

Eastern Sun Resurrected 3.3

UI Adjustments

- Fixed a few UI issues with skill trees (some arrows missing, some leveling boxes missing).
- Removed a few UI arrows from certain skill trees (e.g. Freezing Arrow no longer needs Multiple Shot, removed arrow leading to it).

Bug Fixes

- Fixed a bug where fires magic/explosive arrows modifier wasn't working properly.

Items

- All vanilla runewords have been reworked to match the power of ESR runewords (or be even better in some cases). Some notable changes:
 - **Delirium** - Changed the morph to on striking. The bone fetish morph now grants 50% to all attributes, curse immunity and 15 life on striking. Lasts 8 seconds.
 - **Enigma** - Changed Teleport oskill to **Super Teleport**. Teleport to the target location with such force that you reduce **all resistances** of nearby monsters by 30% (magic and physical included) for 4 seconds. This stacks with all existing effects and is not subjected to the 1/5 penalty.
 - Check the runewords page for all changes.
- Improved all crafting recipes (hit power, safety, caster, blood, all class crafts).
- **Rejuvenation Potion** - Reduced healed amount from 35% to 25%.
- **Full Rejuvenation Potion** - Reduced healing amount from 100% to 50%.
- **Healing Potions** - Now regenerate based on the total health pool as follows:
 - **Minor Healing Potions** - 100% of total health over 12 seconds.
 - **Light Healing Potions** - 100% of total health over 11 seconds.
 - **Healing Potions** - 100% of total health over 10 seconds.
 - **Greater Healing Potions** - 100% of total health over 9 seconds.
 - **Super Healing Potions** - 100% of total health over 8 seconds.
- Certain classes regenerate more life as follows (meaning they regenerate x% more health over that time period):
 - **Amazon** - 6.25% increased effect
 - **Paladin** - 6.25% increased effect
 - **Barbarian** - 12.5% increased effect
 - **Assassin** - 6.25% increased effect
 - **Druid** - 6.25% increased effect
- Javelins can now spawn with % strength bonus (because they benefit from strength).
- Orbs have been added as an exception to a lot of affixes that don't spawn on staves and wands either (% ed is one of them).

Amazon

- **Poison Arrow** - Fixed a bug where the third attack was dealing more damage than intended. Slightly increased base damage.
- **Immolation Arrow** - Reduced visual fires, should be less laggy now. Increased base damage by ~50% for both the fire and the seeking flames.
- **Freezing Arrow** - No longer requires Multiple Shot.
- **Cold Arrow** - No longer requires Immolation Arrow.

Barbarian

- **Concentrate** - Now damages and knockbacks all enemies in a small area of effect around the character.
- **Overwhelm** - Fixed a bug where this skill was dealing less damage than intended. Increased weapon damage from 50% to 75%. Now has a fixed rock splash damage radius of 5. Now starts off at 3 rocks, gaining rocks every 10 levels, but unlike the old mechanic, all rocks fall within a 1.2 seconds window now.

Necromancer

- **Bone Spirit** - No longer requires Corpse Explosion.
- **Summon Resist** - Fixed a bug where all skills bonuses would not work for it after a session restart.

Paladin

- **Summon Holy Defender** - Moved to level 30 bracket. No longer requires any skill.
- **Fist of the Heavens** - No longer requires Judgement.

Sorceress

- **Elemental Fury** - No longer requires Glacial Spike. Moved to level 30 bracket. Replaced the overlay with a much cooler one.

Crafting

- **Secret Recipe 6/7** - Reduced ilvl from 99 to 80% of character's level (to match standard rerolling ones). You can still use those recipes to get tier 3 unique class jewelry.

Crossbows

- The special crossbow effect is now a passive once again (sorry about that).