

## Eastern Sun Resurrected 3.05

### Bug fixes

- Some skills that weren't proccing when struck effects on enemies now do, while others that could hit an enemy too many times (e.g. flame wave's static fire) no longer do (flame wave main missile still triggers when struck effects). This is important for high tier map fights.
- Fixed a few skills rolling for attack rating more times than intended, which led some to never succeed the attack rating roll, dealing no damage (overwhelm was one of them). Complex skills now should be able to hit more consistently. This includes all assassin charge up skills, most amazon spear skills etc.
- Fixed Zod Rune dropping instead of map items in some cases.
- Fixed noob odd charm cycling through blaze instead of flame wave.
- Fixed an engine bug where mana gained from energy was not being amplified by "increased maximum mana x%" bonuses. This fix will work through the **Damage Augmenter**. This bonus is retroactive, you do not have to get a new damage augmenter.

### Endgame maps

- Champions and boss packs in maps can now drop maps.
- Now regular enemies in maps can drop maps with tiers higher than 2:
  - Tier x enemies can drop maps up to tier x+1
  - Champions and boss packs in tier x maps can drop maps up to tier x+2
  - This means you'll be able to see tier 5 maps dropping from regular tier 4 monsters (where this was previously not possible).
- To compensate, reduced the base drop chance of maps.
- Replaced broodmother monsters with a new type of monster (in all maps). The leap attack was causing a game freeze for most builds.
- **Terror in the Shadows** - Removed leap attack (was causing crashes). Now casts spawn spiderlings more often instead. The spiderlings no longer leap, but can instead cast poison orbs (identical to the one cast by map mummies).

### Items

- **Tathamet's Awakening** - Removed all skills bonus, improved fire skills bonus. Added defense stat.
- Improved chest drops slightly (less junk, more valuable stuff).
- Mythical item bases should now properly drop only from highest difficulty zones only (~96 level monsters, this includes high level terrorized zones, nihlathak domain level 2 or champions and boss packs in high level zones).
- All weapons now generally have more attack range. One handed weapons start from +2 range (previously +1), while two handed weapons have 4-5. The only exceptions are Mythical Arcane Staff (which has +7 range) and Frostmourne

(specifically Frostmourne, meaning excluding the base mythical death blade, which has +6 range).

- All weapon and armor bases have the same rarity now (e.g. cap bases no longer drop more often than crowns, for example).

## **Barbarian**

- **Battle Cry** - Now can stack with curses.

## **Necromancer**

Reworked most synergies in the poison and bone skill tree. Corpse explosion now has more synergies. Bone spirit and hell gate no longer depend on the right side of the tree.

- **Bone Wave** - This is now a level 6 skill.
- **Bone Wall** - Replaced with Bone Mastery, a new level 24 passive. Grants magic and physical damage reduction to bone armor and makes bone wall summon a wandering soul that seeks an enemy every time it hits something.
- **Bone Spear** - Fixed a description bug where the skill wouldn't state the right amount of splits. The bone spear splits up to 2 + 1 per 15 level times.

## **Cube Recipes**

- Added a new recipe to cycle through uber keys, requiring a blemished gem (see endgame section in cube recipes).