

DH's Improvement/Change Suggestions for PD2 Season 8 (and Beyond)

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Note: The ideas here reflect a combination of DarkHumility's thoughts and ideas taken from the community. All ideas included here are thought by DH to have strong potential for a positive impact on Project Diablo 2. ALL players are taken into account when considering these ideas (Softcore/Hardcore/SP/SSF/PvP/PvE/Etc.).

*** = High Priority for Greatest Impact

** = Medium Priority for High Impact

Builds/Skills:

Builds are evaluated based on their Late-Game Map, Ladder Starter, and Uber-Killing capability.

Link to Tier List/Infographic generated from Season 9 Testing/Data:

[DarkHumility's Season 9 Anarchy PD2 Late Game Mapping Tier List/Infographic \(...\)](#)

Data Sheet:

https://docs.google.com/spreadsheets/d/1GxCfTXnpT10qFDAILrbU6TAYW0uiVeafiM9FjW_mYo/edit?usp=sharing

Builds/Skills General

- Builds that are currently rated A- through S- on the Late Game Mapping Tier List are what most people would consider balanced in the sense of being strong/fun/impactful feeling with gear. A+ is the heart of balance. Anything above these ratings most likely could use some nerfs. Anything below could use buffs.

Assassin

- **Blades of Ice has lower AOE output than other Martial Arts abilities limiting its viability. Could use a rework for this ability.**
- **Fix/Improve Fists of Fire Damage**
- **Slightly nerf Wake of Fire late-game scaling**

- Make successive uses (spam use) of Mind Blast scale its radius (per use) up to a maximum to make its playstyle more interesting. Radius would reset to its minimum when you stop spamming the ability/use another ability/run.
- Change the color of Claws of Thunder charges to Yellow to better differentiate from Tiger Strike.

Sorceress

- Make Frozen Orb have an adjustable range based on the position of the cursor.
- To make maxing Shiver Armor or Chilling Armor a full build, you can add a synergy and make it do bigger AoE damage when struck by monsters that affects other nearby monsters as well.
- **Inferno doesn't feel very impactful yet even with -Res Debuff. Perhaps the -Res can be increased and/or persist for 5 seconds after Inferno has been cast.**
- Hydra still feels a bit too weak for mapping. Increase the number of allowable Hydras on the field by 1-2? (But Not Lesser Hydras)
- Reduce cooldown of Combustion by .5 seconds.
- Increase late-game scaling of Ice Blast/Glacial Spike damage.

Druid

- **Arctic Blast -Res Debuff doesn't feel very impactful. Perhaps it can persist 5 seconds after Arctic Blast has been cast.**

Barbarian

- Slightly buff Grim Ward scaling. Maybe make its Damage scale based on proximity?
- Make Find Potion scale to finding Full Rejuvs higher chance per level and other better potions, or make it find ultra strong Potions for throwing (damage dealing) based on its level?
- **Rebuff Find Item scaling somewhat to make it feel impactful again. Best result: make scaling same as old LOD but remove Find Potion synergy for slight nerf to Trav farming.**

Necromancer

- ***Necromancer currently does not have great options for dealing with high amounts of elemental damage on PD2, mostly as a side effect of the original

BO/Oak nerfs. Not sure how to address this, but it leaves them feeling very vulnerable compared to other classes, esp. in Hardcore and in Boss fights.***

- More than the 1st Golem currently does not persist throughout games (this includes Iron Golem). If multiple Iron Golems are wanted, must be able to preserve all of them under all circumstances.
- Make Blood Golems provide a slight AOE life regen, not just when they hit.
- Slightly buff Fire Golem AoE damage.
- **Dark Pact is still too strong. Should slightly nerf this.**
- Maxed Curse Mastery should allow cursing of enemies that cannot be cursed currently (like Possessed).

