

Diablo III: New PTR Patch 2.4.1 Datamined

A new PTR Patch has been datamined. Read all the class changes and its new strings, which contains changes to items and sets, below.

The following information is datamined and may be inaccurate! It is also likely to change before the patch goes live.

We will continue updating this post as we get more information. Check back often!

Update 11:00 PM EST: Added new Pet and Wing icons - new Cow King pet there!

Update 11:30 PM EST: Added Set Changes! Removed non meaningful strings and did some formatting.

Set Bonuses

Below are all the changes to set bonuses coming in the PTR patch.

Shenlong's Spirit

- **2 pieces:** When reaching maximum Spirit, all damage is increased by 150% (up from 100%), but you no longer passively regenerate Spirit and 65 Spirit is drained every second until you run out of Spirit

Natalya's Vengeance

- **6 pieces:** After casting Rain of Vengeance, deal 500% (up from 400%) increased damage and take 60% (up from 50%) reduced damage for 10 (up from 6) seconds.

Immortal King's Call

- **6 pieces:** While both Wrath of the Berserker and Call of the Ancients is active, you deal 400% (up from 250%) increased damage.

Tal Rasha's Elements

- **4 pieces:** Arcane, Cold, Fire, and Lightning attacks each increase all of your resistances by 25% for 8 seconds. (*reworded*)
- **6 pieces:** Attacks increase your damage by 750% (up from 500%) for 8 seconds. Arcane, Cold, Fire, and Lightning attacks each add one stack. At 4 stacks, each different elemental attack extends the duration by 2 seconds, up to a maximum of 8 seconds.

Zunimassa's Haunt

- **4 pieces:** You and your pets take 3% (up from 2%) less damage for every Fetish you have alive.
- **6 pieces:** Enemies hit by your Mana spenders take 1500% (up from 800%) increased damage from your pets for 8 (up from 4) seconds.

The Shadow's Mantle

- **2 pieces:** While equipped with a melee weapon, your damage (*reworded* from "all damage") is increased by 1200% (up from 600%).

Might of the Earth

- **4 pieces:** Leap causes an Earthquake when you land. Additionally, Leap gains the effect of the Iron Impact rune and the rune's effect and duration are increased by 150% (up from doubling the duration).
- **6 pieces:** Increase the damage of Earthquake, Avalanche, Leap, Ground Stomp, Ancient Spear and Seismic Slam by 1200% (up from 800%).

Thorns of the Invoker

- **2 pieces:** Your Thorns damage now hits all enemies in a 15 yard radius around you. Each time you hit an enemy with Punish, Slash, or block an attack your Thorns is increased by 35% (up from 25%) for 2 seconds.
- **4 pieces:** You take 50% less damage for 20 seconds after damaging an enemy with Bombardment. (*reworked* from "casting Bombardment")
- **6 pieces:** The attack speed of Punish and Slash are increased by 50% and deal 800% (up from 600%) of your Thorns damage to the first enemy hit.

Legacy of Raekor

- **6 pieces:** Every use of Furious Charge increases the damage of your next Fury-spending attack by 750% (up from 300%).

Vyr's Amazing Arcana

- **4 pieces:** Archon stacks also increase your Attack Speed, Armor, and Resistances by +1.5% (up from 1%).

Monkey King's Garb

- **4 pieces:** Every second Sweeping Wind spawns a decoy next to the last enemy you hit that taunts nearby enemies and then explodes for 1000% (up from 500%) weapon damage for each stack of Sweeping Wind you have.
- **6 pieces:** Lashing Tail Kick, Tempest Rush, and Wave of Light consume a stack of Sweeping Wind to deal 3000% (up from 1500%) increased damage.

Embodiment of the Marauder

- **4 pieces:** Sentries deal 400% (up from 300%) increased damage and cast Elemental Arrow, Chakram, Impale, Multishot, and Cluster Arrow when you do.
- **6 pieces:** Your primary skills, Elemental Arrow, Chakram, Impale, Multishot, Cluster Arrow, Companions, and Vengeance deal 800% (up from 600%) increased damage for every active Sentry.

Firebird's Finery

- **6 pieces:** Your damage is increased by 40% (up from 25%) for each enemy that is Ignited. Elites that are Ignited increase your damage by 2000% (up from 250%). You can only have one Elite damage bonus active at a time.

Raiment of a Thousand Storms

- **6 pieces:** Your Spirit Generators increase the weapon damage of Dashing Strike to 12500% for 6 seconds **and** Dashing Strike increases the damage of your Spirit Generators by 300% for 6 seconds (**new**).

Helltooth Harness

- **4 pieces:** After applying Necrosis to an enemy, you take 60% (up from 50%) reduced damage for 10 seconds..
- **6 pieces:** After casting Wall of Death, gain 1400% (up from 900%) increased damage for 15 seconds to your primary skills, Acid Cloud, Firebats, Zombie Charger, Zombie Dogs, Gargantuan, Grasp of the Dead, Piranhas, and Wall of Death.

Roland's Legacy

- **4 pieces:** Increase the damage of Shield Bash and Sweep Attack by 750% (up from 600%).
- **6 pieces:** Every use of Shield Bash or Sweep Attack that hits an enemy grants 50% increased Attack Speed and 10% damage reduction for 8 seconds (up from 5).

Wrath of the Wastes

- **4 pieces:** During Whirlwind you gain 50% damage reduction **and** your applied Rends deal triple damage. (**new**)

Delsere Magnum Opus

- **2 pieces:** Casting Arcane Orb, Energy Twister, Explosive Blast, Magic Missile, Shock Pulse, Spectral Blade, or Wave of Force reduces the cooldown of Slow Time by 2 seconds. (**added** new spells - Explosive Blast, Spectral Blade, Wave of Force)
- **4 pieces:** You take 50% reduced damage while you have a Slow Time active (*reworked* from being inside a Slow Time). Allies inside your Slow Time gain half benefit.
- **6 pieces:** Enemies affected by your Slow Time take 2000% increased damage from your Arcane Orb, Energy Twister, Explosive Blast, Magic Missile, Shock Pulse, Spectral Blade, and Wave of Force abilities. (**added** new spells)

Unhallowed Essence

- **6 pieces:** Your generators, Multishot, and Vengeance deal 40% (up from 20%) increased damage for every point of Discipline you have.

Uliana's Stratagem

- **4 pieces:** Your Seven-Sided Strike deals double its total damage with each hit. (up from doing "its total damage")
- **6 pieces:** Increase the damage of your Exploding Palm by 250% (**new**) and your Seven-Sided Strike detonates your Exploding Palm.

