MOD\_T.D.E. 3.1 Update Log

# Summary

Version 3.1 has fixed lots of bugs and added many new features to improve your experience, also Greatly Easier to Install! However, PlugY 10 is no longer supported, as the Mod Pack includes my customized PlugY 14.03. Added language support for 'Chinese Simplified', also fully supports 'Chinese Aomeisoft'.

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Since Version 3.1, many features based on Old Canon or Legends would be added to this MOD, as I'm a devoted advocator of them. Old Canon means official Lores before Diablo III, including what described in Diablo I and II Games, Manuals, official Novels, etc.; Legends means Lores from Blizzard Authorized 3rd party Games, such as Hellfire or Table RPGs. Many Lores in them conflict with the New Canon, but I definitely prefer these old versions.

## Installation Guide

Since version 3.1, all data except .txt files would be inside the .mpq file to improve performance and loading speed.

Since version 3.1, MOD\_T.D.E. woud offer a D2SE version, so Readme file no longer contains install guidelines, just check the MOD Pack and read the 'Install Guide' documents.

Caution! Before Updating from Version 3.0, please find ALL items with staff charged skills, including those in PlugY shared stash, sell them or just throw them away, for Necromancers, you also have to banish Iron Golems created from such items, if not, this character would not be able to enter the game after Updating.

Of course you can also clear your 'save' folder, to have a fresh start :)

## Language Switch

No longer need to modify 'PlugY.ini' as you can launch the game in your preferred language with matched .exe files or using D2SE functions.

As 'Chinese Aomeisoft' is Fully supported, the independent '奧美字庫' is no longer offered in MOD Pack.

# Text Fixing

Fixed some text mistakes within the game interface and the Readme document.

Fixed a BUG that causing crashes when opening inventory if you switch to a Chinese UI with an English version LoD.

# UI Modification

1. Replace Blizzard Logo cinematics with MOD\_T.D.E. instructions.
2. Horadric Cube expanded to 4x4 grid, in order to co-operate with newly added 'Pulling Out but Keeping Gems' formula:

Socketed Item + Hel + Token of Absolution = pulling out but keeping gems



1. 'Expansion' related strings changed to 'MOD\_T.D.E.' related.



# Character & Skill Modifications

## Overall

1. All new created characters no longer have initial weapon or armors, replaced by 4 'Readme' files and a HUGE 'Horadric Faulty Cube', Readme files are short instructions of this MOD, and 'Horadric Faulty Cube' is a flawed version of 'Horadric Cube', it's not only huge and dumb, but also inconvenient, you must open it first by right-clicking, then drag items into its cube panel to put them in. You have to get your initial weapon and armors, including the MOST important belt, by converting the 4 Readme files. Since version 3.1, the CORE of this MOD, 'Passive Update' has been moved to ALL Belts and Most Charms instead of casting by yourself, it would update your passive skills in Realtime, very important that tons of new features or remade old features are based on it! For the Belts you get in version 3.0, you can put it into the Cube with a 'Scroll of Identify' to acquire 'Passive Updater' Aura.

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1. The 'Horadric Faulty Cube' could be Exchanged for 3 Rare Items specifically for your class: In Act 2 of Normal Difficulty, kill 'Bloodwitch the Wild' in Halls of the Dead Level 3 then put the faulty cube into the real one you just get beside her corpse. You won't miss this chance as her spirit would appear after the successful killing~

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1. Lots of hidden initial stats are added, they are the very basic for the remade old functions or newly added ones.
2. As we found a better way to synchronize 'Stoned' effect, Frozen length in Nightmare and Hell difficulties turned back to vanilla.
3. Setting independent cooldown for skills below, they won't use universal cooldown, but sharing a new cooldown system in their own groups:

Group One: Meteor, Blizzard, Fissure.

Group Two: Fire Wall, Ring of Fire, Lightning Wall.

Independent cooldown skills' icons won't turn red when cooling down, staff charged versions of them won't have this system, still limited by universal cooldown.

1. Fixed a BUG that causing elemental mastery stats inaccurate with physical damage converting skills or missiles.
2. Fixed a series of BUGs when Initial Skills offered by certain items, such items acquired in version 3.0 would lose these skills after update, you must refresh them with a matched Token in the Cube or rebuild the RuneWord.

## Amazon

All A1 animation speed decreased back to vanilla, to rebalance some overpowered skills.

Fist of Ares: Cast rate slowed to her normal casting rate.