Amazon

- Explosive Arrow could use an extra AoE explosion upon reaching maximum range/expiring.
- Nerf Immolation Arrow high level scaling slightly, ridiculous vs. Uber Bosses.
- Slightly nerf Freezing Arrow scaling across all levels.
- **Nerf Summon Zon Early-Game power to make it not possible to kill Ubers naked with this build...Late game power is fine.**
- Rebuff Lightning Strike # of Hits.
- **Buff Lightning Fury Damage damage scaling so that Jav Gcs become a true option vs % Damage Lcs again. To compensate, lower maximum bolts to 12-14.**
- Runeword that can allow more Decoys to be on the field at one time (like Unending Will for Golems).
- **Slightly Increase Dex Damage Scaling for Physical Bow Zons. This risk/reward strategy was satisfying for Physical Bow Zons and should be restored to its full potential. Restoring to old Dex Damage Scaling would work here.**

Paladin

- Holy Light can work like Holy Bolt with multiple pillars of Light at higher levels of multiple targets; Holy Nova could do more damage and healing but with longer cooldown like an "Oh Shit" button.
- **Fix Charge-lock on clickables.**
- **Slightly increase Effective Range of Sanctuary Aura.**
- **Reduce Elemental Aura damage slightly to compensate for better charge responsiveness.**
- All of the Elemental Damage Auras could use more uniqueness to the Aura's effects and playstyles (i.e.Holy Freeze has a chance to freeze enemies near you

per tick, Holy Fire can cause intermittent explosions or have larger AoE on impact, Holy Shock can increase movement speed, etc.)

- Smite feels bad in general. Could use a specific item to make it more effective or something because the old mechanics making this skill relevant no longer exist.

LOD Areas:

- ***Either reduce Solo drop rate in Normal Difficulty to P1 and Nightmare Difficulty to P3 respectively, or increase monster difficulty in Normal and Nightmare (e.g. more HP) to compensate for P5 drops. These difficulties currently serve more as a pinata than a challenge and are steam-rolled far too easily with current settings (esp. Solo). This also quickly makes “early game items” obsolete for most purposes. This is mostly a side effect of P5 combined with the Charm Inventory.***
- **While the Season 4 wave change and Season 5 PES increased drop rate helped Baal a decent amount, the WSK/Throne area is still too dangerous/awkward to justify doing most of the time, esp. without Lightning Absorb on Tgods (Heavily reduced on Wisp) and crazy HP buffs (as in LOD). A few possible solutions that can be done together: Reduce Black Soul monster type damage in all LOD areas to compensate. Make WSK have significantly higher WSS drop rates (works thematically). Increase Baal Wave mlvl to 90-92. Increase Baal Essence drop chance (this would also solve the issue of Tokens being absurdly expensive).**
- **Improve Andariel’s loot table to compensate for the danger of it being an 85 zone and/or reduce Catacombs area level to 80-84 to make it more accessible for weaker builds. Still not enough reasons to justify running Cata/Andy vs other things.**
- Allow Countess to drop up to Lo from her standard rune table, but at worse odds to incentivize running Countess over the alternative.
- Reduce the Timer for “Popping Monsters” from 7 seconds to 1-2 to prevent Chaos Seal Pop exploit rather than eliminating it. Popping monsters very close to the seals for loot would still feel good without being exploitable.
- **Talic (enemy Whirlwind in particular) is still too strong. Can one-shot full builds. Feels bad just for standard Norm-Hell Ancient fights.**

Maps/Dungeons:

- ***Different Dungeons should have different challenging Mob Types or just different Mobs that do more Damage than normal (currently all 3 Dungeons have the same monster pool). This would also open up the possibility of making

dungeons that are not super punishing for melee type characters (ones that do not have the 1-shot BBs) and would open up the number of viable/fun team comps. You could even favor melee type characters somehow in certain Dungeons with Dungeon specific mechanics (like shielding orbs that drop upon monster death that would clearly advantage melee characters or mechanics that already exist in the game such as the Blood Mana curse being put on characters, advantaging melee builds over casters.***