Spirit of Arachys

- **4 pieces:** Hex gains the effect of the Toad of Hugeness rune. After summoning a Toad of Hugeness, you gain 50% damage reduction and heal for 10% of your maximum Life per second for 15 seconds (up from 10 seconds).

- **6 pieces:** The damage of your creature skills is increased by 1500% (up from 1200%). Creature skills are Corpse Spiders, Plague of Toads, Firebats, Locust Swarm, Hex, and Piranhas.

New Pet and Wing Icons

These are the new Pet and Wing icons found in the dataminied files. The 3rd pet icon is called the **Cow King** pet in the string files.



Pet Strings

- [Cosmetic Pet teddyBear_04](#) "You cannot keep me in this teddy bear forever. This isn't even my final form!"
-Overseer Lady Josephine
- [Cosmetic Pet VoodooDoll_01](#) She was created as part of a plot involving hatred, revenge, and murder. For all that, she's a happy-go-lucky gal!
- [Cosmetic Pet nightmare_02](#) An innocent young girl named Claire discovered this creature. Reasoning that it has a horn and seems to love the unsullied, she decided it must be a unihorn.
- [Cosmetic Wings_bfly_07](#): Become one with the beauty of the music of the spheres.
- [Cosmetic Wings_bird](#): For a predator as majestic as they are lethal.
- [Cosmetic Pet FloatingSkull_01](#): A brave cavalryman who made a horrific pact with one of the prime evils to save the life of his father, Blaze will never die, so long as evil stalks the land.
- [Cosmetic Pet FloatingSkull_02](#): A brave warrior with many opinions, Humbart journeys still through the mortal plane, sharing his version of wit and wisdom.
- [Cosmetic Pet bladed soul_01](#): From the time he was a brooding, all he wanted to be was a Rift Guardian. He studied for many years, but was ultimately found wanting. Take him on a rift with you, and he'll be happy.
- [Cosmetic Pet succubus_01](#): She will accompany you on your adventures, but if she grows impatient with you, you'll be the first to know. You're safe... for now.
- [Cosmetic Pet gluttony_01](#): He's got a helmet and an appetite. What else could you want?
- [Cosmetic Pet yeti_01](#): He likes the snow, but he'll follow wherever you go.
- [Cosmetic Pet cowking_01](#): From a place that doesn't even exist.
- [Cosmetic Pet spider_01](#): She just wants a big, multi-armed hug.
- [Cosmetic Pet ghost_01](#): "If you think death will be our parting, you have another thing coming." – Hannah
- [Cosmetic Pet hoodednightmare_01](#): Could it be Malthael's country cousin?
- [Cosmetic Pet mimic_01](#): Just a harmless chest. Nothing bad could happen if you approach...

- [Cosmetic Pet zombie 01](#): She won't eat your brains, unless you're already dead. Then she'll know your secrets.
- [Cosmetic Pet fallenHound 04](#): His favorite game is "Fetch the Skull," but try to make sure no one is using the skull first.
- [Cosmetic Pet babysiege 01](#): The way he breaks buildings and other structures is just so cute.

Class Changes

Barbarian

- [Tough as Nails](#) Increase Armor by 25%. Increase Thorns by 100% (up from 50%).
- [Hammer of the Ancients](#)
 - [Birthright](#) : Critical Hits heal you for 3% of your maximum Life. (*reworked* from dropping health globes)
- [Ignore Pain](#)
 - [Mob Rule](#) : Allies within 50 yards also gain 25% damage reduction and Immunity to control-impairing effects for 5 seconds. (*reworked*)

Demonhunter

- [Companion](#)
 - [Boar Companion](#) : Active: Your boar charges to you, then taunts all enemies within 20 yards for 5 seconds. / Passive: Summons a boar companion that attacks enemies for 50% of your weapon damage as Physical. / The boar increases your and your party's (*added*) Life regeneration by 10728 and resistance to all elements (*reworded* from damage types) by 20%.

WitchDoctor

- [Grasp of the Dead](#)
 - [Death Is Life](#) : Enemies who die while in the area of Grasp of the Dead have a 70% (up from 10%) chance to summon a Zombie Dog (*removed* chance to drop health globe)

Wizard

- [Archon](#) While in Archon form, your normal abilities are replaced by powerful Archon abilities, your damage is increased by 300% (up from 20%), and your Armor and resistances are increased by 150% (up from 20%) / Each enemy killed while in Archon form increases your damage by 6% for the remaining duration of Archon.
 - [Improved Archon](#) : Increase the damage of all Archon abilities by 50%. (up from 22%)
 - [Teleport](#) : Archon form can cast Teleport with a 2 second cooldown. (down from 3 seconds)

New Strings

All the string changes in the latest PTR patch. This will be formatted into sections as we move forward.

Skill Changes

- [Rune D#Barbarian_HammerOfTheAncients](#) Critical Hits ~~have a~~ heal you for $[\{\text{Script Formula 525}\} * 100]\%$ ~~chance to cause enemies to drop a health globe~~ of your maximum Life.
- [Rune C#Barbarian_IgnorePain](#) Allies within $[\{\text{Script Formula 4}\}]$ yards also ~~benefit from Ignore Pain~~ gain $[\{\text{Script Formula 10}\} * 100]\%$ damage reduction and Immunity to control-impairing effects for $\{\text{Script Formula 12}\}$ seconds.
- [Rune E#Witchdoctor_GraspOfTheDead](#) Enemies who die while in the area of Grasp of the Dead have a $[\{\text{Script Formula 21}\} * 100]\%$ chance to ~~drop a health globe or~~ summon a Zombie Dog. -Damage type is changed to Poison.
- [Simple Rune D#Barbarian_HammerOfTheAncients](#) Critical Hits ~~may cause enemies to drop a health globe~~ heal you.
- [Simple Rune C#Barbarian_IgnorePain](#) ~~Allies~~ Extends half of the benefit ~~from the effects of Ignore Pain~~ to your Allies.

