

PATCH 2.3.0 PTR PATCH NOTES

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Below you'll find the preliminary PTR patch notes for patch 2.3.0. Please note that this isn't the final version of the patch notes and that some changes may not be documented or described in full detail.

PTR PATCH 2.3.0 - v2.3.0.33061

To provide feedback on patch 2.3.0, please visit the PTR Feedback forum.

To report any issues you experience while playing, please visit the the PTR Bug Report forum.

For additional information about the PTR, [click here](#).

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PTR-ONLY CHANGES

- Kanai's Cube can now only convert items of sets with a minimum of 3 pieces
- Torment VII-X can now only be accessed by level 70 characters
- Torment VII-X public games can now only be accessed by players that meet a Paragon level requirement

- Torment VII requires a Paragon level over 100
- Torment VIII requires a Paragon level over 150
- Torment IX requires a Paragon level over 200
- Torment X requires a Paragon level over 250
- Torment VII-X have new Gold Find bonus values
- Adventure Mode
 - **Slightly reduced the amount of progress required to spawn a Rift Guardian in Nephalem and Greater Rifts**
 - Horadric Caches now only drop 1 act specific crafting material below level 70
 - Bug Fixes
 - Fixed an issue that prevented all players in a game from receiving a bonus cache
 - Fixed an issue that caused the Act IV bonus cache to take up less inventory space than intended
- Items
 - **The Spider Queen summoned by the Spirit of Arachyr (2) Set Bonus now benefits from the +Pet Damage affix**
 - **The Necrosis DoT applied by the Helltooth Harness set can no longer critically hit, but will now calculate your Critical Hit Chance and Critical Hit Damage into its damage**
 - **Jeram's Bracers now roll with +75-100% Wall of Death damage**
 - The Helltooth Harness (6) Set damage bonus now applies to the skills cast by Grin Reaper mimics
 - Bug Fixes
 - Fixed an issue that prevented the power from Leoric's Crown from functioning when selected in Kanai's Cube
 - Fixed an issue that prevented the rate at which stacks of the Chantodo's Resolve set bonus were accumulated while using a channeled skill from updating when your attack speed changed
 - Fixed an issue that could sometimes prevent a Bane of the Stricken from dealing increased damage to Rift Guardians if your attacks hit other targets first
 - Fixed an issue that prevented the DoT damage from Wall of Death - Fire Wall and Ring of Poison from refreshing the duration of the Helltooth (4) and (6) Set Bonuses
 - Fixed an issue that prevented the Spirit of Arachyr (4) Set damage bonus from lasting for the entire duration of the toad summoned by Hex - Toad of Hugeness
 - Fixed an issue that caused item repairs to be greatly inflated
 - Fixed an issue that prevented items created by Kanai's Cube from being account bound
 - Fixed an issue that allowed players to upgrade Rare items lower than level 70 to Legendary items
 - Fixed an issue that caused crafted items to have no level requirement
 - Fixed an issue that prevented Kanai's Cube recipes from working with follower items
 - Fixed an issue that caused the buff icon for Archon stacks to disappear when Archon expired with The Swami equipped
 - Fixed an issue that prevented several item affixes from being restricted to the proper classes
 - Fixed an issue that caused Chantodo's Resolve set bonus stacks to reset when taking a portal
- Monsters
 - **Further adjustments have been made to the amount of progress monsters grant in Nephalem and Greater Rifts**
 - Rift Guardian health has been slightly increased
 - Stonesinger
 - Now has a specific animation for his knockback attack
 - Reduced the distance of his knockback
 - Fissures now spawn faster as he loses health
 - Reduced fissure duration
 - Fissures now constantly fire mortars
- Bug Fixes
 - Fixed an issue preventing the Mac client from launching

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PATCH FEATURES

New Feature: The Ruins of Sescheron

The frozen wasteland that is the Ruins of Sescheron are now open for exploration! Filled with new enemies, traps, and environmental hazards, you'll be able to explore the region and learn more about what befell the barbarians of Mount Arreat. Explore the Immortal Throne and obtain the ultimate treasure: Kanai's Cube.

To learn more about The Ruins of Sescheron, [click here](#).

