

PROJECT DIABLO 2 SEASON 4 ENLIGHTENMENT PATCH NOTES

I'd like to thank everyone who has been involved in the development of Project Diablo 2 no matter how small and thank you to everyone in the community who have supported us, we couldn't do this without you.

Updates made during Closed Beta are highlighted in green

Updates made during Open Beta are highlighted in orange

GENERAL CHANGES

NEW MECHANIC - MAP EVENTS!

- Maps will now have a chance to contain 1 of 5 new random events that can happen in any map including
- Dark Wanderer Event: A dark wanderer appears in your map and can turn into a stronger version of several different super unique monsters or bosses, killing these will result in a large amount of worldstone shards. The dark wanderer can move within the map up to three times.
- Shadow of Mendeln Event: A necromancer appears within your map and summons waves of undead filled with Uniques and Champion monsters.
- Treasure Fallen Event: Up to three golden fallens appear in your map these fallen drop gems, runes Lem and below, maps, gold and map crafting materials everytime they lose 10% of their health.
- Horazon Event: A powerful mage appears within your map and once killed creates another map portal that is equal to the tier of your current map or +1, this map takes on all properties from the current map you are within.
- The Butcher Event: The Butcher chases you throughout the map and cannot be damaged, as long as you are within his aura radius you will gain +200% magic find and +400% gold find
- Mercenary and Pet AI has been drastically improved across the board
- Mercenary's will now always have their auras active and no longer need to waste AI ticks in order to active them which drastically improves their active uptime

- Reduced monster amplify damage from -100 to -50%
- You may now hold more than one wirt's leg
- Corruptions on arrows and attack rating corruptions should now display the red dot notifier
- Find Item no longer works on map bosses
- Normalised and reduced leech on map bosses
- You may now hold multiple unique charms however only the first one placed in your charm inventory will provide its stats
- You may now buy your unique charms back from vendors after selling them
- Act 1 mercenaries may now use Amazon Bows
- Act 3 mercenaries may now use Sorceress Orbs, Paladin Shields and Maces
- Act 3 fire mercenaries have had their meteor damage increased
- Act 3 cold mercenaries have had their blizzard damage increased
- Act 3 lightning mercenaries have had their level 1 static field lightning resist reduction increased by -20% lightning pierce
- Act 2 and act 5 mercenaries have had their damage lowered by roughly 15%
- Mercenaries have had their scaling improved to be more consistent through the game
- Mercenaries hired in hell and nightmare will now be as strong as normal mode
- Removed crafting recipes increasing the level requirement of the item (previously this was $+10 + (3 \times \text{affixes})$)
- Added embattled mod to magic/rare/crafted chests and shields - level 75 mod - level 68 requirement - grants 120-160% enhanced damage
- Added rampaging mod to magic/rare/crafted chests - level 85 mod - level 78 requirement - grants 160-200% enhanced damage
- Shields 8-14% faster hit recovery corruption increased to 20-30%
- Gloves 20-40% enhanced damage corruption increased to 30-40%
- Time between baal's waves has been reduced by 50%
- Stamina shrines now grant +35% velocity
- Gem shrines can now be used with stacked gems
- You may now hold up to 5 million gold in your stash instead of 2.5 million

- Catacombs level 3 and 4 increased to area level 85
- Catacombs 1 and 2 increased from area level 73 to 80
- Hell mode Andariel is now a level 85 boss
- Hell mode Andariel's melee attack damage increased by 10%
- Hell mode Andariel's health has been increased by roughly 23%
- Hell Andariel now drops from the same pool of items as Mephisto
- **Removed Hell Andariels No Drop**
- Tal rasha's tomb increased from area level 80 to 82
- Hell Duriel is now a level 85 boss
- Hell Duriel now has the same drop table as Hell Baal
- Two handed weapons can once again roll up to 6 sockets from corruptions or up to 4 from larzuk puzzlebox
- Deadly strike and critical strike modifiers are now capped at 75% instead of 100%
- Deadly strike is now a 1.5x modifier instead of 2x
- All Physical damage skills have had their scaling improved to compensate for the deadly strike change, this will allow physical builds to be less gated behind deadly strike which will in return make them stronger early ladder and open up more itemization choices.
- Auto gold pick up has been added
- Blinds target no longer counts as a curse and therefore no longer overrides curses
- You can now hold shift and left click to apply all of your skill points in the skill tree similar to stats
- You can now hold ctrl and left click to apply 5 stat or skill points
- Murderous mod (2-5 life after each kill) increased from a level 47 and 42 level requirement mod to a level 51 and 44 requirement mod
- Blood sucking mod (1-3 life after each kill) increased from a level 32 and 26 level requirement mod to a level 26 and 22 requirement mod
- 2 New Maps will be added
- **The Canyon of Sescheron Map has been added (Item Code: T38)**
- **The Kehjistan Marketplace Map has been added (Item Code: T39)**
- The 3 red portal areas in act 5 (Abaddon, Pit of Acheron, Infernal Pit) have had their density increased by 40-50% (these are also 85 zones in pd2)