### Bow and Crossbow Skills

Had skill Icons of 'Multiple Shot' and 'Strafe' switched, as Blizzard had made a mistake with them~



**Magic Arrow**: Magic Damage added per skill level , and receives damage synergy from other Bow and Crossbow Skills.

**Multiple Shots**: Reasonably reduced CTC chance of missiles.

**Exploding Arrow**: Related skill's damage synergy percentage further increased.

**Ice Arrow**: Further increased freeze length.

**Guided Arrow**: Mana cost no longer reduces by skill level, Greatly improved its auto aiming logic, Hardpoints can further enhance damage percent bonus, to make it same as D2R.

**Strafe**: Fixed a BUG that causing its skill damage bonus not work, Hardpoints can further enhance damage percent bonus, to make it same as D2R.

**Immolation Arrow**: Further increased damage synergy of related skills for direct explosion but cooldown increased to 50F.

**Freezing Arrow**: Further increased related skill's damage synergy percentage.

### Passive and Magic Skills

**Penetrate**: Can stack with 'Blessed Aim' passive function.

**Slow Missiles**: Changed to Aura Logic, need to put into Right Button for activating, costs mana per 2 sec, skill level would lower the mana cost. Overlay on target removed.

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**Decoy**: More effectively to attract enemies but no longer automatically Taunting.

**Valkyrie**: Never get lost, cannot be knocked back, cannot be struck into hit recovery mode, cannot be stunned, can block

### Spear and Javelin Skills

**Poison Jab**: Effect triggering chance balanced.

**Impale**: Found a correct way to fix the vanilla BUG that causing double damage stats don't work with this skill, no longer using percentage damage bonus.

**Fend**: Frame Rollback reduced to 50% to make it faster, 12 hits cap removed.

**Lightning Bolt**: Skill level would decrease MP cost.

**Lightning Strike**: MP cost changed back to vanilla's 9, uninterruptable but can only hit 19 targets maximum and attack speed is slow.

**Lightning Fury**: Lightning Branches released no longer hit the target struck by the main missile.

## Sorceress

Fulfilled barehand A2 animation.

According to Old Canon Lores, initial skill 'Archon' is replaced by 'Combo Swing', a melee skill requires Maces (Flails disallowed), Scythes, Orbs, Staves or Wands, using 'Double Swing' logic, attacks up to 2 targets within melee range or hits a single target twice, interruptable.

A1 animation attack speed reduced back to vanilla, meaning you can't use 'Concentrate' or 'Vengeance' like skills faster as version 3.0, only 'Zeal' or 'Berserk' like skills benefits from the MOD.

### Fire Spells

**Fire Bolt**: Changed to 'Strafe' like logic, 1 more bolt launched per 5 level and cap at 5 bolts, but you must click at your target or nearby area to make a successful cast



**Blaze**: Can increase your movement speed.

**Enchant**: No longer increases aggro.

**Hydra**: Synergy skill 'Fire Bolt' and 'Fire Ball' merged to 'Warmth', synergy bonus value adjusted to double as vanilla, cooldown removed but have summoning amount limited to 3 packs, can burn enemies too close to them, can be affected by 'Enchant' to get extra fire damage and attack speed bonus. (These modifications are based on the Lores in D2 manual)

### Lightning Spells

**Static Field**: Triggered on target instead of yourself when working as CTC.

**Nova**: Extra damage bonus by character level feature removed and replaced by adding 'Static Field' as synergy skill just like D2R, initial range changed back to vanilla but no longer increased with skill level.

**Chain Lightning**: Can only hit 9 targets maximum.

**Teleport**: HARD points would reduce the cooldown delay, level 20 would remove the delay, but leveling up would increase the mana cost instead of decrease.

**Thunderstorm**: Damage given to weapons and movement speed bonus reduced.

**Energy Shield**: Detail description for mana efficiency text added, damage absorb cap reduced to 80%, conflicts with 'Archon' and 'Rage'.

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### Cold Spells

**Ice Bolt**: Removed 'Frost Nova' from synergy skill list and merged its bonus value into other synergy skills, changed to 'Strafe' like logic, 1 more bolt launched per 5 level and cap at 5 bolts, but you must click at your target or nearby area to make a successful cast.

