

The Third Edict Rundown

Rise Of The Abyssal League

- ❖ **Twitch Drops Finisher Effect (00:00)**
- ❖ **Act 4 Coming (3 Interlude acts, 35 new areas, 24 new bosses) -
(01:00)**
- ❖ **Support Gem Overhaul, Massive Skill Gem Rework (01:00)**
- ❖ **Sprinting (01:00)**
- ❖ **All Classes Buffed (02:00)**
- **Act 4 (03:00) - Takes Place on islands in the ocean, completely
nonlinear, letting you choose your own path.**
 - **Ultimate goal is to find some sort of unique weapon. Has
a lot to do with some karui Tribes.**
- **After Act 4 - Three interlude acts (05:00)**

- **Temporary acts to get you through to the endgame, TEMPORARY.**

- **Interlude 1 (Bloody, Vampire Esque, Bloodborne Vibes)**

- **Interlude 2 (Sandy, Beasts, etc.)**

- **Interlude 3 (Ice Mountain Biome, Climb higher and it gets colder)**

- **Sprinting Mechanic Added (08:00)**

- **Takes place after a dodge roll, available on all classes, extreme improvement to overall mobility for all players to use, doesnt seem to have a stamina bar or anything of that sort.**

- **Support Gem Overhaul (09:00)**

- **Can now use multiple copies of the same support gems, this will be a MASSIVE DIFFERENCE. WAAAYYYYYYYY MORE**

**BUILD IDEAS, Martial Tempo Going In Every Skill Gem
LMAO.**

- **Multiple Levels of Support gems, so they can be upgraded throughout your playthrough (level 1, 2 and 3 as an example) - Sometimes the level 3 version is slightly altered.**

- **Lineage Supports (12:00)**

- **Special unique support gems that can be found in the endgame from unique bosses as an example. In theory, these should be more rare but significantly more impactful as well. Roughly 40 lineage support gems being added to the endgame.**

- **Skill Changes For Class Balance (13:00)**

- **Almost every single one of these changes are aimed at improving the effectiveness or quality of life of each of the classes.**

- **In some cases there are just whole new skills being added as well, main example is the ranger getting a plethora of new ice skills to fully flesh out the players ability to make an ice ranger.**
- **Ranger (14:00) - A lot of new ice skills, a few improvements and updates to poison skills and new spirit reservation mirage archer.**
 - **Evasion has been massively buffed. New Deflect mechanic, this is a chance to deflect 40% of damage taken from a hit. - ES wont be as necessary now.**
- **Huntress Changes (16:00) - Everything except red flash attacks is now blockable and can therefore now be parried as well, increased Movespeed while blocking for more quality of life.**
- **Warrior (18:00) - A multitude of improvements to the fire skills/archetype, as well as adding new skills. Perfect Strike**

Buffed...???? LOTS OF LAVA, shield charge has no cooldown now. Lots of defensive skill improvements.

- **Big Totem Archetype improvements.**
- **Warriors No longer should need any accuracy to hit 100% of the time at close range.**
- **Armor has been significantly buffed, now able to reduce damage from elemental hits via multiple passives and other ways.**
- **Mercenary Improvements (21:00)**
 - **Crossbow can be reloaded while moving fullspeed, massive QOL change.**
- **Elemental ailments have been improved around the board (22:00)**
 - **Shock, chill last 8 seconds instead of 4, all ailments seem like they will be easier to apply and just all around**

more beneficial to include some of these in your build when possible.

- **Witch Improvements (23:00)**

- **Melee minions drastically improved, to be more in line with the ranged minion options.**
- **All minions no longer require accuracy to hit**
- **Unearth now resummons your own minions.**
- **Raise spectre has been Buffed significantly (get ready for spectre to be OP)**
- **New Occult Skills (24:00)**
- **Witch ascendancy improvements (24:00) - Blood mage massive QOL improvement - Infernalist Demon Form Improved.**

- **Monk Improvements (25:00)**

- **Wind skills have been improved, not sure if itll be viable for a full build but looks like there are options for supportive skills here.**
- **Keystone that allows you to be unarmed, but act as if youre using a quarterstaff. Potentially making an unarmed build viable.**
- **New Keystone that allows mana leech via elemental attacks instead of just physical attacks.**
- **Acolyte of Chayula changes (27:00) - Massive potential improvements here, can proc elemental ailments from chaos damage, can leech from chaos damage, etc.**
- **Sorceress Improvements (28:00)**
 - **Singular curse for all elemental resistances, pushing the sorceress towards being able to use multiple elements as opposed to focusing on just one.**

- **Weapon swap happens instantly, no longer has an animation time.**
- **New Infusion mechanic, allowing you to infuse future skills with an additional element. Looks like it will be an integral part of the sorceress playstyle, lots of ways to generate infusions.**
- **Generally sorceress looks like its going to be more of a master of elements as opposed to just lightning.**
- **New keystones for sorceress area.**
- **Passive tree improvements (31:00)**
 - **WAAAYYYY MORE Notables per class area, also way more little clusters and roughly 2-3 additional keystones per area as well.**
- **Attribute requirements have been lowered by 25% across the board, THANK GOOOODDDDDDD. (33:00)**