- Arrows and Bolts may now roll rare or magic
- Dying in a PVP arena no longer require you to retrieve your corpse
- Dying in a PVP arena on hardcore will no longer result in perma death (WARNING: dying in open world pvp will still result in perma death)
- We have added a second pvp arena which can be purchased at anya in act 5 hell (Item Code: T61)
- Jewels can now be broken down with a key to create Jewel Fragments which are a stackable crafting recipe that can be used in replacement for a jewel in any crafting recipe (Item Code: Jewf)
- Tomb of zultun kulle has had its doorways removed
- Painworms in tomb of zultun kulle have had their 140 fire resist reduced to 0
- Painworms in the tomb of zultun kulle have had their 120 poison resist reduced to 110
- Spiders in the tomb of zultun kulle have had their 25 fire resist increased to 140
- Baboon demons in tomb of zultun kulle have had their 75 fire resist reduced to 25
- Quillrats in the tomb of zultun kulle have had their 25 fire resist increased to 75
- Bastions Keep map layout has been updated
- Reziarfg's Lair map layout has been updated
- Hell Ancients is now required to enter maps
- Blood Bringers in dungeons have had their damage reduced
- A new dungeon layout has been added (Item Code: T42)
- Uber baal's nova and uber diablo's lightning hose will now deal more damage
- Trapped souls in the diablo clone fight no longer have fire pierce and the damage they deal has been increased to compensate
- Diablo clone's minions now have 10% less health
- Diablo clone now has 75% poison length reduction
- Diablo clone now has 95% curse reduction from 90%
- Diablo clone's minions now have 75% poison length reduction from 50%
- Diablo clones cold nova missile has had its hitbox reduced by 50%
- Diablo clones meteors have had their explosion radius increased by 25%
- Diablo clones minions now provide 100 experience each
- Skeletal poison mages in the diablo clone fight now deal 10% more damage
- Black soulstone drop rate reduced from 33% to 5%
- Horadric scarab drop rate reduced from 1 / 60 to 1 / 80

- Prime evil essence drop rate reduced by 50%
- Mini ubers organ drop rate increased from 34% to 45%
- **A New Uber has been introduced - Uber Rathma**
- Were still completing Rathma so we will be unlocking him in a future patch (we will announce when the patch is going live 24 hours in advance to give everyone a chance to kill him at the same time)

SKILL CHANGES

AMAZON

- Jabs fend synergy increased from 8% to 12%
- Jab damage increased from 15% per level to 18%
- Jab base damage increased from 15% to 20%
- Fend synergies increased from 8% to 12%
- Magic arrow now gains 1 additional arrow every 5 base points instead of every 10 soft points
- Fire arrow minimum damage scaling increased from 2/6/16/32/48 to 2/6/16/36/56
- Fire arrow maximum damage scaling increased from 3/7/17/34 to 3/10/20/40/60
- Immolation arrows fire damage over time scaling increased from 5-5 per level to 4-5 / 9-10 / 14-15 / 19-20 / 24-25
- Immolation arrow level 1 damage increased from 7-9 to 8-10
- Poison javelin missile hitbox size increased by 100%
- Poison javelin synergy reduced from 25% to 24%
- Plague javelin missile hitbox size increased by 100%
- Plague javelin synergies reduced from 14% to 12%
- Power strike nova aoe increased by 14%
- Lightning fury now gains an additional bolt every 5 base levels instead of every 10 soft levels
- Lightning fury scaling changed from 14/15/16/17/18 to 8 / 9 / 10 / 11 / 12
- Lightning fury now starts with 60 damage at level 1 instead of 40

- Valkyries now have vanilla life regeneration (they previously had no life regeneration)
- Valkyrie AI has been drastically improved and they no longer use normal attack
- Valkyries now gain 20 strength per level from 15
- Valkyrie now gains 20% enhanced damage from decoy synergy instead of 15%
- Critical strike now caps at 75% instead of 80% (This is because Critical Strike and Deadly Strike modifiers cap at 75%)
- Dodge now starts at 6% chance to dodge from 10%
- Evade now starts at 6% chance to evade from 10%
- Decoy has been reworked to become a “strafe trap” it now casts strafe dealing flat physical damage and functions similar to a trap (this damage scales from +skills not weapon damage however decoys can benefit from auras)

ASSASSIN

- Blade sentinel synergies increased from 10% to 12%
- Blade sentinel level 22-28 base damage increased from 5-5 to 6-6
- Blade sentinel level 28+ base damage increased from 6-6 to 8-8
- Blade sentinel now benefits from pierce at half efficiency similar to other traps
- Blade shield now has blade fury and blade sentinel as synergies at 8% each
- Blade shield now deals $\frac{1}{4}$ weapon damage from $\frac{1}{2}$
- Blade shield damage scaling increased from 5-5 / 6-6 / 7-7 / 7-7 / 7-7 to 5-5 / 7-7 / 10-10 / 13-13 / 16-16
- Shockweb no longer has fire blast as a synergy
- Shockweb now has chain lightning sentry as a synergy
- Death sentry's base damage increased from 8-10 to 16-20
- Death sentry flat damage scaling changed from 1-1 / 1-2 / 2-3 / 4-5 / 6-7 to 1-2 / 3-4 / 5-6 / 7-8 / 9-10
- Death sentry no longer has fireblast as a synergy
- Death sentry now deals 3-5% of a corpses life from 2-5%
- Chain lightning Sentry synergies reduced from 15% to 14%
- Chain lightning sentry death sentry synergy replaced with lightning sentry
- Chain lightning sentry starting damage increased from 1-40 to 1-50
- Chain lightning sentry max damage per level increased from 6 / 10 / 14 / 18 / 22 to 8 / 12 / 16 / 20 / 24
- Lightning sentry death sentry synergy replaced with chain lightning sentry

