2	Based on Oriath Enforcer @ Control Blocks
Cells Map	3	4	Based on fire rain witch act1
Excavation Map	3	1	Double boss (spectral throw dog + bat)
Iceberg Map	3	3	Based on: Mutewind/Cold Warband
Leyline Map	3		Based on Nightwane
Peninsula Map	3	2	Titan of the grove (rock golem)
Port Map	3		Unraveling Horror
Springs Map	3	3	Based on Oak
Canyon Map	4	5	Double boss (enraging dog/bird)
Chateau Map	4	3	Based on Perpetus (bear traps)
City Square Map	4	3	Tiple boss
Courthouse Map	4	3	Triple boss
Gorge Map	4	3	Giant Jumpy Goat
Grotto Map	4	3	Void Anomaly (chaos golem)
Lighthouse Map	4		Redblade warband
Relic Chambers Map	4	3	Undead Bisshop (pas op voor dat zwarte nova aanval)
Strand Map	4	3	2 bosses, een gebaseerd op die unique in de crossroads (als ge van WP naar chamber of sin gaat) en een gebaseer op kraityn
Volcano Map	4		Totem boss
Ancient City Map	5	4	Based on Spinecrack (Lunaris unique mob)
Barrows Map	5	3	Based on White Beast Bear
Channel Map	5		Stupid OP dropdown megabird
Conservatory Map	5	3	Based on Hector Titucius
Haunted Mansion Map	5	3	Barthol Pure / Barthol Corruptor
Ivory Temple Map	5	3	Based on perandus chest guardian (without coins)
Maze Map	5	4	Based on Vaal Oversoul
Spider Lair Map	5	3	Lightning spitting spider
Sulphur Vents Map	5		Based on Basilisk
Toxic Sewer Map	5	3	Spider
Doryan's Machinarium	5		
Academy Map	6		Knowledge dude (curses, wervelwindjes en gooit boekjes)
Ashen Wood Map	6		Lord of ashen (bandit bow)
Atoll Map	6	3	Totem
Cemetery Map	6	3	Bear based on pantheon bear
Fields Map	6	2	Based on Greust
Jungle Valley Map	6		Another spider
Mausoleum Map	6		Based on Tolman zombie Ankh fight
Phantasmagoria Map	6	3	Doedre triple curse cirkels
Thicket Map	6	3	Primal One (pissed off gorilla)
Underground Sea Map	6	2	Based on Merveil
Wharf Map	6	2	Lightning golem
Maelstom of Chaos	6		Merveil (eazy peazy)
Hallowed Ground	6		Kill 4 subbosses first, then main boss in center
Arachnid Nest Map	7	4	Poison Spider (CHAOS DMG++)
Bazaar Map	7		Pissed off stenen beeld (map dropped stacked decks)
Bone Crypt Map	7	2	Necromancer
Coral Ruins Map	7	5	Based on Gemling Legionaires
Dunes Map	7	3	Based on hillock (chaos dmg)
Gardens Map	7	3	Sallazzang plumed chimera (spawns devourers)
Lava Chamber Map	7	3	Fire & Fury - Fire Sea Creature
Ramparts Map	7	3	Based on Captain Arteri (met unique guards)
Residence Map	7	4	Caliga lightning/fire traps

Tribunal Map	7	3	Shavronne lightning madness
Underground River Map	7		Dropbear on steroids
Pillars of Arun	7		Don't forget a "jumping" movement skill
Caer Blaidd	7		3 wolver in kleine ruimte
Olmec's Sanctum	7		4 subbosses (fire/cold/lightning/chaos) -> endboss + subbosses
Armoury Map	8		Based on general gravicus (fire ballz)
Courtyard Map	8		3 blackguard bosses
Geode Map	8	3	Chaos golem
Infested Valley Map	8		Boss gebaseerd op Poison Wormen Pantheon boss (CHAOS DMG++)
Laboratory Map	8		4 portals in de maphoeken, oppassen bij openen 5e portal, riftwalker portalboss (high dmg)