**Frozen Armor**: No longer need to be damaged for activation, so it's much more useful.

**Shiver Armor**: Must be damaged for activation.

**Chilling Armor**: Defense bonus decreased but added extra bonus to 1 damage and 1 magic damage reduction per 2 levels, the Bolts it releases won't trigger another Chilling Armor's Bolt.

**Frost Nova**: No longer increases MP cost by level.

**Frozen Orb**: Range reduced back to vanilla; synergy skill's bonus percentage halved but added 'Chilling Armor' as synergy skill to make final percentage same as vanilla.

### Quit Zann Esu, Join Vizjerei

When a Sorcerer holds 'Globe of the Vizjerei' or 'Horazon's Chalice' or 'Foci of the Vizjerei' in her hand, she would be considered as Quitted her Zann Esu clan and Joined the Vizjerei clan. New Vizjerei Spells would be granted, and some Zann Esu Spells would be limited, other spells would be modified in certain ways.

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#### Fire Spell Changes

**Fire Bolt**: More bolts released.

**Warmth**: Lower bonus value.

**Inferno**: Longer range.

**Hot Wave**: Replaces 'Blaze', casts fire waves similar to 'Wake of Fire' with cast rate of 'Lightning' or 'Chain Lightning', own skill level is useless, power scaling with 'Blaze' and its synergy skills, meanwhile, 'Blaze' is limited as a Zann Esu spell.

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**Fire Ball**: Larger exploding radius.

**Fire Wall**: More damage but longer cooldown.

**Ring of Fire**: A 'Fire Wall' like spell, casts a ring of fire around you, has chance to block enemies, own skill level is useless, power scaling with 'Fire Wall' and its synergy skills.

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**Enchant**: Only applied to yourself.

**Meteor**: Larger exploding radius.

**Hydra**: Turned to a different spell 'Guardian', no longer burning enemies too close to them, but has 15F cooldown and can summon up to 33 packs just like vanilla, also have a chance to knock back enemies, synergy skills same as vanilla and Greatly increased the synergy bonus value.

#### Lightning Spell Changes

**Charged Bolt**: More bolts released.

**Static Field**: Radius larger.

**Telekinesis**: More bonus to 'Energy Shield'.

**Nova**: No damage synergy skill but range would be increased with skill level.

**Lightning**: Faster cast rate.

**Lightning Branches**: Replaces '**Chain Lightning**', casts lightning strikes that unable to pierce at targets nearby with cast rate of 'Lightning' or 'Chain Lightning', own skill level is useless, target counts depend on level of 'Chain Lightning', power scaling with 'Chain Lightning' and its related skills, meanwhile, 'Chain Lightning' is limited as a Zann Esu spell.



**Teleport**: Cooldown shorter.

**Lightning Wall**: Replaces '**Thunder Storm**', creates a lightning wall in 'Fire Wall' logic, also has a chance to block enemies. Own skill level is useless, power scaling with levels of 'Thunder Storm', meanwhile, 'Thunder Storm' is limited as a Zann Esu spell.

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#### Cold Spell Changes

**Cold Bolt**: More bolts released.

**Frozen Armor, Shiver Armor**: Limited as Zann Esu spells.

**Chilling Armor**: More damage but no defensive bonus.

**Frost Nova**: Larger radius.

**Ice Blast**: Longer freeze length.

**Glacial Spike**: Longer freeze length.

**Chaos Ice Bolt**: Replaces '**Frozen Orb**', creates a circle of random pathing ice bolts with cast rate of 'Lightning' and 'Chain Lightning' from where you click at, own skill level is useless, power scaling with levels of 'Frozen Orb' and related skills. This skill is very powerful against single targets, almost like an exploding 'Frozen Orb', meanwhile, 'Frozen Orb' is limited as a Zann Esu spell.



#### Vizjerei Melee Type

Another branch of Vizjerei Mages~ Put any Sword type Weapon with a 'Bartuc's Cutthroat' or 'Horazon's Chalice' or 'Globe of the Vizjerei' or 'Foci of the Vizjerei' into the Cube, would give Vizjerei class shifting function to the sword and offer you Vizjerei Melee Skills.

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Trivia: This is based on the Old Canon novel: The Blood Legacy.

**Vizjerei Fencer**: A 'Double Swing' Logic Sword Only combat skill which is effective both offensive and defensive. Besides damage percent bonus, it also gives you defense percent bonus during the swing, uninterruptable, 2 handed swords are faster than 1 handed ones. Its own skill level is useless, power scaling with Sorceress' Elemental Mastery skills.