New Feature: Kanai's Cube

Kanai's Cube is a new artisan that offers a slew of new recipes to fully customize your items and catalogue your Legendary powers. Several recipes are available to players immediately upon acquiring Kanai's Cube:

- **Extract Legendary Power:** Destroy an item to add its Legendary power to your catalogue of collected powers. Once a power has been extracted, it can be equipped to your character without the need to equip the item. Players may have one Weapon, one Armor, and one Jewelry power equipped at a time. Players may only equip powers from items that their characters can normally equip and use.
- **Reforge a Legendary Item:** Completely re-rolls a Legendary item as though it had dropped for the first time. This includes any powers that may have been previously enchanted on the item. Note that reformed items may re-roll as either Ancient or non-Ancient, so reforge at your own discretion!
- **Upgrade Rare Item:** Upgrades the quality of a level 70 Rare item to Legendary. This item will roll as a randomized Legendary that shares that item's equipment type.
- **Convert Set Item:** Converts a Set item to a randomized piece of gear from the same Set. For example, if you convert a pair of Asheara's Finders, you could get Asheara's Custodian, Asheara's Pace, or Asheara's Ward in return.
- **Remove Level Requirement:** Removes the level requirement from an item, allowing it to be equipped by a character of any level.
- **Convert Gems:** Converts 9 of any color gem to 9 of any other color.
- **Convert Crafting Materials:** Converts 100 normal, magic, or rare Crafting Materials to 100 of another type of non-legendary Crafting Material

To acquire Kanai's Cube, visit Zoltun Kulle in New Tristram, Hidden Camp, Bastion's Keep Stronghold, or The Survivor's Enclave in Adventure Mode. He'll be quite pleased to guide you on your way.

To learn more about Kanai's Cube, [click here](#).

New Feature: Season Journey

Each player approaches a new Season a little differently and we wanted to celebrate individual player successes. Beginning in Season 4, you'll be able to track your personal progress through the Season Journey interface.

A player's Season Journey is divided into chapters, each with their own descriptive goals and achievements. The further you advance in your Season Journey, the more difficult the milestones become and you'll find there are challenges for every level of player. Completing the highest level Tiers will unlock new portrait frame rewards to celebrate your accomplishments.

This feature will be available for testing once Season 4 begins on the PTR. To learn more about Season Journey, [click here](#).

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GENERAL

- Torment VII-X difficulty levels have been added to the game
- Experience gained, including all sources of Bonus Experience, is now averaged across all players in a party that are eligible to receive experience
- Crowd control resistance cap has been increased from 65% to 95%
 - This now applies to immobilize effects as well
- Non-elite monsters can now benefit from crowd control resistance
- All monsters other than bosses, Rift Guardians, or certain large monsters (like Mallet Lords) are now vulnerable to knockback effects
 - Knockback effects are now subject to crowd control resistance rules and monsters will become immune to knockback at 65% resistance
- All hard crowd control effects (e.g. blind, charm, fear, knockback, stun) now automatically apply 20% crowd control resistance regardless of the duration
- Lantern Oil and Barrel Stack traps can now deal damage and stun or knockback enemies
- Vendors now only sell Magic amulets and rings
- Gems that drop below level 61 have been condensed into 5 tiers
 - The values of these remaining early gems have been adjusted so they feel more powerful
- **Increased the amount of Experience required for Paragon Levels 2500 and up**

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CLASSES

- Several skills can now be assigned to Left Mouse Button:
 - Barbarian
 - Battle Rage
 - Ignore Pain
 - Sprint
 - Threatening Shout
 - War Cry
 - Wrath of the Berserker
 - Crusader
 - Akarat's Champion

- Iron Skin
- Provoke
- Demon Hunter
 - Companion
 - Preparation
- Monk
 - Blinding Flash
 - Breath of Heaven
 - Epiphany
 - Mystic Ally
 - Serenity
- Witch Doctor
 - Hex
 - Horrify
- Wizard
 - Diamond Skin
 - Energy Armor
 - Familiar
 - Ice Armor
 - Magic Weapon
 - Storm Armor

• Thorns damage is now increased by 100% of your primary stat damage bonus

• Area Damage can now be triggered by pet attacks

• Many pets have received adjustments to their collision so that they more closely match their model

• **Barbarian**

- Active Skills
 - Battle Rage
 - Skill Rune - Ferocity
 - Has been redesigned
 - Now increases movement speed by 10%
 - Skill Rune - Swords to Ploughshares
 - Now also heals your pets
 - Cleave
 - Skill Rune - Scattering Blast
 - Now knocks enemies up into the air instead of back 10 yards
 - Enemies that land no longer knock other enemies back
 - Frenzy
 - Skill Rune - Vanguard
 - Now grants 5% movement speed per stack of Frenzy
 - Leap
 - Now breaks roots when cast
 - Threatening Shout
 - Skill Rune - Falter
 - Has been redesigned
 - Enemies take 30% 25% increased damage from all sources for 6 seconds
 - War Cry
 - Skill Rune - Veteran's Warning
 - Dodge chance bonus increased from 15% to 30%
 - Passive Skills
 - No Escape
 - Damage bonus increased from 20% to 30%
 - Minimum distance reduced from 20 to 15 yards
 - These bonuses now also apply to Avalanche
 - Relentless
 - Resource Cost Reduction granted reduced from 75% to 50%
 - Now doubles your Life per Fury Spent while active

