

	= new / important
	= nerf
	= buff
	= giant buff

Major New Content and Features

- Added a new Intelligence/Strength Skill Gem - Purifying Flame: A wave of divine fire deals damage in a line, then creates Consecrated Ground and deals damage in an area around the targeted location. A larger shockwave then expands outwards, damaging enemies standing on Consecrated Ground that were not already hit.
- Added a new Intelligence Skill Gem - Soulrend: Release a **projectile** that moves towards and passes through enemies, dealing chaos damage to enemies it hits and leeching a portion of that damage as Energy Shield. This projectile also applies a short-duration damage over time effect to enemies around its path.
- Added a new Intelligence Skill Gem - Bane: Applies a debuff which deals Chaos damage over time, as well as any linked curses, to enemies in an area. The debuff deals more damage over time and lasts longer for each curse Bane applies.
- Added a new Intelligence/Strength Skill Gem - Wave of Conviction: Sends a rolling wave of energy forward in a widening cone for a duration, dealing physical, fire and lightning damage to enemies it hits, and applying a debuff which lowers enemy resistances to the element of which the most damage was dealt for a longer duration. Casting the skill again while a wave is active will cancel the first wave. You can only ever have one wave.
- Added a new Intelligence Skill Gem - Zealotry: Casts an aura that causes you and your allies to deal more spell damage and grants increased critical strike chance with spells. You and your allies may also create Consecrated Ground when you hit strong enemies.
- Added a new Intelligence/Strength Skill Gem - Divine Ire: Deals physical and lightning damage to nearby enemies and grants stages while channelling, granting additional stages based on nearby enemies you damage. When you stop channelling, unleash a powerful beam of energy in front of you, dealing more damage per stage.
- Added a new Intelligence/Dexterity Skill Gem - Malevolence: Casts an aura that grants increased skill duration to you and your allies, and causes you and your allies to deal **more damage over time**. RESERVATION?
- Added a new Intelligence Support Gem - Energy Leech Support: Supported skills leech a portion of the damage they deal **on hit** back as Energy Shield. Supported skills also deal more damage while you are leeching Energy Shield and while you are on Full Energy Shield.
- Added a new Intelligence Support Gem - Intensify Support: Supported skills have less Area of Effect but deal more Area damage per Intensify. Supported skills gain Intensity when used, and lose Intensity while moving or upon teleporting.
- Added a new Intelligence Support Gem - **Unleash Support: Supported spells gain seals over time, and are unsealed when cast, causing their effects to reoccur for each seal lost.**
- Added a lot more music to early acts.
- Added 5 new hideouts that can be unlocked through gameplay.
- Added **17 new Unique Items**.
- Added 15 new Divination Cards, designed by Supporters.
- Added new item types: Fractured Items and Synthesised Items.
- Path of Exile no longer supports the Windows XP or Windows Vista operating systems. It will still support a 32-bit client for users of 32-bit versions of Windows, but we strongly encourage users to use the 64-bit client if they can. With no more support for Windows XP and Vista, we are also finally retiring support for the DirectX 9 rendering mode, as DirectX 11 is fully supported in recent versions of Windows and is so much faster. By not having to maintain support for two versions of DirectX, we are able to simplify a lot of code, making it faster.

Minor New Content and Features

- Zana's model has been updated.
- The unique axe Debeon's Dirge now occasionally plays sounds during combat.
- Added wind physics to a number of skills, including Vaal Blight, Cold Snap, Vaal Cold Snap, and Shock Nova.
- Added some missing Tarkleigh dialogue in Act 6.
- Added enchantments for all the new skills.
- Hitting enemies with holy skills now causes a special holy on-hit effect to display.
- Skills which involve destroying corpses now cause the gibs left by those corpses to disappear after a delay.
- Vaal skills now have their appropriate surge effects.
- Updated the 3D art for the Alternate Art Cloak of Flame.
- Improved performance in a number of boss fights and with a number of player skills.
- Continued to incrementally improve the sound, art, effects and environments.

Character Balance

- Added Energy Shield Leech. This is functionally similar to Life Leech, except it leeches to your Energy Shield and is limited by your maximum Energy Shield Leech Rate. Several passive skill clusters have been added to support this new form of leech.**
- Ghost Reaver now causes you to leech Energy Shield **instead of Life**, and doubles your maximum Energy Shield Leech Rate.
- Added a cap on the amount of any resource you can leech from any individual instance of leech. **By default, that cap is 10% of that resource's maximum. In other words, a character with 4000 life will, by default, be able to leech a maximum of 400 life from a single hit.**

- Removed the minimum and maximum Critical Strike Chance caps. Previously, characters had a 5% chance to deal a critical strike with attacks and spells, even when the spell specified a lower chance, and could reach a maximum of 95% chance to critically strike. In practice, that cap was ignored by effects which applied to enemies, such as Assassin's Mark. We have changed several of these 'external' critical strike sources, and have removed the cap as a result.
- Related to the above change, the Brittle ailment now grants up to +10% chance to critically strike afflicted enemies. This chance is further increased by sources of increased Critical Strike Chance, whereas previously, as the result of a bug, it was not.
- Added a Maximum Resistances Maximum. **You can no longer have your Maximum Resistances (and therefore your Resistances) raised above 90% from any source.**
- Improved many cases of damage mitigation being applied before an incoming hit was registered, which could cause a character that would otherwise take reduced damage (or no damage at all) to take more damage than expected. In other words, **when a monster attacks and you use Immortal Cal after attack is used but before it lands, you will now correctly mitigate this damage.** This was previously not the case.
- Temporary minions, such as Skeletons and Wolves summoned from The Scourge, now die when the summoning character dies or respawns.
- Consecrated Ground now affects both allies (providing life regeneration) and enemies **(causing hits against them to have 100% increased critical strike chance)**. It is worth noting that effects granted while on Consecrated Ground from sources such as Ascendancies will be granted regardless of whether the Consecrated Ground was created by you/an ally or by an enemy.
- Modifiers which previously affected the Cast Speed and Duration of Curses now instead affect Curse Skills (including the Curses and Bane).

Skill Reworks

Flame Totem/Holy Flame Totem

- Flame Totem has been renamed. It is now Holy Flame Totem.
- Now creates Consecrated Ground at the totem's location. This consecrated ground grants Curse Immunity.**
- Now deals Physical Damage, and converts 50% of Physical Damage to Fire Damage.
- Now deals 3 to 5 Physical Damage at gem level 1 (from 1 to 2 Fire Damage), up to 134 to 202 at gem level 20 (from 122 to 183).
- Now costs 11 mana to cast at gem level 1 (from 12) up to 39 mana at gem level 20 (from 42).
- Now has an added damage effectiveness of 30% (from 25%).
- Now fires 2 additional projectiles at all levels (previously gained additional projectiles at gem levels 5 and 9). These projectiles fire in a wider cone than previously.
- Now has 20% more Totem Life.
- Now gains 1% increased Projectile Speed per 1% quality (previously gained 1% increased Totem Life per 1% quality).
- Is now considered 'Channelling', and will be affected by things which modify Channelled skills.**

Storm Burst

- No longer fires projectiles.
- Now creates orbs of energy while you channel that repeatedly jump towards the targeted location until their duration expires, dealing damage in small area after each jump. When you stop channelling, all remaining orbs explode, dealing higher damage in a larger area. This explosion deals more damage based on how much duration remains at the point you stop channeling.
- Now has a cast time of 0.25 seconds (from 0.65).
- Mana cost at gem level 1 is now 2 (was 4).
- Mana cost at gem level 20 is now 5 (was 10).
- Now deals Physical Damage, and converts 50% of Physical Damage to Lightning Damage.
- Now requires level 12 (from level 28).
- Now deals 6 to 8 Physical Damage at gem level 1, up to 114 to 174 Physical Damage at gem level 20.
- Now has an added damage effectiveness of 25% (from 40%).
- Now gains additional radius as the gem levels.

Skill Balance

Abyssal Cry

- Mana Cost at gem level 1 is now 10 (was 26).
- Mana Cost at gem level 20 is now 16 (was 56).