- [Simple Rune E#Witchdoctor GraspOfTheDead](#) Enemies killed within Grasp of the Dead have a chance to ~~drop health globes or~~ summon Zombie Dogs.
- [Combined Simple Rune A#Wizard Archon](#) Cooldown: $\{\{Script Formula 10\}\}$ | 4second:seconds; Become a being of pure energy and gain deadly new abilities for $\{\{Script Formula 2\}\}$ seconds. The damage of all Archon abilities is also increased.
- [Combined Rune A#Wizard Archon](#) Cooldown: $\{\{Script Formula 10\}\}$ | 4second:seconds; Transform into a being of pure arcane energy for $\{\{Script Formula 2\}\}$ seconds. While in Archon form, your normal abilities are replaced by deadly Archon abilities ~~and~~, your damage, is increased by $\{\{Script Formula 17\}\} * 100\%$, and your Armor and resistances are increased by $\{\{Script Formula 3\}\} * 100\%$. Each enemy killed while in Archon form increases your damage by $\{\{Script Formula 6\}\} * 100\%$ for the remaining duration of Archon. The damage of all Archon abilities is also increased by $\{\{Script Formula 9\}\} * 100\%$.
- [Combined Rune D#Wizard Archon](#) Cooldown: $\{\{Cooldown Time\}\}$ | 4second:seconds; Transform into a being of pure arcane energy for $\{\{Script Formula 2\}\}$ seconds. While in Archon form, your normal abilities are replaced by powerful Archon abilities ~~and~~, your damage, is increased by $\{\{Script Formula 17\}\} * 100\%$, and your Armor and resistances are increased by $\{\{Script Formula 3\}\} * 100\%$. Each enemy killed while in Archon form increases your damage by $\{\{Script Formula 6\}\} * 100\%$ for the remaining duration of Archon. Archon abilities deal Lightning damage instead of Arcane.
- [Rune B#X1 DemonHunter Companion](#) Active: Your boar charges to you, then taunts all enemies within $\{\{Script Formula 3\}\}$ yards for $\{\{Script Formula 4\}\}$ seconds. Passive: Summons a boar companion that attacks enemies for $\{\{Script Formula 10\}\} * 100\%$ of your weapon damage as Physical. The boar increases your and your party's Life regeneration by $\{\{Script Formula 15\}\}$ ~~per second~~ and ~~increases your~~ resistance to all ~~damage types~~ elements by $\{\{Script Formula 16\}\} * 100\%$.
- [Simple Rune B#X1 DemonHunter Companion](#) Active: Your boar charges to you and taunts nearby enemies. Passive: Summons a boar companion that provides Life regeneration and increased resistances for you and your allies.
- [Combined Simple Rune B#X1 DemonHunter Companion](#) Cooldown: $\{\{Cooldown Time\}\}$ seconds Active: Your boar charges to you and taunts nearby enemies. Passive: Summons a boar companion that provides Life regeneration and increased resistances for you and your allies.
- [Combined Rune B#X1 DemonHunter Companion](#) Cooldown: $\{\{Cooldown Time\}\}$ seconds Active: Your boar charges to you, then taunts all enemies within $\{\{Script Formula 3\}\}$ yards for $\{\{Script Formula 4\}\}$ seconds. Passive: Summons a boar companion that attacks enemies for $\{\{Script Formula 10\}\} * 100\%$ of your weapon damage as Physical. The boar increases your and your party's Life regeneration by $\{\{Script Formula 15\}\}$ ~~per second~~ and ~~increases your~~ resistance to all ~~damage types~~ elements by $\{\{Script Formula 16\}\} * 100\%$.

Bnet Errors

- [ERROR 396214](#): Please use a web browser and visit the Battle.net Account Management page to set your Country of Residence before accessing the Diablo III in-game store. (Code $\{\{errCode\}\}$)
- [Error No Season Journey Available 34200](#): There was a problem retrieving your Season Journey progress. Please try again later. (Code $\{\{errCode\}\}$)
- [Error No Achievement Available 34200](#): There was a problem retrieving your achievements. Please try again later. (Code $\{\{errCode\}\}$)

Buff Tooltips

- [TreasureGoblin Wrangler 3](#): Sprint Trail
- [TreasureGoblin Wrangler 3 desc](#): Sprint Trail
- [DemonHunter Sentry 9 desc](#): All enemies killed now count towards Set Objective 1
- [DemonHunter Sentry 9](#): Set Dungeon Buff
- [Wizard StormArmor 4](#): Storm Armor
- [Wizard StormArmor 4 desc](#): Taking reduced damage.
- [P41 ItemPassive Unique Ring 007 2](#): Rapid Assault
- [P41 ItemPassive Unique Ring 007 2 desc](#): Increased Rapid Fire Damage.
- [X1 Crusader ShieldBash2 2](#): Shield Bash
- [X1 Crusader ShieldBash2 2 desc](#): Your next Shield Glare will deal increased damage.
- [P2 ItemPassive Unique Ring 033 2](#): Raiment of a Thousand Storms
- [P2 ItemPassive Unique Ring 033 2 desc](#): Damage of your Spirit Generators is increased.

- [X1 Monk DashingStrike 5](#): Dashing Strike
- [X1 Monk DashingStrike 5 desc](#): Dashing Strike damage is increased.
- [P41 ItemPassive Unique Ring 012 1](#): Crystal Fist
- [P41 ItemPassive Unique Ring 012 1 desc](#): Damage taken is reduced.

Errors

- [NephalemRiftWarning TieredRiftCantBelnSetDungeon](#): You cannot join a Greater Rift while participating in a Set Dungeon.

Gizmos

- [p4 barrel Rare](#): Resplendent Barrel
- [a3dun Keep Barrel B Breakable Cosmetic 01](#): Mysterious Barrel
- [a1dun Cath chest Cosmetic 01](#): Mysterious Chest
- [a3dun Crater Chest Cosmetic 01](#): Mysterious Chest
- [A4dun Garden Chest Cosmetic 01](#): Mysterious Chest
- [A4dun Garden Chest Cosmetic 02](#): Mysterious Chest
- [p4 Forest Snow Chest Snowy Cosmetic 01](#): Mysterious Chest
- [P4 Ruins Frost Chest Rare Cosmetic 01](#): Mysterious Chest
- [TrOut Fields Chest Cosmetic 01](#): Mysterious Chest
- [x1 Bog Chest Cosmetic 01](#): Mysterious Chest
- [x1 Westm Chest Cosmetic 01](#): Mysterious Chest