- **New League - Rise Of The Abyssal (34:00) - First Official League Technically.**
- **New Abyssal Enemies - Necromancers, attack at nighttime, undead etc.**
 - **You can find fissures that empower enemies, and basically act as a mini random encounter. Hopefully there are enough enemies and rewards to make people want to stop to do them. Ends with an abyssal chest with loot. Monster mods from monsters you kill nearby will get absorbed into the fissure and get spit back out after sometimes being abysallized.**
 - **Rogue Exiles can turn into lichborne exiles if killed near an abyssal pit.**
 - **Bosses, essences and seemingly other league mechanics all interact with the abyssal pits.**

- **Find ancient bones rarely, these can then be imbued to weapons and armor that provides a hidden effect or bonus. This passive can be revealed in a new area included in act 2, the well of souls. - Once you reveal it you get to choose from 3 different mods so its not completely random. - During the campaign its just mods from the normal mod pool but during the endgame you can get some crazy unique mod effects.**
- **Can also throw waystones in the well of souls via a particular type of ancient bone - allows you to add an additional mod to your waystones. A lot of these added mods are abyssal specific and seem very cool, up to 9 additional pits, an additional abyssal boss in the map etc.**
- **Sometimes when closing a pit you reveal an underground abyssal city that you can enter, explore and**

get loot from, lots of abyssal troves and seems like potential for really decent loot at first glance. Special lineage support gems can be found in these areas.

- **New socketables can be found within the abyssal depths as well, basically a unique rarity socketable.**
- **Even more rare zone that is basically just a big abyssal boss fight, abyssal commander. These can sometimes drop a rare finger item that allows you to jump into the well of souls, they didnt say what this does but probably a boss?**
- **New Maps (44:00) - New Bosses**
- **New Atlas Mechanics (45:00) - New random encounters within the different biomes on the map**
 - **Some of these are kind of like citadels or mini pinnacle bosses that help bridge the gap between the beginning of the endgame and actually getting to pinnacle bosses.**

- **Typically need to run the adjacent maps nearby in order to unlock the special map thingy.**
- **All of these are supposed to have their own special/unique lineage support gems to acquire.**
- **Modifiers are now going to be like POE 1. - Every modifier makes the map more difficult and more rewarding as opposed to just prefix good, suffix bad.**
- **League mechanic improvements (49:00)**
 - **Can now get your first 2 league specific points for “free” - very easy to get basically.**
 - **Now there are no keys, its just splinters - lower difficulties means less splinters required and vice versa - pinnacle encounters dont get more difficult as you add points into the league specific atlas tree's?**
 - **Uber Arbiter has been added (51:00)**

- **Endgame leveling has been smoothed out making it easier to get to the mid 90's than before. (51:00)**
- **New Unique Items (52:00)**
- **Overall the entire endgame seems a bit more streamlined, more engaging and potentially a bit quicker at least to get into the thick of it, maybe not “finish it”.**
- **Essence Changes (53:00)**
 - **Essences are now acting as regals and will provide a specific stat, no longer random stats at all. So basically A LOT more types of essences and more tiers of essences.**
 - **New type of essence that acts as a chaos orb effectively, removing a random stat but replacing it with a guaranteed stat.**
 - **Endgame crafting changes - higher tiers of crafting materials such as (transmutes, exalts, chaos, augments,**

**etc.) - THE HIGHER TIERS RESULT IN A HIGHER GUARENTEED
AFFIX LEVEL OF THE MODIFIER THAT GETS ADDED.**

- **Can now find “Exceptional” Normal and Unique Items -
the exceptional normal items will be the best for crafting
from scratch.**
- **New Extremely late game and powerful Omens have been
added as well to just improve crafting projects.**
- **New Trade System FINALLY HOLY SHIT MY COPIUM WAS RIGHT
(58:00)**
 - **Asynchronous Trade, allowing you to trade with players
offline, LOGIN LOGIN LOGIN LOGIN LOGIN, TRADE LEAGUE
TRADE LEAGUE TRADE LEAGUE.**
 - **SIMPLY PUT YOU CAN BUY ITEMS FROM OTHER PLAYERS
WITHOUT NEEDING TO INTERACT WITH THE OTHER PLAYER.**
 - **Introduced in Act 4, in KingsMarch.**

- **1 Button Teleports you to other players hideout, and then from there you can immediately buy items from the new NPC in their hideout. This process invokes a gold fee as well.**
- **You can convert previously bought premium stash tabs to tabs that can be used at this new NPC as long as those tabs were bought before The Third Edict Content Update. Presumably, after the content update launches you will be able to just individually buy “Merchant Tabs”**
- **New Supporter packs (60:00)**
 - **2 new supporter packs, filled with exclusive MTX, the usual stuff.**