**Thunder Step**: Activates a state that grants you lightning damage to your weapons like Enchant, along with movement speed, also deals lightning damage to melee attackers.

**Chilling Armor**: Besides caster Vizjerei version, it would also grant cold damage to your weapons like Enchant.

Caution! For other classes wielding such class-shifting swords, if summoned a Vizjerei minion, it would betray you right after getting any hit~

#### Vizjerei Recharge

After joining Vizjerei, you can put any Non-Ethereal item that has item-charged skills into the Cube to have it recharged for FREE. Unlike similar function in Diablo I, such action won't decrease the max charges.

## Necromancer

Barehand A2 animation fulfilled.

### Curse

Fewer Curses can stack, only 'Terror', 'Weaken', 'Attract' and 'Dim Vision'.

**Amplify Damage**: If the caster is not a Necromancer or an enemy monster, would only lower 60% target damage resist.

**Weaken**: Damage percent bonus or Elemental mastery stats no longer reduce its effects by simple adding rule, but no longer weaken target's Poison or Magic damage, if the caster is not a Necromancer or an enemy monster, would only weaken target 22%.

**Iron Maiden**: Ranged Damage can ALSO be reflected, hard points would REALLY MOVE parts of damage dealt by the cursed targets to themselves, which means you would receive lower damage, but thorns dealt to the enemies remains the same. This effect can also be synergized by 'Bone Armor', 'Bone Wall' and 'Bone Prison', 90% maximum.

Trivia: Such function is based on Official Novel: 'The Kingdom of Shadow', it's even more powerful in that book, which is 100%!

**Decrepify**: If the caster is not a Necromancer or an enemy monster, would only weaken target 30%.

**Lower Resist**: If the caster is not a Necromancer or an enemy monster, the elemental resist lowering values were reduced to 60%, but Poison Resist keeps the same. No longer lowering Magic resist unless cast by an enemy monster.

### Poison and Bone Spells

Bone Spells would ignore Common Creatures' Resists.

**Teeth**: Related skills' damage synergy bonus reasonably reduced.

**Corpse Explosion**: Poison damage percentage decreased to 1% per frame, poison length reduced to 1 second.

**Poison Strike**: Logic changed to 'Zeal' instead of 'Fend', Frame Rollback 50%, starts at 3 hits, one more hit per 3 levels, max 7 hits, added 'Corpse Explosion' as physical damage synergy skill. Passive 'Dagger Mastery' effects added, similar as Barbarian's masteries, extra bonus received when using daggers.

**Toxic Barrage**: Synergy skills 'Poison Nova' changed to 'Corpse Explosion'.

**Bone Spear**: Fixed a bug that made it dealing no damage after first hit, resist ignoring feature removed, only keeps ignoring Common Creatures' resists, but added grinding power, would be very effective against large targets.

**Poison Nova**: Synergy skill 'Toxic Barrage' changed to 'Lower Resist'.

**Bone Wall & Bone Prison**: 'Iron Maiden' would increase their HP but lower their Damage Resist.

### Summon Spells

Corpse Eating skills of Blood and Iron Golem can now eat fleshless bodies, and replenish HP after eating.

**Raise Skeleton**: Improved following behavior, HP bonus rate rearranged, MUCH higher in earlier levels but lower in later levels, Triple Hit no longer has damage bonus.

**Raise Skeleton Mage**: No longer increasing Base HP and defense, reasonably lower the damage, explosive missiles always explode, the explosion part no longer triggering events. Cold mages are back but had their chill length removed, so they would not destroy corpses, due to enhancements above, they no longer have physical damage.

**Clay Golem**: Added a new skill to dig into ground and climb out at the face of enemies, then sprays a circle of mud pile to slow them all; AI remade to be able to primarily target what you click at.

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**Iron Golem**: Reasonably lower the Corpse Charge damage and Corpse Charge duration fixed at 10 sec, Can't replenish life automatically, now it needs to absorb lightning damage or eat corpse to heal. If summoned with Indestructible items, would be immune to physical; if summoned with auto replenishing dur or quantity items, would automatically replenish HP.

**Fire Golem**: Reasonably lower the fire damage, Exploding attack chance balanced, Cold Resist -100 and 'Summon Resist' no longer bonus its Cold Resist.

## Paladin

All A2 animation attack speed increased to make all weapons could get 4F 'Zeal', but all A1 animation slowed back to vanilla.