Animate Guardian

- Mana Cost at gem level 1 is now 11 (was 19).
- Mana Cost at gem level 20 is now 20 (was 36).

Animate Weapon

- Mana Cost at gem level 1 is now 7 (was 9).
- Mana Cost at gem level 20 is now 26 (was 36).

Anger

- Now causes you and nearby allies to deal 16 to 23 additional Fire Damage with Attacks at gem level 1 (from 12 to 21) and 109 to 155 additional Fire Damage with Attacks at gem level 20 (from 83 to 138).**
- Now causes you and nearby allies to deal 15 to 21 additional Fire Damage with Spells at gem level 1 (from 10 to 16) and 99 to 140 additional Fire Damage with Spells at gem level 20 (from 69 to 110).**

Arc

- Mana Cost at gem level 1 is now 8 (was 9).
- Mana Cost at gem level 20 is now 23 (was 26).
- Now has a cast time of 0.7 seconds (from 0.8).
- Now deals 6 to 33 Lightning damage at gem level 1 (from 7 to 37) and 133 to 754 Lightning damage at gem level 20 (from 152 to 862).
- Now has an added damage effectiveness of 80% (from 90%).
- Lowered the range at which Arc can chain from 50 units to 25 units.

Arctic Breath

- Mana Cost at gem level 1 is now 8 (was 6).
- Mana Cost at gem level 20 is now 23 (was 20).
- Now has a cast time of 0.7 seconds (from 0.8).
- Now deals 13 to 19 Cold damage at gem level 1 (from 7 to 10) and 350 to 524 Cold damage at gem level 20 (from 275 to 413).
- Now deals 16.7 base Cold damage per second at gem level 1 (from 9.2) and 1383.5 base Cold damage per second at gem level 20 (from 1089.2).
- Now has an added damage effectiveness of 80% (from 60%).

Armageddon Brand

- Mana Cost at gem level 1 is now 15 (was 14).
- Now deals 29 to 43 Fire damage at gem level 1 (from 29 to 44) and 332 to 498 Fire damage at gem level 20 (from 393 to 590).
- Now has an added damage effectiveness of 75% (from 90%).
- Now activates every 0.8 seconds while Attached (from 0.75)

Assassin's Mark

- Mana Cost at gem level 1 is now 16 (was 24).
- Mana Cost at gem level 20 is now 33 (was 50).
- Hits against cursed enemies have +1.5% critical strike chance at level 1 (from 5%), up to +2.4% critical strike chance at level 20 (from 9%). *Note that this chance now scales with increases to critical strike chance, whereas previously they did not.*

Ball Lightning

- Mana Cost at gem level 1 is now 13 (was 14).
- Mana Cost at gem level 20 is now 25 (was 27).
- Now has a cast time of 0.75 seconds (from 0.8).
- Now deals 3 to 48 Lightning damage at gem level 1 (from 2 to 35) and 22 to 426 Lightning damage at gem level 20 (from 22 to 420).
- Now has an added damage effectiveness of 40% (from 35%).

Blade Vortex

- Mana Cost at gem level 20 is now 16 (was 19).
- Now deals 3 to 5 Physical damage at gem level 1 (from 7 to 10) and 101 to 151 Physical damage at gem level 20 (from 123 to 185).
- Now has an added damage effectiveness of 25% (from 30%).

Bladefall

- Mana Cost at gem level 1 is now 12 (was 13).
- Mana Cost at gem level 20 is now 23 (was 26).
- Now deals 44 to 66 Physical damage at gem level 1 (from 44 to 65) and 411 to 617 Physical damage at gem level 20 (from 380 to 570).

Blight

- Mana Cost at gem level 20 is now 5 (was 4).
- Now deals 3.1 base Chaos damage per second at gem level 1 (from 1.7) and 257.4 base Chaos damage per second at gem level 20 (from 209.9).
- Now gains additional radius as the gem levels up, up to +6 at gem level 20 (from +4 at gem level 20).

Blood Rage

- Mana Cost at gem level 1 is now 7 (was 17).
- Mana Cost at gem level 20 is now 16 (was 21).

Bodyswap

- Mana Cost at gem level 1 is now 7 (was 10).
- Mana Cost at gem level 20 is now 20 (was 30).

Brand Recal

- Mana Cost at gem level 1 is now 7 (was 17).
- Mana Cost at gem level 6 is now 16 (was 22).

Cleave

- Can now affect up to 40 targets per attack (from 20).

Cold Snap

- Mana Cost at gem level 1 is now 11 (was 8).

- Mana Cost at gem level 20 is now 28 (was 20).
- Now deals 32 to 47 Cold damage at gem level 1 (from 24 to 35) and 666 to 999 Cold damage at gem level 20 (from 668 to 1002).
- Now deals 26.3 base Cold damage per second at gem level 1 (from 19.6) and 1193.2 base Cold damage per second at gem level 20 (down from 1196.4).

Contagion

- Mana Cost at gem level 1 is now 5 (was 11).
- Mana Cost at gem level 20 is now 20 (was 28).
- Can now affect up to 40 targets per cast (from 20).

Convocation

- Mana Cost at gem level 1 is now 6 (was 9).
- Now has a 4 second cooldown (from 8).

Cremation

- Cremation's Mana Cost at gem level 1 is now 11 (was 14).
- Cremation's Mana Cost at gem level 20 is now 20 (was 27).
- Now deals 49 to 74 Fire damage at gem level 1 (from 40 to 60) and 434 to 651 Fire damage at gem level 20 (from 357 to 535).
- Now gains radius as the gem levels, up to +3 radius at gem level 20.
- Now has an added damage effectiveness of 100% (from 80%).

Dark Pact

- Mana Cost at gem level 20 is now 13 (was 14).
- Now has a radius of 26 (from 24).
- Now deals 24 to 36 Chaos damage at gem level 1 (from 20 to 30) and 241 to 362 Chaos damage at gem level 20 (from 201 to 301).

Desecrate

- Mana Cost at gem level 1 is now 11 (was 8).
- Mana Cost at gem level 20 is now 26 (was 20).

Despair

- Mana Cost at gem level 1 is now 16 (was 24).
- Mana Cost at gem level 20 is now 33 (was 50).

Detonate Dead

- Mana Cost at gem level 1 is now 5 (was 7).
- Mana Cost at gem level 20 is now 20 (was 30).
- Now deals 15 to 22 Fire damage at gem level 1 (from 10 to 14) and 798 to 1197 Fire damage at gem level 20 (from 823 to 1235).
- Now has an added damage effectiveness of 160% (from 100%).

Discharge

- Mana Cost at gem level 1 is now 13 (was 24).
- Mana Cost at gem level 20 is now 25 (was 47).
- Now has a cast time of 0.75 seconds (from 1 second).
- Now deals 5 to 93 Lightning damage per Power Charge removed at gem level 1 (from 4 to 77) and 34 to 651 Lightning damage per Power Charge removed at gem level 20 (from 31 to 589).
- Now deals 35 to 52 Fire damage per Endurance Charge removed at gem level 1 (from 29 to 43) and 244 to 365 Fire damage per Endurance Charge removed at gem level 20 (from 221 to 331).
- Now deals 29 to 43 Cold damage per Frenzy Charge removed at gem level 1 (from 24 to 36) and 199 to 299 Cold damage per Frenzy Charge removed at gem level 20 (from 180 to 271).

Elemental Weakness

- Mana Cost at gem level 1 is now 16 (was 24).
- Mana Cost at gem level 20 is now 33 (was 50).

Enduring Cry

- Mana Cost at gem level 1 is now 7 (was 17).
- Mana Cost at gem level 20 is now 16 (was 21).

Enfeeble

- Mana Cost at gem level 1 is now 16 (was 24).
- Mana Cost at gem level 20 is now 33 (was 50).
- Now causes Normal and Magic enemies to deal 21% less Damage at gem level 1, up to 30% less Damage at gem level 20.
- Now causes Rare and Unique enemies to deal 10% less damage at gem level 1, up to 15% less damage at gem level 20.