- Lightning sentry base damage changed from 1-20 to 1-30
- Lightning sentry max damage scaling changed from 10 / 16 / 24 / 34 / 44 to 15 / 20 / 25 / 30 / 35
- Charged bolt sentry's lightning sentry and chain lightning sentry synergy increased from 4% to 6%
- Charged bolt sentry's death and fire sentry synergies reduced from 7% to 6%
- Charged bolt fire blast synergy replaced with shockweb
- Claw blocks maximum block chance reduced from 65% to 50%
- Claw blocks minimum block chance reduced from 20% to 15%
- Claw block now works while moving
- Claw and dagger mastery's enhanced damage per level increased from 8% to 10%
- Tiger strikes enhanced damage bonus increased from 20% damage per level to 25%
- Tiger strike level 1 base enhanced damage bonus reduced from 100% to 50%
- Tiger strike charge duration increased from 15 seconds to 1 minute
- Tiger strike now grants 20% increased splash radius on charge 2 and 40% on charge 3 (Splash increases by 1 breakpoint every 20%)
- Dragon claws 5% damage per level increased to 15%
- Dragon claws 6% synergy increased to 8%
- Dragon claw now has weapon block as a synergy
- Dragon talon 15% damage per level increased to 20%
- Dragon talon now has dragon flight as an additional synergy
- Dragon talon synergies increased from 8% to 10%
- We have fixed Dragon Talons vanilla character sheet tooltip to now display its proper damage
- Kick Skills now benefits from the following
 - Min and max damage from off weapon sources
 - Damage to demons and undead
 - Sources of critical or deadly strike
 - Off weapon enhanced damage
 - Flat damage
- Dragon tail 10% damage per level increased to 15%
- Dragon tail now has dragon flight as an additional synergy
- Dragon tail synergies increased from 8% to 10%
- Dragon tail attack speed reduction reduced from -40 to -20
- Phoenix strikes meteor ground fire damage now lasts 2.2 seconds from 1.2

- Phoenix strikes blades of ice synergy increased from 10% to 14%
- Phoenix strike claw of thunder synergy increased from 13% to 14%
- Blade fury damage synergy increased from 4% to 8%
- Fade now starts at 5% curse duration reduction from 17%
- Fade now caps at 20% curse duration reduction from 60%

NECROMANCER

- Revives now have melee splash
- Revives enhanced damage per level increased from 30% to 40%
- Revives now gain 20% elemental damage per level
- Revives now gain 1/2 the benefit from enchant
- Revives now gain +1 skill per base level of revive
- Ghoul revives now have a limit to their maximum meteor aoe radius
- Skeleton warriors damage per level increased from 1/1/2/3/4 to 1/2/3/4/5
- Skeleton warriors skeleton mastery synergy reduced from 10% to 8%
- Skeleton warriors skeleton magi synergy removed
- Clay golem synergies increased from 20% to 40%
- Blood golem synergies increased from 15% to 20%
- Blood golem now provide 8 life on hit from 6 at level 1
- Blood golem 2 life on hit per level reduced to 1
- Blood golems now apply open wounds
- Iron golem synergies increased from 5% to 20%
- Skeleton Mages missile hitbox has been increased by 100%
- Skeleton Mages have been rebalanced and damage improved
- Skeleton Mages no longer have skeleton warriors as a synergy
- Necromancers now have a new Raise Skeleton Archer Skill
- Poison Dagger has been reworked to Poison Strike and can now be used with scythes and daggers
- Poison strike synergies increased from 22% to 24%
- Poison strike starting poison pierce increased from 1% to 2%
- Poison strike now caps at 30% poison pierce from 20%
- Poison nova level 1-8 scaling increased from 4-4 to 5-5

- Poison nova level 28+ scaling reduced from 14-14 per level to 12-12
- Desecrate synergies increased from 16% to 20%
- Desecrate level 22-28 scaling changed from 24-24 to 21-21
- Desecrate level 28+ scaling changed from 32-32 to 21-21
- Dark pacts iron maiden and curse mastery synergy increased from 16% to 18%
- Blood warp now costs 12% of current health instead of 10% of maximum health
- Blood warp now has a flat minimum life cost

BARBARIAN

- Leap attack now uses durability
- Leap attack now rolls its damage on each monster instead of each leap
- Leap attacks synergies increased from 6% to 8%
- Leap attacks base enhanced damage bonus increased from 10% to 30%
- General mastery increased from 5 to 8% per level
- General mastery 28% damage base increased to 30%
- Spear and polearm mastery increased to 10% per level from 6%
- Throw mastery 28% damage base increased to 30%
- Throwing mastery damage per level reduced from 5% to 4%
- Double throw reduced from 8 maximum bounces to 5
- Double throw initial hit bonus removed
- Double throw bounce range reduced by 25%
- Concentrate's bash magic damage per level synergy increased from 1% per level to 2% per level
- Concentrate bash synergy increased from 6% to 8%
- Concentrate battle command synergy increased from 6% to 12%
- Concentrate now gains 14% damage per level from 6%
- Bash 12% damage per level increased to 18% per level
- Bash synergies increased from 10 to 12%
- Stun has been reworked and now stuns in an area of effect
- Frenzy move speed tooltip now shows the proper values
- Frenzy now gains increased splash radius per charge (every 20% this provides an additional breakpoint)

- Frenzy level 1 damage increased from 23% to 30%
- Frenzy damage per level increased from 10% to 16%
- Frenzy synergy damage bonus increased from 6% to 10%
- Frenzy duration reduced from 10 seconds + 1 second per level (caps at 28 seconds) to 15 seconds at all levels
- Double swing frenzy synergies increased from 8% to 12%
- Double swing now has stun as a 12% synergy
- Double swing damage per level increased from 14% to 18%
- Berserk synergy increased from 8% to 10%
- Berserk is now uninterruptible
- Berserk damage per level increased from 10% to 15%
- Berserks -phys debuff (on the barbarian) has been reduced to cap at a maximum of -20% from -30% (this is a buff)
- Warcry damage scaling changed from 1/2/8/16/24 to 1/3/10/17/24
- Grim ward increased from 5% damage per level to 8%
- Grim ward base enhanced damage bonus increased from 35% to 40%
- Taunt is now an aoe skill
- When using whirlwind while dual wielding you now swing with both weapons each attack
- Whirlwind base enhanced damage increased from 25% to 35%
- Whirlwind enhanced damage per level increased from 4% per level to 5%

