

This document is
now outdated. See
the final patch
notes here:

https://www.reddit.com/r/pathofdiablo/comments/1gs1xke/patch_22_minium/

THESE ARE

TENTATIVE

PATCH NOTES.

EVERYTHING

HERE IS

SUBJECT TO

CHANGE PRIOR

TO THE

FINALIZED

NOTES WHICH

SHOULD BE

PUBLISH A DAY

BEFORE OR ON

THE DAY OF

RESET THIS

NOV15

Have fun!

Some changes from the Relic Beta for those who missed it:

- **New Orb of Alteration:** This orb will always drop from a relic boss and will re-roll a relic into a new one with new stats (of the same tier).
- **All monster types** have been fully reworked for all relics. This means you will encounter new monsters which were mostly selected by the volunteer relics council.
- Many monster types have had their other stats (such as life) tweaked.
- **Baleful Alcazar** changed from Red (Tier3) to White (Tier1).
- **Baleful Alcazar** number of total elites reduced slightly due to small relic size.
- **Decomposing Settlement** changed from Yellow (Tier2) to White (Tier1).

- Icy Cavern changed from White (Tier1) to Yellow (Tier2).
- Frigid Plateau changed from White (Tier1) to Red (Tier3).
- Musty Crypt changed from Yellow (Tier2) to Red (Tier3)
- Full Notes here:
 - https://www.reddit.com/r/pathofdiablo/comments/1fccg6w/relic_beta_patch_1/
 - https://www.reddit.com/r/pathofdiablo/comments/1g7jcgz/relic_beta_patch_3/

New stuff:

- Clarified Leap's skill description to indicate it does damage in an area upon landing. Also renamed the skill to Leap Slam.
- Clarified Frenzy's skill description to indicate that the 'magic damage percent' is 'physical damage converted to magic'.

Furthermore, the description now clarifies which bonuses are part of the buff (attack & run speed).

- Clarified Amplify Damage's skill description and stat to indicate that it doesn't actually make monsters get +100% Damage Taken but rather has always reduced monster physical resist by -100%, meaning it has always been the physical version of Lower Resist curse. (To be clear: this skill still works identically to vanilla and this change is only meant to clarify the confusing description written by Blizzard)
- Clarified Decrepify's skill description by adding stats to indicate that it reduces physical resistance, physical damage, walk/run speed and attack rate by 50%. (To be clear: this skill still works identically to vanilla and this change is only meant to

clarify the confusing description written by Blizzard)

- Removed the mention of requiring a “finisher” on Tiger Strike’s skill description.
- Clarified Cobra Strike to indicate which charge gives what bonuses and that their effects are cumulative.
- Fixed Cobra Strike’s ‘-Monster Defense per Hit’ stat which wasn’t applying correctly.
- Confuse now also has “% Chance Confused Enemy is Knocked Back When Hit”.
- Fixed Mind Blast’s Alternate mode skill icon incorrectly using the same on as Normal Attack.
- Fixed Mind Blast’s Alternate mode skill sometimes vanishing from the hotbar from certain triggers like swapping to off-hand.
- Mind Blast damage can now trigger hit recovery and will properly play monster’s

damage sound effects for better audio feedback.

- Mind Blast's Psychic Hammer damage synergy increased from 21% to 24%.
- Fixed a bug which caused Multiple Shot to trigger Chance-to-Cast stats on all arrows instead of the two middle arrows as usual.
- Multiple Shot can now trigger Chance-to-Cast stats on the three center arrows. (This had been previously announced months before last season but had not been applied correctly due to the bug described above)
- Multiple Shot damage at level 17+ lowered very slightly. (At level 27 was 101-115, now 96-110)
- Multiple Shot weapon damage increased from 85% to 87%.
- Hand of Justice's "Meteor on Death" stat replaced with "+50% increased Holy Fire Area Damage rate".