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• **Crusader**

- Active Skills
 - Blessed Hammer
 - Skill Rune - Icebound Hammer

- Damage increased from 380% to 460% weapon damage
 - Chance to explode increased from 10% to 35%
 - Freeze duration reduced from 2 seconds to 1 second
 - Icebound Hammer now goes away when it explodes
- Falling Sword
 - **Maximum cast range has been increased**
 - **This ability will now begin its cooldown after its effects expire**
 - You will now arrive at your targeted location sooner after casting Falling Sword
 - You can now cast again sooner after casting Falling Sword
- Judgment
 - Skill Rune - Conversion
 - Has been removed
 - Replaced with:
 - Debilitate
 - Enemies in the judged area deal 40% reduced damage for 6 seconds

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- **Demon Hunter**

- Active Skills

- Spike Trap

- Initial arming time reduced from 2 to 1.5 seconds
 - Re-arming time reduced from 2 to .5 seconds
 - You should now feel less of a delay when casting Spike Trap
 - Skill Rune - Echoing Blast
 - Damage increased from 420% to 575% weapon damage
 - Enemies hit are now Frozen for 3 seconds
 - Frozen enemies take 20% increased damage
 - Skill Rune - Lightning Rod
 - Trigger range increased from 8 to 10 yards
 - Lighting now arcs from any triggered trap to any armed traps within 75 yards
 - All enemies hit take 880% weapon damage over 10 hits
 - Skill Rune - Long Fuse
 - Now deals all damage in a single explosion for 930% weapon damage
 - Enemies hit will now be Stunned for 2 seconds
 - Skill Rune - Scatter
 - Re-arming time reduced from 2 to .5 seconds
 - Skill Rune - Sticky Trap
 - Damage increased from 800% to 915% weapon damage
 - Arming time reduced from 2 seconds to 1 second
 - Range reduced from 16 to 12 yards

- Passive Skills

- Hot Pursuit

- Duration increased from 2 to 4 seconds

- Leech

- New Passive Skill

- Gain 18,705 Life on Hit
 - Heal amount increased by 75% of your Life per Kill
 - Available at level 60

- Numbing Traps

- Duration increased from 3 to 5 seconds

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- **Monk**

- Active Skills

- Dashing Strike

- Now breaks roots when cast

- Exploding Palm
 - Skill Rune - Essence Burn
 - The DoT effect applied by the on death explosion now stacks
- Seven-Sided Strike
 - You can now cast again sooner after casting Seven-Sided Strike
 - This ability will now begin its cooldown after its effects expire
- Tempest Rush
 - Attack speed will no longer cause Tempest Rush to attack faster; instead the resource cost and damage will scale with attack speed
 - Skill Rune - Flurry
 - The weapon damage bonus granted now scales with attack speed
 - Damage bonus per stack reduced to 90% weapon damage
- Bug Fixes
 - Fixed an issue that prevented Deadly Reach - Strike From Beyond from reducing the Spirit cost of Dashing Strike with the Raiment of a Thousand Storms (4) Set Bonus
 - Fixed an issue that caused Wave of Light - Explosive Light when enhanced by Tzo Krin's Gaze to be cast at the incorrect location when casting it further than 60 yards away
 - Fixed an issue that prevented Exploding Palm - Essence Burn from applying its on-death explosion DoT
 - Fixed an issue that prevented the bonus damage from Fist of Az'Turrasq from being applied to Exploding Palm - Essence Burn's on-death explosion DoT damage

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- **Witch Doctor**

- Active Skills
 - Acid Cloud
 - You can now cast again sooner after casting Acid Cloud
 - Skill Rune - Corpse Bomb
 - Damage increased from 525% to 700% weapon damage
 - Skill Rune - Lob Blob Bomb
 - Damage from individual blobs can now stack
 - Big Bad Voodoo
 - Pets no longer gain double the benefit of the 20% attack speed bonus
 - Skill Rune - Ghost Trance
 - Now reduces damage taken by 20%
 - Corpse Spiders
 - Now benefits from the +Pet Damage affix
 - Skill Rune - Blazing Spiders
 - Spiders now return 3 Mana on hit
 - Skill Rune - Widowmakers
 - Now increases the total damage to 700% weapon damage
 - Firebats
 - Damage increased from 425% to 475% weapon damage
 - Initial Mana cost has been removed
 - Channeling Mana cost has been increased from 70 to 125 Mana
 - Skill Rune - Cloud of Bats
 - Damage radius increased from 8 to 12 yards
 - Reduced the channeling duration required to reach maximum damage
 - Skill Rune - Hungry Bats
 - Damage increased from 635% to 750% weapon damage per bat
 - Skill Rune - Plague Bats

