

Patch 0.9.2 Speed Leveling

Important Changes

Campaign Changes

- Rune Prisons are randomly occurring encounters in the campaign and endgame, similar to shrines. Defeating Exiled Mages allows you to find new Experimental Affixes, which have unusual effects and are crafted in an unusual way. **WILL SEE IF REWARDS AND EXPERIMENTAL ARE GOOD OR NOT DURING LEVELING. I WORRY THAT THEY ARE TOO NICHE OR SCALE TOO LOW FOR EARLY TIERS.**
- Reworked phases 1 and 3 of the Lagon boss fight (both campaign and monolith versions). **WILL SEE IF IT'S FASTER OR NOT. BUT IT SHOULD MAKE SOME SKILLS MORE VIABLE FOR THAT FIGHT. IT MIGHT MAKE SOME THAT WERE HITTING A LOT LIKE VOLCANIC ORB WORSE.**

One-Shot Caches

- These exist in specific locations in campaign zones. The first time you open one on a character you get specific loot from it, but on subsequent occasions it'll just give you some weaker generic items. **GUARANTEED ITEMS IN THE CAMPAIGN, CAN ONLY BE GOOD. YOU CAN PLAN AROUND THEM, IT MAKES YOUR JOURNEY SMOOTHER.**

Runemaster

- New mastery!! **SINCE IT'S SPELL BASED, MAYBE INSANE NEW PASSIVE TREE NODES FOR GLACIER, ETC... ? NEW ABILITIES !!!**
- Rune that you combine to proc a unique spell. **WE WILL SEE HOW POWERFUL THEY ARE IN THE CAMPAIGN AND EARLY END GAME. THEY SHOULD BE OP EARLY ON AS YOU DON'T REALLY SCALE THEM OUTSIDE OF THE SKILL TREE.**

Class changes

- MAGE: Added new Base Mage Class Skill: Frost Claw. Unlocked at Level 12 as a Mage. **POTENTIAL NEW LEVELING SKILL???**
- Black Hole: lots of changes. **LATE UNLOCK BUT IDK IF THERE ARE ANY SECRET TECH**
- Lost Knowledge grants 1 ward per 10 current mana (from per 10 max mana) and can have 5 points allocated (from 10). **NERFED TO THE GROUND**
- Summon Volatile Zombie now gains a Damage over Time minion tag when you take the Vomit node. **MAKES VOMITING ZOMBIE EVEN BETTER. IT WAS A DECENT STRAT FOR CAMPAIGN, BUT ALWAYS FELT SHORT IN DAMAGE.**

End Game

- Improved layouts of most Monolith scenes, Reduced backtracking and Reduced sizes of many large monolith echoes. **FASTER PROGRESS**
- Increased the pack size of enemies in monolith echoes. **FASTER PROGRESS**
- Lost Caches. These spawn randomly in endgame, so you get the full loot from them every time you encounter them. They contain random related items. **MORE LOOT**

Other Changes

- Each point of Vitality now grants 6 health (from 10) and 1% necrotic and poison resistance instead of 2% increased health regeneration. **GOOD FOR CH9 AND MONOLITHS BUT LESS VALUE IF YOU ALREADY HAD GOOD ACCESS TO THOSE.**
- Added 21 new uniques. **NICE**