Essence Drain

- Mana Cost at gem level 1 is now 8 (was 9).
- Mana Cost at gem level 20 is now 23 (was 27).

- Now has a cast time of 0.7 seconds (from 0.75).
- Now explodes on impact, applying the Essence Drain debuff to enemies in a small radius. This explosion deals no hit damage. As a result of this change, Essence Drain now has the Area gem type.
- Now deals 9 to 14 Chaos damage at gem level 1 (from 6 to 9) and 433 to 649 Chaos damage at gem level 20 (from 334 to 501).
- Now deals 31.3 base Chaos damage per second at gem level 1 (from 21.3) and 1503.2 base Chaos damage per second at gem level 20 (from 1159).

Ethereal Knives

- Mana Cost at gem level 20 is now 20 (was 23).
- Now deals 7 to 10 Physical damage at gem level 1 (from 6 to 9) and 633 to 949 Physical damage at gem level 20 (from 457 to 685).
- Now has an added damage effectiveness of 120% (from 100%).

Explosive Trap

- Modifiers to Explosive Trap's radius now also affect the spread of its explosions.
- Now deals 4 to 6 Physical damage at gem level 1 (from 4 to 7) and 280 to 420 Physical damage at gem level 20 (from 303 to 455).
- Now gains radius as the gem levels, up to +4 radius at gem level 20.
- Now has an added damage effectiveness of 60% (from 50%).

Fire Nova Mine

- Mana Cost at gem level 1 is now 7 (was 12).
- Mana Cost at gem level 20 is now 20 (was 36).
- Now has an added damage effectiveness of 40% (from 30%).

Fireball

- Mana Cost at gem level 20 is now 25 (was 26).
- Now deals 9 to 14 Fire damage at gem level 1 (from 7 to 10) and 1095 to 1643 Fire damage at level 20 (from 890 to 1335).
- Now has an added damage effectiveness of 180% (from 160%).

Firestorm

- Mana Cost at gem level 20 is now 25 (was 26).
- Now deals 4 to 11 Fire damage at gem level 1 (unchanged) and 200 to 300 Fire damage at gem level 20 (from 202 to 302).
- Now has a cast time of 0.75 seconds (from 0.9).

Flame Dash

- Mana Cost at gem level 1 is now 8 (was 10).
- Mana Cost at gem level 20 is now 23 (was 30).

Flame Surge

- Mana Cost at gem level 1 is now 6 (was 5).
- Mana Cost at gem level 20 is now 16 (was 15).
- Now deals 27 to 40 Fire damage at gem level 1 (from 21 to 31) and 563 to 844 Fire damage at gem level 20 (from 514 to 771).
- Now gains length as the gem levels, up to +9 length at gem level 20.

Flameblast

- Mana Cost at gem level 1 is now 4 (was 3).
- Mana Cost at gem level 20 is now 7 (was 6).
- Now deals 31 to 46 Fire damage at gem level 1 (from 32 to 48) and 280 to 419 Fire damage at gem level 20 (from 241 to 362).
- Now has an added damage effectiveness of 60% (from 50%).

Flamethrower Trap

- Now deals 5 to 8 Fire damage at gem level 1 (from 5 to 7) and 211 to 319 Fire damage at gem level 20 (from 192 to 289).

Freeze Mine

- Mana Cost at gem level 1 is now 7 (was 6).
- Mana Cost at gem level 20 is now 20 (was 22).

Freezing Pulse

- Mana Cost at gem level 1 is now 5 (was 4).
- Mana Cost at gem level 20 is now 21 (was 18).
- Now deals 8 to 12 Cold damage at gem level 1 (from 7 to 11) and 888 to 1332 Cold damage at gem level 20 (from 798 to 1197).
- Now has an added damage effectiveness of 150% (from 125%).

Frost Bomb

- Mana Cost at gem level 1 is now 4 (was 6).
- Mana Cost at gem level 20 is now 16 (was 19).
- Now applies Cold Exposure to affected enemies, rather than reducing their Cold Resistance.

Frost Wall

- Mana Cost at gem level 1 is now 9 (was 14)

- Mana Cost at gem level 20 is now 33 (was 37)

Frostbolt

- Mana Cost at gem level 20 is now 25 (was 20).
- Now deals 9 to 13 Cold damage at gem level 1 (from 6 to 10) and 972 to 1458 Cold damage at gem level 20 (from 753 to 1129)

Glacial Cascade

- Mana Cost at gem level 1 is now 12 (was 13).
- Mana Cost at gem level 20 is now 23 (was 26).
- Now has a cast time of 0.7 seconds (from 0.8).
- Now deals 37 to 56 Physical damage at gem level 1 (from 48 to 72) and 354 to 531 Physical damage at gem level 20 (from 422 to 633).

Ground Slam

- Can now affect up to 40 targets per attack (from 20).

Hatred

- Now causes you and nearby Allies to deal 14% more Cold Damage at gem level 1, up to 18% more Cold Damage at gem level 20. Note that this cold damage multiplies the Extra damage granted by the aura.
- Now causes you and nearby Allies to gain 16% of Physical Damage as Extra Cold Damage (from 26%) at gem level 1, up to 25% at gem level 20 (from 36%).

Ice Nova

- Mana Cost at gem level 1 is now 8 (was 10).
- Mana Cost at gem level 20 is now 23 (was 31).
- Now has a cast time of 0.7 seconds (from 0.8).
- Now deals 18 to 26 Cold damage at gem level 1 (from 19 to 28) and 518 to 762 Cold damage at gem level 20 (from 632 to 930).
- Now adds 3 to 4 Cold damage against Chilled enemies at gem level 1 (unchanged) and 79 to 116 Cold damage against Chilled enemies at gem level 20 (from 97 to 141).
- Now has an added damage effectiveness of 120% (from 130%).

Ice Spear

- Mana Cost at gem level 1 is now 8 (was 6).
- Mana Cost at gem level 20 is now 23 (was 20).
- Now deals 22 to 33 Cold damage at gem level 1 (from 14 to 21) and 383 to 575 Cold damage at gem level 20 (from 369 to 553).

Ice Trap

- Circles now have a 20-25% larger radius.
- Now deals 88 to 133 Cold damage at gem level 1 (from 67 to 101) and 898 to 1347 Cold damage at gem level 20 (from 579 to 869).
- Now has an added damage effectiveness of 150% (from 90%).

Incinerate

- Mana Cost at gem level 1 is now 2 (was 3).
- Mana Cost at gem level 20 is now 4 (was 5).
- Now gains radius and radius per stage as the gem levels, up to +5 radius per stage (from +4) and +19 radius at max stages at gem level 20 (from +15).
- Now deals 3 to 5 Fire damage at gem level 1 (unchanged) and 140 to 210 Fire damage at level 20 (from 129 to 194).

Lightning Spire Trap

- Now deals 14 to 43 Lightning damage at gem level 1 (from 17 to 51) and 195 to 585 Lightning damage at gem level 20 (from 217 to 652).
- Now has an added damage effectiveness of 70% (from 85%).

Lightning Tendrils

- Mana Cost at gem level 1 is now 1 (was 2).
- Mana Cost at gem level 20 is now 5 (was 7).
- Now deals 1 to 4 Lightning damage at gem level 1 (from 1 to 3) and 37 to 703 Lightning damage at gem level 20 (from 29 to 552).
- Now has a base radius of 24 (from 22) and gains up to +7 radius by gem level 20 (from +6).
- Now has an added damage effectiveness of 65% (from 35%).

Lightning Trap

- Now deals 18 to 54 Lightning damage at gem level 1 (from 19 to 58) and 466 to 1399 Lightning damage at gem level 20 (from 391 to 1174).
- Now has an added damage effectiveness of 135% (from 100%).

Lightning Warp

- Mana Cost at gem level 1 is now 9 (was 15).
- Mana Cost at gem level 20 is now 26 (was 33).
- Now has a cast time of 0.8 seconds (from 0.85).

Magma Orb

- Mana Cost at gem level 1 is now 6 (was 5).

