

HOTFIX 2

HOTFIX LIVE (JUST RELOAD THE APP ONCE TO INSTALL)

New

- Endgame scaling — D2500+ ramps enemy stats harder so late-game gear still matters.
- Weapon hits — Your strikes use softer enemy armor math now (~5% of Attack per hit at mid-depth instead of ~1%). DoTs and procs unchanged.
- Armor HP — Helm, shoulders, chest, and legs always roll +Health so armor isn't dead weight. (And a headsup for you all who have little health right now: If you struggle after the patch try to farm lower depths till you have items with + health. The scaling is calculated with HP loot in mind.)
- Max dodge 35% → 15%
- Much steeper rating curve — big numbers on gear don't auto-max dodge anymore
- Frost Mastery freeze proc 40% → 15% cap per strike
- Same steep curve as dodge — mastery stacks harder to convert into freeze chance (Deep Freeze legendary still has its own separate proc roll)

Fixes

- Barrier — Capped at 100% max HP. Divine Light only converts actual HP healed (no overheal barrier loops).
- Ice Armor — Barrier now correctly applies to you on freeze, with a combat log line (Ice Armor grants X Barrier).
- Freeze cap — Enemies break free after 4 frozen turns, then get 2 turns of immunity. Deep depths also shorten freeze duration (Absolute Zero still strong, just not infinite lock).
- Defense soft cap — Very high DEF still mitigates, but with diminishing returns above ~10k.
- Off Hand filter — Missing from inventory slot filters; it's there now.

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