- Ice Arrow has been reworked: it leaves a trail of ice which deals damage over time.
- Blessed Hammer will now pierce through objects & walls and continue its trajectory rather than being destroyed. (Initial travel speed increased a tiny amount and NHD=3).
- Phase Run's duration reset on kill can now trigger from any kills, even non-weapon damage skills.
- Quiver suffix "of Pacifism" now correctly gives 'Attacker Takes Damage of 5-6'.
- Quiver prefix "Experimenter's" (+3 Magic Arrow oskill) removed.
- New Hitpower Arrows/Bolts: Magic quiver + El Rune + PSapphire + Jewel = quiver with +2 additional cold arrows (and the other hitpower mods; 'when struck frost nova' and 'atk rating/lvl')
- New Blood Arrows/Bolts: Magic quiver + Eld rune + PRuby + Jewel = quiver with

+2 additional fire arrows (and the other blood mods; 'lifesteal', 'life')

- New Caster Arrows/Bolts: Magic quiver + Eld rune + PAmethyst + Jewel = quiver with +2 additional Ice Arrows (and the other caster mods; 'mana regeneration', 'mana')
- New Safety Arrows/Bolts: Magic quiver + El rune + PEmerald + Jewel = quiver with +2 additional magic arrows +1 magic arrow oskill (and the other safety mods; 'damage/magic damage reduced')
- Hitpower, Blood, Caster & Safety weapon recipes are no longer restricted to their original item bases.
- Hitpower, Blood, Caster & Safety gloves, boots, helm, belt, body armour & shield are no longer restricted to a specific base respectively.

- Changed Hitpower crafting recipes from “Attacker Takes Damage 3-7” to “+1 Attack Rating per Character Level”.
- Changed Hitpower boots recipe from “25-50 Defense vs Missiles” to “4-7% Faster Run/Walk”.
- Hitpower & Blood weapon crafts now have 50-75% Enhanced Damage (was 35-60%).
- Safety weapon crafts changed from “5-10% Defense” to “50-75% Enhanced Damage”.
- Caster weapon crafts changed from “1-5% Maximum Mana” to “50-75% Enhanced Damage”.
- Safety amulet crafts changed from “1-10% Block” to “2 Mana on Melee Hit & 1 Mana on Ranged Hit”.
- Added new cube recipes for upgrading 6 gems at once (i.e 6 chipped ruby into 2 flawed ruby) to fill the gap between the

3-of-a-kind and the 9-of-a-kind added previously.

- Strafe now gains attack speed per level.
- [Experimental] Guided Arrow can shoot a random amount of additional arrows in a random direction with levels.
- [Experimental] Conversion reworked into a new skill: Absolution - Grant Absolution to Slain Enemies in Exchange for their servitude as a Holy Sentinel.
- [Experimental] Deadly Poison reworked: Coats your weapon with deadly poison that makes enemies more vulnerable to poisons. When active, poison damage delivered by your weapon always lasts for 2 seconds. Weapon hits apply a stack of deadly poison for 2 seconds. Deadly Poison stacks add more poison damage to existing poison on enemies. Chance to apply an additional stack decreases by 10% per active stack. Resets duration of a

random existing stack if failed to apply a new one. Also gains Poison Damage & Attack Rating. Added poison damage per stack: +X over 2 seconds. Damage dealt by Deadly Poison stacks ignore Poison Resistance/Immunity.

- Due to popular demand, Synthesized weapons are returning.
- Pleasant Pasture cows can now drop Synthesized weapons (at half chance).
- Fixed an issue causing Synthesized items to possibly gain a lot of level requirements. (The new formula was adjusted such that an item previously upped to 99 will now be 72 instead.
- Fend now has an Attack Speed synergy from Jab. Additionally, Fend's attack speed bonus now gets activated one frame earlier.
- Molten Strike synergy changed to Jab (was Fend). The fire damage synergy

increased to 13% (was 10%). The molten projectiles no longer convert physical weapon damage to fire (was 60% conversion to fire).

- Hemorrhage no longer has a radius synergy from Dim Vision.
- Hemorrhage damage synergy reduced to 18% (was 20%) and damage scaling reduced at all levels. [Level 10 No Syn is 32dps (was 34) / L20 No syn is 86 (was 99) / L20 1 Max Syn is 395 (was 500) / L20 2 Max Syns is 704 (was 900) / L20 3 Max Syns is 1014 (was 1300)]
- Arcanna Flesh (body armour): added +10 Faster Cast Rate.
- Arcanna Head (helm): added +5 Energy.
- Berserker's Hatchet (axe): added +5 Sockets.
- Cathan's Mesh (body armour): added +1 Mana on Kill.