- Mana Cost at gem level 20 is now 23 (was 22).
- Now deals 9 to 12 Fire damage at gem level 1 (from 8 to 10) and 716 to 1073 Fire damage at gem level 20 (from 699 to 1049).

Molten Shell

- Mana Cost at gem level 1 is now 7 (was 12).
- Mana Cost at gem level 20 is now 26 (was 28).

Orb of Storms

- Mana Cost at gem level 1 is now 4 (was 11).
- Mana Cost at gem level 20 is now 16 (was 28).
- Now deals 3 to 9 Lightning damage at gem level 1 (from 2 to 5) and 195 to 584 Lightning damage at gem level 20 (from 118 to 353).
- Now has an added damage effectiveness of 70% (from 45%).

Phase Run

- Mana Cost at gem level 1 is now 8 (was 11).
- Mana Cost at gem level 20 is now 13 (was 14).

Projectile Weakness

- Mana Cost at gem level 1 is now 16 (was 24).
- Mana Cost at gem level 20 is now 33 (was 50).

Punishment

- Mana Cost at gem level 1 is now 16 (was 24).
- Mana Cost at gem level 20 is now 33 (was 50).

Rallying Cry

- Mana Cost at gem level 1 is now 6 (was 8).
- Mana Cost at gem level 20 is now 16 (was 27).

Raise Spectre

- Mana Cost at gem level 1 is now 15 (was 21).
- Mana Cost at gem level 20 is now 28 (was 42).

Reckoning

- Can now affect up to 40 targets per attack (from 20).

Rejuvenation Totem

- Mana Cost at gem level 1 is now 9 (was 13).

Scorching Ray

- Mana Cost at gem level 20 is now 11 (was 10).
- Now deals 13 base Fire damage per second at gem level 1 (up from 8.2) and 488.2 base Fire damage per second at gem level 20 (up from 388.3).
- No longer lowers enemy resistance with a stacking debuff.
- Now applies Fire Exposure at maximum stacks.

Scourge Arrow

- Now has the "Chaos" gem type.

Seismic Trap

- Now deals 47 to 70 Physical damage at gem level 1 (from 42 to 64) and 531 to 796 Physical damage at gem level 20 (from 462 to 693).
- Now has an added damage effectiveness of 120% (from 100%).

Shock Nova

- Mana Cost at gem level 1 is now 12 (was 13).
- Mana Cost at gem level 20 is now 23 (was 26).
- Now has a cast time of 0.7 seconds (from 0.75).
- Now deals 34 to 102 Lightning damage at gem level 1 (from 26 to 79) and 371 to 1114 Lightning damage at gem level 20 (from 275 to 825).
- Now has an added damage effectiveness of 120% (from 60%).

Shockwave Totem

- Mana Cost at gem level 1 is now 21 (was 24).
- Mana Cost at gem level 20 is now 39 (was 58).
- Now deals 33 to 65 Physical damage at gem level 1 (from 23 to 46) and 362 to 672 Physical damage at gem level 20 (from 231 to 429).
- Now has an added damage effectiveness of 100% (from 60%).

Siphoning Trap

- Now deals 15.5 base Cold damage per second at gem level 1 (up from 4.3) and 426.3 base Cold damage per second at gem level 20 (up from 291.5).

Spark

- Mana Cost at gem level 20 is now 21 (was 23)

- Now deals 1 to 20 Lightning damage at gem level 1 (unchanged) and 63 to 1198 Lightning damage at gem level 20 (from 52 to 997).
- Now clears its hit list every 0.66 seconds (from 1 second). This means the same projectile can hit the same monster more frequently.

Spectral Shield Throw

- Base Off Hand Attack Time is now 0.65 seconds at gem level 1 (from 0.7 seconds) and 0.56 seconds at gem level 20 (from 0.61 seconds).
- Base projectile speed is now slightly faster.

Storm Brand

- Mana Cost at gem level 20 is now 21 (was 20).
- Now deals 2 to 7 Lightning damage at gem level 1 (from 3 to 8) and 75 to 225 Lightning damage at gem level 20 (from 97 to 290).
- Now has an added damage effectiveness of 30% (from 35%).

Storm Call

- Mana Cost at gem level 20 is now 16 (was 19).
- Now deals 16 to 31 Lightning damage at gem level 1 (from 13 to 24) and 408 to 758 Lightning damage at gem level 20 (from 341 to 633).
- Now has an added damage effectiveness of 100% (from 80%).

Summon Raging Spirit

- Mana Cost at gem level 20 is now 16 (was 12).

Summon Skeleton

- Mana Cost at gem level 20 is now 13 (was 12).

Tempest Shield

- Mana Cost at gem level 1 is now 7 (was 17).
- Mana Cost at gem level 20 is now 16 (was 21).

Temporal Chains

- Mana Cost at gem level 1 is now 16 (was 24).
- Mana Cost at gem level 20 is now 33 (was 50).
- Now causes Normal and Magic enemies to have 20% less Action Speed at gem level 1, up to 29% less Action Speed at gem level 20.
- Now causes Rare and Unique enemies to have 10% less Action Speed at gem level 1, up to 14% less Action Speed at gem level 20.

Unearth

- Mana Cost at gem level 1 is now 7 (was 8).
- Mana Cost at gem level 20 is now 20 (was 23).
- Now deals damage in a small area around where the projectiles land. As a result, Unearth is now considered an Area spell.
- Now deals 25 to 37 Physical damage at gem level 1 (from 13 to 19) and 682 to 1023 Physical damage at gem level 20 (from 540 to 810).
- Now has an added damage effectiveness of 125% (from 120%).

Vengeance

- Can now affect up to 40 targets per attack (from 20).

Volatile Dead

- Mana Cost at gem level 1 is now 9 (was 10).
- Mana Cost at gem level 20 is now 26 (was 31).
- Now deals 20 to 30 Fire damage at gem level 1 (unchanged) and 507 to 760 Fire damage at gem level 20 (from 535 to 802).

Vortex

- Mana Cost at gem level 20 is now 20 (was 21)
- Now deals 38 to 57 Cold damage at gem level 1 (from 42 to 63) and 524 to 787 Cold damage at gem level 20 (from 538 to 808).
- Now deals 106.5 base Cold damage per second at gem level 1 (from 116.1) and 1456.9 base Cold damage per second at gem level 20 (from 1495.6).

Vulnerability

- Mana Cost at gem level 1 is now 16 (was 24)
- Mana Cost at gem level 20 is now 33 (was 50)

Warlord's Mark

- Mana Cost at gem level 1 is now 16 (was 24)
- Mana Cost at gem level 20 is now 33 (was 50)

Whirling Blades

- Can now affect up to 40 targets per attack (from 20).

Winter Orb

- Now deals 25 to 31 Cold damage at gem level 1 (from 23 to 28) and 232 to 289 Cold damage at gem level 20 (from 258 to 322).
- Now has an added damage effectiveness of 50% (from 60%).

Wither

- Mana Cost at gem level 1 is now 3 (was 4)

- Mana Cost at gem level 20 is now 9 (was 10)

Vaal Skill Balance

Vaal Blade Vortex

- Now deals 14 to 20 Physical damage at level 1 of the gem (from 20 to 30), up to 331 to 496 Physical damage at level 20 of the gem (from 369 to 554).
- Now has an added damage effectiveness of 75% (from 80%).

Vaal Cold Snap

- Can now affect up to 40 targets per cast (from 20).

Vaal Detonate Dead

- Now deals 23 to 33 Fire damage at gem level 1 (from 15 to 21), up to 1395 to 2092 fire damage at gem level 20 (from 1235 to 1852).
- Now has an added damage effectiveness of 200% (from 150%).

Vaal Flameblast

- Adjusted to match the damage and added damage effectiveness of Flameblast.

Vaal Fireball

- Adjusted to match the damage and added damage effectiveness of Fireball.

Vaal Impurity of Fire/Ice/Lightning

- Now gain 4% aura effect per gem level (from 5%).
- Now cause you to take 25% less damage of their associated element, instead of 25% reduced damage.

