

Eastern Sun Resurrected 3.07

Bug fixes

- Fixed eternal hourglass not spawning with the recipe.
- Fixed zod rune being able to drop.
- Now charms can be transmuted into maple leaves, even if they have a forging applied to them (previously forging would prevent charms from being transmuted into maple leaves).
- Damage Augmenter can no longer be modified in any way with cube recipes.

Endgame maps

- Fixed ancient tomb and infernal nexus not specifying in the description that they don't have a map boss.
- **Rabid Grizzly Bear** - Removed secondary shockwaves from their shockwave attack. Now their main shockwave attack deals 100% weapon damage instead of 75%, knockbacks and has more area of effect. This should also fix some lag spikes for summoners.
- **Bone colossi** - Fixed a bug where they could get stuck in hit recovery animation. Their bone spear attacks deal twice more damage.