

# Eastern Sun Resurrected v1.03e

## Assassin

The way synergies work for traps (sentries) is that you need to pass each skill that grants synergy damage to that trap in certain fields and those fields are limited to 5 (but you also subtract from this number the skills that the trap actually has; most traps have one skill, death sentry has two - lightning and corpse explosion, which means it can only gain synergies from 3 skills at most).

- **Death Sentry** - Fixed synergies not working (it was being passed the wrong skills altogether). Now also benefits from fire pierce and fire % damage of the assassin (previously only benefited from lightning bonuses).
- **Other Sentries** - Most sentry synergies have been adjusted, they were previously gaining damage from skills that couldn't gain damage from and it only showed this bonus damage on character screen, not in practice. In order to compensate, synergy bonus damage has been increased.
- **Cold Blast** - Increased damage from synergies by 2%.