

HOTFIX 11

HOTFIXES LIVE (reload the app once to install)

This patch fixes achievement tracking issues, improves arena matchmaking fairness, and upgrades the Equipped tab UI.

Achievements

- Epic Ensemble fixed — now counts epic+ gear correctly instead of only exact epic
- Set achievement sync improved — medals now refresh properly after load, equipment changes, debug grants, and opening the achievements screen
- Lifedrinker fixed — all real healing gained in combat now counts toward progress
- Endgame medal progression extended — early tiers stay the same, but late-game players now have much longer ladders to climb
- Claimed medal tracks now still show your total value instead of hiding it after completion

Arena

- Matchmaking now considers both MMR and power
- Fights should stay much fairer at the same rank instead of pairing huge power gaps too often
- If the queue is thin, matchmaking still relaxes the power filter in later passes so you can find opponents

Equipped Tab / Profile

- Equipped tab center panel reworked
- Added 4 circular progress trackers for Legendary collection, Mythic collection, Prismatic unlocks, and total medals
- Added build name, power, and max depth to the middle panel
- Added the loadout switcher to the top of the Equipped tab

Build Colors

- Spec names now use combat-style colors across the UI
- White fallback is used when no build theme matches
- This now shows on profile, Equipped tab, and loadout cards

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