Mineral Pools Map	8		Merveil both phases
Mud Geyser Map	8		Devourer (tunneltrap) (geen aparte zone, dus pas op)
Overgrown Ruin Map	8	3	Maligaro met 3 fases (per 25% health kwijt)
Shore Map	8	3	Pirate Belcer (raging spirits + ghost)
Tropical Island Map	8		Enraged ape dude
Vaal Pyramid Map	8	4	Triple boss (based on atziri 2nd bossgroup? DMG++)
Vinktar Square	8		
Vaults of Atziri	8		Boring >_>
Mao Kun	8		F1: clear map (EZ), F2: ghost kill = chest show = fairgraves spectral throw (DMG+), F3: chests op = fairgraves SRS (DMG++)
Arena Map	9		3 arena bosses (met elk 3 fases, YAY)
Estuary Map	9		Projectile mage + fire/ice golems
Moon Temple Map	9		Moon Orb boss (ice arrows)
Museum Map	9	4	
Plateau Map	9		Double totem (easy)
Scriptorium Map	9		Shavronne (viel precies mee qua dmg, grote area)
Sepulchre Map	9		Doedre the defiler (T9 met lange gang met curse totems), dmg++
Temple Map	9		Sun Orb Boss
Tower Map	9		Shavronne/Brutus Lightning Nightmare
Vault Map	9		Rock golem (elke minion dat ie summoned = 1 treasure pile minder)
Waste Pool Map	9		Doedre act 8 in riool
Poorjoy's Asylum	9		
The Putrid Cloister	9		
The Twilight Temple	9		Lunaris vs Solaris, kan maar 1 poort openen naar één vd 2 endbosses
Arachnid Tomb Map	10		Grote boze spin
Belfry Map	10		Kitava Act 5
Bog Map	10		Rhoa (enrages when nests broken)
Cursed Crypt Map	10		Bishop of agony
Orchard Map	10		Izaro spirit bomber
Pier Map	10		3 phased laby trap dude
Precinct Map	10		1-6 random srsly pissed off Rogue Exiles
Shipyards Map	10		Binerot warband @ docks map
Siege Map	10		Based on tukohama god
Wasteland Map	10		Birttle emperor
The Cowards Trial	10		Waves enemies
Colonnade Map	11		
Coves Map	11		Double boss (pirate and golem?)
Factory Map	11		
Lair Map	11		
Mesa Map	11		Oak
Pit Map	11		Daresso's dream area + pre-boss
Primordial Pool Map	11		
Promenade Map	11		Blackguard Tempest + Blackguard Avenger
Spider Forest Map	11		Based on alira (pas op voor corpse explosion)
Waterways Map	11		Ice elemental
Hall of Grandmasters	11		
Castle Ruins Map	12		Based on kraityn bandit
Crystal Ore Map	12		
Defiled Cathedral Map	12		
Necropolis Map	12		
Overgrown Shrine Map	12		
Racecourse Map	12		
Summit Map	12		Abbarath fire goat
Torture Chamber Map	12		Shock and horror laser beam
Villa Map	12		Dominus

Death and Taxes	12		
Oba's Cursed Trove	12		
Arsenal Map	13		Steel Soul (animated weapon)
Caldera Map	13		
Core Map	13		
Desert Spring Map	13		
Ghetto Map	13		
Malformation Map	13		
Park Map	13		Based on fellshrine ruins statue + beacons + consecrated ground
Shrine Map	13		
Terrace Map	13		Based on Yogul (cold/phys)
Acid Lakes Map	14		
Colosseum Map	14		Based on Daresso
Crimson Temple Map	14		
Dark Forest Map	14		
Dig Map	14		
Palace Map	14		
Plaza Map	14		
Basilica Map	15		
Carcass Map	15		
Lava Lake Map	15		
Reef Map	15		
Sunken City Map	15		
Forge of the Phoenix Map	16		
Lair of the Hydra Map	16		
Maze of the Minotaur Map	16		
Pit of the Chimera Map	16		
Vaal Temple Map	16		