

Eastern Sun Resurrected 3.10

Breaking Changes

- Some skills were moved around internally in order to preemptively fix staff mods on items. This means you'll have to reroll items that granted oskills like teleport or other sorceress spells.
- Existing Noob's and Veteran's Odd Charms now require level 130. You are forced to obtain a new one, sorry for any inconveniences. The new odd/veteran odd charms now come with a hidden aura that is required for some of the new sorceress exclusives to work.

As a consequence, auras have been removed from charm runewords and replaced with something else (because an item can only have one active aura at a time).

Bug Fixes

- Fixed various small bugs related to monster properties, item properties.
- Fixed a few bugs related to some monster states not being applied in LAN.
- Fixed a bug where Lucion gained bonus damage from his passive aura on /players 8 significantly faster than intended (every 0.2 seconds instead of every 20 seconds).
- Lancelot now has a Corona instead of Royal Shield in its set. Replaced faster block rate with hit recovery.
- Vigor calculations for gold and magic find should be less prone to overflow now. Stamina no longer contributes towards max life.
- Kornac, the hollow apostle is no longer an undead.
- Fixed all bugs related to rune forging. There should no longer be mismatches between forging and unforging that could lead to overflows.
- Fixed several skill description bugs.
- Fixed a bug where diablo's hellhound wasn't granting physical and magic spell damage. This change is not retroactive, but you can get your physical + magic spell damage by killing him again and transmuting the following temporary recipe:
 - Kill ledger + 2 Flawed Tainted Tourmaline + **Key - Only use this recipe if you're missing physical and magic spell damage** (otherwise you will be locked out of elemental spell damage).
- Lich King trap is now represented by a patch of blue fire.

Summon Fixes

- All summons now have working resistances and they are properly displayed below their name. If you notice any inconsistencies, please report them.
- Summon resistances now cap at 75% and max resistances now apply to them as well (if they happen to gain them from auras because there's no max resist sources affecting summons directly at the moment). Summon resistances hard

cap at 95% similarly to players' resistances, except physical resist which caps at 50%.

- The resistance bonus is dynamic, so if you have 200% summon elemental resistance and the summon is affected by -130% fire resist debuff, the summon will still have 70% fire resist.
- All summons now have 0 baseline resistances for this to work (to avoid immunities and to avoid summons being too strong early on).

Memory overrides

- Crushing blow now deals 2 times more damage against regular enemies (the previous nerf was /4, now it's only /2).
- Crushing blow now deals damage to bosses again, but the value is ~2% out of maximum life against p1 bosses and ~0.5% against p8 bosses.

General

- Changed "base points" wording to "levels" on all special synergies (they're still hard points).
- Necromancer now recovers as fast as barbarian does (barbarian uses vanilla fhr breakpoints).
- Sorceress now recovers as fast as amazon does (which is significantly faster; amazon uses vanilla breakpoints).

Ascendancies

The following changes are **not** retroactive:

- **Starborn** - Replaced heal/mana after each kill with +30 to Power Overwhelming (All Classes).
- **Awakened** - Replaced 50% poison resist with +30 to Omnipotence (All Classes).

Hirelings

- **Act 3 hireling** - The lightning one now uses some of the new sorceress spells. The cold one now uses an empowered version of whirlpool (since he can't actually channel whirlpool).

Cube Recipes

- Hireling conversion recipes have been greatly improved.

Stats

- The special stat that increased Twister and Raging Gale count now only increases Twister count.
- Rings with ilvl 61+ can now roll curses on striking (affix responsible for this is no longer limited by level 60).

Oskills

- **Empowered Enchant (all variants)** - Removed attack rating bonus.
- **Empowered Enchant (physical variant)** - Significantly reduced physical bonus damage. Fixed a bug that made it work only for two handed weapons.

- **Mana Shards** - Shards only explode upon expiring, no longer explode on hit. Resulting shards no longer pierce all enemies.

Items

- Reworked a few items that provided old skills.
- Rebalanced most proc recipes on Vessel of Souls. Added new skills, removed some problematic ones and replaced them with some other skill procs.
- **Notable reworks**
 - **Spatial Distortion** - Shadow masters can now use **your spells**, not only assassin skills.
 - **Baal's Eye** - Fire centric now.
 - **Death's Fathom** - Completely reworked. Added a new oskill exclusive to death's fathom that scales with cold resistance.
 - **Windhammer** - Completely reworked, weapon damage oriented.
 - **Ormus' Robes** - Now rolls x3 skills instead of x4.
 - **Gluttony (runeword)** - Reworked.
 - Most items featuring both %ed and + flat damage were reworked to provide only one of the two.

