

BALANCE PATCH 2

BALANCE PATCH (reload the app once to install)

Hey everyone! After monitoring the meta for a few days, it's time to give some love to a few underperforming specs.

Lightning — new gear & stronger shock

- Stormbreaker Blade — Attacks apply Shock and hit harder the more Shock is stacked.
- Conductor's Plate — Lightning damage vs Shocked enemies scales with Shock stacks.
- Voltaic Gauntlets — Critical hits apply Shock and deal bonus Lightning damage.
- Shock scaling — Shock procs and end-of-turn ticks now scale properly with Spell Power and Lightning Mastery (same philosophy as Burn/Frost DoTs).

Poison — new gear & stronger venom

- Miasma Crown — Attacks apply Poison and deal bonus Poison damage per stack.
- Plagueheart Carapace — Poison damage vs poisoned enemies scales with Poison stacks.
- Bile-Tipped Gauntlets — Critical hits apply Poison and deal bonus Poison damage.
- Poison ramp — Poison ramp has been smoothed out so stacking feels much stronger throughout longer fights.

More specs are getting love soon. Keep the feedback coming!

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