

Version 9.0.0 changelog

General changes

- Mod is now based on season 9 version of Project Diablo 2
- Mod versioning changes - first number of the version is now tied to the PD2 season this mod is based on, eg. 9.0.0 for Season 9
- WSS drop rates back to vanilla PD2, because corrupted zones are now enabled on single player
- Every character starts with a Cube and both books
- Version 9.0.0 is INCOMPATIBLE with characters and stash contents from Season 8 - you have to start fresh!

General loot table changes

- Lilith's Mirror drop rate increased from 1:25 000 000 to 1: 500 000 across all difficulties
- Vial of the Lightsong drop rate increased from 1:7 500 000 to 1:120 000 across all difficulties
- Unique maps drop rate increased:
 - From monsters from 1:75 000 to 1:15 000
 - From bosses from 1:6000 to 1:1000
- Rathma's Jawbone drop rate increased:
 - Normal: From 1:200 000 to 1:50 000
 - Nightmare: From 1:67 500 to 1:13 500
 - Hell: From 1:22 500 to 1:4500
- Larzuk's Puzzle Piece drop rate increased:
 - Normal: From 1:450 000 to 1:45 000
 - Nightmare: From 1:225 000 to 1:22 500
 - Hell: From 1:100 000 to 1:10 000
- Larzuk's Puzzle Box drop rate increased:
 - Nightmare: From 1:450 000 to 1:45 000
 - Hell: From 1:225 000 to 1:22 500
- Skeleton key drop rate increased from 1:5 000 000 to 1:75 000 at all difficulties
- Horadric TP & ID book drop rate increased from 1:5 000 000 to 1:75 000 at all difficulties
- Uber Ancients keys drop rate increased from 1:5440 to 1:2500
- Corrupted zone chance increased from 150 to 50
- Map bosses drop Pure Demonic Essence at 20% rate
- Diablo's Burning Essence of Terror drop rate set at 15% in Hell
- Mephisto's Charged Essence of Hatred drop rate set at 15% in Hell
- Baal Festering Essence of Terror drop rate set at 15% in Hell
- Andariel Twisted Essence of Suffering drop rate set at 15% in Hell
- Scarab drop from Shadow of Mendeln event and Uber Ancients increased by 500% instead of 1000%

- Because the recipe to get 50x perfect gem was introduced, the pgems drop rate is back to PD2 vanilla level, to make more space for other good drops
- Jewelry drop rates are back to PD2 vanilla levels
- Map drop rates outside of maps lowered to 400% increase from 1100% - it's plenty of maps still and makes more room for the good drops
- Bosses are no longer quest bugged

Monster and zone changes

- Cows on Hell no longer have 100% increased density, it was too much and not well balanced change - it did compete with maps too much, given that cows have no immunities
- Baal throne room no longer has 100% increased density, this level is too small for that amount of monsters

Fate shards

- Because Lilith's Mirror and Vial of the lightsong drop rates were moved from hardcoded to softcoded, I've decided to remove fate shards for those items and increase the drop rates
- New Fate Shard - "Heritage" - stack of 2 - Gheed's Fortune

Divine orb changes

- Divine orb can be now used to reroll Rainbow Facets to different types

Mythic orb changes

- Lowered the number of jewel fragments required to make Rainbow Facet from 25 to 15
- Fixed a bug where sometimes the item was made rare instead of unique

New orbs

- **Eternal Coin (Coin in short)** - its only purpose is to serve as an ingredient in exchange cube recipes, so you don't have to sacrifice your Mal and Vex runes anymore. It's also serving as a gold sink, as these don't drop, but can be purchased for **500k** from a vendor.
- As a result, the exchange recipes are as follows -
 - 3x Larzuk's Puzzle Piece + Coin = Larzuk's Puzzle Box
 - Larzuk's Puzzle Box + Coin = Vex
 - Larzuk's Puzzle Piece + Coin = Mal

- Lilith's Mirror + 4x Coin = 4x Ber
- Vial of Lightsong + 2x Coin = 2x Ber
- Catalyst shard + Coin = 2x Catalyst Shard
- Runes downgrading recipe now downgrades **1 to 1** for better balance, you can still downgrade runes up to **Ist**
- New recipes:
 - Any perfect gem in **NOT STACKED FORM** + Coin = 50 x of that perfect gem
- Removed recipes:
 - Larzuk's Puzzle Box + Vex = 2x Larzuk's Puzzle Box - with the introduction of Eternal Coin, it was too easy to print Larzuk's Puzzle Boxes

Charms changes

- Because a new recipe to create a lot of perfect gems was introduced:
 - increased Grand Charm chance to roll skills was decreased from 400% to 200%
 - increased Large Charm chance to roll +% to damage type was decreased from 400% to 200%

Cain's wisdom changes

- The main reason of introducing this item was to give a significant single player experience boost at high levels, in its current form it's too much of a balance change - I've decided to remove +1 to all skills, 10-15% increased life and 10-15% increased mana, but the XP boost now rolls 150-200%. The recipe to create this item stays the same and it's still limited to 1.
- Can't be corrupted by Tainted Worldstone Shard or regular Worldstone Shard anymore