

Barrier (Status)

Temporary shield that absorbs damage before Health. Gained from Holy Legendaries (Sanctuary, Ironbound, Ice Armor). Some effects prevent Barrier from expiring.

Barrier absorbs damage before Health. Max Barrier = 60% max Health. Expires after 5 turns unless Unbreakable Mythic is equipped. Bulwark reduces incoming damage while Barrier is up. Crits do not affect Barrier.

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