Amazon

- **Inferno Fury, Hailstorm, Maelstrom Cascade** - Removed flat elemental damage entirely.
- **Hailstorm** - Fixed a bug where it generated significantly more projectiles than intended, which led to lag. No longer has next hit delay. Now all projectiles fall at the same time. Projectile number and area of effect scales with levels. Added shard number synergy from Inferno Fury. Special synergy now has a 50% chance to increase shard number and aoe instead of being guaranteed. Reduced weapon damage from 75% to 50%.
- **Inferno Fury** - Added firebolt number synergy from Hailstorm.

Assassin

- **Ricochet** - Added a 1 frame next hit delay to the shuriken that chains (only for throwing daggers). This makes ricochet no longer freeze the game instantly if you hit a pack of tough monsters (or invincible, t5 boss ads for example) with low damage. You can still clear bloody foothills with a single shuriken throw. It's still as deadly, maybe more cinematic now.
- **Cold Blast** - Capped radius increase from levels to 8 radius (to make the damage more concentrated near the center).
- **Meteor Sentry** - It's now 4 times harder to overflow the damage now (overflows on ~320k rather than 80k).

Necromancer

- Base damage and damage formulas of all summons and their abilities have been slightly adjusted (golems, skeletons, king). Now summons deal generally more

damage at the lower end of the level spectrum (~<50), but high end damage for levels approaching 100+ has been reduced by ~10-40%. This change is meant to make necromancer significantly stronger during campaign and early maps and less powerful with endgame gear.

- **Raise Skeletal Mage** - Skeleton mastery no longer provides bonus levels to their spells, but skeletal mages now gain 1 spell level every 2 levels instead of every 3 levels. Also increased synergy bonus damage from skeleton mastery and synergies from 4% to 5% (and added a description for this synergy bonus since it was missing).

Paladin

- **Resist Fire, Cold, Lightning, Salvation** - No longer provide fire/cold/lightning resistances (in order for the 80% resistance cap to work on summons to properly work, they need to not be affected by external sources). Instead, those auras no longer provide absorb/max resists to those elements (this also makes them a more desirable choice if you have soft resist cap).
- **Resist Fire** - No longer provides fire or physical resist. Now provides faster hit recovery and faster block rate.
- **Resist Cold** - No longer provides cold or physical resist. Still provides cannot be frozen.
- **Resist Lightning** - No longer provides lightning or physical resist. Now provides a chance to dodge.
- **Salvation** - No longer provides all elemental resists. Now provides max elemental resists and **flat** absorb.

Sorceress

- Reworked the vast majority of Sorceress' spells.
- Every elemental tree now has two paths you can choose, each having 3 spells that synergize with each other.
- Most skills have been moved around.
- Every elemental tree has a special exclusive skill (Elemental Fury is one of them) that grants substantial bonuses, but every exclusive skill comes with downsides.
- Elemental masteries have been renamed and reworked. They no longer grant % spell damage for their own element (because this made sorceress not scale too well with endgame gear as her spells' damage was already padded by masteries). To compensate, most of her spells are slightly stronger now by default. Masteries (now called Focuses) also grant double synergy bonus damage compared to other spells.
- You can still obtain the old Elemental masteries from gear, they have not been removed completely.

- **Ice Bolt** - Reworked. Launch a very fast ice bolt that explodes at the target location which then splits into several extremely fast shards that seek nearby enemies. Shard number scales with level.
- **Glacial Spike** - Reworked. Launches a fast moving glacial spike that explodes at the target location that releases ice bolts which explode after a short period and seek nearby enemies. On exploding, the glacial spike releases 8 additional ice bolts. The new glacial spike is very similar to frozen orb with a few small differences.
 - It explodes at the target location (or hitting an enemy unit).
 - It moves significantly faster.
 - It only releases 8 bolts on explosion, not 64.
 - Bolts are homing.

Overall, this skill is meant to be better for single target damage.

- **Ice Nova** - Replaced with Permafrost. Conjures a ring of ice that slows enemies affected by it and also reduces cold resistance. The longer enemies stay inside, the stronger the debuff gets. Culminates into an explosion affecting the entire area.
- **Raging Gale** - Twister number no longer scales with level or with the stat that grants higher twister number. Twister number is now fixed at 3 twisters. Significantly increased damage.
- **Blizzard** - Added a chance to freeze for all shards, rebalanced damage.
- **Frozen Orb** - Reworked into Orb of Winter. Summons an ice orb at the target location that covers the entire area with ice novas, then explodes into a devastating nova (this nova can shotgun). Added cold resistance reduction against enemies.
- **Cold Mastery** - Replaced by Glacial Focus. No longer grants % cold spell damage, grants cooldown reduction instead. Still grants cold resistance and now also grants maximum cold resist. Grants bonus synergy damage to all cold spells at 2 times the value of other spells.
- **Lightning** - Replaced by Zap. Fire a highly energetic lightning bolt that can bounce multiple times off the same target, losing velocity the more it bounces.
- **Chain Lightning** - Replaced by Conduit. Channel to continuously fire a devastating lightning beam that chains off nearby enemies. Spreads significantly quicker than old chain lightning. Number of bolts cast per second increases with faster cast rate.
- **Thunder Storm** - Replaced by Storm Nexus. Summon 5 ball lightning in a pentagonal formation at the target location that pulse with lightning novas which reduce lightning resist of nearby enemies. Your lightning spells can chain off the ball lightning.