Item Flavor

- [TransmogFlail 241 001](#): Khalim, the Que-Hegan of Travincal, was incorruptible, and his spirit will never rest until the Lord of Terror is vanquished for all time.
- [TransmogFlail 241 002](#): Its dark metal shape reveals the evil within.
- [TransmogFist 241 001](#): Fills its victims with an overwhelming despair that makes them pray for the sweet release of death.
- [TransmogStaff 241 001](#): Crafted in the High Heavens, but wielded with a hatred as dark as the Burning Hells.
- [TransmogFlail 241 003](#): "If the purity of the Zakarum runs through your veins, the spirits of the fallen will stiffen your resolve." - Elder Crusader Drakon
- [TransmogFlail 241 004](#): "Before they were led astray by their Grand Maester, the Templars embodied all that Akarat intended." - Diadra the Scholar
- [TransmogFist 241 002](#): "Brother Fyntana commissioned this weapon to replace the hand he lost in his storied quest to rid the Aranoch of the Lacuni. It is said that bits of the panther men he killed were incorporated in its construction." - Poldamyr's Histories of the Veradani
- [TransmogXbow 241 001](#): "This crossbow is said to have been recovered from the depths of the ruins of Corvus. What wonderful foolishness! Corvus, much like the nephalem said to have lived there, is a myth. It represents nostalgia for a 'pure humanity', a golden age that never existed." - Abd al-Hazir
- [TransmogAxe 241 003](#): L'anzuul's vile axe was never used to more righteous purpose than when it was wielded by the Chief Elder of Sescheron.
- [Cosmetic Wings bird](#): For a predator as majestic as they are lethal.
- [P5 Cosmetic Wings bfly 07](#): Become one with the beauty of the music of the spheres.
- [P5 Cosmetic Wings bird](#): For a predator as majestic as they are lethal.
- [TransmogSword 241 003](#): After slaying many a traveler, the Ghoulish King was at last dethroned by an adventurer in search of hidden nephalem artifacts. The monster's sword vanished after the fatal encounter, but it was recently discovered tangled in the roots of a sickly tree in the Festering Woods. The wicked blade still shares its late master's hunger for living flesh.
- [Cosmetic Wings bfly 03](#): Beware a demon whose wings dazzle the eyes.
- [Cosmetic Wings bat 07](#): "Bone is the structure of life. Flesh without bone is nothing, while bone without flesh... is beautiful." -Deathspeaker Daros
- [P5 cos Pennant Harvest 01](#): The long cold winter begins, but your hard work during the harvest will keep you alive. Hopefully.
- [P41 Unique Dagger 102 x1](#): Legend has it that on hot days, Lord Greenstone enjoyed cooling himself with the wind of hurled knives.

- [P5 Cosmetic Wings bat 07](#): "Bone is the structure of life. Flesh without bone is nothing, while bone without flesh... is beautiful." -Deathspeaker Daros
- [Cosmetic Wings bat 04](#): Strike fear into the hearts of evil doers.
- [P5 Cosmetic Wings bat 04](#): Strike fear into the hearts of evil doers.
- [Cosmetic Wings Bfly 01](#): Dangerous demons sometimes display great beauty.
- [P5 Cosmetic Wings Bfly 01](#): Dangerous demons sometimes display great beauty.
- [P5 Cosmetic Wings bfly 03](#): Beware a demon whose wings dazzle the eyes.
- [cos pennant harvest 01](#): This pennant smells of dead leaves. You should unfurl it.
- [P41 Unique Ring 02](#): Unscrupulous merchants have often duplicated this much sought-after ring to sell to the unwary.
- [P41 Unique Pants 001](#): Specially crafted to withstand the rigors of the swamp lands.
- [P41 Unique Boots 01](#): The Horadrim Nilfur was so accurate in her spellcasting that she could call meteors to land at her feet.
- [P41 Unique CombatStaff 2H 005](#): "When one's mind floats along the unseen trails that pulse through the world, one's movements become effortless." —Dvorak, Sage of the Many
- [P41 Unique Belt 007](#): "Unbearable creatures of the night plagued the Bakuli Jungle region. They were dangerous and not easily seen. It was a wonder that we all survived." -Account of Tapeks, Krum, Astraelly, Tanooki, Franklin, Kuan, and Tiget, the last known group of adventurers to pass through alive.
- [P41 Unique Xbow 102](#): Because of the consummate skill required to construct them, Wojahnni heavy crossbows are reserved for the officer class. As the Assaulter's effectiveness is essential to the nation's military superiority, they are seldom found intact outside of Wojahn since there is a simple peg inserted in the weapon that, when pulled, causes it to fall to pieces.
- [P41 Unique Gloves 014](#): You hold the power of true magic within your hands.
- [P41 Unique Gloves 002](#): These gauntlets drain the warmth from anything they touch.
- [P41 Unique Fist 008](#): Indestructible, pure and clear. So the body follows the mind.
- [P41 Unique Quiver 001](#): The demon hunter Augustine knew that it was important to use exactly the right arrow for each target, but could never find a way to organize the many arrows she needed. Until she discovered this quiver, which always seemed to have the right arrow at the right time.
- [P41 Unique Fist 007](#): The very sight of this weapon is enough to settle disputes that would otherwise lead to war.

Item Instructions

- [ScrollSpectralHound](#) (right mouse button) to summon or dismiss this pet.
- [CosmeticPet](#): (right mouse button) to add this pet to your collection.

Item Passive Power Descriptions

>>> Note how it's usual for devs to put legendary or set affixes that are being tested or changed on "Rings". It does not mean these powers/affixes will be moved over to Rings!

- [ItemPassive Unique Ring 726 x1](#) Soul Harvest consumes your damage over time effects on enemies, instantly dealing 300 (up from 150) seconds worth of remaining damage.
- [ItemPassive Unique Gem 007 x1](#) 15% chance on hit to smite a nearby enemy for [VALUE]% weapon damage as Holy and heal yourself for 3% of your maximum Life (*added*).
- [ItemPassive Unique Gem 008 x1](#) Gain Swiftiness with every attack, (*reworked* from chance of gaining swiftiness) increasing your Attack Speed by 1% and Dodge by [VALUE]% (*added*) for 4 seconds. This effect stacks up to 15 times.
- [ItemPassive Unique Gem 015 x1](#) Gain [VALUE]% increased damage for 1.5 seconds (down from 3 seconds) when you spend resource on a channeled skill (*reworked* from just spending resource). This effect stacks up to 10 times (*reworked*).
- [ItemPassive Unique Gem 013U x1](#) Primary skills heal you for [VALUE]% of maximum Life on hit.
- [ItemPassive Unique Gem 005U x1](#) All enemies you poison take [VALUE]% increased damage from all sources and deal [VALUE]% less damage.
- [ItemPassive Unique Ring 900 x1](#) Every use of Shield Bash or Sweep Attack that hits an enemy grants [VALUE]% increased Attack Speed and 10% damage reduction for 8 (up from 5) seconds. This effect stacks up to 5 times.