- Final damage increased from 638% to 720% weapon damage
 - Reduced the channeling duration required to reach maximum damage
 - Skill Rune - Vampire Bats
 - Damage type changed from Fire to Physical
- Firebomb
 - Skill Rune - Ghost Bomb
 - Damage type changed from Fire to Cold
- Grasp of the Dead
 - Damage increased from 560% to 760% weapon damage
 - Skill Rune - Desperate Grasp
 - Cooldown reduced from 6 to 4 seconds
 - Skill Rune - Grasping Eels
 - Damage increased from 880% to 1360% weapon damage
 - Skill Rune - Unbreakable Grasp
 - Now also removes the Mana cost
- Hex
 - Now has an animation and summons the Shaman or Toad at your cursor location
 - The summoned Shaman now stands in the location where it was summoned
 - Summoned Shamans' cast range increased from 25 to 50 yards
 - Damage bonus increased from 10% to 15%
 - Skill Rune - Angry Chicken
 - Damage type changed from Physical to Poison
 - You now break destructible objects while transformed
 - Skill Rune - Hedge Magic
 - Damage type changed from Physical to Cold
 - Skill Rune - Jinx
 - Damage bonus increased from 10% to 30%
 - Damage type changed from Physical to Poison
 - Skill Rune - Toad of Hugeness
 - Has been redesigned
 - Every second for 5 seconds, the toad pulls in the farthest enemy within 45 yards, swallows him for 0.5 seconds, then spits him back out, leaving the enemy with a debuff that deals 750% weapon damage over 5 seconds and increases damage taken by 25%
 - Skill Rune - Unstable Form
 - Weapon damage increased from 135% to 500%
- Locust Swarm
 - Skill Rune - Cloud of Insects
 - Has been redesigned
 - Enemies affected deal 25% reduced damage
- Mass Confusion
 - Skill Rune - Devolution
 - Chance to summon a Zombie Dog increased from 30% to 100%
 - Skill Rune - Mass Hallucination
 - Weapon damage increased from 195% to 400%
 - Skill Rune - Mass Hysteria
 - Maximum number of enemies Stunned increased from 6 to 10
 - Skill Rune - Unstable Realm
 - Cooldown reduced from 45 to 30 seconds
- Plague of Toads
 - Skill Rune - Piercing Toads
 - Damage type changed from Poison to Physical

- Skill Rune - Toad Affinity
 - Damage type changed from Poison to Cold
- Soul Harvest
 - Gaining additional Soul Harvest stacks will no longer remove all existing stacks and will instead be added to them. Any new stacks over 5 will replace the stack with the shortest remaining duration.
 - Skill Rune - Soul to Waste
 - Has been redesigned
 - Now grants 5% Movement Speed per stack
- Wall of Zombies
 - Has been removed
 - Replaced with:
 - Wall of Death
 - Raise a wall of Zombies 28 yards wide from the ground that blocks enemies and attacks them for ~~800%~~ 1000% weapon damage as Physical over 6 seconds
 - The damage area has been increased to more closely match the visual
 - You can now cast again sooner after casting Wall of Death
 - Skill Rune - Communing with Spirits
 - Summon a 15 yard radius spectral ring that deals ~~4400%~~ 1200% weapon damage as Cold over 6 seconds, Chills all enemies who walk through by 60%, and reduces their damage done by 25%
 - Skill Rune - Fire Wall
 - Summon a fire wall 40 yards wide for 8 seconds that burns enemies who walk through, dealing ~~1000%~~ 1100% weapon damage as Fire over 4 seconds
 - Skill Rune - Wall of Zombies
 - Increase the width of the wall of Zombies to 50 yards and knock all enemies back behind the wall
 - Skill Rune - Ring of Poison
 - Summon a 15 yard radius ring for 5 seconds that poisons nearby enemies, causing them to take 1200% weapon damage as Poison over 8 seconds
 - Skill Rune - Surrounded by Death
 - Raises a circle of zombies from the ground that traps and attacks nearby enemies for 1000% weapon damage as physical over 4 seconds
- Zombie Charger
 - Casting animation has been slightly sped up
 - You can now cast again sooner after casting Zombie Charger
 - Skill Rune - Explosive Beast
 - Explosion damage increased from 532% to 680% weapon damage
 - Explosion radius increased from 9 to 12 yards
 - Skill Rune - Lumbering Cold