All hit recovery animation slower to be same as using **2 handed slash or 2 handed thrust weapons**, except using Fist Weapons, this would make 'Fist of Heavens' really very slow when not using Fist Weapons.

Hit recovery when using Fist Weapons is much faster, to make new 'Double Fist' skills fast enough.

Auras except Thorns no longer increase aggro.

Team Auras applied to all team members in Towns.

### Combat Skills

All 'Sacred' skills no longer ignoring demon resists, now they only ignore undead resists, but would have significantly higher damage vs undead or demons.

**Sacrifice**: Triggering feature retrieved, as some newly added Monster functions rely on CTCs.

**Zeal**: Related skill's damage synergy increased, receives extra 25% bonus from Damage Increasing Auras.

**Vengeance**: Animation changed back to A1, punish damage no longer inherits any other non-physical damage of any source, but the level of Vengeance itself can fully enhance its damage and synergy bonus received from related skills increased to 3/4. Splash missile of this or same type skills no longer affected by 'Multiple Shots' MonUMod.

**Charge**: Due to a limit of game engine, forbidden when using Claws, Fist Weapons or Barbarian Dual Wielding, to avoid BUGs, available when shapeshifting, more fluently, which means you and monsters using this skill would not stuck during charging.

**Blessed Hammer**: Fixed the BUG that causing 'Concentration' damage bonus overpowered.

**Exorcist Arrow**: 'Blessed Aim' no longer works as a synergy skill but greatly enhances the damage of 'Exorcist Arrow' when activating by yourself, also improved attack ratings of its explosion, aiming logic changed to one-shot 'Strafe'.

**Fist of the Heavens**: Initial Lightning ignores target resists, very slow when using any weapon except Fist Weapons.

### Offensive Auras

If the caster is Not Paladin or Zakarum Enemy Monster, some stats' party bonus would be lower.

**Holy Fire**/**Freeze**: Lower their related skills' synergy bonus to make them finally similar as 'Holy Shock'.

**Thorns**: No longer grants defense vs missiles to the caster.

**Blessed Aim**: Passive effects restored can now stack with Amazon's 'Penetration'.

**Sanctuary**: No longer ignoring demon resists, but increased damage bonus vs demons same to be same as vs undead, also give you attack ratings vs demons now, same as vs undead, bonus to 'Exorcist Arrow' Doubled.

**Holy Shock**: Reasonably increased related skills' synergy percentage.

**Conviction**: As monsters' Elemental Resist much lower than vanilla, only Paladins or Enemy Monsters can fully enjoy its Elemental Resist lowering function, other classes or minions would have much weaker ones through equipped aura items.

### Defensive Auras

**Defiance**: Grants defense vs missiles with the same value as the caster's current defense.

**Resist Fire**/**Lightning**/**Cold:** Vanilla passive effects now benefit themselves as well, not just Salvation.

### When Paladin Turns Warrior

Holy Bolt would deal more damage.

Now 'Hammer of Fury' is no longer needed for Warrior's Cube Repairing.

### When Paladin Turns Dervish

When having 'Token of Dervish' in his inventory or equipping 'Akarat's Straw Hat', a Paladin would turn to a **Dervish**. After turning, he would gain Dervish specific combat skills as below, and 'Zeal' would be limited.

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**Dual-Fist Combat**: Paladin only, Basic Boxing skill, only offered by 'Token of Dervish', similar to 'Double Swing', must equip two Fist Weapons, could be interrupted like 'Double Swing', own skill level is useless, power scaling with 'Zeal' and related skills.

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**Proof of the Men**: Paladin only, Advanced Boxing skill, only offered by 'Akarat's Straw Hat', similar to 'Frenzy', must equip two Fist Weapons, can't be interrupted like 'Frenzy' and grants extra bonus of Critical Strike and Attack Speed, also ignores common creatures' resists, own skill level is useless, power scaling with 'Zeal' and related skills.

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**Explosive Kick**: Paladin only, uses Boots damage, a 'Dragon Tail' logic fire explode kicking skill, can stun the direct hit target and knock back enemies nearby, own skill level is useless, power scaling with 'Smite' and related skills, also gives some chance of Amazon 'Dodge' percent scaling with your 'Zeal' level.

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**Meteor Punch**: Paladin only, teleports and deals explosive weapon damage to targets at your teleport spot. 50F cooldown, can cast through walls, own skill level is useless, power scaling with 'Charge' and related skills, also gives some chance of Amazon 'Avoid' percent scaling with your 'Zeal' level.

