

V1.0.6

MAJOR UPDATE 1.0.6 (please download the newest version from the app/playstore again - it can still take 5-10 minutes for the stores to show it) Hey looters! This patch brings a lot of asked features together which a much needed balance tuning. For the players who don't know it yet. I don't balance out of feelings or player feedback - i track every single dungeon run (almost 500k now) and watching the dmg distribution plus other stats like end of combat health, health regen etc. The current patch has two problems.

First the fotm bleed build was sadly really just too strong. Just with blood relic alone these build dominated pve and the arena. The problem wasn't only the dmg but also the always guranteed 100% heal after a bleed tick together with the shoulders. So while i am huge fan of buffing underused specs - when a build like this outperforms other specs by a mile a nerf need to happen. But i am also not a fan of just nerfing specs with number tunings. I gave bleed build 6 new legendary items with unique effects which also pushed bleed into a very attack power focussed build. I am looking forward how you will build it now. Additionally all health effects got tunings and are not health percentage based and not flat heals. No more top of heals which were also broken. Defenses are also now very much needed on each level.

The second thing i adresssed was difficulty in the midgame or in general the game felt too easy at certain points which was not intended. I implemented a system where your average gear score (the depth where the item dropped) is used to determin the difficulty of your depths. Imagine your build gear score averages 5.000. You should be able to farm quite easy in the 5.000 - 5.050 range but it's getting more and more difficult. Especially after 100+ depths based on your gear score you will hit walls now very heavy.

This is intentional. I don't wanna turn the game into a pure 'who can press the button faster' game. I want that build identity and finding the best gear should matter on each level.

It can also happen that the guys who pushed so far quite easily to need to go back quite a bit. But that's also intentionally - you just pushed before too easily to fast - but i also don't want someone rollbacked. No you need to catch up with actual gear needed

Additionally i also added now depth bosses every 100 depths which sometimes need you to change gear based on boss resistances. Having multiple strong loadouts should be the key moving forward - also in hindsight of the upcoming arena changes - more to that soon!

PS: If you see anything broken please let me know - i tested the patch with 20plus active real loadouts manually + a lot of simulations but you never know My message is too long so please find all the changes below:

DEPTH BOSSES

- Every 100 depths is a boss fight — stronger stats, dedicated boss UI
- First clear drops chase loot (mostly legendary, chance at mythic — higher mythic odds from D500+) *

From D100+: deterministic Boss Traits (Bleedproof, Poisonhide, Cinder Ward, Storm Ward, Frozen Core, Consecrated) — 85% resist on that channel

- Depth picker shows boss name, trait, claim status, and enemy preview

THEMES

- Dark & Light themes in Settings — pick your look, synced to your account

AUDIO

- Background music with multiple tracks (shuffles between them)
- Combat + UI sound effects across the app
- Music / Sound toggles in Settings

HUGE shoutout to

@[STYX]£¢ŁłP€£

who contributed the amazing tracks - i hope you like them as i did!

COLLECTION HUB

- Medals tab is now Collection — Legendary, Mythic, Prismatic, and Medals progress at a glance
- Tap a card for the full list / medal tracks
- Gear tab is Inventory-only — Equipped / Collection tabs removed (loadouts stay on Profile)

TARGETED PACKS

- New Craft shop tab — pick a slot, get 5 items all for that slot
- Costs more dust than standard packs — slot-focused farming

GEAR DEPTH

- Profile shows Gear Depth score — average drop depth of equipped gear
- Pushing far past Gear Depth score taxes enemies (frontier scaling) — upgrade gear to keep clearing comfortably

COMBAT & BALANCE

- Weapon Attack rebuilt — Attack Power counts fully; Spell Power contributes partially (early game feel preserved)

- Enemy defense hard-capped vs your weapon hits — autos stay meaningful at depth (legendary procs unchanged)
- Barrier capped at 60% max HP
- Holy Barrier mastery soft-capped
- Healing / Barrier / Life Steal / Bleed ticks mostly % of max HP — clearer, less snowball
- DIVINE LIGHT only converts Lay on Hands heals into Barrier (half restored HP, capped)
- 12 new legendaries!

BLEED — WOUND & TRADE

- AP-led melee kit — stack Bleed, then weapon hits get stronger / faster / hungrier the longer the wound stays open
- Refresh & deepen stacks mid-fight · Bleed ticks can crit hard · heal when the DoT lands
- Fantasy: carve them open, then win the trade while they bleed out

HOLY — WARD & OUTLAST

- Barrier rhythm — enter shielded, convert heals into wards, regenerate Barrier through the fight
- Barrier up = tankier · Barrier hit = heal back · all healing amplified
- Fantasy: sacred armor under pressure — not infinite shield, a loop of heal → ward → survive

(holy is also intended to use some of the items defensively on other specs)

ITEM UPGRADES

- Chase Upgrade now covers inventory copies — Upgrade Inventory salvages weaker bag dupes for dust
- Still upgrades across loadouts when eligible

QoL

- iPad / tablet layouts supported
- New app icon + splash screen

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