

HOTFIX 6

HOTFIX LIVE (just reload the app once to install)

Fixes

- Legendary armor HP fix — helmet, shoulders, chest, and legs now correctly respect the armor HP rule. They keep their full built-in affixes and also get +Health on top.
- Old legendary armor corrected — existing chase armor on those slots that was missing +Health is now fixed on load after reload.
- Drop depth shown again — item cards now display the depth an item dropped at in loot reveal, compare, and item detail screens.

Balance

- Enemy damage retuned — after the armor HP fix, enemies now ramp their damage back up smoothly from early game to depth 50 instead of using the old flat tuning - The enemies hit now after depth 50 with +300%
- Early game protected — the enemy damage increase now scales gradually from depth 1 to 50, so beginners don't get hit by the full late-game multiplier immediately.

Revision #2

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