- [P2 ItemPassive Unique Ring 001](#) During Whirlwind you gain [VALUE]% damage reduction and your applied Rends deal triple damage (added).
- [P2 ItemPassive Unique Ring 012](#) Enemies affected by your Slow Time take [VALUE]% increased damage from your Arcane Orb, Energy Twister, Explosive Blast, Magic Missile, Shock Pulse, Spectral Blade, and Wave of Force abilities.
- [P2 ItemPassive Unique Ring 033](#) Your Spirit Generators increase the weapon damage of Dashing Strike to $[\{VALUE1\} * 100]\%$ for 6 seconds and Dashing Strike increases the damage of your Spirit Generators by 300% for 6 seconds (**added**).
- [P3 ItemPassive Unique Ring 004](#) Increase the attack speed and damage (*added*) of Blessed Hammer by $[\{VALUE1\} * 100]\%$.
- [P3 ItemPassive Unique Ring 011](#) Archon stacks also increase your Attack Speed, Armor, and Resistances by [VALUE]%.
- [P3 ItemPassive Unique Ring 018](#) Your Seven-Sided Strike deals double (up from 100% of its damage) its total damage with each hit.
- [P3 ItemPassive Unique Ring 020](#) Increase the damage of your Exploding Palm by [VALUE]% (**new**) and your Seven-Sided Strike detonates your Exploding Palm.
- [P4 ItemPassive Unique Ring 027](#) Energy Twister damage is increased by [VALUE] for each Energy Twister you have out up to a maximum of 5 (**new** maximum).
- [P4 ItemPassive Unique Ring 084](#) You take [VALUE]% reduced damage while you have a Slow Time active (*reworked* from "being inside Slow Time"). Allies inside your Slow Time gain half benefit.
- [ItemPassive Unique Gem 001U x1](#): Gain [VALUE]% increased damage versus elites and take [VALUE]% reduced damage from elites. (**new**)
- [P41 ItemPassive Unique Ring 001](#): You take [VALUE]% less damage for 3 seconds after your Storm Armor electrocutes an enemy more than 30 yards away. (**new**)
- [P41 ItemPassive Unique Ring 002](#): Increase the damage of Whirlwind by [VALUE]% (**new**)
- [P41 ItemPassive Unique Ring 003](#): Sacrifice deals [VALUE]% additional damage against enemies affected by Locust Swarm or Grasp of the Dead. (**new**)
- [P41 ItemPassive Unique Ring 021](#): Increase the damage of Meteor by 200%. When your Meteor hits 3 or fewer enemies, the damage is increased by [VALUE]%. (**new**)
- [P41 ItemPassive Unique Ring 004](#): Increase the damage of Seven-Sided Strike by 100% and reduce the cooldown of Seven-Sided Strike by [VALUE]%. (**new**)
- [P41 ItemPassive Unique Ring 005](#): Firebats deals [VALUE]% increased damage to enemies affected by Locust Swarm or Piranhas. (**new**)
- [P41 ItemPassive Unique Ring 007](#): Rapid Fire deals [VALUE]% increased damage for every half second that you channel. Stacks up to 4 times. (**new**)
- [P41 ItemPassive Unique Ring 006](#): Your Shield Glare deals damage equal to up to your last {VALUE1} Shield Bash casts. (**new**)
- [P41 ItemPassive Unique Ring 008](#): Fire skills deal [VALUE]% increased damage. (**new**)
- [P41 ItemPassive Unique Ring 009](#): Cold skills deal [VALUE]% increased damage and have a 50% chance to Freeze enemies. (**new**)
- [P41 ItemPassive Unique Ring 010](#): Dashing Strike increases the damage of Dashing Strike by [VALUE]% for 1 second, stacking up to 5 times. (**new**)
- [P41 ItemPassive Unique Ring 011](#): Elemental Arrow gains an effect based on the rune: *Ball Lightning now travels at 30% speed. *Frost Arrow damage and Chilled duration increased by [VALUE]. *Immolation Arrow ground damage over time increased by [VALUE]. *Lightning Bolts damage and Stun duration increased by [VALUE]. *Nether Tentacles damage and healing amount increased by [VALUE]. (**new**)
- [P41 ItemPassive Unique Ring 012](#): Dashing Strike reduces your damage taken by [VALUE] for 6 seconds. (**new**)

Items

- [Mojo 206](#) Hollow Gaze
- [Cosmetic Pet teddyBear 04](#) Overseer Lady Josephine
- [P4 Unique Ring 01](#) Ring of Emptiness
- [Cosmetic Pet squire](#) Lamb