- Damage increased from 196% to 280% weapon damage
- Skill Rune - Pile On
 - Damage increased from 800% to 880% weapon damage
- Skill Rune - Undeath
 - Damage increased from 360% to 480% weapon damage
- Skill Rune - Zombie Bears
 - Damage increased from 392% to 520% weapon damage
- Passive Skills
 - Bad Medicine
 - Damage reduction increased from 20% to 25%
 - Duration increased from 3 to 5 seconds
 - Blood Ritual
 - Mana costs taken from Life increased from 10% to 20%
 - Confidence Ritual
 - New Passive Skill
 - You deal 25% additional damage to enemies within 20 yards
 - Fierce Loyalty
 - Half of the 30% Movement Speed bonus is now granted while you have a Zombie Dog, Gargantuan, or Fetish following you, even if they are in combat
 - Fetish Sycophants
 - Fetishes now benefit from +Fetish Army bonus damage
 - Physical Attunement
 - Has been removed
 - Replaced with:
 - Swampland Attunement
 - Grants you and your pets 120 resistance to Physical, Poison, Fire, and Cold per enemy within 20 yards
 - Spiritual Attunement
 - Mana regeneration increased from 1% to 2% per second
 - Spirit Vessel
 - Heal amount increased from 15% to 50%
 - Cooldown reduced from 90 to 60 seconds
 - Vision Quest
 - Mana regeneration bonus increased from 30% to 40%
- Bug Fixes
 - Fixed an issue that prevented Guargantuan - Big Stinker, and Restless Giant from being affected by Short Man's Finger
 - Fixed an issue that prevented reapplication of Haunt - Poisoned Spirit from applying the +20% damage taken buff
 - Fixed an issue that prevented Fetishes summoned by The Gidbinn from counting towards the Zunimassa's Haunt (4) Set Bonus
 - Fixed an issue that caused each Firebats - Hungry Bats bat to deal half the listed damage

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- **Wizard**

- Active Skills
 - Archon
 - Now breaks Crowd Control effects when cast
 - Arcane Strike knockback effect has been removed
 - Arcane Blast cooldown has been removed
 - Skill Rune - Slow Time
 - Now also causes your Arcane Blast and Arcane Strike abilities to Freeze enemies for 1 second
- Passive Skills
 - Audacity
 - Damage bonus increased from 15% to 30%
 - Unstable Anomaly

- Has been redesigned
 - When you receive fatal damage, you instead gain a shield equal to 400% of your maximum Life for 5 seconds and release a shockwave that knocks enemies back and Stuns them for 3 seconds.
 - This effect may occur once every 60 seconds
- Bug Fixes
 - Fixed an issue that prevented Ray of Frost from dealing damage to Burrowing Leapers after they have burrowed
 - Fixed an issue that prevented the Arcane Orb - Spark bonus Lighting damage from being applied to Slow Time and Archon Slow Time that were enhanced by the Delsere's Magnum Opus (4) Set Bonus
 - Fixed an issue that prevented Aether Walker and Cosmic Strand from working with Archon Teleport
 - Fixed an issue that prevented Crown of the Primus from working with Archon Slow Time
 - Fixed an issue that prevented the Delsere's Magnum Opus (4) Set Bonus from working with Archon Slow Time
 - Fixed an issue that caused non-offensive spells to consume the Wave of Force - Arcane Attunement buff
 - Fixed an issue that prevented Hydra - Arcane Hydra from benefitting from the Wave of Force - Arcane Attunement buff
 - Fixed an issue that prevented Archon Disintegration Wave from updating its refresh rate while channeling when your attack speed changed

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- Bug Fixes**

- Fixed an issue that prevented Area Damage from benefitting from several sources of bonus damage
 - Fixed an issue causing many pets to regenerate less Life per Second than intended

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ITEMS

- Cooldown Reduction and Resource Cost Reduction can now roll on normal Shields
- Azurewrath
 - Aura damage increased from 30-40% to 500-650% weapon damage per second
 - Aura now also affects Demons
 - Now knocks enemies into the air instead of knocking them back
- Fulminator
 - Lightning rod damage increased from 167-222% to 444-555% weapon damage per second
 - Now rolls with a guaranteed primary stat instead of Attack Speed
- Hellfire Amulet
 - Now rolls with a guaranteed socket
- Stone of Jordan
 - Once again rolls with +Maximum Resource as a secondary stat for all classes
- Thorns of the Invoker
 - This set now only drops for Crusaders
- Class-Specific Items**
 - Barbarian
 - Bracers of Destruction
 - New Legendary Bracers
 - Seismic Slam deals 300-400% increased damage to the first 5 enemies it hits
 - Bracers of the First Men
 - New Legendary Bracers
 - Hammer of the Ancients attacks 50% faster and deals 150-200% increased damage
 - Fjord Cutter
 - Chilling aura proc chance increased from 20-30% to 100%
 - Fury of the Ancients
 - New Legendary Shoulders
 - Call of the Ancients gains the effect of the Ancients' Fury rune
 - Immortal King's Call
 - (6) Set Bonus

