

Eastern Sun Resurrected v2.56

General

- Added the same overlay for the following skills: Dragon Talon, Reap Souls, Double Throw.
- Prime evils now take ~8 times more damage from players (to level the playing field between physical and elemental builds because crushing blow was not affected by this penalty). This affects superuniques in nihlathak domain level 2, act bosses and ubers.
- Life of act bosses and nihlathak domain lvl 2 superuniques has been increased to compensate.
- Ubers now have less defense rating.

Amazon

- **Cold Arrow** - Now secondary projectiles spawn an additional arrow for each enemy hit rather than at the end of the travel distance only, which also fixes a bug where secondary arrows weren't hitting enemies consistently. This should be a much better single target / medium sized pack killer now.

Assassin

- **Poison Stream** - Reduced poison weapon damage from 600% to 400%.

Druid

- **Call of the Wild** - Now grants 20% + 2% attack speed per level instead of the max breakpoint.

Necromancer

- The necromancer now has slightly better faster hit recovery frames (matches the amazon ones), which means he'll recover slightly faster from attacks.
- The necromancer now gains 6/4 hp/mana per level instead of 4/6 hp/mana per level.
- **Reap Souls** - No longer always hits enemies now. Attack rating bonus is properly displayed now. Doubled area of effect. Increased bonus physical damage from 50% + 20% per level to 100% + 30% per level. Increased duration from 5 seconds to 3 seconds + 0.4 seconds per level. Now provides life and mana on striking instead of on kill.
- **Undead Frenzy** - Now grants 20% + 2% attack speed per level instead of the max breakpoint.
- **Poison Weapon** - Reworked. Now converts all physical damage to poison and deals 500% weapon damage as poison damage per second.

Sorceress

- **Static Field** - Now can deal damage to enemies with less than 1% hp. Adjusted the life % damage for oskills (when the skill has no base points) from 4% to 20%. This skill deals significantly more damage now against prime evils due to the

prime evil damage reduction change. Reduced area of effect from $5 + 1$ per level to $8 + \frac{1}{2}$ per level.

Monsters

- **Komusune** - All varieties of this monster deal the right elemental damage type now instead of pure physical.
- Certain superuniques in nihlathak domain lvl 2 no longer have elemental absorb.

Items

- **Wren's Reinforced Tech Boots** - Increased the proc chance of all arrows from 2% to 3%.
- Adjusted the static field procs on all items. The chances are generally much lower to compensate for the damage buff.

Hirelings

- Mercenaries deal slightly less damage to bosses and prime evils now (to match the amount of damage players deal).