PALADIN

- Zeal damage per level increased from 16% to 20%
- Zeal synergies increased from 16% to 20%
- Charge damage increased from 25% per level to 30%
- Charge synergies increased from 20% to 25%
- Sacrifice damage per level increased from 15% to 25%
- Holy bolt heal per level reduced from 1 per level to 1 every 2 levels
- Holy bolt synergies increased from 6% to 8%
- Holy nova base heal increased from 80 to 100
- Holy nova heal per level increased from 10 to 20
- Blessed aim attack rating increased from 15-20%

- Blessed aim level 1 attack rating bonus increased from 75% to 80%
- **Note:** monsters will have their original aura strength
- Concentration aura attack rating bonus increased from 4% to 5%
- Concentration aura damage has been increased from 10% per level to 12%
- **Note:** monsters will have their original aura strength
- Smite's enhanced damage per level reduced from 30% to 20%
- Smite's level 1 enhanced damage increased from 15% to 20%
- Added smite and defiance as holy shield smite damage synergies at 4% each
- Holy shield scaling changed from 2/3/4/4/4 to 1/2/3/4/5
- Might aura scaling increased from 10/12/14/16/18% to 25% per level
- Might aura now grants party members 1/3rd of the bonus (Might aura is now the strongest personal enhanced damage aura and is competitive to other auras for allies)
- **Note:** monsters will have their original aura strength
- Fanaticism personal damage increased from 17% per level to 18%
- Fanaticism party damage increased from 8.5% per level to 9%
- **Note:** monsters will have their original aura strength
- Redemption aura no longer works on desecrate corpses

SORCERESS

- Nova damage scaling changed from 5-7 / 7-9 / 8-11 / 10-13 / 12-15 to 6-8 / 8-10 / 9-12 / 10-13 / 11-14
- Lightning faster cast rate breakpoints changed from lightning to regular frames
- Lightning synergy reduced from 8% to 6%
- Lightning max damage scaling changed from 12 / 15 / 20 / 24 / 28 per level to 12 / 15 / 18 / 21 / 24
- Lightning has had its level 1 mana cost reduced from 8 to 4
- Lightning mana cost now increases by .25 per level instead of .5
- Chain lightning synergy reduced from 7% to 6%
- Chain lightning max damage scaling changed from 13 / 14 / 15 / 16 / 17 to 13 / 16 / 19 / 22 / 25
- Teleport reduces debuff reduction by 2% per base level from 1%
- Charged bolt can now reach 28 bolts maximum from 24

- Frozen orbs range has been increased by roughly 20%
- Reduced start up delay on hydras
- Blaze has been reworked to do an initial explosion on cast as well as provide a movement speed bonus. The fire trail has also had its hitbox size increased and scales better than previously
- **Note:** The damage on this skill was bugged in open beta and has been modified since
- Firewall cooldown increased from .5 seconds to 1.5
- Firewall scaling reduced from 9 / 14 / 21 / 21 / 21 to 7 / 9 / 11 / 13 / 15
- Firewall inferno synergy increased from 1% to 4%
- Enchant fire level 1 damage increased from 16-20 to 25-35
- Enchant fire 9% bonus attack rating per level reduced to 5%
- Enchant level 22-28 scaling increased from 25-27 to 30-32
- Enchant level 28+ scaling increased from 35-38 to 42-44
- Cold Enchant now grants 20% attack rating at level 1 and 5% per level
- Cold enchant level 22-28 scaling increased from 30-32 to 35-37
- Cold enchants level 28+ scaling increased from 42-44 to 52-54

DRUID

- Volcano damage scaling changed from 2 / 4 / 6 / 8 / 10 per level to 3 / 5 / 7 / 8 / 9
- Tornados 10 mana cost at level 1 reduced to 2
- Tornado now gain's .125 mana cost per level
- Twister's 10 mana cost at level 1 reduced to 2
- Twister now gain's .125 mana cost per level
- Arctic blast synergies increased from 18% to 20%
- Fissure synergies increased from 8% to 10%
- Werebear damage per level increased from 8% to 15% per level
- Werebear form now grants 20% increased splash radius
- Maul damage increased from 30% per charge to 40%
- Werewolf damage per level increased from 8% to 12%
- Werewolf starting damage increased from 25% to 30%

- Feral rage damage per level increased from 8% to 12%
- Feral rage minimum move speed increased from 10% to 20%
- Feral rage maximum move speed increased from 80% to 120%
- Feral rage duration increased from 20 seconds to 30 seconds
- Feral rage now has fury as a synergy at 8% damage per level
- Fury's feral rage synergy increased from 10% to 12%
- Fury damage per level increased from 15% to 18%
- Hunger life leech reduced from 1% every 4 levels to 1% every 4 base levels
- Hunger duration changed from 20 seconds + 2 seconds per base level to 20 seconds + 1 second per level
- Hunger critical strike bonus changed from 5% + 2% per level to a diminishing return scaling from 5% to 65%
- Fire claw level 1 cost reduced from 4 mana to 2
- Fire claw mana cost now increased by .125 per level
- Shockwave now starts with 4 shockwaves instead of 7
- Shockwave now gains an additional missile every 5 levels
- Shockwave damage scaling changed from 2-2 / 4-4 / 12-13 / 24-26 / 36-39 to 2-3 / 4-6 / 16-18 / 26-28 / 36-38 (this is mostly a mid game buff)
- Ravens now cap at a maximum of 15 ravens from 12
- Druid pet ai delay has been reduced making them take actions more often
- Spirits will attempt to run in melee range much less often and will now properly stand at range
- Heart of the wolverines base damage bonus increased from 20% to 30%
- Heart of the wolverine now grants 10% damage per level from 7%