- **Telekinesis** - Reworked. Now automatically targets an enemy near the cursor and blasts it and surrounding enemies with high lightning damage and progressively reduces the lightning resistance of affected enemies. Can no longer pick up items.
 - **Static Field** - Slightly reduced flat lightning damage at all levels.
 - **Hydra** - Increased max hydras from 3 to 5. Slightly increased damage at all levels, doubled mana cost gained per level. Projectiles can no longer jump to nearby enemies, but now they pierce by default.
 - **Lightning Mastery** - Replaced by Static Focus. No longer grants % lightning spell damage, grants % max mana instead. Still grants lightning resistance and now also grants maximum lightning resist. Grants bonus synergy damage to all lightning spells at 2 times the value of other spells.
 - **Time Stop** - Now also deals some lightning damage which is increased by amount of max mana as synergy bonus damage.
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- **Fire Bolt** - Significantly reduced damage, can no longer pierce. Instead, each cast of Fire Bolt provides a firestarter stack that increases the power of Fire Bolt, Fire Ball and Rain of Fire. For Fire Bolt, each firestarter stack summons micro explosions around the target based on the amount of firestarter stacks, up to 8 stacks (progression is not linear, but culminates into 8 micro explosions at 8 stacks).
 - **Fire Ball** - Significantly reduced base damage. At 2 firestarter stacks, main fireball splits into 4 additional fire balls. At 4 firestarter stacks, fireballs reduce fire resistance of affected enemies. Increased base aoe by 50%, reduced aoe gained per level by ~35%.
 - **Rain of Fire** - Reduced damage at all levels. Meteors now fall significantly faster and the skill automatically searches for targets within the location. The same target can be hit by meteors multiple times. At 8 firestarter stacks, rain of fire repeats itself once.
 - **Flame Wave** - Replaced by Scorch. Incinerate a target enemy. Each cast of Scorch provides a firestarter stack that increases the power of Scorch and Conflagrate. Scorch intensifies the fire affecting the target for each firestarter stack and at higher stacks, the fire spreads to nearby enemies. Can gather up to 6 stacks.
 - **Blaze** - Added stacking fire resistance reduction debuff. Levels no longer scale the fire velocity (speed). Instead, fire trails start homing on to nearby enemies at the end of their life. Duration changed to a set 10 seconds (down from a maximum of 20).

- **Fissure** - Replaced by Conflagrate. Release a devastating fire wave that incinerates all affected enemies. At 6 firestarter stacks, release additional random fires around the caster that seek and incinerate nearby enemies.
- **Fire Mastery** - Replaced by Molten Focus. No longer grants % fire spell damage, grants % max life instead. Still grants fire resistance and now also grants maximum fire resist. Grants bonus synergy damage to all fire spells at 2 times the value of other spells.
- **Immolation** - Reduced base damage by ~40%. Now projectiles also pierce in addition to having area of effect.
- **Fanatic Swing** - Removed the Aerial Guard synergy which granted +1 hits (since aerial guard doesn't exist anymore). Added the extra hit to the base skill (2 hits at level 1 instead of 1).
- **Shiver Armor** - Now grants physical damage instead of life regen. Now gains 3% effectiveness to all bonuses from Glacial Focus.
- **Fire Armor** - Now grants life regen instead of skill cooldown reduction. Now gains 3% effectiveness to all bonuses from Molten Focus.
- **Shock Armor** - Now grants total attack and movement speed instead of all skills. Now gains 3% effectiveness to all bonuses from Static Focus.
- **Charged Bolt** - Replaced by **Power Overwhelming**. Exclusive skill (cannot stack with other exclusive skills). Grants a 25% chance for spells to crit (**any spell**, including surges and poison/magic/physical spells) for a specific total bonus damage amount that goes up with levels. It comes with % life and flat life regen penalty.
- **Aerial Guard** - Replaced by **Omnipotence**. Exclusive skill (cannot stack with other exclusive skills). Grants total damage bonus. This damage bonus is multiplicative with **everything** (including crossbow bonus damage) and affects **everything** (EXCEPT summons because that would be too convenient). It comes with max fire, cold, lightning and poison resists penalty.
- **Elemental Fury** - It is now an exclusive skill. Reduced mana recovery penalty from 30% per level to 20% per level (only the % amount). Added 100% + 20% per level enhanced physical damage.