

DEPTH BALANCE HOTFIX

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The last scaling pass fixed the “free climb to D4500” problem, but it overshot — D4000+ players were getting one-shot on normal runs at their own depth, even with full endgame gear. That’s not the goal. Pushing past your gear should hurt. Farming at your depth should feel fair. This hotfix splits how enemy damage scales vs enemy HP:

- Enemies still get tanky deep (HP/DEF curve unchanged — pushing ahead of your gear is still a wall)
- Enemy attack now scales more gently so farm-depth gear can actually tank hits again

Balance

- Enemy attack uses a softer loot-budget curve — damage exponent 1.05 instead of matching the steep HP curve (up to 1.36)
- Attack multiplier frozen at 3× after D500 — removed the extra ramp toward 3.5×/6× that was causing one-shots
- D1-500 unchanged — early game still plays the same

What you should feel:

- D4000+ normal runs — ~3 clean hits to die instead of instant one-shots (proc/leech builds have room to play)
- Pushing +500 depth on stale gear — still rough; enemy HP scaling didn’t get touched

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