

UPDATE 3

New patch live (reload the app once to install)

- Fixed Crit Damage on the profile: Assassin Gloves (PRECISION) now correctly shows 350% instead of the gear cap of 300%. (in combat was already correct - just visual fix)
- Inventory sort: Quality + Name
- Reforging an affix keeps the item's Power at the pre-reforge value
- Salvaging / syncing could wipe prismatic foil unlocks from your collection (item discovery was fine — only the foil) - its fixed now and affected players should see their prismatic again

Combat Fixes & Balance

- Freeze works in Duels again — Arena was applying dungeon depth freeze resist and snapshotting Freeze so it expired before it could skip a turn. Duels no longer use depth freeze resist; Freeze skips the next round (not the same-round reply).
- Deep Freeze logs Freeze — shows Enemy Frozen / You are Frozen, not only Ice Armor.
- Shatter echoes hit for real — Arcane Echo / Shadow Echo / Overload multi-hits no longer drop after the first Shatter.
- Shatter Strike vs Shatter — mastery Shatter no longer eats Freeze before Shatter Strike / Ice Lance on the same swing.
- Proc order — legendaries follow stable slot order; Spell Surge / Blood Magic always run before damage procs (Miasma → Bile stacks, same-attack SP applies).

Frost *Freeze mastery cap 9% → 6%, steeper mastery curve

- Shatter base lowered; Shatter damage scale 0.70x
- Ice Lance 40% → 28% Attack Power
- Break free after 2 frozen skips (was 3); immunity 3 turns (was 2)
- Ice Armor / Frozen Wall barrier 3% → 2.5% max HP

Lightning

- Lightning proc scale 0.70 → 0.64
- Shock stack bonus on procs 5% → 3.5% / stack
- Stormheart 3.5% → 2.5% / stack
- Voltaic Shocked bonus 7% → 5%

General

- Spell Surge 2% → 2.5% Spell Power per stack
- Poison proc scale 0.85 → 0.95

Quick additional Patch:

- Ignite fixed — Burn ticks can critically strike again (uses your Crit Chance / Crit Damage). Detonate does not crit.
 - Detonate retuned — Boom every 4 Burn ticks (was 3) for 2× the current tick (was 4×).
 - Burn heat UI — Heat shows on the Burn debuff icon (1–3), and the combat log notes Burn heat (n/4) / Detonate.
 - Dust % gain perks now correctly work
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