- Isenhardt's Parry (shield): added +20 Attack Rating.
- Isenhardt's Case (body armour): added Replenish Life 1 per second.
- Clegaw's Claw (shield): added 20% chance of Open Wounds.
- Whirling Axes now has 12% chance to release Axes at level one (was 4%).
- Whirling Axes chance to release Axes now increases by 2% per level until Level Ten then 1% per level (was always 2%).
[This results in 40% chance at Lv20 (was 42%) and 55% chance at Lv35 (was 72%)]
- Whirlwind Chance-to-cast penalty reduced from 33% of chance to 25% of chance.
- Leap Slam can now release Whirling Axes (once) upon landing.
- Power Throw removed. Double Throw returns: throw both your left & right throwing weapons. Double Throw also

grants Double Throw (Alternate Mode):
Throw your right-hand throwing weapon,
twice.

- Double Throw can trigger Whirling Axes with ranged hits (as Power Throw could).
- Whirling Axes damage synergy changed from War Cry to Battle Cry.
- Frenzy's damage synergy from Increased Stamina reduced to 4% (was 10%).
- Frenzy now has a duration synergy from Increased Stamina of 0.1 Second per Level.
- Fixed Frenzy skill description not updating the duration when increasing it via items.
- Frenzy no longer has an attack rating synergy from Concentrate (was 8%).
- Frenzy's attack rating per level increased to 8% (was 6%). [Now 254% at Lv28 (was 198%)]
- Frenzy weapon damage reduced to 100% (was 115%).

- Frenzy damage per level increased to 5% (was 4%).
- Double Swing now starts with 5% damage (was 1%) and gains 5% damage per level (was 1%).
- Double Swing attack rating per level increased to 8% (was 5%).
- Reverted Increased Speed(the skill) to vanilla numbers. [Results in: 13% at Lv1 (was 16%), 28% at Lv5 (was 30%), No change at Lv14+]
- Increased Speed(the skill) now gains 1% Walk/Run Speed per 4 Base Levels. [Results in 48% at base level 20 (was 43%)]
- Shockwave skill damage reduced at high levels only (leveling unaffected). [165-217 skill damage at Lv20 No Syn (was 173-225), 772-954 at Lv34 Max Syn (was 1037-1188)]

- Shockwave weapon damage increased to 30% (was 25%).
- Fixed Fist of the Heavens magic damage which was doing lower damage than what was listed on the skill description (this is a buff).
- Superior items with 1-3% bonus to Attack Rating changed to +1 Attack Rating per Character Level.
- Eternity's 'Level 8 Revive (88)charges' changed to '+8 to Revive (oskill)'.
- Venom Runeword reworked: Poison Damage now over 4 seconds (was 6), Added -10 to -15% Enemy Poison Resist & +3 Deadly Poison (oskill).
- Principal Runeword 'chance to cast Holy Bolt' reduced to 50% (was 100%) and Level increased to 11 (was 5).
- Fixed an issue with Naj's Circlet which prevented the cooldown reset mechanic from triggering.

- Naj's Circlet chance to reset cooldown increased to 28% (was 22%).
- War Cry damage synergies increased to 18% (was 17%).
- Telekinesis skill reworked: In addition to controlling objects with your mind; emits multiple bursts of charged bolts from the target and 25% chance to knock the target back. Does 3 Successive Bursts.
- Lightning Bolt now shoots three bolts of lightning instead of one.
- Poison Javelin now has a 0.48 second cooldown.
- Poison Javelin now lowers enemy poison resist by 3% and gains an additional 1% per Plague Javelin level.
- Rabies damage synergies reduced to 17% (was 20%).
- Shout and Battle Orders now uses the same duration as Battle Command (95 seconds initially then +10 per level)

- Vengeance damage synergies (except Salvation) increased to 15% (was 12%).
- Bash is now a level 6 skill. Weapon damage reverted back to 100% (was 110%).
- Bash attack rating per level reduced to 2% (was 5%), starting damage% reduced to 10% (was 50%).
- Cleave's damage synergy switched from Double Swing to Leap Slam.
- Stun's(the skill) magic damage synergy switched from War Cry to Howl.
- Sacrifice damage-to-self can now trigger your Chance to Cast When Struck stats.
- Fixed a bug which caused Cursed monsters to curse the player when the monster is struck as opposed to only when the monster strikes.
- Fixed both melee & ranged formulas for Life/Mana/Stamina drains so that players

will be drained by the normal expected amount rather than the bugged amount.