- [Cosmetic Pet VoodooDoll 01](#) Ms. Madeleine
- [P4 Unique Flail 2H 002](#) Shield Bash Flail
- [Cosmetic Pet nightmare 02](#) Unihorn
- [Cosmetic Wings bird](#): Falcon's Wings
- [TransmogSword 241 001](#): God Butcher
- [TransmogAxe 241 001](#): Aidan's Revenge
- [TransmogAxe 241 002](#): King Maker
- [TransmogFlail 241 001](#): The Que-Hegan's Will
- [TransmogHelm 002](#): Helm of the Cranial Crustacean
- [TransmogFlail 241 002](#): Flail of Carnage
- [TransmogFist 241 001](#): Hand of Despair
- [TransmogStaff 241 001](#): The Reaper's Kiss
- [TransmogPolearm 241 001](#): Man Prodder
- [TransmogSword 241 002](#): Amberwing
- [TransmogFlail 241 003](#): The Spirit of the Zakarum
- [TransmogAxe 241 003](#): Kanai's Scorn
- [TransmogAxe 241 004](#): Sungjae's Fury
- [TransmogSpear 241 001](#): Steffon's Heavy Lance
- [TransmogFlail 241 004](#): Templar's Chain
- [TransmogFist 241 002](#): Panther's Claw
- [TransmogSword 241 003](#): Ghoul King's Blade
- [TransmogXbow 241 001](#): Crossbow of Corvus
- [TransmogMace 241 001](#): Mace of the Crows
- [TransmogSword 241 004](#): Quinquennial Sword
- [TransmogSword 241 005](#): Second Quinquennial Sword
- [Cosmetic Pet gluttony 01](#): The Bumble
- [P5 Cosmetic Pet gluttony 01](#): The Bumble
- [Cosmetic Pet babysiege 01](#): Grunkk
- [P5 Cosmetic Pet babysiege 01](#): Grunkk
- [Cosmetic Pet fallenHound 04](#): Buddy
- [P5 Cosmetic Pet fallenHound 04](#): Buddy
- [P5 Cosmetic Pet ghost 01](#): Haunting Hannah
- [Cosmetic Pet ghost 01](#): Haunting Hannah
- [P5 Cosmetic Pet goatman melee 02](#): Lady Morthanlu
- [Cosmetic Pet hoodednightmare 01](#): Malfeasance
- [P5 Cosmetic Pet hoodednightmare 01](#): Malfeasance
- [P5 Cosmetic Pet mimic 01](#): The Mimic
- [Cosmetic Pet mimic 01](#): The Mimic
- [P5 Cosmetic Pet nightmare 02](#): Unihorn
- [Cosmetic Pet FloatingSkull 01](#): Blaze
- [P5 Cosmetic Pet FloatingSkull 01](#): Blaze
- [Cosmetic Pet FloatingSkull 02](#): Humbart Wessel
- [P5 Cosmetic Pet FloatingSkull 02](#): Humbart Wessel
- [Cosmetic Pet spider 01](#): Charlotte
- [P5 Cosmetic Pet spider 01](#): Charlotte
- [P5 Cosmetic Pet squire](#): Lamb
- [P5 Cosmetic Pet succubus 01](#): Queen of the Succubi
- [Cosmetic Pet succubus 01](#): Queen of the Succubi
- [P5 Cosmetic Pet teddyBear 04](#): Overseer Lady Josephine
- [P5 Cosmetic Pet VoodooDoll 01](#): Ms. Madeleine
- [P5 Cosmetic Pet crawlingHand 03](#): Friendly Gauntlet
- [Cosmetic Pet cowking 01](#): That Which Must Not be Named
- [P5 Cosmetic Pet cowking 01](#): That Which Must Not be Named

- [Cosmetic Pet bladed soul 01](#): Galthrak the Unhinged
- [P5 Cosmetic Pet bladed soul 01](#): Galthrak the Unhinged
- [Cosmetic Pet yeti 01](#): The Bumble
- [P5 Cosmetic Pet yeti 01](#): The Bumble
- [Cosmetic Pet zombie 01](#): Liv Moore
- [P5 Cosmetic Pet zombie 01](#): Liv Moore
- [Cosmetic Wings bfly 07](#): Cosmic Wings
- [P5 Cosmetic Wings bfly 07](#): Cosmic Wings
- [P5 Cosmetic Wings bat 04](#): Dark Bat
- [P5 Cosmetic wings bat 07](#): Osseous Grasp
- [P5 Cosmetic Wings bfly 01](#): Lord Culsu's Wings
- [P5 Cosmetic Wings bfly 03](#): Wings of Kokabiel
- [P5 Cosmetic Wings bird](#): Falcon's Wings
- [P41 Unique Ring 01](#): Halo of Karini
- [P41 Unique Dagger 102 x1](#): Lord Greenstone's Fan
- [P5 cos Pennant Harvest 01](#): Harvest
- [P41 Unique Ring 02](#): Skull Grasp
- [P41 Unique Pants 001](#): Swamp Land Waders
- [P41 Unique Boots 01](#): Nilfur's Boast
- [P41 Unique CombatStaff 2H 005](#): The Flow of Eternity
- [P41 Unique Belt 007](#): Bakuli Jungle Wraps
- [P41 Unique Xbow 102](#): Wojahnni Assaulter
- [P41 Unique Gloves 014](#): Magefist
- [P41 Unique Gloves 002](#): Frostburn
- [P41 Unique Fist 008](#): Crystal Fist
- [P41 Unique Quiver 001](#): Augustine's Panacea
- [P41 Unique Fist 007](#): Fleshrake

Monsters

- [TreasureGoblin K](#): Menagerist Goblin
- [FallenChampion A Unique Cosmetic 02](#): Regreb the Slayer
- [TentacleHorse C Unique Cosmetic 02](#): {ph}Princess Lilian{ph}
- [TentacleBear C Unique Cosmetic 02](#): {ph}Sir William{ph}
- [FallenShaman A Cosmetic Unique 01](#): Graw the Herald
- [x1 TriuneSummoner C Unique Cosmetic 01](#): Nevaz
- [ZombieSkinny B Unique 313](#): Ravi Lilywhite

p4 SetDung Descriptions

- [Sets Wiz Firebird](#) Primary Objectives :-{icon:Marker_Set,1.5} Ignite or kill 20 enemies ~~on fire~~ within 3 seconds 6 times-{icon:Marker_Set,1.5} Hit 50 different enemies with the Meteor that revives you
- [Sets Cru Akkhan](#) Primary Objectives :-{icon:Marker_Set,1.5} Use Condemn on 10 different enemies simultaneously 12 times-{icon:Marker_Set,1.5} Kill ~~150~~100 enemies while imbued with Akarat's Champion
- [Sets Barb Kings](#) Primary Objectives :-{icon:Marker_Set,1.5} Kill every Elite using the 250% damage bonus {icon:Marker_Set,1.5} ~~Maintain~~Kill 150 enemies whilst Wrath of the ~~Berserker for 120 seconds~~Beserker is active
- [Sets DH Mar](#) Primary Objectives :-{icon:Marker_Set,1.5} ~~Keep a minimum of~~Kill 140 enemies with 3 or more Sentries active ~~for the duration of the dungeon~~ {icon:Marker_Set,1.5} Do not allow any enemies into melee range
- [Sets DH Nat](#) Primary Objectives :-{icon:Marker_Set,1.5} Maintain a constant Rain of Vengeance for 90 seconds-{icon:Marker_Set,1.5} Do not exhaust your Hatred
- [Sets Monk Sunwuko](#) Primary Objectives :-{icon:Marker_Set,1.5} Maintain Sweeping Wind for the duration of the dungeon {icon:Marker_Set,1.5} Use your Decoys to hit 20 different enemies in 6 seconds {icon:Marker_Set,1.5} ~~Maintain Sweeping Wind for the duration of the dungeon~~

- [Sets Monk Uliana](#) Primary Objectives :-{icon:Marker_Set,1.5} ~~Explode~~Simultaneously explode 21 enemies ~~simultaneously~~marked with Exploding Palm 3 times-{icon:Marker_Set,1.5} Take no Fire damage for the duration of the dungeon