- **Damage bonus increased from 100% to 250%**
- Pride of Cassius
 - Now also extends the duration of Ignore Pain - Mob Rule
- Remorseless
 - No longer summons an Ancient if you already have 3 active
- Crusader
 - Gabriel's Vambraces
 - New Legendary Bracers
 - When your Blessed Hammer hits 3 or less enemies
75-100% of its Wrath cost is refunded
 - Guard of Johanna
 - New Legendary Crusader Shield
 - Blessed Hammer damage is increased by 200-250%
for the first 3 enemies it hits
 - Johanna's Argument
 - New Legendary Flail
 - Increases the attack speed of Blessed Hammer by
100%
 - Seeker of the Light
 - New Set
 - (2) Set Bonus
 - Every use of Blessed Hammer that hits an
enemy reduces the cooldown of Falling
Sword and Provoke by 1 second
 - (4) Set Bonus
 - You take 50% less damage for 8 seconds
after landing with Falling Sword
 - (6) Set Bonus
 - Increases the damage of Blessed
Hammer by 750% and Falling Sword by
500%
- Demon Hunter
 - Hunter's Wrath
 - New Legendary Belt
 - Your Hatred generators attack 30% faster and deal
~~30-40%~~ **45-60%** increased damage
 - Wraps of Clarity
 - New Legendary Bracers
 - Your Hatred generators reduce your damage taken
by 30-35% for 5 seconds
 - Yang's Recurve
 - New Legendary Bow
 - Multishot attacks ~~40%~~ **50%** faster
 - Rolls with ~~+30-40%~~ **+40-50%** Resource Cost
Reduction
- Monk
 - Binding of the Lost
 - New Legendary Belt
 - Each hit with Seven-Sided Strike grants 3-3.5%
damage reduction for 7 seconds
 - Shenlong's Spirit
 - (2) Set Bonus
 - The damage of your Spirit Generators is increased
by ~~2%~~ **1.5%** for each point of Spirit you have
 - When reaching maximum Spirit, all damage is
increased by 100%, but you no longer passively
regenerate Spirit and 65 Spirit is drained every
second until you run out of Spirit
 - Uliana's Strategem
 - New Set
 - (2) Set Bonus
 - Every third hit of your Spirit Generators
applies Exploding Palm
 - (4) Set Bonus

- Your Seven-Sided Strike deals its total damage with each hit
 - (6) Set Bonus
 - Your Seven-Sided Strike detonates your Exploding Palm
- Witch Doctor
 - Carnevil
 - The damage of darts fired by Fetishes is now increased by 250%
 - The number of Fetishes that fire darts when you do is now limited to 5
 - Coils of the First Spider
 - New Legendary Bracers
 - While channeling Firebats, gain 60000-80000 Life per Hit
 - Gain 30% damage reduction while channeling Firebats
 - Deadly Rebirth
 - Now rolls with +45-60% Grasp of the Dead damage
- The Grin Reaper
 - Mimics' skill damage now gains bonuses from your items
 - Removed the cooldown on mimics' Acid Cloud and Zombie Charger skills
 - Mimics can now cast Wall of Death
 - Increased cast range of mimics' skills
- Helltooth Harness
 - Has been redesigned
 - (2) Set Bonus
 - Enemies hit by any skill listed in the (6) Set Bonus are afflicted by Necrosis becoming Slowed and taking ~~1000%~~ 1500% weapon damage every second for 10 seconds
 - Necrosis causes afflicted enemies to take ~~45%~~ 20% increased damage from all sources
 - (4) Set Bonus
 - After applying Necrosis to an enemy, you take 50% reduced damage for 10 seconds
 - (6) Set Bonus
 - After casting wall of Death you gain ~~300%~~ 900% increased damage to your primary skills, Acid Cloud, Firebats, Gargantuan, Grasp of the Dead, Piranhas, Wall of Death, Zombie Charger, and Zombie Dogs for ~~42~~ 15 seconds
 - ~~This effect stacks up to 3 times~~
- Jeram's Bracers
 - New Legendary Bracers
 - Wall of Death can be cast up to twice again within 2 seconds before the cooldown begins
 - Increases the attack speed of Wall of Death by 30%
 - Note: This will not be reflected in the item's tooltip
- Manajuma's Way
 - Has been redesigned
 - (2) Set Bonus
 - Your Hex - Angry Chicken explosion damage is increased by ~~100%~~ 200% and slain enemies trigger an additional explosion
 - Your Hex - Angry Chicken now lasts 15 seconds and movement speed as a chicken is increased by an additional 100%
- Spirit of Arachyr
 - New Set
 - (2) Set Bonus
 - Summon a permanent Spider Queen who leaves behind webs that deal ~~500%~~ 800% weapon damage per second over 5 seconds and slows enemies. The