- Arreat Battlefield could use a small density buff.
- Tomb of Zultan Koulle could use a small EXP Buff to compensate for ultra dangerous monsters.
- Ashen Plains could use a small density and EXP buff.
- Lost Temple could use a small Density Buff.
- Slightly reduce damage of Succubi in Shadows of Westmarch.
- Slightly reduce power and knockback of Ruined Cistern boss.
- Kehjistan Marketplace could use a small EXP rebuff or alternatively a fire tower nerf.
- Kehjistan Marketplace Automap is plagued with too many trees on the mini-map.
- Reduce the damage of the new Warlord and Zhar's Sanctum Bosses.
- ***Heavily nerf the damage of Hierophant Blizzard in Zhar's Sanctum.***
- **Increase Monster Density in Warlord Unique Map.**
- **Make Unique Maps Stackable by Downgrading/Modifying Somehow**
- Make Treasure Goblins have very small chances to drop Mid-High Runes to make them more worth killing even if you have lots of map materials (and to make them have the possibility of dropping "Treasure". Remove Arcane Orbs from their item pool and add Angelic Orbs.
- Standardize Catalyst Shard drops from new Altar of the Catalyst event to 3. Feels bad to get only 2 shard drops from 1 event that doesn't do anything otherwise but provide a mere 2 additional events.
- **Increase # of Gheed's wares (possible items) in the Gheed event based on Player Count (5 + 1 at Players 3/5/7).**
- **Balance Gheed's impact on ultra-rare acquisition by making all possible Set Items from a base be possible as well (not just uniques) with equal odds for all set and unique items. Cost could be reduced (500K per item) to adjust for worse odds of Elite Uniques!**
- Create a new "Protect Charsi" event with waves of monsters converging on her from all sides. Reward = Guaranteed No Brick Slam or Enhanced Imbue of some kind. Dead Charsi = No Reward!
- The Horazon Bonus Map Event (Map Inception) should provide additional incentive to challenge your build/group with a map that may not be optimal for it. Perhaps a small global EXP/Density/MF Buff?

- Make Cartographer Orbs able to reroll 3 T3 Maps into a single random T3 map as well (could even be the same map as any of the ones being rerolled) OR alternatively create a new Orb that allows any 3 or one Tier map be rerolled into a single map of the same tier or lower tier (random just the same), perhaps with a small chance to roll a T4 as well!
- Make all Shrines cleansed off upon entering a map/dungeon like for Dclone/Rathma/Ubbers.

Dclone/Rathma/Uber Ancients/Ubbers + Mats/Rewards:

- ***Dclone/Rathma Item Solution (to address item inaccessibility/lack of incentive to run Dclone/Rathma at higher difficulties given the now high currency costs): A Dclone or Rathma item should be granted if 3x “Uber Item Shards” of some kind are put into the Cube, randomly generating one of these items. These Shards should have about a 1/20 chance of dropping from a Dungeon boss (1 for each partied player in the Dungeon - this would promote more teamwork and group play required for dungeons), and approx. between 1/3 - 1/10 chance of dropping from Dclone or Rathma per successful kill (depending on difficulty level). This would massively increase incentives to attempt Dungeons/Dclone/Rathma by all players, and would increase participation in more of the game. It would also make these items somewhat realistic for a player to obtain if they are willing to grind out and successfully defeat multiple insanely strong Uber Bosses. This solution is compatible with the idea of bound-on-account “Uber Item Shards” as well to incentivize more players to attempt these fights. Overall, these items have very little impact on the game as they stand (almost 0 impact on Hardcore), and as interesting as they are I believe they should motivate people to try and acquire them.***
- **Hardcore Specific Dclone/Rathma Item Solution: Double the drop rates of Dclone/Rathma items on Hardcore vs Softcore due to the much higher risk and investment required...otherwise these items practically do not exist on HC.**
- **Adjust Dclone/Rathma mats so that each is similar rarity or difficulty to acquire so that there isn't an overabundance of one material over others consistently. Specifically, make PDEs less common or have an additional use.**
- Dclone/Rathma Items should have -Req stat so they can be used by more builds, especially given the fact they are supposed to be rare. Stats can be reconsidered as necessary to prevent any ridiculous use scenarios. More Dclone/Rathma Items should be created as well for more potential build options.
- Make the Rathma Tomes drop in normal areas like the Skeleton Key and cement Rathma/Dclone Item drops as gear only. Those items don't feel impactful as Rathma drops.