ITEM CHANGES

WEAPON CHANGES

- arrows can now be corrupted (see mods below)
- arrows now roll rare and magic

- tier 3
- + 1 skills

- + 5-10 all resist
- + 10% ias
- + 30-40% enhanced damage
- + ignore's targets defense
- + 10-15 minimum damage
- + 10-15 maximum damage
- + 10% reduced curse duration

- tier 2 corruptions
- + life steal 2-4%
- + mana steal 2-4%
- - 5-10% fire pierce
- - 5-10% cold pierce
- + 10% faster run walk
- + 10-15% pierce
- - 10-20% targets defense
- + 50-100 attack rating

- tier 1 corruptions
- + 10% faster hit recovery
- + fire resist 10-20%
- + cold resist 10-20%
- + poison resist 10-20%
- + lightning resist 10-20%
- + 20-40 to life

Class Weapons

- Natalya's mark claw 3 piece bonus changed from -40% target defense to ignores target defense
- All unique sorceress orbs +sorc skills changed to +all skills (this is to make act 3 mercenaries able to benefit more from them)
- Death's fathoms 15-30% cold damage changed to 20-30%

Axes

- Humongous now has +20% increased melee splash radius
- Messerschmidt's reaver's 30% increased attack speed and 30% increased run speed reduced to 20%
- Messerschmidt's +25 durability removed
- Messerschmidt's reaver now has 20% deadly strike
- Hellslayers 20% chance to cast level 16-20 fireball increased to 30
- Ethereal edge's 5-10 life after each demon kill increased to 10-20 life after each demon kill
- Death cleavers 66% deadly strike reduced to 50%

- Cranebeak's +3-5 to raven (druid only) increased to 4-6
- The minotaurs half freeze duration replaced with cannot be frozen
- The minotaurs 20% chance to cast level 20 holy bolt increased to level 30
- Bone slayer blade's +4-6 to zeal increased to +8-12
- Storm rider tabars 5% chance to cast level 17 chain lightning on striking increased to 10% chance to cast level 25 chain lightning
- Storm rider's 10% chance to cast level 27 charged bolt on striking increased to 25%
- Guardian nagas 5% chance to cast level 14 poison nova on striking increased to 5% chance to cast level 25 poison nova on striking
- Pompei's wrath increased from 20% increased attack speed to 40%
- Islestrikes +1-3 to fury and maul increased to +3-4
- Axe of fechmar 20% increased attack speed increased to 40%
- Skull splitters 1- (24-30 varies) lightning damage increased to 1-60 (no longer varies) lightning damage

Bows and Crossbows

- Pluckeye +1-2 to cold arrow (amazon only) changed to +2-3 to cold arrow (o skill)
- Blastbark now has knockback
- Skystrikes 12% chance to cast level 8 meteor increased to 20%
- Riphook now has +15 to maximum damage
- Kuko shakaku now has +2 to mana after each kill
- Endless hail 8% chance to cast level 12 blizzard increased to 15%
- Witchwild strings +1% deadly strike per level reduced to .5% per level
- Witchwild string now rolls +2-4 sockets from +2-3
- Magewrath's +2-3 to guided and magic arrow increased to +3-4
- Goldstrike archs +200-250% enhanced damage to demons and undead increased to +200-300%
- Hellracks +3-5 to fire skills increased to +4-6
- Hellracks 2-4 sockets (varies) increased to 2-5
- Gut siphons 6% chance to cast level 36 desecrate increased to 8%
- Demon machines 266-299% enhanced damage reduced to 200-250%
- Demon machines 8% chance to reanimate as demon imp on kill reduced to 6%
- Langer briser's 1-212 lightning damage increased to 1-312
- Doomslinger's 20% chance to cast level 12 fireball increased to 35%

Daggers

- Stormspikes +10-20% lightning damage changed to 20% (no longer varies)
- Heart carvers +4 to grim ward, find item and find potion increased to +5-7 (varies)

Blunt Weapons

- The cranium bashers 8% chance to cast level 20 amplify damage change to 10% chance to cast level 30
- Earth shifter's 60% faster cast rate increased to 80%
- Schaefer's hammer 20-40% increased attack speed changed to 40%
- Schaefer's hammer's light radius increased from 1 to 4-8
- Stormlash's 20% chance to cast level 18 tornado on striking increased to level 28
- Stormlashes 240-340% enhanced damage changed to 300-340%
- Horizons's tornado's 3-5 to tornado and twister increased to 4-6
- Nord's tenderizer's level 16 blizzard (12 charges) replaced with 15% chance to cast level 26 blizzard on striking
- Bloodtree stumps 180-250% enhanced damage increased to 210-260%
- Baezil's vortex's 14% chance to cast level 25 nova on striking increased to 20% chance
- Moon falls 5% chance to cast level 6 meteor on striking increased to 10% chance to cast level 26 meteor on striking
- Sureshrill frost's 7% chance to cast level 9 frozen orb increased to 10% chance to cast level 14 frozen orb
- General tan do li ga's adds 1-20-30 damage changed to adds 1-30-40 damage
- Stone crusher now rolls 10-15% physical pierce from 10-20%
- Zakarum's hand's +2 to holy freeze and holy shock increased to +2-3
- Zakarum's hand's 10% chance to cast level 15 blizzard increased to level 20