- Reduces the Mana cost of Zombie Charger by ~~30-40%~~ 40-50%
 - Rolls with ~~30-40%~~ 60-80% increased Zombie Charger damage
 - Wizard
 - The Swami
 - Legendary Power added
 - The bonuses from Archon stacks now last for 15-20 seconds after Archon expires
- New Seasonal Legendary Items**
 - Note: The following Seasonal items will be not be available to PC players until Season 4 begins and will be available exclusively to Seasonal characters until the conclusion of Season 4*
 - Bane of the Stricken
 - New Legendary Gem
 - Each attack you make against an enemy increases the damage it takes from your attacks by ~~4.0%~~ 0.8%
 - Damage bonus is increased by ~~0.02%~~ 0.01% per rank
 - Gain 25% increased damage against Rift Guardians and bosses at rank 25
 - Barbarian
 - Dishonored Legacy
 - New Mighty Weapon
 - Cleave deals up to 300-400% increased damage based on percentage of missing Fury
 - Crusader
 - Sacred Harness
 - New Legendary Belt
 - Judgment - Debilitate is cast at your landing location when casting Falling Sword
 - Demon Hunter
 - The Demon's Demise
 - New Legendary Hand Crossbow
 - Spike Trap - Sticky Trap spreads to nearby enemies when it explodes
 - Monk
 - Lion's Claw
 - New Legendary Fist Weapon
 - Seven-Sided Strike performs an additional 7 strikes
 - Witch Doctor
 - Henri's Perquisition
 - New Mojo
 - The first time an enemy deals damage to you, reduce that damage by ~~45-60%~~ 60-80% and Charm the enemy for 3 seconds
 - Wizard
 - Fazula's Improbable Chain
 - New Legendary Belt
 - You automatically start with ~~40-50~~ 15-20 Archon stacks when entering Archon form
- Bug Fixes**
 - Fixed an issue that prevented the Firebird's Finery (4) Set Bonus from being triggered by Slow Time and Archon Slow Time that were enhanced by the Delsere's Magnum Opus (4) Set Bonus
 - Fixed an issue that prevented additional rays of Heaven's Fury - Thou Shalt Not Pass with a Fate of the Fell equipped from stopping enemies who try to pass over the ground touched by the rays
 - Fixed an issue that prevented Dashing Strike, when enhanced by the Raiment of a Thousand Storms (4) Set Bonus from activating the resource spender portion of the Bastions of Will set bonus
 - Fixed an issue that prevented Dead Man's Legacy from affecting Multishot when cast by Marauder's Sentries
 - Fixed an issue that could sometimes prevent Fist of Az'Turrasq from rolling with a primary stat

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ADVENTURE MODE

• Bounties

- There will now only be 1 bonus act per game
- Completing a bonus act will now award an extra cache with that awards gold, bloodshards, and crafting materials
- Upon completing the bonus act a new bonus act will be activated
- The starting bonus act now changes every hour
- Horadric Caches and bonus caches now contain an act specific crafting material
- Horadric Caches now contain **a two** guaranteed Legendary or Set recipes (if available at your level range)
- Individual bounties no longer award Blood Shards, they are now contained in the bonus cache
- Horadric Caches now contain gold
- Time until the helpful locator ping for an objective shows up has been reduced from 5 minutes to 1 minute
- Second floor bounties will now show 15 remaining enemies instead of 5
- **No longer award rift keys**

• Nephalem Rifts

- Conduit Pylon
 - Duration has been increased from 15 to 30 seconds in Greater Rifts
 - Conduit now deals damage based on your current difficulty level or Greater Rift tier
 - Conduit now deals reduced damage to bosses and Rift Guardians
- Nephalem Rifts no longer require Keystones
- The Realm of Trials has been removed from the game
- Generic Greater Rift Keystones now drop and can drop at any difficulty level
- Greater Rift tiers are now selected via a dropdown menu
 - The maximum rift tier that can be selected is:
 - Your previous best, or one tier higher than the highest Greater Rift you have successfully completed
- The amount of progress required to complete a Nephalem Rift or Greater Rift has been increased
- **The amount of progress granted by progress globes in Nephalem and Greater Rifts has been increased**
- The option to upgrade a keystone upon successful completion of a Greater Rift has been removed
- You may now only upgrade Legendary Gems if you complete a Greater Rift before time expires
- Monster damage in Greater Rifts above tier 25 has been significantly reduced
- The number of Blood Shards dropped in Greater Rifts above tier 42 has been increased
- The number of guaranteed Legendary items dropped in Greater Rifts starting at tier 50 has been increased
- Keywordards now drop Infernal Machines instead of keys; existing keys will be converted into their corresponding machine types upon login
- Infernal machines only drop for players who are in the same area
- Infernal Machine crafting recipes have been removed from the game

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• Bug Fixes

- Fixed an issue that prevented players who were in a game where a Greater Rift was in progress, but were not participating in the rift from changing their skills
- Fixed an issue that could sometimes prevent The Hell Portals bounty from being completed

