

## Eastern Sun Resurrected 3.08

### Endgame Maps

- Reduced all tier 1-4 bosses resistances to 80%. All tier 1-4 bosses now use a special shield that grants them random resistance bonuses (up to 300% for tier 4 bosses). Your elemental/poison/physical/magic resistance reduction effects still work, making the bosses less likely to be immune to that element.
- Tier 1-4 bosses no longer regenerate life over time.
- Halved Madawc the Eternal's health pool.
- Doubled the chance of Talic to spawn Eternal Pendulum on attack.

### Bug Fixes

- Fixed an engine bug where non-base vitality would not be affected by % increased maximum hp bonuses. Reequip damage augments if the bonus is not readily applied.
- Fixed a bug where spells with cooldown weren't getting bonuses from synergies as intended.
- Removed a significant amount of unused strings, which should improve stability and should make the game crash less often on startup.
- Fixed a couple of runes having their name erroneously translated in other languages.
- Fixed an elite coupon missing name string.
- Fixed a bug where dodge/evade/avoid chance wasn't displayed in advanced stats properly.
- Fixed certain unique charms being unable to be converted into maple leaves.
- Fixed some missing string.
- Replaced a significant amount of Russian strings with their English counterpart because the mod would refuse to start up (it would crash every time). A proper fix for Russian strings is being investigated, I apologize for any inconvenience.

### Items

- **Baal's Eye** - Replaced immolation on kill with 200-300% mana regen and 1-3% all max resistances.
- **Salamander's Stone, Icestorm Shard** - Changed on hit procs to on kill to make them more attractive to spellcasters.

### Assassin

- **Phoenix Strike** - Tripled the damage of chaos ice bolts and doubled the damage of chain lightning. Ice bolts and chain lightning travel 50% faster and have bigger collision size but the missiles expire twice as fast (to avoid shotgunning main target). Meteor fire damage increased by 4 times.

- **Command Mastery** - Reduced amount of shadow warriors and masters from +1 per 15/20 levels to +1 per 30 levels. No longer grants skill level bonus per base point to shadow warriors and masters.
- **Shadow Warrior, Master** - No longer gain bonus resistances per level (because they gain a ton of resistances from gear. Reduced equipment level from  $25 + 2/lvl$  to  $25 + lvl/2$ .

### **Necromancer**

- **Weaken, Amplify Damage** - Changed wording to make it obvious it reduces physical resistance.

### **Sorceress**

- **Fissure** - Reduced duration to a fixed 2 seconds.