

Eastern Sun Resurrected v1.04c

Fixes

- Fixed a bug where Bone Wave wouldn't pierce friendly targets properly

Necromancer

- **Bone Wall, Prison** - Reduced duration from 12 to 4 seconds. Bone Wave synergy with those skills is extremely strong now so there has to be a cost of opportunity.

Assassin

- **Ice Fangs** - Slightly increased aoe radius.