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**Shape of Dervish**: Paladin only, a 'Whirlwind' logic skill, own skill level is useless, power scaling with 'Sacrifice' and related skills, also gives some chance of Amazon 'Evade' percent scaling with your 'Zeal' level.

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A 'Dervish' could be a 'Warrior' at the same time, and Dervish skills are also counted as physical combat skills, their synergy system are also changed.

#### Hidden Quest: Path of Penance

Neither 'Token of Dervish' nor 'Akarat's Straw Hat' would offer all Dervish Skills, you must finish the bittering 'Path of Penance' to complete your trek.

'Token of Dervish' has a fixed drop chance from 'Corpsefire' in Normal Difficulty, it only offers 'Dual-Fist Combat' at the beginning, you need to beat Quests below in 3 difficulties~

Normal: Get a Rare 'Paladin Shield' or 'Light Plate Mail' Series item or 'Circlet' Series item and put it along with 'Token of Dervish' and 'A Jade Figurine' and 'Mephisto's Soul Stone' in the Cube, to get 'Explosive Kick'.

Nightmare: Get a 'Herald of Zakarum' or 'Zakarum's Hand' or 'Que-Hegan's Wisdom', put it along with 'Token of Dervish' and 'A Jade Figurine' and 'Mephisto's Soul Stone' in the Cube, to get 'Meteor Punch'.

Hell: Get a 'Zakarum's Salvation', put it along with 'Token of Dervish' and 'A Jade Figurine' and 'Mephisto's Soul Stone' in the Cube, to get 'Shape of Dervish'.

As an expensive Super Unique Item, 'Akarat's Straw Hat' already offering 'Explosive Kick' and 'Meteor Punch', but you still need to put it along with a 'Zakarum's Salvation' and 'A Jade Figurine' and 'Mephisto's Soul Stone' in the Cube, to get 'Shape of Dervish'.

Only a Paladin can step on 'Path of Penance', other classes can't use formulas above.

## Barbarian

'Rage' no longer stack with 'Archon', HP percent bonus stats no longer reduce its HP penalty by simple adding rule.

### Combat Skills

**Nomad Spear**: Fully increased damage, attack ratings bonus and missile speed, fixed a bug that made damage display showing melee damage. However, to avoid another bug caused by this fix, this skill now conflicts with 'Double Throw', you can't spend skill points to both of them together any more, must choose only one of them.

**Double Throw**: When using Throwing Knives, would open wounds if hit the target two times within 5 sec, when using Throwing Axes, would deal small radius splash damage, when using javelins, would stun targets like in version 3.0. All synergy skills would grant damage and stun length bonuses, Fixed a Vanilla Bug that causing damage panel desync, but this brings to a new problem, it conflicts with 'Nomad Spear', you can't spend skill points to both of them together, must choose only one of them.

**Hypershot**: Fixed a BUG that causing its skill damage bonus not work, Fully increased damage and attack ratings bonus, grinds targets, more effective against larger enemies.

**Concentrate**: Splash damage reduced to 1/4 weapon damage, same logic would apply to item-charged or item-granted versions, splash missile of this or same type skills no longer effected by 'Multiple Shots' MonUMod.

**Frenzy**: Reasonably increased 'Frenzy' itself and related synergy skills' damage bonus, reasonably decreased movement speed bonus to make it more controllable.

**Whirlwind**: When whirlwinding, movement increasing stats won't work.

**Berserk**: Replenishes HP and MP when killing an enemy.

### Combat Masteries

**Throwing Mastery**: fixed the vanilla bug that desync damage panel display.

**Iron Skin**: Slightly decreased Damage Resist bonus.

### War Cries

**Taunt**: Damage percent bonus stats no longer reduce its damage lowering effects by simple adding rule.

**Battle Cry**: If the caster is not a Barbarian or enemy monster, values would be lower.

**Battle Orders**: If the caster is NOT a Barbarian, HP and MP bonus would be halved.

**Battle Command**: Extra 1 all-skill level bonus per 5 Battle Command levels changed to per 7 Battle Command levels, if the caster is NOT a Barbarian, would be always 1.

**War Cry**: Radius bonus and Synergy skills' bonus value balanced.

**Grim Ward**: Physical resist lowering value reduced to 50%, slowing percent reduced to 25%.

## Druid

All human shape Hit Recovery rate animation reduced to while using 1 handed slash weapon, to make certain spells casting rate really slowed.