Barbarian Set Dungeon - Immortal King's

- [Objective2Desc](#) ~~Maintain~~Kill {Left} enemies whilst Wrath of the Berserker ~~for 120 seconds~~is active
- [Objective23Desc](#) {c_red}FAILED: ~~Maintain~~Kill 150 enemies whilst Wrath of the Berserker ~~for 120 seconds~~is active
- [Objective26Desc](#) COMPLETE: ~~Maintain~~Kill 150 enemies whilst Wrath of the Berserker ~~for 120 seconds~~is active
- [Result](#) ~~Maintain~~Kill 150 enemies whilst Wrath of the Berserker ~~for 120 seconds~~is active

Barbarian Set Dungeon - Wrath of the Wastes

- [Objective2Desc](#) Rend 10-~~different~~ enemies at once {Done} / {Needed}
- [Objective23Desc](#) {c_red}FAILED: Rend 10-~~different~~ enemies at once 5 times
- [Objective26Desc](#) COMPLETE: Rend 10-~~different~~ enemies at once 5 times
- [Result](#) Rend 10-~~different~~ enemies at once 5 times
- [Result](#) Do not take any physical damage for the duration of the dungeon

Crusader Set Dungeon - Akkhan

- [Objective2Desc](#) Use Condemn on 10-~~different~~ enemies simultaneously {Done} / {Needed}
- [Objective26Desc](#) COMPLETE: Use Condemn on 10-~~different~~ enemies simultaneously 12 times
- [Objective34Desc](#) {c_red}FAILED: Use Condemn on 10 ~~different~~ enemies simultaneously 12 times
- [Result](#) Use Condemn on 10-~~different~~ enemies simultaneously 12 times
- [Objective64Desc](#) {c_red}FAILED: Kill ~~175~~205 monsters without taking fatal damage
- [Objective55Desc](#) COMPLETE: Kill ~~175~~205 monsters without taking fatal damage

Crusader Set Dungeon - Thorns of the Invoker

- [Objective2Desc](#) Kill 5 Elites while standing in Consecration with Iron Skin active {Done} / {Needed}

DH Set Dungeon - Marauder

- [Objective2Desc](#) ~~Keep a minimum of~~Kill {Left} |4enemy:enemies; with 3 or more Sentries active ~~for the duration of the dungeon~~
- [Objective34Desc](#) COMPLETE: ~~Keep a minimum of~~Kill 140 enemies with 3 or more Sentries active ~~for the duration of the dungeon~~
- [Objective37Desc](#) {c_red}FAILED: ~~Keep a minimum of~~Kill 140 enemies with 3 or more Sentries active ~~for the duration of the dungeon~~
- [Result](#) ~~Keep a minimum of~~Kill 140 enemies with 3 or more Sentries active ~~for the duration of the dungeon~~
- [Objective64Desc](#) {c_red}FAILED: Kill ~~125~~150 monsters without taking fatal damage
- [Objective70Desc](#) COMPLETE: Kill ~~125~~150 monsters without taking fatal damage
- [Objective55Desc](#) COMPLETE: Kill ~~125~~150 monsters without taking fatal damage

Monk Set Dungeon - Uliana's Stratagem

- [Objective2Desc](#) ~~Explode~~Simultaneously explode 21 enemies ~~simultaneously~~marked with Exploding Palm ~~3 times~~{Done} / {Needed}
- [Objective26Desc](#) {c_red}FAILED: ~~Explode~~Simultaneously explode 21 enemies ~~simultaneously~~marked with Exploding Palm 3 times
- [Objective34Desc](#) COMPLETE: ~~Explode~~Simultaneously explode 21 enemies ~~simultaneously~~marked with Exploding Palm 3 times
- [Result](#) ~~Explode~~Simultaneously explode 21 enemies ~~simultaneously~~marked with Exploding Palm 3 times

WD Set Dungeon - Spirit of Arachyr

- [Objective37Desc](#) {c_red}FAILED: Lick 30 different ~~enemies~~with a Toad

Wizard Set Dungeon - Firebird's

- [Objective2Desc](#) SetIgnite or kill 20 enemies ~~on fire~~ within 3 seconds {Done} / {Needed}
 - [Objective34Desc](#) COMPLETE: SetIgnite or kill 20 enemies ~~on fire~~ within 3 seconds 6 times
 - [Objective37Desc](#) {c_red}FAILED: SetIgnite or kill 20 enemies ~~on fire~~ within 3 seconds 6 times
 - [Result](#) SetIgnite or kill 20 enemies ~~on fire~~ within 3 seconds 6 times
-

Kauza on the PTR Patch

Kauza clarified a few facts about the next PTR patch being deployed in the near future. See the blue post below.

Originally Posted by Blizzard ([Blue Tracker](#) / [Official Forums](#))

We've been hard at work on our next patch, which is going to bump us up to version 2.4.1. We'll have our official PTR patch notes available soon, but we'd like to call out a few specific changes and talk about the philosophy that went into making them.

First, we've been looking at the prevalence of Barbarians in group play beyond Greater Rift 80 and how they're being used. While many classes bring party-based buffs, the damage reduction of Ignore Pain – Mob Rule combined with Pride of Cassius is currently a clear outlier. As a result, we're reducing the party benefit of Ignore Pain – Mob Rule from 50% to 25%. To ensure this doesn't harm the overall viability of group play, we're also reducing the damage of monsters at high Greater Rifts. This allows not only groups with Barbarians to remain near the same levels in terms of incoming damage, but it affords alternative group compositions greater survivability.

Next up, [Wyatt had recently posted a bit about Taeguk](#). We are making some significant changes to Taeguk, as well as some other Legendary Gems.

First up, for Taeguk:

- Taeguk will now only work for channeled powers
- Taeguk will now stack more quickly, but also drop off more quickly. The maximum is now ten stacks, and you'll now lose the stack after 1.5 seconds instead of 3 seconds
- The Armor % component of Taeguk has been changed to 2% per stack

The idea here is that Taeguk will complement those moments when you're channeling and need an extra boost. You probably won't have Taeguk up all the time, but it won't hurt as much when your stacks fall off as you'll build them up much more quickly. And while the Armor % reduction will affect survivability, the reduced monster damage at higher Greater Rifts will help to balance this out. We'll have much more to share soon on changes to other gems, which will help to make as many gems as possible work as reasonable substitutes for Taeguk.