Vaal Lightning Trap

- Adjusted to match the damage and added damage effectiveness of Lightning Trap.

Vaal Righteous Fire

- Now grants 15% more spell damage while active at gem level 1 (from 20%), up to 28% more spell damage at gem level 20 (from 39%).

Support Gem Reworks

Storm Barrier Support/Infused Channelling Support

- Storm Barrier Support has been renamed. It is now called Infused Channelling Support.
- No longer grants reduced Lightning Damage taken from hits while Channelling.
- No longer grants a chance to gain a Power Charge when hit while Channelling.
- Now grants reduced Damage taken from hits while Channelling, of types matching the supported skill gem's tags. Still also reduces Physical Damage taken from hits while Channelling.
- Now grants Infusion after channelling for a duration. Infusion grants more Damage of types matching the supported skill gem's tags.
- Now causes supported skills to deal more damage based on the gem's level.

Support Gem Balance

Arcane Surge Support

- Now causes supported skills to deal 10% more Spell Damage while you have Arcane Surge at gem level 1, up to 19% more at gem level 20. This is separate to the spell damage multiplier granted by the Arcane Surge buff itself.
- Now has a Mana Multiplier of 130% (from 110%).

Chain Support

- Now causes supported skills to deal 30% less damage at gem level 1 (from 50%), up to 11% less damage at gem level 20 (from 31%).

Decay Support

- Now deals 120 Chaos Damage per second at gem level 1 (from 96), up to 843 Chaos Damage per second at gem level 20 (from 675).

Fork Support

- Now causes supported skills to deal 10% less damage at gem level 1 (from 30%), up to 9% more damage at gem level 20 (from 11% less).

Innervate Support

- Now grants Supported Skills 2 to 29 added Lightning Damage at gem level 1 (from 1 to 25), up to 14 to 251 added Lightning Damage at gem level 20 (from 11 to 218).
- The Innervation buff now lasts for 8 seconds at all gem levels (from 4).

Life Leech Support

- No longer grants increased Life leech per second based on gem quality. It now causes supported skills to deal 10% increased Damage while Leeching Life at 20% quality.

Mana Leech Support

- No longer grants increased Mana leech per second based on gem quality. It now causes supported skills to deal 10% increased Damage while Leeching Mana at 20% quality.

Onslaught Support

- Now grants supported skills a 10% chance on Hitting a Unique Enemy to grant Onslaught for 3 Seconds.

Spell Cascade Support

- Now causes supported skills to deal 40% less damage at gem level 1 (from 50%), up to 21% less damage at gem level 20 (from 31%).

Summon Phantasm on Kill Support

- Now also grants a 10% chance to summon a Phantasm when supported skills, or non-phantasm minions from supported skills, hit a Rare or Unique enemy.

Passive Tree Balance

- The Sniper and Nullification cluster (near the Shadow) has been replaced. The new cluster contains two notables:
- Lethal Assault grants 18% increased Damage, 10% increased Projectile Speed, and 10% increased Area of Effect. The small passives above and below it grants 8% increased Damage, 5% increased Projectile Speed and 5% increased Area of Effect each.
- Resourcefulness grants 15% increased Evasion Rating, 10% increased maximum Energy Shield, 5% increased maximum Life, 0.5% of Life Regenerated per second. The small passives above and below it grant 12% increased Evasion Rating, +12 to maximum Energy Shield, +12 to maximum Life, and +4% to all Elemental Resistances.
- The Mind Drinker cluster (near the Shadow) has been moved slightly south and now shares its entry passives with the Shadow's jewel socket. It now also grants 25% increased Mana Regeneration Rate.
- Added the Soul Thief cluster, which is where Mind Drinker used to be. Soul Thief grants 18% increased Evasion Rating, 12% increased maximum Energy Shield, and 0.3% of Spell Damage Leech as Energy Shield. It has two adjacent passives which each grant 10% increased Evasion Rating and 5% increased maximum Energy Shield.
- Added the Arcane Swiftess cluster, near Ghost Reaver. The notable grants 5% increased Cast Speed while holding a Shield, 5% increased Spell Damage per 5% chance to Block Attack Damage, 20% chance to avoid Elemental Ailments while holding a Shield, 20% chance to avoid being Stunned while holding a Shield, and +3% chance to Block Attack Damage while holding a Shield. The small passives in the cluster grant a total of 34% increased Spell Damage while holding a Shield, 3% increased Cast Speed while holding a Shield, and +2% chance to Block Attack Damage while holding a Shield, spread across 4 passives.
- Static Blows has been moved west one passive. It has been mostly reworked and no longer grants any increases to Lightning damage. It now grants 20% increased Shock Duration on Enemies, 40% increased Critical Strike Chance against Shocked Enemies, 30% increased Damage if you have Shocked an Enemy Recently, and 30% increased effect of Shock. The other passives grant a total of 15% increased Critical Strike Chance against Shocked Enemies, 10% increased Damage if you have Shocked an Enemy Recently, 15% chance to Shock, 20% increased Effect of Shock, and 30% increased Shock Duration, spread across 3 passives.
- Added a new notable near Eldrich Battery: Arcane Expanse - The notable grants 15% increased Spell Damage, 10% increased Area of Effect if you've Killed Recently, 10% increased Area of Effect for Spell Skills, and +10 to Intelligence. The two preceding passives grant a total of 20% increased Spell Damage and 10% increased Area of Effect for Spell Skills.
- Added a new cluster north of the Witch: Enigmatic Reach - The notable grants 8% increased Attack Speed with Staves, 8% increased Cast Speed while wielding a Staff, 3% increased Area of Effect per Power Charge, and 10% increased Area of Effect while Wielding a Staff. The two small preceding passives grant a total of 16% increased Area of Effect while wielding a Staff, 3% increased Attack Speed with Staves and 3% increased Cast Speed while wielding a Staff.
- Added a new cluster next to Instability north of the Witch: Enigmatic Defense - The notable grants 5% chance to Block Spell Damage while wielding a Staff, 15% increased Spell Damage while wielding a Staff, 10% chance to gain Unholy Might on Block for 3 seconds, and +5% chance to Block Attack Damage while wielding a Staff. The other passives in the cluster grant 44% increased Spell Damage while wielding a Staff, +6% to Chaos Resistance, +2% chance to Block Spell Damage while wielding a Staff, and +2% chance to block Attack Damage while wielding a Staff, spread across 4 passives.
- Mind Barrier is no more. Farewell Mind Barrier.
- Added a new cluster next to Cruel Preparation north of the Witch: Arcane Guarding - The notable grants +6% chance to Block Spell Damage while holding a Shield, 15% increased Spell Damage while holding a Shield, 60% increased Energy Shield from Equipped Shield, and 20% increased Spell Damage if you've Blocked Recently. The other passives in the cluster grant a total of 42% increased Spell Damage while holding a Shield, +4% chance to block Spell Damage while holding a Shield, 40% increased Block Recovery, and 40% increased Energy Shield from Equipped Shield.
- Added a new cluster next to Pain Attunement between the Witch and the Shadow: Lucidity - The notable grants 40% chance to Avoid being Stunned while Channelling, 30% increased Damage with Channelling Skills, and -3 to Total Mana Cost of Channelling Skills. The preceding two passives grant a total of 5% increased Attack and Cast Speed with Channelling Skills and 14% increased Damage with Channelling Skills.
- Dark Arts has moved to between the Witch and Templar and has been completely reworked. The notable grants 5% increased Cast Speed while Dual Wielding, 10% increased Attack and Cast Speed if you've used a Movement Skill Recently, 30% increased Mana Regeneration if you've used a Movement Skill Recently, and +10 to Dexterity and Intelligence. The other passives in the cluster grant a total of 12% increased Cast Speed while Dual Wielding, 30% increased Cooldown Recovery Speed of Movement Skills, 20% increased Spell Damage while Dual Wielding, and 6% increased Movement Speed spread across 5 passives.
- Added a new cluster where Dark Arts used to be, north of the Witch: Mysticism - The notable grants +4% chance to block Attack Damage while Dual Wielding, +4% chance to block Spell Damage while Dual Wielding, 16% increased Spell Damage while Dual Wielding, 10% chance to gain a Frenzy Charge when you Block, and 10% chance to gain a Power Charge when you Block Spell Damage. The other passives in the cluster grant a total of 8% increased Attack Speed while Dual Wielding, 8% increased Cast Speed while Dual Wielding, +2% chance to block Attack Damage while Dual Wielding, +2% chance to block Spells while Dual Wielding, and 18% increased Spell Damage while Dual Wielding.
- Added a new cluster next to Zealot's Oath near the Templar: Singular Focus - The notable grants 4% additional Physical Damage Reduction while Channelling, 6% increased Attack and Cast Speed with Channelling Skills and 15% increased Damage with Channelling Skills. The other passives in the cluster grant a total of 44% increased Damage with Channelling Skills and 6% increased Attack and Cast Speed with Channelling Skills, spread across 4 passives.
- The elemental wheel west of the Templar has been reworked. There are now two wheels - a big one and a small one within it. The small one contains the Divine Judgement notable, which now grants 18% increased Burning Damage, 18% increased Elemental Damage, 10% increased Effect of non-Damaging Ailments on Enemies, and causes your damage to penetrate 4% of Elemental Resistances. The three small passives on that wheel grant a total of 24% increased Elemental Damage, 10% increased Burning Damage, 8% increased Effect of non-damaging Ailments on Enemies, and 1% Elemental Resistance Penetration.
- The big outer wheel has two notables: Divine Fury grants 12% increased Global Physical Damage, 12% increased Elemental Damage, 5% of Physical Damage as extra Fire Damage, and Fire Spells have 15% of Physical Damage Converted to Fire Damage. The passive leading to it grants 8% increased Global Physical Damage and 8% increased Fire Damage. Divine Wrath grants 12% increased Global Physical Damage, 12% increased