Polearms

- Stormspires 60% chance to cast level 20 static field increased to 75% chance to cast level 40 static field (this change makes it have the same lightning resist reduction as infinity)
- Stormspires 75% chance to cast level 30 charged bolt increased to level 40
- Tomb reaver's 1-3 sockets increased to 2-4
- Bonehew's 1-4 sockets increased to 2-4
- Grim's burning dead you may summon 6 additional skeleton mages increased to 8
- Pierre tombale courant's adds 12-36 to 20-60 damage changed to adds 24-36 to 40-60 damage
- Athena's wrath's +2 to summon skills (druid only) increased to +3-4
- Athena's wrath +1 maximum damage per level increased to +1.5
- Blackleach blades +1.5 damage per level increased to +2 damage per level
- The meat scrapers 25% magic find increased to 50%
- The meat scrapers +3 to masteries increased to +3-5 (varies)
- The grim reaper's +8-10 to raise skeleton warrior and mage (o skill) removed
- The grim reaper now has +20% Increased Attack Speed
- The Grim Reaper now deals +10-20% Increased Poison Damage
- The grim reaper's 100% deadly strike has been reduced to 75% (this is because deadly strike now caps at 75%)
- Soul harvests 4-5 to dark pact increased to 4-6

Swords

- The grandfather now rolls 200-250% Enhanced Damage instead of 150-250%
- Frost winds 7-15% cold absorb removed
- Frost wind now has level 6 Resist Cold Aura
- Lightsabre now has level 6 Resist Lightning Aura
- Azurewrath now rolls +1-2 to all skills instead of +1
- Djinn slayer now has level 6 resist fire aura
- Swordguard's 20% faster hit recovery increased to 40%
- Swordguards 20% increased chance of blocking increased to 40%
- Todesfaelle flamme's 40% fire resist removed
- Todesfaelle flamme now has level 6 Resist Fire Aura
- Cloudcracks 3-4 to defensive and offensive auras increased to 4-6
- Cloudcracks 1-240 lightning damage increased to 1-480
- Cloudcracks +2 to light radius increased to +5
- Cloudcrack's attackers take 15 lightning damage increased to 100-150
- Cloudcracks 6% chance to cast level 21 fist of heavens increased to 12% chance
- Cloudcracks +30 to defense increased to +120
- The vile husk's 12% chance to cast level 18 amplify damage increased to 18%
- Bing sz wang's 20% chance to cast level 15 frozen orb on striking increased to 33%
- Crainte vomir's 10% physical damage reduction increased to 10-20%
- Plague bearer's 20-30% increased attack speed change to 30%
- Ginther's rift's 50-120 magic damage increased to 75-180
- The patriarchs 260-320% enhanced damage increased to 280-320%
- Ripsaw's 100-150% enhanced damage increased to 160-200%
- Blacktongue's 150-180 poison damage over 3 seconds increased to 300-360 over 3 seconds
- Kinemil's awl's adds 6 to 20-40 fire damage increased to adds 16 to 40 fire damage
- Soulfly 's 70-100% enhanced damage increased to 100-130%
- Shadowfang's 100-140% enhanced damage increased to 120-160%
- Culwen's point's 90-150% enhanced damage increased to 120-150%

Throwing Weapons

- Warshrikes 300-350% enhanced damage increased to 350-400%
- Warshrikes 25% chance to cast level 40 nova reduced to 20%
- Gargoyles bite +3-4 to poison skills reduced to +2-3

Claws

- Jade talon now has 30% faster block rate

ARMOR CHANGES

HELMET CHANGES

- Biggins bonnet now rolls 30-50% enhanced damage from 30
- Biggin's bonnet now rolls 30-50 attack rating from 30
- Tarnhelm now rolls 2-3 mana after each kill from 1-2
- Duskeep now has +10-15 (varies) to maximum damage from +8
- The face of horror's 14-18 all resist increased to 15-20
- Howltusks 8% chance to cast level 5 howl on striking increased to 10%
- Peasant crowns 15% faster run walk increased to 20%
- Steelshade now has +60-80% extra gold find
- Steelshades 20% increased chance of blocking has been increased to 30%
- Andariels visage's 15% chance to cast level 15 poison nova when struck increased to level 25 poison nova when struck
- Overlord's helm's -15 to -20% physical pierce increased to -20 to -25%
- Kiras changed to -10-15 res on all elements from -5-10
- Cyclopean roar's -5 to -10% physical pierce has been removed
- Cyclopean roar's +2 to warcries increased to +2-3
- Cyclopean roar's 10% chance to cast level 8 warcry reduced to 8% chance to cast level 6

ARMOR CHANGES

- Tyraels might 125-175% damage to demons and undead increased to 200-250%
- Arkaines valor +30% faster hit recovery increased to +40%
- Arkaine's valor's +.5 vitality per character level increased to .5 to +1 per level (varies)
- Corpsemourne's +1 to corpse explosion increased to +20
- Crow caw's 35-50% enhanced damage increased to 50-80%

SHIELD CHANGES

- Alma negra +1-2 to paladin skills replaced with +1-2 all skills (this is to make them more useful for act 3 mercenaries)
- Herald of zakarum +2 to paladin skills replaced with +2 to all skills (this is to make them more useful for act 3 mercenaries)
- Kalan's legacy 1-3 sockets reduced to 1-2
- Kalan's legacy level 5-8 vigor aura reduced to level 4-6
- Spike thorn's 20-50 damage increased to 30-60

GLOVE CHANGES

- Gravepalm 10-18% deadly strike reduced to 10-15%
- Frostburn cold and fire pierce increased to -5-10 from -4-6
- Frostburns max mana increased from 10-20% to 15-25%

- Magefists can now roll +1 skills to poison, cold and lightning skills
- Hellmouth -5 to -10% enemy fire resist increased to -5 to -15%
- Helmouth 15 fire absorb removed

BOOT CHANGES

- Infernostride's 5% chance to cast level 16 blaze increased to 10%
- Tearhaunch's +1 to vigor increased to +1-2

AMULET CHANGES

- Saracen's chance's 40-60% enhanced damage changed to 60-80%
- Metalgrid once again has its +300-350 defense mod
- Atma's scarab 7% chance to cast level 18 amplify damage proc changed to 10% chance to cast level 5 (it will now apply -15% physical resist)
- Rising sun now has 5 flat fire absorb from 5-10