Finally, we are changing both Twisted Sword and Solanium. What we've seen from group compositions is a playstyle based around Wizards spamming Energy Twister, while the group spams Health Globe generation. We've received a ton of feedback on these, and we agree completely that manipulation of the generation of health globes is not good for the game. Here's what we're changing:

- Solanium is getting an internal cooldown (ICD) of 8 seconds
- Twisted Sword is getting a cap at 5 Energy Twisters

This means a couple of things for users of these items. For Solanium users, you'll still be able to generate additional health globes, but this removes any possibility of the current health globe spamming mechanics moving forward. For Twisted Sword users, Wizards who use the skill in the course of their normal playstyle shouldn't see much of a change. However, the exponential scaling made possible by Energy Twister spamming won't be possible anymore.

In short, you should be able to play support builds, and your Wizard should feel powerful. What we found with both of the above cases, though, is a negative effect on group dynamics and class playstyle. We'll be taking all of your feedback during PTR to ensure we've hit our goals here. And, of course, thanks for all of your feedback on Patch 2.4.0.

Hej - mam dla was tłumaczenie wpisu Kauzy na temat nadchodzącego PST oraz zmian, które pojawiają się już w zestawieniach tego typu:

Ciężko pracujemy nad kolejną aktualizacją, wraz z wprowadzeniem której wersja gry zmieni się na 2.4.1. Wkrótce udostępniemy oficjalne informacje o aktualizacji na PST, ale chcemy przyjrzeć się bliżej kilku z nich i omówić je nieco dokładniej.

Po pierwsze, przyglądaliśmy się kwestii powszechnego występowania i funkcjonowania barbarzyńców w grze grupowej, a konkretniej w Głębokich Szczelinach powyżej poziomu 80. Choć wiele klas postaci dysponuje wzmocnieniami przeznaczonymi dla drużyny, na ich tle zdecydowanie wybija się redukcja obrażeń za Przewycięzenie Bólu z runą Znieczulica w połączeniu z Dumą Kasjusza. Zmniejszamy więc skuteczność drużynową runy Znieczulica z 50% do 25%. Jednocześnie, aby nie zaszkodzić szeroko pojętej grze drużynowej, zmniejszamy ilość obrażeń zadawanych przez przeciwników na wyższych poziomach Głębokich Szczelin. Dzięki opisanemu tutaj zabiegowi, drużyny z barbarzyńcami w składzie będą utrzymywać się na porównywalnym poziomie, gdy idzie o obrażenia otrzymywane przez poszczególne postaci. Zabieg ten zapewnia również grupom bez barbarzyńcy większą przeżywalność.

Po drugie, niedawno Wyatt opublikował wpis dotyczący Taeguka. Wprowadzamy istotne zmiany dla tego legendarnego klejnotu oraz kilku innych.

Na początek Taeguk:

Taeguk będzie teraz działać tylko z umiejętnościami wymagającymi podtrzymywania.

Taeguk będzie teraz szybciej gromadzić (ale i szybciej tracić) poziomy kumulacji. Maksymalna liczba poziomów kumulacji wynosi teraz dziesięć, a postać zacznie je tracić po upływie 1,5 sek. zamiast pełnych 3 sek.

Zmieniono premię do pancerza za Taeguka do +2% za każdy poziom kumulacji.

Chodzi nam o to, aby Taeguk zapewniał waszym postaciom dodatkowego „kopa”, gdy korzystają ze zdolności wymagających podtrzymywania. Prawdopodobnie nie uda się wam stale utrzymywać nieprzerwanej aktywności Taeguka, ale szybszy przyrost poziomów kumulacji sprawi, że nie będziecie tak dotkliwie odczuwać ich utraty. Chociaż redukcja premii do pancerza wpłynie na przeżywalność, zmniejszenie wartości obrażeń zadawanych przez potwory na wyższych poziomach Głębokich Szczelin powinno zrównoważyć tę zmianę. Wkrótce będziemy się mogli z wami podzielić informacjami dotyczącymi zmian wprowadzanych dla innych legendarnych klejnotów, które za sprawą tych modyfikacji powinny się stać solidnymi zamiennikami Taeguka.

Wreszcie: wprowadzamy zmiany dla Wypaczonego Miecza i Solanium. Zaobserwowaliśmy bowiem, że w przypadku gry grupowej taktyka drużyn polega przede wszystkim na wykorzystywaniu czarownic do tworzenia jak najliczniejszych Tornad Energii w połączeniu z masowym generowaniem kul zdrowia przez pozostałe postaci. Otrzymaliśmy mnóstwo opinii i sugestii na ten temat i całkowicie zgadzamy się z postulatem, że manipulacja generowaniem kul zdrowia szkodzi grze. Oto co zmieniamy:

Solanium otrzymuje wewnętrzny czas odnowienia wynoszący 8 sek.

Wypaczony Miecz może zyskać premię za maksymalnie 5 Tornad Energii.

Dla użytkowników tych dwóch przedmiotów oznacza to pewne zmiany stylu gry. Gracze dzierżący Solanium nadal będą mogli generować dodatkowe kule zdrowia, ale już nie na taką skalę, jak dotychczas. Gracze wyposażeni w Wypaczony Miecz, którzy korzystają z Tornada Energii w ramach swojego standardowego stylu gry, nie powinni odczuć większej różnicy, jednakże nie będzie już możliwe wykładnicze skalowanie premii do obrażeń dzięki niezwykle licznym Tornadom Energii.

Innymi słowy: powinniście być w stanie wybierać konfiguracje postaci nastawione na wsparcie, a wasza czarownica powinna być potężna. W opisanych powyżej przypadkach odkryliśmy jednak, że wykorzystywanie możliwości zapewnianych przez oba przedmioty ma negatywny wpływ na dynamikę grup oraz styl rozgrywki tą klasą postaci. W czasie działania PST będziemy się uważnie przysłuchiwać wszystkim opiniom i sugestiom dotyczącym każdej z wprowadzonych zmian, tak abyśmy osiągnęli jak najlepsze rezultaty. Jesteśmy również ogromnie wdzięczni – jak zawsze – za głosy pochwały i krytyki, którymi podzieliliście się z nami po wprowadzeniu aktualizacji 2.4.0.

Edytowany przez: Wuluxar, dnia 03.03.2016 18:08 CET

Źródło: <http://www.diablofans.com/news/48667-new-ptr-patch-datamined-march-2nd>

poniedziałek, 7 marca 2016