Elemental Damage, 5% of Physical Damage as extra Lightning Damage, and Lightning Spells have 15% of Physical Damage Converted to Lightning Damage. The passive leading to it grants 8% increased Global Physical Damage, and 8% increased Lightning Damage. The two notables are bridged by a passive which grants 8% increased Global Physical Damage and 8% increased Elemental Damage.

- Added a new cluster between Minion Instability and Elemental Overload: Light Eater - The notable grants 20% increased Maximum total Recovery per second from Energy Shield Leech, 0.8% of Spell Damage Leached as Energy Shield, and 24% increased Spell Damage while on Full Energy Shield. The two preceding small passives grant 0.3% of Spell Damage leached as Energy Shield and 30% increased Energy Shield Leached per second.
- Added a new cluster next to Arcane Vision: Ethereal Feast - The notable grants 0.6% of Spell Damage leached as Energy Shield, 30% increased Maximum total Recovery per second from Energy Shield Leech, and 6% increased Attack and Cast Speed while Leeching Energy Shield. The other small passives grant a total of 0.9% of Spell Damage Leached as Energy Shield, and 40% increased Energy Shield Leached per second.
- Heart of Flame, Heart of Ice and Heart of Thunder each now grant 0.2% of their respective element's Damage leached as Energy Shield.
- Ash, Frost and Storm (near Elemental Equilibrium) now grants 20% increased Elemental Damage (from 16%), 20% reduced Reflected Elemental Damage Taken (from 10%), and now also grants +6% to all Elemental Resistances. The preceding passives now also grant +3% to all Elemental Resistances as well as 10% increased Elemental Damage each.
- Blunt Trauma and its two neighbouring passives have been given its own small cluster near Galvanic Hammer. They are doing well.
- As a result of Blunt Trauma moving out, Serpent Stance has got its own cluster and is filling it with used IKEA furniture and also staff stats. The notable is unchanged, but now has three preceding passives which grant a total of 60% increased Global Critical Strike Chance while wielding a Staff, and +16% to Global Critical Strike Multiplier while wielding a Staff.
- Fire Walker, Lightning Walker and Frost Walker now each grant 25% increased damage of their associated element (from 20%), as well as 5% increased Cast Speed with skills of their associated element.
- Mental Rapidity now grants 8% increased Cast Speed (up from 6%), and the preceding passives each grant 4% increased Cast Speed (up from 3%).
- Explosive Impact - The north small passive before the notable now also causes Fire Spells to have 10% of Physical Damage converted to Fire Damage.
- Storm Weaver - The notable now grants 10% increased effect of non-Damaging Ailments on Enemies in addition to its previous boons. The small passives leading to it no longer grant increased effect of Chill and increased effect of Shock. Instead, they now cause Cold Spells to have 10% of Physical Damage Converted to Cold Damage, and Lightning Spells to have 10% of Physical Damage converted to Lightning Damage.
- Snowforged now grants +10% to Fire and Cold Resistances. The small Fire passive now also grants +10% to Critical Strike Multiplier with Fire Skills, while the small Cold passive now also grants 20% increased Critical Strike Chance with Cold Skills.
- Nimbleness now also grants +12% to Critical Strike Multiplier for Spells. The two preceding passives now also grant 15% increased Critical Strike Chance for Spells.

Ascendancy Balance

Trickster

- Swift Killer now also causes you to gain a Power or Frenzy Charge each second while Channelling.
- Ghost Dance has been completely reworked. It now causes you to gain a Ghost Shroud every second, up to a maximum of 3, 3% reduced damage taken per Ghost Shroud, when Hit, lose a Ghost Shroud and recover Energy Shield equal to 5% of your Evasion Rating, +5% chance to Evade while you have Energy Shield, and 10% increased Movement Speed while you have Energy Shield.
- Escape Artist no longer prevents you from being Stunned if you haven't been Hit recently, and no longer grants 8% reduced Damage taken if you haven't been Hit Recently. It now grants 12% increased Attack and Cast Speed per Ghost Shroud, Cannot Be Stunned while you have Ghost Shrouds, and 20% chance to Dodge Spell Hits if you have Energy Shield.
- Prolonged Pain now grants 20% more Damage over Time (from 15%).

Inquisitor

- Sanctify has been renamed and completely reworked. It is now called Sanctuary, and now causes Consecrated Ground you create to apply 10% increased Damage taken to Enemies, you have Consecrated Ground around you while Stationary, and 15 mana Regenerated per second while on Consecrated Ground.
- Pious Path has also been reworked, and now grants 20% increased Attack and Cast Speed while on Consecrated Ground (from 25%), Consecrated Ground you create grants Immunity to Elemental Ailments to you and Allies, 200 Energy Shield Regenerated per Second while on Consecrated Ground, and Consecrated Ground you create Lingers for 4 seconds.

Ascendant - Slayer

- No longer grants 20% increased Damage while Leeching. Now grants 30% increased area of Effect if you've Killed Recently (up from 20%). Now also grants 50% reduced Maximum Recovery per Life Leech.

Item Balance

- Enchantments (such as those found from the Labyrinth) now have their own mod slot on items. They no longer use the Implicit mod slot.
- Enchantments for Storm Burst which previously added additional projectiles now instead grant a chance to create an extra orb. This affects existing items.
- The three Two-Toned Boots basetypes have had their implicit resistance values lowered to 8-12% (from 15-20%). Existing versions will be changed to these values if a Blessed Orb is used.
- Bone Helmet basetypes have had their increased Minion Damage lowered to 15-20% (from 30-40%). Existing versions will be changed to these values if a Blessed Orb is used.
- Sources which provide Aspect of the Avian or Aspect of the Cat now have the Aspect tracked, even when the item is no longer equipped. This makes it impossible to sustain one portion of the Aspect's alternating buffs.
- The staff mod which could appear on Shaper staves now grants 1 to (7-8) lightning damage per 10 Intelligence (was 1 to (6-7)).