RUNEWORD CHANGES

- Obedience can now be made in hammers
- Obedience damage reduced from 370% to 280-320%
- Exile can now be made in any shield type
- Death runeword now gains .25 deadly strike per level from .5
- Last wish's enhanced damage reduced from 450-500% to 350-400% (this is due to might being buffed this season which resulted in last wish having much higher enhanced damage)
- There are now three new runewords Unending Will, Zenith and Ferocity



Note: Unending Will is a wand specific runeword



Note: Zenith is an amazon bow specific runeword



Note: Ferocity is a helmet specific runeword

ARROW AFFIXES

Arrow Prefixes

Silver +61-80 to Attack Rating (alvl 12)

Gold +81-100 to Attack Rating (alvl 17)

Platinum +101-120 to Attack Rating (alvl 22)

Meteoric +121-150 to Attack Rating (alvl 27)

Strange +151-300 to Attack Rating (alvl 32)

Visionary 1-99% Bonus to Attack Rating (+1 per Character Level) (alvl 25)

Lunar +25-50 to Attack Rating vs. Demons; 10-25% Enhanced Damage vs. Demons (alvl 3)

Arcadian +51-100 to Attack Rating vs. Demons; 26-50% Enhanced Damage vs. Demons (alvl 15)

Unearthly +101-150 to Attack Rating vs. Demons; 51-100% Enhanced Damage vs. Demons (alvl 25)

Consecrated +25-75 to Attack Rating vs. Undead; 25-75% Enhanced Damage vs. Undead (alvl 1)

Pure +76-175 to Attack Rating vs. Undead; 76-125% Enhanced Damage vs. Undead (alvl 15)

Snowy Adds (6-9) to (19-30) Cold Damage – 1 sec Duration (alvl 25)
Shivering Adds (10-15) to (31-45) Cold Damage – 2 sec Duration (alvl 35)
Boreal Adds (16-23) to (46-90) Cold Damage – 3 sec Duration (alvl 50)
Hibernal Adds (24-45) to (91-140) Cold Damage – 4 sec Duration (alvl 70)

Fiery Adds (16-25) to (31-60) Fire Damage (alvl 25)
Smoldering Adds (26-50) to (61-90) Fire Damage (alvl 35)
Smoking Adds (51-80) to (91-130) Fire Damage (alvl 47)
Flaming Adds (81-120) to (131-180) Fire Damage (alvl 61)
Condensing Adds (121-170) to (181-240) Fire Damage (alvl 77)

Static Adds 1 to (49-120) Lighting Damage (alvl 25)
Glowing Adds 1 to (121-180) Lighting Damage (alvl 34)
Buzzing Adds 1 to (181-260) Lighting Damage (alvl 46)
Arcing Adds 1 to (261-360) Lighting Damage (alvl 60)
Shocking Adds 1 to (361-480) Lighting Damage (alvl 76)

Septic +6 Poison Damage over 2 Seconds (alvl 1)
Foul +12 Poison Damage over 3 Seconds (alvl 10)
Corrosive +80 Poison Damage over 4 Seconds (alvl 20)
Toxic +150 Poison Damage over 5 Seconds (alvl 35)
Pestilent +275 Poison Damage over 6 Seconds (alvl 50)
----- added new level 76 poison damage mod -----

Shimmering All Resistances +5-10% (alvl 16)
Scintillating All Resistances +11-15% (alvl 34)
Prismatic All Resistances +16-20% (alvl 42)
Chromatic All Resistances +21-30% (alvl 55) ----- magic only

Azure Cold Resist +5-10% (alvl 5)
Lapis Cold Resist +11-20% (alvl 12)
Cobalt Cold Resist +21-30% (alvl 18)

Crimson Fire Resist +5-10% (alvl 5)
Russet Fire Resist +11-20% (alvl 12)
Garnet Fire Resist +21-30% (alvl 18)

Tangerine Lightning Resist +5-10% (alvl 5)
Ocher Lightning Resist +11-20% (alvl 12)
Coral Lightning Resist +21-30% (alvl 18)

Beryl Poison Resist +5-10% (alvl 5)
Viridian Poison Resist +11-20% (alvl 12)
Jade Poison Resist +21-30% (alvl 18)

Jagged 10-20% Enhanced Damage (alvl 1)
Deadly 21-30% Enhanced Damage (alvl 5)
Vicious 31-40% Enhanced Damage (alvl 8)
Brutal 41-50% Enhanced Damage (alvl 14)
Massive 51-65% Enhanced Damage (alvl 20)
Savage 66-80% Enhanced Damage (alvl 26)

Carbuncle +1-5 to Maximum Damage (alvl 12)
Carmine +6-9 to Maximum Damage (alvl 35)
Vermilion +11-15 to Maximum Damage (alvl 58)

Scarlet +1-4 to Minimum Damage (alvl 8)
Crimson +5-8 to Minimum Damage (alvl 38)
min dmg ver +11-15 to Minimum Damage (alvl 58)

Snake's +6-10 to Mana (alvl 6)
Serpent's +11-20 to Mana (alvl 14)
Drake's +21-30 to Mana (alvl 20)
Dragon's +31-40 to Mana (alvl 24)
Wyrn's +41-60 to Mana (alvl 30)

Triumphant +1 Mana After Each Kill (alvl 3)
Aureolic +1-3 Mana After Each Kill (alvl 22)
Victorious +2-5 Mana After Each Kill (alvl 17)

Blood Letting +1 Life after each Kill (alvl ?)
Blood Sucking +1-3 Life after each Kill (alvl ?)
Murderous +2-5 Life after each Kill (alvl ?)

