

Mechanics

WHAT ARE WEEKLY HUNTS

Weekly hunts are a separate timed event mode. Select the HUNT loadout to start from scratch - empty gear, empty inventory, 200 dust, and depth 1. Your main loadouts stay untouched.

THIS WEEK'S MODIFIER

The crypt is overrun - every foe is a spider! Spider bosses guard depths 50, 100, and 150. Lock your loadout, then up to 10 runs on Arachne - total damage ranks you. All hunters share her HP!

BUILD PHASE

You start with 200 dust. You get 200 HUNT runs to farm loot, craft, salvage, and build the strongest loadout you can before time runs out. Hunt dust and inventory only exist inside this event. Medal progress still counts toward your account. RAID dust/hr and free RAID packs do not apply in Hunt. Auto salvage stays off while Hunt is selected.

BOSS FIGHT

After all 200 runs are used, lock your loadout - no more gear changes. Then fight Arachne the Broodmother up to 10 times (10 rounds each). Your total damage across all attempts ranks you on the Hunt Board. Arachne the Broodmother shares one community HP pool - every hunter's damage chips away together. When the brood falls, bonus rewards unlock (details TBD).

LEADERBOARD & REWARDS

While Hunt is selected, the Board shows Boss DPS and Depth for this event. Depth updates as you play; Boss DPS appears after you fight the Hunt boss. When the event ends, everyone who fought the boss earns dust and limited Hunt titles that never return. Dust is awarded for your best placement only (not stacked across brackets). Top 25%, top 10, top 5, and the winner each unlock unique Hunt titles. The champion enters the permanent Hall of Fame.

LEAVING HUNT

Tap any other loadout (MAIN, #2, ...) to return to your normal gear, dust, and Arena. Arena stays disabled while HUNT is selected.

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