- You can no longer roll or craft more than one "X% of Physical Damage taken as Fire/Cold/Lightning" mod on a single item. The same goes for X% of Physical Damage converted to Fire/Cold/Lightning. You can now craft the damage conversion Veiled mods on items that also have an increase to the damage type of the same element on them. Previously, this was restricted.
- You can no longer craft the three veiled Mana mods which are available to Rings and Amulets all on the same item. Each will preclude the others.
- You can no longer craft multiple mods which affect an item's quality on the same item. Each will preclude the others.
- Fire Burst (from Essence of Hysteria) can now hit up to 40 targets at a time (from 20). It now has an added damage effectiveness of 130%.
- Cartography Scarabs now give 20/35/50% more chance to find Maps (from 30/60/100%).
- Sulphite Scarabs give 20/40/60% more Sulphite to Map Owner (from 50/100/150%).
- Divination Scarabs now give 50/100/150% more chance to find Divination Cards (from 100/200/300%).
- Improved the description of the Tectonic Slam 'Charged Slam' chance enchantment.
- Added some corruption outcomes which increase the Aura effect of the new Aura skills.

Unique Item Balance

- Cloak of Tawm'r Isley can once again be obtained, though the method is a secret waiting to be discovered.
- Blood of Corruption's Gluttony of Elements skill now grants Curse Immunity while active.
- Death's Oath's Death's Aura skill now deals 25% more damage per second.
- The Whispering Ice's Icestorm skill now has a 0.75 second cast time and a 6% chance to critically strike.
- The Rippling Thoughts' Storm Cascade skill now has an added damage effectiveness of 100%, and a cooldown of 0.5 seconds.
- Voice of the Storm and Choir of the Storm's Lightning Bolt skill now has an added damage effectiveness of 150%.
- Aul's Uprising critical variations - Now grants 'Hits against nearby enemies have 50% increased chance to critically strike' (previously caused nearby enemies to have an additional 2% chance to receive a critical strike). This affects existing versions of this item.
- New versions of Aul's Uprising can now appear with mods that cause the new Aura skills to reserve no mana.
- Kingmaker now has "nearby allies have +50% critical strike multiplier", "nearby allies have fortify" and 250-285% increased physical damage. Existing versions are not affected.
- Tombfist no longer grants 6-10% increased Attack Speed. Existing versions of this item will lose the increased Attack Speed if a Divine Orb is used. Do it. We dare you.
- Loreweave now sets your Maximum Resistances to a maximum of 78% (from 80%). Existing versions of this item can be updated to the new values with a Divine Orb.
- New versions of Watcher's Eye can appear with mods which interact with the new Aura skills.
- Spreading Rot no longer causes enemies Hindered by Blight to take increased Chaos Damage, and instead now causes Blight to inflict Withered on enemies for 2 seconds per copy of Spreading Rot.
- The Poet's Pen now only triggers spells socketed within it if you attacked with that specific weapon. Previously, dual-wielding The Poet's Pen would mean that you triggered spells from both weapons with each attack.
- Clarified the description on Eternal Apple, which removes Endurance charges upon reaching maximum charges.
- Updated the description on Soul Tether to reflect the new Leech mechanics. This does not change the function of the item at all.
- Cinderswallow Urn now applies a custom Ignite visual effect during Flask Effect.

World Changes

- Lilly Roth's gems are now sorted into Skills and Supports, and she now sells Added Chaos Damage Support and Detonate Mines.
- Helena no longer follows the player into the Lord's Labyrinth to read crafting recipes, as she hasn't passed Izaro's trials. You'll have to pass that important crafting knowledge onto her yourself.
- Crafting Unlocks from the prophecies related to members of the Pale Court as well as the unlock from The Pale Court encounter can now be used up to 6 times.

Monster Changes

- Bosses which previously had 60% or 80% less effect of curses on them now have 33% or 66% less effect of curses on them respectively. This includes map bosses, Incursion architects, Betrayal targets, Breachlords, Shaper, Elder and others.
- Spectred Blood Chieftains now have a cooldown on their power charge-generating roar.
- Due to Templar budget cuts (and performance concerns (but mostly fiscal responsibility)), many of the Blackguard Jaegers in the Ascent have lost their capes.

Master Changes

- Jun Ortoi is now a master. Jun now sells hideout decorations.
- You can advance Jun's Hideout level by defeating ranked Syndicate members.
- Jun's Atlas Objectives will now begin appearing on the Atlas.
- The Maps in Zana's shop are now sorted by tier.

Betrayal Changes

- Areas which contain Jun will, in the great majority of cases, now contain three separate Immortal Syndicate encounters.
- The Mastermind encounter has been simplified, clarified, and made easier:
- The Mastermind's Pillar Surges now activate at a slower rate.
- The Mastermind's Volatile Skeletons will no longer spawn in graveyard areas with an active green fire effect.
- Increased the radius at which the Mastermind's Volatile Skeletons explode (making it easier to safely trigger them).
- Improved the Mastermind's behaviour in and around the active green fire graveyard area thing places. She shouldn't get stuck in corners anymore!
- Haku on Research duty now gives items that can exceed 20% Quality, up to 30% at Rank 3.
- Haku's Chests while on Escort duty now give more and better items.
- Aisling on Intervention duty now gives Jewellery with two Veiled Mods.
- It that Fled on Fortification duty now gives more Rare Abyssal Jewels, and always gives a Stygian Vise at Rank 3.
- It that Fled on Escort duty now gives significantly more Breach Splinters.
- Janus on Escort duty now gives many more Quality Currency Items.
- Janus on Research duty now gives many more Perandus Coins.
- Janus on Fortification duty now gives more Currency Shards.
- Vorici on Escort duty now gives more and better quality Gems, including a 21 to 23% Quality Gem at Rank 3.
- Vorici on Fortification duty now gives many more Currency items that manipulate Sockets.
- Vagan's Chests in all Jobs now give more and better items.
- Veiled items drop more frequently from Immortal Syndicate encounters.
- Several veiled modifiers now have fewer tiers. Low tiers contribute more towards unlocking higher tiers, however it will, on average, take more unveils to unlock the highest tier.
- It That Fled's veiled mod (non-Chaos added as extra Chaos) has been split into Physical added as Chaos, Lightning added as Chaos, Cold added as Chaos, and Fire added as Chaos, and the values have been adjusted. New powerful versions of these modifiers can now appear in the basic mod pool on weapons and shields at higher levels.
- The +1 to maximum totems mod has been moved into the Shaper item mod pool, appearing on Shields.
- The cost of crafting veiled items in your hideout has been adjusted.

Azurite Mine and Sulphite Changes

- You are now less likely to find fossils at depths shallower than 58, and more likely to find fossils at deeper depths.
- Areas which contain Voltaxic Sulphite are now highly likely to contain 3 veins. This may not be the case for areas which contain many other terrain features, such as Shrines or Essences.

Prophecy Changes

- Added a prophecy that will guarantee Immortal Syndicate encounters in an area.

Map Changes

- The Atlas of Worlds has been shuffled. Most maps have changed tier and location within the Atlas.
- Atlas Objectives now have a 20% chance to appear (from 16.6%).
- Improved the layout and visuals of the Caldera map, and added new minibosses.
- Hideouts will no longer appear in areas where the Monstrous Treasure prophecy has triggered.
- The bonuses granted to upgraded Breachstone areas (from It That Fled's Research bonus) have been reduced. Tul's, Esh's and Xoph's upgraded Breachstones have had their increases to experience gain reduced to 100% for all tiers (from progressive growth per tier up to 250%). Uul-Netol's upgraded Breachstone's experience bonus caps out at 150% (from 300%), and Chayula's upgraded Breachstone experience bonus caps out at 200% (from 350%).
- Pack size modifiers for these upgraded Breachstones have been reduced to 20/40/60% (from 35/70/100%).
- All Pure Breachstones have had their area levels reduced by 1. Charged and Enriched Chayula Breachstones have also had their area levels reduced by 1.
- Updated a number of Grandmasters found in the Hall of Grandmasters unique map.

Zana League Mods Available During 3.6.0

Zana's map device options are now unlocked as you progress through the Atlas quest chain. These are the League Mods available during 3.6.0.