Fletcher's +1 to Bow and Crossbow Skills (Amazon only) (alvl 20)
Bowyer's +2 to Bow and Crossbow Skills (Amazon only) (alvl 40)
Archer's +3 to Bow and Crossbow Skills (Amazon only) (alvl 60) ----- magic only

Maiden's +1 to Amazon Skills (alvl 30) ----- magic only
Valkyrie's +2 to Amazon Skills (alvl 50) ----- magic only

Acrobat's +1 to Passive and Magic Skills (Amazon only) (alvl 20)
Gymnast's +2 to Passive and Magic Skills (Amazon only) (alvl 40)
Athlete's +3 to Passive and Magic Skills (Amazon only) (alvl 60) ----- magic only

Arrow Suffixes

Bear Knockback (alvl 8)

Vileness Prevent Monster Heal (alvl 9)

Readiness 10% Increased Attack Speed (alvl 20)

Alacrity 20% Increased Attack Speed (alvl 43)

Swiftness 30% Increased Attack Speed (alvl 34) ----- magic only

Health Damage Reduced by 1 (alvl 7)

Protection Damage Reduced by 2 (alvl 18)

Absorption Damage Reduced by 3 (alvl 26)

Life Damage Reduced by 4-7 (alvl 35)

Warding Magic Damage Reduced by 1 (alvl 7)

Sentinel Magic Damage Reduced by 2 (alvl 18)

Guarding Magic Damage Reduced by 3 (alvl 26)

Negation Magic Damage Reduced by 4-6 (alvl 41)

Frost Adds 1 to (1-2) Cold Damage - (1-2) sec Duration (alvl 1)

Icicle Adds 1 to (3-4) Cold Damage - 3 sec Duration (alvl 13)

Glacier Adds (2-4) to (4-15) Cold Damage - 4 sec Duration (alvl 27)

Winter Adds (5-9) to (16-50) Cold Damage - 5 sec Duration (alvl 45)

Flame Adds 1 to (2-5) Fire Damage (alvl 1)

Fire Adds (1-4) to (6-11) Fire Damage (alvl 15)

Burning Adds (5-9) to (10-20) Fire Damage (alvl 25)

Incineration Adds (10-20) to (21-75) Fire Damage (alvl 43)

Shock Adds 1 to (3-8) Lightning Damage (alvl 1)

Lightning Adds 1 to (9-16) Lightning Damage (alvl 15)

Thunder Adds 1 to (17-40) Lightning Damage (alvl 25)

Storms Adds 1 to (41-120) Lightning Damage (alvl 34)

Blight Adds 7 Poison Damage Over 3 Seconds (alvl 1)

Venom Adds 21 Poison Damage Over 4 Seconds (alvl 15)

Pestilence Adds 50 Poison Damage Over 5 Seconds (alvl 25)

Anthrax Adds 100 Poison Damage Over 6 Seconds (alvl 33)

Pierce pierce 10% (alvl 15)

Pierce pierce 20% (alvl 30)

Pierce pierce 30% (alvl 45)

Pierce pierce 40% (alvl 60) ----- magic only

Pacing 10% Faster Run/Walk (alvl 12)
Haste 20% Faster Run/Walk (alvl 22)
Speed 30% Faster Run/Walk (alvl 37) ----- magic only

Greed 25-40% Extra Gold From Monsters (alvl 1)
Wealth 41-80% Extra Gold From Monsters (alvl 17)

Chance 5-15% Better Chance of Getting Magic Items (alvl 12)
Fortune 16-25% Better Chance of Getting Magic Items (alvl 16)
Luck 26-35% Better Chance of Getting Magic Items (alvl 26)

Leech 2-5% Life Stolen per Hit (alvl 14)
Locust 4-7% Life Stolen per Hit (alvl 47)
Lamprey 6-9% Life Stolen per Hit (alvl 78) ----- magic only

Bat 2-5% Mana Stolen per Hit (alvl 15)
Wraith 4-7% Mana Stolen per Hit (alvl 58)
Vampire 6-9% Mana Stolen per Hit (alvl 78) ----- magic only

Light +1 to Light Radius, +10-15 to Attack Rating (alvl 1)
Radiance +3 to Light Radius, +30 to Attack Rating (alvl 15)
Sun +5 to Light Radius, 5% Bonus to Attack Rating (alvl 17)

Thawing Half Freeze Duration (alvl 10)

Remedy Poison Length Reduced by 25% (alvl 7)
Amelioration Poison Length Reduced by 50% (alvl 18)
Defiance Poison Length Reduced by 75% (alvl 25)

Dexterity +1-3 to Dexterity (alvl 2)
Skill +3-5 to Dexterity (alvl 11)
Accuracy +6-9 to Dexterity (alvl 27)
Precision +10-15 to Dexterity (alvl 43)

Jackal +1-5 to Life (alvl 1)
Fox +6-10 to Life (alvl 7)
Wolf +11-20 to Life (alvl 15)
Tiger +21-30 to Life (alvl 20)
Mammoth +31-40 to Life (alvl 25)

Strength +1-2 to Strength (alvl 1)
Might +3-5 to Strength (alvl 10)
Ox +6-9 to Strength (alvl 26)
Giant +10-15 to Strength (alvl 42)

Energy +1-3 to Energy (lvl 1)
Mind +4-6 to Energy (lvl 7)
Brilliance +7-10 to Energy (lvl 13)
Sorcery +11-15 to Energy (lvl 21)

Project Diablo 2 Credits

This Project couldn't have been made without all of these amazing people

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***Without the research and findings from many at Phrozen Keep this project would not have been possible**

***Special Thanks to resources, advice or findings from:**

Renato Machado
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FearedBliss
Firehawk
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***Thanks to everyone who played, tested and contributed to this mod's development**

***And thanks to everyone who developed the original game**