

Eastern Sun Resurrected 3.11.09

Bug Fixes

- **Memory Override** - Transmuting a cube with more than 100 items no longer crashes the game now.
- **Memory Override** - Dropping a cube with more than 71 items inside no longer works (the cube stays on the cursor). This is because dropping a cube with 72+ items crashes the game because it overflows a packet handler. So this fix avoids the crash gracefully (packet handler extension fix is impossible to implement).
- Fixed a crash issue with Mosaic runeword. Please remake your runeword.
- Fixed a bug where Arcanist ascendancy would grant only +6 to elemental fury instead of 30.
- Fixed several bugs related to monster proc effects. This includes a lot of on death effects or when hit effects (e.g. Lucion's whisper now teleports again).

Memory Overrides

- Unique charms no longer provide infinite negative hp regen when you have two of the same type equipped. Instead, when you have 2 or more unique charms of the same type, all of them except one will be disabled automatically (but you can still pick them up).
- **Existing charms will still provide negative hp regen, even if you have only one equipped. In order to fix this, just transmute the charm with itself. This will remove the negative hp regen.**
- **Note:** To remove the negative life regen from runeworded odd charm, you need to remove the sockets first.

Autostocker

- Fixed a bug where certain rerolling orb variants were not detected by the script.
- Moved the skip personal tab to the bottom of the interface, now functions as a skip for ALL personal tab items, not only rerolling orb items.
- The autostocker will now place the stockers at their original location instead of in the inventory.

Search Bar

- Integrated a search bar inside the stash, you can now search for items inside the stash. Non-matching items will be blacked out partially (poe style).

Monsters

- Bloodbound marauders now heal 10% of their max life below 25% hp instead of a flat amount of 100k. Also reduced the duration from 1 minute to 6 seconds.
- Corrupted Zakarum Priests now no longer have a chance to heal when hit. Instead, they have a chance to cast time stop when hit and their base regen has been increased drastically.

Items

- **Jewels** - All magic or rare jewels can only roll 1 of the following: min damage, max damage, % enhanced damage, % enhanced damage per level. This is to avoid an issue where those bonuses would not work when the jewel is socketed in an armor piece.