

Eastern Sun Resurrected 3.03

Assassin

- **Death Sentry** - Reduced corpse explosion damage from base damage + 1% per level to base damage + 1% per 2 levels. Corpse explosion now deals 100% fire damage and scales with fire mastery.

Sorceress

- **Blaze** - Switched with Flame Wave. Now creates fire novas that engulfs the area behind you instead of a stationary fire. Drastically reduced the damage to compensate for the new mechanics. No longer knockbacks.
- **Fissure** - Reworked. Now releases several vents that spawn homing firebolts which deal increased damage against clumped up enemies. Enemies hit by firebolts have their fire resistance reduced and they are paralyzed for a brief period.

Monsters

- **Deathshot** - No longer has a piercing attack. No longer has a 75% chance to fire an additional shot. Instead, now shoots a homing arrow that chases the closest target up to 3 times. Reduced curse chance from 100% to 25% to reduce lag. Now uses a more aggressive AI that takes less time between shots.
- **Flamespike the Crawler** - Now should not spawn near the waypoint anymore.