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CRAFTING

- Low level crafting materials have been removed from the game
- Crafting costs and crafting material drop rates have been adjusted to have more parity between the different materials
- Blacksmith
 - Magic and Rare recipes no longer drop
 - Additional Magic and Rare recipes have been added to fill in gaps while leveling
 - **Additional level 70 Rare items have been added**
 - A new filter option has been added that displays items relevant to your level and class
 - Crafted Legendary and Set items no longer require a Legendary crafting material
 - Level 70 crafted Legendary and Set items now require act-specific crafting materials instead of a Forgotten Soul
 - Crafting costs have been standardized across slots

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MONSTERS

- Cain's Memory and Cain's Insight now have more relevant affixes
- Jailer
 - Damaged has been reduced by 50%
 - Duration increased from 1 second to 1.5-2.5 seconds
 - The cooldown between monsters in the same pack casting Jailer has been greatly increased
- Poison Enchanted
 - Monsters in the same pack now have a shared cooldown on casting this ability
 - Monsters now only cast 1 poison bomb at once
 - Individual monster cooldown has been slightly reduced
- Reflects Damage
 - Now has a warning visual for a short time before dealing damage
 - Now reflects damage of the same type that was dealt
 - Now has a very short internal cooldown
 - Damage inflicted has been increased
 - Only one monster in a pack can reflect damage at a time
 - Monsters can no longer reflect damage while afflicted by a Witch Doctor's Hex
- Champion packs with the Waller affix can no longer summon a wall within 3 yards of another wall
- The experience and rift progress granted by several monsters has been adjusted to be more inline with the difficulty required to kill them
- Fire Chains damage radius has been decreased to more closely match the visual effect
- Armor Scavenger
 - Armor mechanic has been redesigned
 - Damage has been slightly increased
 - Health has been slightly reduced
 - Burrow time has been slightly increased
- Corrupted Angels can no longer dash over terrain that cannot be walked on
- Winged Assassins and Executioners can now be killed while casting and recovering from their leap attacks, but cannot be killed while in midair
- Winged Assassins, Urzael, and Executioners no longer deal damage if they are killed during their leap attacks
- Rockworm
 - Now spawn in a burrowed state
 - Must wait a minimum of 4 seconds after surfacing before they may burrow again
- Sand Sharks must wait a minimum of 4 seconds after surfacing before they may burrow again
- Rift Guardians
 - Most monsters are no longer allowed to shoot projectiles at targets in melee range
 - Monsters that shoot projectiles will now always aim them at a player, but projectiles can still collide with pets
 - Some monsters maximum ranges have been reduced to make sure they can no longer shoot players from off screen
 - Monsters that use ranged attacks will now make more of an effort to get to a range where they can use them
 - Monsters that charge now target random players
 - Monsters that run away now only do so when approached by players and can now do so less frequently
 - Rift Guardian health has been significantly lowered
 - Eskandiel
 - Wave attack range has been increased
 - Wave attack now has a longer animation before it is cast
 - Orlash
 - Clones may no longer change direction while using their breath attack
 - Orlash will now summon three clones starting at 50% Life
 - Clones duration has been increased
 - Clones will now use their breath attack as soon as they are summoned
 - Melee attack damage has been slightly reduced
 - Greatly reduced the damage radius of Orlash's breath attack
 - Raiziel
 - Electrified affix has been removed
 - Lighting storm strikes now create a charged bolt
 - Lighting storm now strikes more times per cast
 - Can no longer have two lightning storms active at once
 - Can now cast lightning storms more frequently when below 75% health

- The lightning storm ground visual now persists for the entire duration of the attack
- Sand Shaper
 - Cyclone duration has been reduced
 - Cyclone damage radius has been decreased
 - Will now summon Cyclones at random distances from himself
- Stonesinger
 - **Can no longer spawn**
 - ~~No longer spawns clones~~
 - ~~Now summons stone turrets that fire mortars~~
 - ~~Now has a charge that does not deal damage~~
 - ~~Melee attack damage has been significantly reduced~~
 - ~~Now has a knockback~~
- Bug Fixes
 - Fixed an issue that caused Eskandiel's wave attack to hit players standing behind him at very close range
 - Fixed an issue that prevented Wasp projectiles fired by Elite Sand Wasps from dealing more damage
 - Fixed an issue that prevented Tethrys' ground AoE from dealing reduced damage to pets
 - Fixed an issue that prevented Orlash's breath attack from dealing reduced damage to pets
 - Fixed an issue that could sometimes prevent Corrupted Angels' dash attack from damaging players
 - Fixed an issue that caused the damage from Arcane Sentry to be very slightly out of sync with its visual effect

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USER INTERFACE

- Right clicking a player on a Leaderboard and selecting view hero details will now display a snapshot of the character at the time of the entry

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Źródło: <http://us.battle.net/d3/en/blog/19814212/patch-230-ptr-patch-notes-8-6-2015>

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