- Fortune Favours the Brave (costs 3 Chaos Orbs): One of these options will be applied at random, including those you have not yet unlocked.
- Alternate of Same Tier (costs 1 Chaos Orb): Requires a Rare map. Opens a random Rare map of the same tier, excluding the map you placed in the device.
- Shaped Tier 1-5 (costs 2 Chaos Orbs): Requires a Rare map. Opens a version of your map at 5 tiers higher, randomly rolled as a Rare.
- Shaped Tier 1-10 (costs 6 Chaos Orbs): Requires a Rare map. Opens a version of your map at 5 tiers higher, randomly rolled as a Rare, with a chance to be Corrupted.
- Elder Tier 1-15 (costs 15 Chaos Orbs): Requires a Rare map. Opens a version of your map at Tier 16, randomly rolled as a Rare, with a chance to be Corrupted.
- Nemesis (costs 2 Chaos Orbs): Rare monsters each have a Nemesis mod, area contains additional Rare monsters.
- Bloodlines (costs 2 Chaos Orbs): Magic Monster Packs each have a Bloodline Mod, Area contains additional Magic Monsters.
- Ambush (costs 3 Chaos Orbs): Area contains 3 extra Strongboxes.
- Essence (costs 3 Chaos Orbs): Area can contain Essences, Area contains 3 additional Essences.
- Breach (costs 4 Chaos Orbs): Area can contain Breaches, Area contains 2 additional Breaches.
- Harbinger (costs 4 Chaos Orbs): Area can contain Mysterious Harbingers, Area contains 2 extra Harbingers.
- Beyond (costs 4 Chaos Orbs): Slaying Enemies close together can attract monsters from Beyond.

User Interface Improvements

- Mod tiers displayed with the Advanced Mod Description key now display their tier based on what that item type can legitimately reach. In other words, a ring with the highest possible Life roll a ring may obtain will now say it is a T1 mod, even if that same mod on a Body Armour would be T5.
- The Crafting Bench now displays all mods, not just the mods you have unlocked. Mods you have not yet unlocked are greyed out.
- Added minimap icons for the Stash and Guild Stash.
- You can now teleport to party members waiting in the Aspirant's Plaza. Added an error message for when you attempt to teleport to a party member who has been in the Labyrinth long enough for the Aspirant's Plaza instance to close.
- Added more information to the Master level information popup.
- Item filters can now filter out Shaper and Elder items, if that's something you want to do for some reason.

Quest Rewards

- Purifying Flame is now available for the Templar after completing Enemy at the Gate.
- Storm Burst is now available for the Witch, Templar and Scion after completing The Siren's Cadence.
- Wave of Conviction is now available for the Templar after completing Intruders in Black.
- Malevolence is now available for the Witch and Shadow after completing Lost in Love.
- Bane is now available for the Scion, Witch and Shadow after completing Lost in Love.
- Zealotry is now available for the Templar after completing Lost in Love.
- Soulrend is now available for the Scion, Witch and Shadow after completing Sever the Right Hand.
- Divine Ire is now available for the Scion and Templar after completing Sever the Right Hand.
- Energy Leech Support is now available for the Witch, Shadow, Templar and Scion after completing A Fixture of Fate.
- Intensify Support is now available for the Witch, Shadow, Templar and Scion after completing A Fixture of Fate.
- Unleash Support is now available for the Witch, Shadow, Templar and Scion after completing The Eternal Nightmare.
- Cluster Trap Support is now available as a reward for completing The Eternal Nightmare.
- Added many new gems to Siosa's shop, available once you have completed A Fixture of Fate.

PvP Changes

- Spells triggered from Cast on Critical Strike and Cast on Melee Kill now have their damage scaled based on your attack speed.
- Skills supported by Cluster Trap Support now deal 20% less damage against players (from 15% less).
- Skills supported by Multiple Traps Support now deal 20% less damage against players (from 15% less).
- Skills supported by Chain Support now deal 30% less damage against players (previously no penalty).

- Skills supported by Lesser Multiple Projectiles Support now deal 15% less damage against players (previously had no penalty).
- Skills supported by Greater Multiple Projectiles Support now deal 25% less damage against players (from 15% less).
- Skills supported by Spell Cascade Support now deal 20% less damage against players (previously had no penalty).
- Skills supported by Volley Support now deal 10% less damage against players (previously had no penalty).
- Ball Lightning now deals 25% less damage against players (previously had no penalty).
- Magma Orb now deals 30% less damage against players (previously had no penalty).
- Consecrated Path now deals 30% less damage against players (previously had no penalty).
- Caustic Arrow's hit now deals 30% less damage against players (previously had no penalty).
- The new skill Bane has an attack time override of 0.5 seconds applied to its Damage over Time.
- The new skill Soulrend has an attack time override of 0.4 seconds applied to its Damage over Time.

Bug Fixes

- Fixed a bug which caused characters which were dual-wielding and using Smite to only use their main-hand animation if they were using a thrusting sword in their main hand. This was purely a cosmetic bug.
- Fixed several bugs which could cause Immortal Syndicate Fortifications to appear in unreachable locations.
- Fixed a bug which caused the Ancestral Warchief to appear as if it were only using a single hand to attack when it was in fact alternating hands.
- Fixed a bug which prevented Tukohama, War's Herald from dealing damage to Immortal Syndicate Fortress gates.
- Fixed a bug which could cause nearby rooms in the Azurite Mine to appear to have crafting benches when they actually didn't. Maybe you should lay off the sulphite, man.
- Fixed a bug which could allow you to kill Catarina multiple times from the same encounter.
- Fixed a bug with the Frozen Hollow wolf encounter in the Azurite Mine that could grant flares when it shouldn't.
- Adjusted the size of the Divine Righteous Fire effect. It appeared as though it affected a larger area than the base Righteous Fire skill, but it was purely a cosmetic difference.
- Fixed a bug where the chance to avoid all damage was rolled on a per-damage-type basis, rather than for all damage types at once, resulting in weird behaviour.
- Fixed a bug which caused Shattering Steel to only ever use the mainhand weapon.
- Fixed a bug where you could get a message that you have failed a challenge step immediately after successfully completing it.
- Fixed a bug which caused you to get two stacks of Grasping Vines on your first hit against an enemy with the Vine Snare Nemesis mod.
- Fixed a bug which could cause Avarius/Innocence to become invulnerable and stuck before a minion phase.
- Fixed a bug where some non-Essence monsters could be counted for the 'Kill the Essence Monsters' Zana missions.
- Fixed a bug which would cause Zana to vanish from the Epilogue town, making it impossible to complete the All Ears achievement.
- Fixed a bug where reduced curse effect could cause projectiles to not pierce monsters that were cursed with Projectile Weakness.
- Fixed a bug which caused players to take fire damage from Burning Ground if they had any source of increased Aura effect on themselves, despite using the Soul of Abberath Pantheon power.
- Fixed a bug where Aspects (such as Aspect of the Avian) remained active despite changing your body armour to the spell-phobic Gruthkul's Pelt.
- Fixed a bug where the Reset Audio Levels button would not affect the Chat Alerts volume.
- Fixed a bug where a player could enter a party member's Shaper's Stronghold and complete it without the Stronghold being removed from that player's Atlas.
- Fixed some bugs related to the large map device variants in hideouts.
- Fixed a bug where Jorgin would continue to generate Unholy Relics even after being defeated.
- Fixed a bug where Ice Spear would revert back to its first form indefinitely after hitting an enemy if the caster was wearing the Snakepit unique ring.
- Fixed several bugs where sources of specific-minion duration modifiers would affect summoned Phantasms too.
- Fixed a bug which would cause your client to freeze briefly when you opened or closed the chat window.
- Fixed a bug where your Spell Totems would inherit their Blade Vortex stacks from you, rather than having their own set.
- Fixed a bug which caused monsters that use Discharge to fail to play their casting animation while doing so.
- Fixed a bug where you could unveil the 2-handed version of the Arcane Surge on Kill veiled mod on 1-handed weapons.
- Fixed a bug where dying in the Menagerie would not correctly penalise your experience or count towards your total deaths. It will now!