- Reduce the Crazy Damage 1-Shot potential of Mendeln's Slime Nova in the beginning to decrease reliance on crazy HP to make it past Phase 1, and to simultaneously increase build diversity capable of defeating Rathma.
- **Make # of SOH (Standard of Heroes) dropping from the final Uber kill in Uber Tristram based on the number of people in Uber Tristram itself, not just Partied in the game at large. This is viewed as an exploit currently where you can have people join your game just before the final kill and maximize SOH return**
- **Make 1 of each Organ required for opening Uber Trist/making the Pandemonium Talisman to incentivize killing Lilith (like in LOD).**
- Spread out loot pinata drop in Uber Ancients more to help less strict loot filters.
- **Moderately improve Uber Key Drop Rates for LOD Key Bosses (additional help to compete with mapping).**

Runewords/Runes:

- **Create more Sorceress Orb/Scepter Runewords!**
- Give Zenith -10-15 Enemy Fire Res and -10-15 Cold Res to make it a more competitive Bow with current build approaches (besides just a defensive merc option). It is not good enough for its runes in most cases.
- Give Ferocity some more juice to encourage weird Zeal builds - more Resistances/Damage/-Phys Res or Curse Resistance. Not currently feeling its power enough.
- Restore Flickering Flame to D2R values or closer to D2R values (difficult to justify making given corruptions on other items).
- Return Death ED% back to normal (LOD) values
- **Return Amplify Damage to Exile (in virtually every situation where you'd want to make this runeword you'd need Amplify Damage (the exception being Act 3 Mercs). This also helps for the off-meta zeal builds. Can nerf Exile in other ways to compensate.**
- Buff BOTD 50% ED
- Buff Ice -Enemy Cold Res/% Slightly to make it worth to create over GG Mav's Bow. Mav's Set is too dominant on that build considering it is so easy to acquire.
- Brand could use more ED
- Buff Silence 50% ED
- Buff Fortitude Weapon
- Return Myth to always +2 Skills
- Buff Destruction more

All Other Items:

- **Lilith's Mirror - Not sure of the reason for highly limiting its functionality, but it is an extremely fun item as it was in Season 5. Really cool looking Uniques/Sets!**
- Restore +1 Skill to Darksight Helm or add another useful stat. This helm is currently very junky for its rarity.
- Increase Stone Crusher ED% again to be more competitive with other options without relying on its previous high -Phys% stat.
- Slightly nerf Schaefer's Hammer to have other options be more competitive.
- **Increase Death's Web to -20-30 Poison Res. With the Poison Nova Nerfs (or perhaps an additional small one) this should be justifiable. This item needs to feel more impactful to find imo. Very sad to find D Web currently and for it to be almost worthless.**
- Make Tempest always roll +2 Skills
- Make Shadow Dancers always roll +2 Skills
- Make Steel Carapace always roll +2 Skills and have some -Req
- Make Arkaine's Valor always roll +2 Skills
- Improve skill rolls on Darkforce Spawn to 2-3 each
- Add 20-30%MF to Steel Shade
- Buff Titan's Revenge slightly (Maybe 5-10% Enemy Lightning Res and/or 5-10% Enemy Poison Res)
- Add Curse Resistance to Homunculus and allow it to roll 2-3 Skills.
- Hellslayer could use an ED buff
- Increase Sockets on Djinn Slayer to 2-3
- Buff Hone Sundan
- Buff Firelizards Talons to -10-15 enemy fire res.
- Buff Ume's Lament
- Slightly increase odds of casting Slow Movement on Chromatic Ire
- Add 10% Curse Resistance to Vampire Gaze
- Restore 20% Increased Attack Speed to Dracs
- Buff Headstriker slightly
- Make Purgatory always roll Ethereal (feels really bad to find this rare item otherwise).
- Make Hotspur always roll 10% Max Fire (anything else makes it useless)
- Make Wraith Flight always Ethereal again (Throw Barbs no longer op!)
- Remove -IAS from Bloodletter
- Buff Baezil's Vortex
- Give Gloom Trap 10% Curse Resistance or 15-20% FCR.
- Buff Skin of the Flayed One
- Make Guardian Angel +1 to All Skills instead of just Paladin Skills
- Remove Block Chance from Martyrdom for Poison Strike (bad frames)
- Make Viperfork work with Poison Strike (Spears!)