- Fixed a bug with upped Javelins which could cause the low quantity icon to appear.
- Undead Crown's '+ to Summon Mastery (Necromancer Only)' stat reduced to +2 (was +3).
- Undead Crown gains a new stat: +1 to Summon Skills.
- 'Of Control' suffix changed to +1 to Summon Skills (was 10-20% summon damage).
- 'Of Leadership' suffix changed to +2 to Summon Skills (was 10-20% summon damage).
- Hitpower amulet crafting recipe changed to +1 to Summon Skills (was 10-15% summon damage).

- Tancred's Hobnails, Weird & Skull have had their 'summon damage' stats changed to +1 to Summon Skills.
- New Poison Creeper
- Skeleton Warriors will now trigger 'Boneshatter' when they kill an enemy.
Boneshatter: bone shrapnel shoots out, dealing their attack damage to nearby enemies (NHD=0).
- Skeleton Warriors now have a +1 tile weapon range which helps mean their collision which blocks one another matters a lot less.
- Skeleton Warrior life per level increased to 8 (was 6). [Lv34 Warrior with Lv32 Mastery is 1144 (was 1078) in Hell.
- Fixed a bug preventing Bone & Flesh Offering from consuming corpses.
- Flesh Offering & Bone Offering reworked: Instead of a skeletal totem that provides an aura in a radius for a certain duration,

the Offering will now buff allied summons in a large area around the cast point and the buff will last for a base duration of 5 seconds and get 1 additional second per corpse consumed. The buff will remain until the duration expires and continues even when changing areas and regardless of how far away the offering was cast (no more aura radius).

- Flesh Offering will now also give Reduced Curse Duration.
- Bone Offering now gives Reduced Curse Duration, Physical & Magic Damage Reduced by X and Boneshatter When Struck.
- The corpses spawned by Desecrate now have a smaller body collision size such that when Revived, they will no longer be stuck together after teleporting.
- Skeleton Magi now gain projectile speed per level.

- Dire Wolves rage duration increased to 30 seconds (was 20).
- Dire Wolves rage damage% bonus replaced by +Magic Damage equal to about ~25% of physical damage.
- Dire Wolves AI decision making now 33% faster.
- Dire Wolves' likelihood of doing a short roam was decreased and the chance of eating a corpse, that is within its attack radius, increased.
- Dire Wolves attack range increased by 1 tile, which also affects the corpse eat range. [Dire Wolves don't seek out corpses, instead they have a chance to eat a corpse and if one is present within their attack range, they will eat it. If there is no corpse within their attack range, they will think for a small delay, then choose a new action once again. With an additional

tile of attack range, they will have an additional tile of vision for corpses]

- Two instances of Half Freeze Duration will grant Cannot be Frozen.
- Avoid, Evade & Dodge now gain an additional 1% chance per 5 base levels.
- Edge runeword Thorns aura replaced by Precision.
- Voice of Reason Chance-to-cast Ice Blast replaced by Glacial Spike.
- Wrath runeword lightning damage increased to 199-400 (was 41-240), magic damage increased to 150-200 (was 85-120) and replaced 'Chance-to-cast Life Tap' with '100% Enhanced Damage'.
- Stormspike now gives Maximum Lightning Damage based on Dexterity instead of Energy.
- Aegis shield strength requirement reduced to 200 (was 219) and defense increased to 196-221 (was 145-162).

- Firelizard new stat: Tiger Strike also generates a Fists of Fire charge
- Dragon Flight can now trigger Charge-Up effects (only on the teleport target, not the AoE portion).
- Act 3 Mercenary reworked: Now casts at range 'Elemental Bolt' a spell that deals 100% Weapon Damage and Elemental Damage (of a random element). The spell scales with FCR, always hits, always pierces and the elemental damage scales from the Mercenary level, '+X to all Skills' bonuses and +% to Fire/Cold/Lightning Skill Damage respectively. Has a maximum skill level of 32 from mercenary levels but skill level bonuses can go beyond this. Additionally, each level of 'Elemental Bolt' also gives him a passive bonus of +1 Dexterity (previously dex bonus per lvl didnt work). The mercenary can now also benefit from block chance,

blocking with their shield (no animation/sound, no block recovery time). No longer has an innate 15% chance to avoid damage.

