

Eastern Sun Resurrected 3.3.04

Bug Fixes

- **Secret Recipe 15** - This should now generate an item that has the same item level as the input.
- Fixed hell act 2 hirelings having missing icons for some skills.
- Fixed act 2 hirelings having the wrong level for some auras.
- Fixed all skills forging not working on crafted items.
- Fixed a bug where lightning skeletal mages would deal no damage.

Hirelings

- **Act 2 Hireling** - Replaced Zeal and Concentrate with Dance of Death and Crucify for the defensive merc.

Endgame

- Now player count affects the drop rates of pandemonium keys dropped by nihlathak's domain level 2 superuniques (up to 100% drop chance on players 8).
- Fixed a bug where lava golem superunique would also drop a key (only metaspark the fuseless is supposed to drop in that wing).
- All bosses can now drop coupons and mythical amulet bases as well, in addition to mythical item bases. They can drop up to 4 out of this item pool.
- Bosses that drop entire key sets (3 keys) now drop a special cube regent that can be transmuted to get all 3 pandemonium keys. This is meant to free the drop pool and to make bosses able to drop more items (because monsters have a 6 item drop limit).
- Increased the drop rate of potions for endgame enemies (both late hell and maps).

Monsters

- **Cursed Abomination (maps)** - Halved poison duration on their poison orbs.
- **Soul Reaper (maps)** - Added level scaling to poison duration (was missing).

Items

- **Maija's Menace** - Substantially buffed it.
- **Roaring Thunder** - Lightning skills affix is now a generic affix (not only for sorceress).
- **Nexus Star** - Replaced Pierce Flesh & Bone with 8-10% magic skill damage. The pierce flesh and bone being relatively low level compared to some other procs would override the higher level ones.
- **Chaos Launcher** - Replaced attack speed with -100% target defense.
- Doubled the drop rates of all ancient decals.
- Elemental and poison damage and pierce mods that spawn on necro polearms and staves can now spawn on javelins and bows as well.

- Added a new set of spell damage affixes for staves, javelins, bows and crossbows.
- Decreased the downgrade chance of high level coupon drops. You will see more elite/exceptional coupons now.

Amazon

- **Plague Javelin** - Increased base damage by ~40%.

Assassin

- **Lightning Sentry** - Reduced stun duration from 0.4 + 0.04 seconds per level to a fixed 0.6 seconds.
- **Fists of Fire, Claws of Thunder, Blades of Ice** - Removed weapon damage. They now deal elemental damage as they used to and the effects always hit. Damage proportions are similar as before. Added Blade Nova as a synergy.
- **Phoenix Strike** - Added Blade Nova as a synergy.
- **Dragon Fury** - Added lightning conversion from Claws of Thunder.
- **Execute** - Added cold conversion from Blades of Ice.

Paladin

- **Judgement** - Fixed a bug where judgement didn't count as a lightning skill. Lowered base flat lightning damage at higher levels.

Sorceress

- **Energy Shield** - Removed all synergy bonuses and hard point bonuses. Now mana consumption goes down with soft points instead of hard points.

Crafting

- Low/normal/high quality items **can now be forged**. However, if you forge a normal item **after** you make a runeword into it, the forging **will be lost** once you remove the runes (engine limitation), so forge items before you make the runewords into them.