- Give Toothrow 50-100% Enhanced Damage
- Make Stormchaser and Tiamat's procs on Attack
- Nerf Absorb stats on Spirit Keeper slightly
- Reduce Warcry skill range to 4-5 on Grandfather
- Nerf Aura Level/range of Flamebellow to 23-25
- Add Small Damage Modifier to Doombringer like -5% Physical Res.
- Add FRW stat to Wolfhowl for Wolf Barb mapping
- Improve Lance Guard as a pure DPS shield. Enhanced Damage?
- Provide buff to Damage Reduction % Range on Spike Thorn Blade Barrier (15-25 perhaps) and remove socket spawn (could help improve thorns builds).
- Seraph's Hymn could use a rework - random -Enemy Res of one of the 4 elements would be a cool possibility instead of +2 Defensive Pally Skills.
- Reduce MF range on Tal's Armor to 60-80
- Slightly nerf full Aldur's Set bonuses
- Allow Magic/Rare Jewels to be rerolled like Charms using the same cube recipe.
- Add an additional Set Ring to make picking up Set rings more worthwhile (currently a chore to look for the BK Set Ring only).
- Make Defensive Aura Skill Gcs useful again!

Stats:

- ***Remove Curse Duration Reduction from the game. Only feels effective with 100%, making the stat currently feel almost useless. Instead, cap Curse Resistance at 50%, and make all current sources of CDR have 10% Curse Resistance instead (20% for CoA) - This includes 10% CR instead of CDR for all possible corruptions.***
- Unique Throwing Axes/Knives should get a special stat like -Phys Res (like Crossbows) or Amp Chance to compensate for lower damage values and to make them unique.
- Improve Armor, Shield, Glove and Belt Crafts (or other Crafts) with other stat types such as ED%/Deadly Strike/-Phys Res/Curse Resistance. These stats should be on more items in general in small amounts.
- Perhaps add a reward for 2x CBF that even negates Holy Freeze?
- Add Min/Max Damage as a stat that can roll on a Craft Boot type.
- Make Light Radius increase Gold/Auto Pick-up range (see QOL below).
- **Make Vendor +Skill Items not cost unreasonable amounts early in the game.**

Mercenary:

- Make equipping/re-equipping items on the Mercenary not mess up the application of Multiple Auras (currently requires re-entering game).

Shrines:

- Gem Shrines should Upgrade 1-3 Gems instead of just 1 all the time to feel impactful (Flawless → Perfect only)
- Make Single Elemental Resistance Shrines increase that type of elemental damage as well temporarily.
- Create a New Shrine that clears any curse/status (Can Replace Poison/Exploding).
- Create a New Shrine that drops 3x WSS (rare shrine like Gem)
- Shrine Buff Timer

Slams/WSS/P Boxes/Pieces:

- ****Different sets of slams on Caster and Melee Weapons. Some Weapons can be classed as both a Caster and Melee Weapon, and can get all possible Weapon Slams as a result of being used for both types of builds.****
- Make it possible to recycle unwanted Slammed items (Brick or otherwise) into a fraction of Worldstone Shard (1/5th-1/3rd) which can be cubed into whole Shards.
- ****Make it possible to cube 5 Larzuk Puzzlepieces into 1 Box. Its current niche purpose isn't bad, but for most players it is irrelevant (especially considering most people that craft only craft weapons, and throwing weapons don't even get sockets). Better to allow multiple uses for players that don't focus on crafting (won't have a very significant impact on Box prices).****

QOL:

- ****Different color backgrounds on charms that are not ID'd vs ones that are simply not in the Charm Inventory (currently both are Red Backgrounds in the upper portion of the inventory, and because of this it is currently easy to get an ID'd charm and a not ID'd charm confused in the top half of the inventory. Possibly make ones that are ID'd but not in the charm inventory Orange Background? Not sure which color would be best.****
- ****Make it to where Full Rejuvenation/Rejuvenation Potions can be stacked using the cube but not put into the belt stacked or used while stacked.****
- ****Make Tokens of Absolution and Relic of Ancients Stackable.****