- Brand runeword 'Fires Explosive Arrows' replaced with +280-330% Damage to Undead.
- Skill tree change: Dragon Claw is no longer a requirement to access Fists of Fire.
- Skill tree change: Cleave takes Frenzy's spot and leads into Leap, Frenzy takes Concentrate's spot and leads into Double Throw. Bash takes Cleave's spot and has no path requirements from Double Swing. Concentrate becomes a level 18 skill and takes Bash's previous spot. Concentrate now requires Leap Slam
- Weapon Block (the skill): now also gains 1% Faster Block Rate per base level.

- Destruction's Chance-to-cast Molten Boulder increased to Lv27 (was 23) and Volcano to Lv24 (was 18).
- Treachery new stat 'Can Summon an Additional Shadow Warrior or Master'.
- Fixed a bug with Evade & Avoid relic stats preventing them from correctly working.
- Relics with Chance to Evade or Avoid will now properly be listed in the statslist.
- Tier 2 relics with Damage & Magic Damage Reduced by 62 will now correctly roll between 62 and 90.
- Tier 3 relics with Damage & Magic Damage Reduced by 62 will now correctly roll between 90 and 120.
- Fixed a bug which prevented the Dark Wanderer AI (from Infernal Trial) from being able to react to the player until they moved. Also made summons and mercenaries not try to attack him until the

transformation is complete to help prevent them from stun-locking his poor AI.

- Relic monster auras will now have a radius of 0 which should fix auras of the same type constantly overwriting one another, which caused some issues with Cleansing curse resistance and constant aura activation sounds.
- Relic Tier 1 stat 'Chance to cast Lower Resist on Striking' changed from 10% chance @ Level 5 to 8% chance @ Level 1.
- Relic Tier 2 stat 'Chance to cast Lower Resist on Striking' changed from 20% chance @ Level 8 to 13% chance @ Level 4.
- Relic Tier 3 stat 'Chance to cast Lower Resist on Striking' changed from 30% chance @ Level 13 to 25% chance @ Level 8.

- Fixed the relic stat +Magic Damage not spawning correctly and reduced the damage from 199 to 20-30, 30-40 & 40-50 for Tier 1, 2 & 3 respectively.
- Reduced Mercenary and Summons damage taken from open wounds bleed.
- Relic stat “Wounds Bleed Damage” reduced to 100dps (was 500).
- Tweaked +damages and +%damages relic stats so they dont give way more density/exp than the others.
- Three new Relics.
- Undead Commanders in Infernal Trial are now considered “boss” units which means they have resistances to stuns.
- Slight adjustment to Infernal Diablo and Undead Commander physical, magical and poison resists (which were slightly less than the others by a tiny margin).

- Below are some images of item reworks.
(any with new artworks are made by
Davide, thank you)





Please note some of the level requirements are wrong in these screenshots and this will be fixed





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SPIRE OF LAZARUS

GNARLED STAFF

TWO-HAND DAMAGE: 4 TO 12

ATTACKS PER SECOND: 1.2

DURABILITY: 136 OF 159

REQUIRES: LEVEL 18

33% CHANCE TO CAST LEVEL 5 STATIC FIELD ON KILLS

*1 TO LIGHTNING SKILLS

*50% DAMAGE TO UNDEAD

ADDS 1-28 LIGHTNING DAMAGE

-11% TO ENEMY LIGHTNING RESISTANCE

*1 TO TELEKINESIS

*15 TO ENERGY

REGENERATE MANA 43%

LIGHTNING RESIST *75%

PHYSICAL DAMAGE TAKEN REDUCED BY 5

RELEASES ONE ADDITIONAL TELEKINESIS BURST



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RADIANCE
DEATH MASK
'NEFSOLITH'
DEFENSE: 54

DURABILITY: 18 OF 20

REQUIRES: LEVEL 27, 55 STRENGTH

LEVEL II THORNS AURA WHEN EQUIPPED

*30 DEFENSE VS. MISSILE

*10 TO VITALITY

*10 TO ENERGY

*33 TO MANA

DAMAGE ABSORB 5%

PHYSICAL DAMAGE TAKEN REDUCED BY 7

MAGIC & ELEMENTAL DAMAGE TAKEN REDUCED BY 3

15% DAMAGE TAKEN GAINED AS MANA WHEN HIT

*5 TO LIGHT RADIUS

SOCKETED (3)



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- CTA: 100% chance to cast level 31 War Cry when you kill an enemy



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