- Make it possible when you pick up items for them to automatically be put in the Horadric Cube if no space is left in inventory.
- **Consider making it an in-game settings option to have Characters in the Character Select screen appear in order of Creation instead of Experience amount, or just a way to change character ordering manually.**
- Allow rerolling of Jewel/Ring/Amulet Color/Graphic w/ some kind of cube recipe.
- **Add Auto Pick-Up for Gems/Runes/Mats/Potions etc. as an option for Solo gameplay ONLY. Can make Light Radius increase all Auto Pick-up possibilities**
- Area/Map Monster Counter (Remaining Monsters/Elite Packs and Percentage)
- Allow for the separation of certain game noises and being able to turn them off (Character Sounds/Loot Drop Sounds/Monster Sounds/etc.)
- **Increase Max Gold in Shared Stash and separate from Personal Stash.**
- Remove the Sell, Buy Buttons from Vendors and the Confirm Repair button when repairing a single item.
- Further reduce gold cost of repairing superior items.
- **Add Merc Aura/Skill Level (Mercenary Sheet), Block Rate, and Undead/Demon Dmg in (8) Character Info Sheet.**

PvP:

- Create a “Battle Royale” map/mat that can be activated at the blood fountain, or alternatively make it accessible through the game creation system.
- Create additional PvP maps perhaps with different rulesets
- Create an Orb/Consumable that halts a Character’s EXP gain (Temporarily). Can create another one to resume EXP gain. This can be especially useful for LLD or MLD.

Site/Trade Site:

- **Make new private chat messages always appear as the first message (on top).**
- Create a button that archives all messages in the private chat window all at once.
- ***Allow for 100-150 trade limit instead of 50. 50 isn’t nearly enough to highlight good slams except for the very best. Also make Exchange/Currency/Services separate from Trade Limit. (Not sure if the current limit is due to bandwidth issues or otherwise, but it does negatively impact the experience for many players).***
- Make it possible for other players (not just yourself) to view your Personal and Shared Stashes and Inventories from the Armory. This can be used to showcase more items all at once for trading purposes!
- Make Offers Incoming section include ONLY Pending Offers from other players.

- Make it to where every link works even from other people's profiles.
- Order Character Armory by last played/accessed Character (to prevent non-ladder characters from appearing on top mostly).
- Create active streaming section + create a streamer bio section for known active streamers to have a face/intro for what they like to stream on PD2. Possibly also a section to advertise certain special content featured by streamers (Slamfest/PvP/Rathma Attempt/99/Community runs etc.)
- ***Stability and Responsiveness Improvements. Requires extensive reloading. Sometimes sending messages can delete a private chat thread altogether if not loaded properly!***

Bugs:

- **Sound creates additional lag in certain maps esp with certain abilities like Summons/Revives/Lightning Fury etc., particularly River of Blood and other maps and particularly in a full party**
- Socket Slam Red Dot Indicators often have random extra characters at the end.
- Holy Bolt healing dying/taking damage sound bug
- Bloodwitch the Wild frequently does not spawn in Halls of the Dead 3
- Stairs/Doorways are often bugged (cannot move down them without teleporting) and there are other cases of invisible-walls and desynching around walls (like BBs in the Sanctuary of Sin Dungeon)

Other:

- **Introduce SC and HC SSF Ladders (a sizable portion of the community enjoys SSF, which involves playing the entire game. This would also encourage more ladder/online participation from and motivation for people that normally play Single Player. This is a great idea given how many times I see this being suggested in addition to my own interest! Would be an insane way to motivate different kinds of players. It is likely only 5% of the community maximum enjoy SSF, so the majority of the player base would not be affected. Also, people that like SSF don't tend to play online or trade anyways.**
- **Make it to where 1st, 2nd, 3rd and beyond Level 99's always appear in order of achieving the distinction on Battle Net for each class and for the general ladder. Also, like D2R, save even dead/deleted Hardcore char positions on the Ladder.**
- **Make it to where Level 99 characters can always get some special Aura, but perhaps not as flashy as Top 3 for more motivation beyond Top 3 and to not only reward the most well-connected players. Same can be done for a player that kills Dclone/Rathma in a given season.**

- Slightly reduce maximum allowable box width for items in Loot Filters.
- Some kind of “Shadow” Boss in a Dungeon or Map or Uber Boss like Dclone (drops special items potentially) Like a Shadow or Character Mirror of a Geared Sorc/Druid/Barb/Assassin/Necro/Pally/Zon that tries to AI PvP basically.

*****DM DarkHumility on Discord if you have additional suggestions or want to comment on any of these current suggestions. You can also comment in DarkHumility's Stream ([Twitch.tv/DarkHumility](https://www.twitch.tv/DarkHumility))! Let's work together to make Season 8 and beyond as good as possible!*****