Shapeshifted S4 Animation turned back to vanilla, so Kicking pots back to normal, but Assassins would kick when left swing, it doesn't matter as FEW Dual Wielding Assassin Sequence supports shapeshifting forms.

### Summoning Skills

Totem Spirits' Auras applied to all team members in Towns.

**Mark of Nature**: Synergy effect to summoned ones reasonably lower, and now only applied when using Bows or Crossbows, requires new items after update to be functional. 3.0 version unique or set items could be refreshed with a Unique or Set Token, sorry for other qualities...

**Poison Creeper**: Slowing target's percentage value balanced.

**Summon Spirit Wolf**: AI improved and increased movement speed.

**Summon Dire wolf**: Corpse eating skill's damage bonus greatly increased, works on fleshless corpses as well and would heal its HP after eating.

**Carrion Vines**: Idle branch removed, only keeping two functional ones.

**Solar Creeper**: Fixed the bug that causing its level useless for target weakening values.

**Spirit of Barbs**: No longer need 'Mark of Nature' to get extra bonus value.

### Shape Shifting Skills

**Lycanthropy**: If the caster is NOT a Druid, would NOT bonus HP to Shapeshifting skills.

**Rabies**: Greatly increased infect spreading rate.

**Maul**: Charged damage added extra multiplying with direct damage bonus and 'Werebear' damage bonus.

**Shock Wave**: NHD Removed to make its damage a bit higher vs close targets, also accepts 'Werebear' damage bonus.

**Fire Claws**: Reasonably increased related skills' synergy bonus.

**Fury**: Changed to 'Double Swing' Logic, much cooler graphic, lower missing hit chance, but max targets reduced to 2.

### Elemental Skills

**Firestorm**: Fixed the bug that made its cast rate not slower than common spells as expected.

**Tornado**: Collides NOTHING, meaning walls or other blocks won't stop the missile, but also lose hitting damage, now the damage only dealt through its Periodic Explosions. The exploding rate and radius are greatly enhanced but with random logic. Don't worry about IMBA in multiplayer since this is NOT a multiplayer MOD at all.

**Armageddon**: Missile animation improved; screen flash removed.

一張含有 螢幕擷取畫面, 電腦遊戲, 戰略遊戲, 草 的圖片

AI 產生的內容可能不正確。

## Assassin

Psychic Hammer's damage can be enhanced by 'energy' stat now.

### Traps

**Fire Blast**: Exploding delay after landing increased to 5 min, but explodes at once when collided, so it now could be used as a land mine.

**Shock Web**: NHD removed, damage behavior changed to ground fire logic, but DPS is same as vanilla.

**Blade Sentinel**: Can fly across rivers or through bars, can trigger most effects except CTC skills or HP/MP stealing, 2 handed weapons' damage penalty turn back to vanilla, which means halved.

**Charged Bolt Sentry**: Adds 'Shock Web' as damage synergy skill and and greatly increased related skills' damage synergy bonus, but reasonably decreased sensing and missile range.

**Wake of Fire**: Reasonably lower its related skills' damage synergy bonus and reasonably decreased sensing and missile range.

**Lightning Sentry**: Reasonably increased related skills' damage synergy bonus and make their attacks more fluently.

**Wake of Inferno**: Sensing range enlarged but would fire at what out of missile range in lower level.

**Blade Fury**: Animation turns back to vanilla's sequence mode, No longer bouncing, but have Blizzard abandoned feature retrieved! The blade would split into 5 smaller ones on hit, and the smaller blades would further split into 3 even smaller ones on later hit, damage of split ones would be half of their mother blades and cannot trigger CTCs, 2 handed weapons' damage turn back to vanilla, which means halved.



### Shadow Disciplines

**Tactical Acrobat**: Can move through monsters, very useful when you blocked by Traps you mistakenly placed.

**Cloak of Shadows**: Hardcoded cooldown bypassed, now you can cast it freely, so duration changed back to vanilla.

**Shadow Warrior**: Can cast 'Cloak of Shadows' now, as it won't conflict with the player, inherits your Crush Blow, Open Wounds and Double Damage type stats, and after skill level 40, would equip Unique Armors and Trinkets.

**Shadow Master**: Can cast 'Cloak of Shadows' and deploy Traps now, as they no longer conflict with the player, no longer using 'Mind Blast'.

### Martial Arts

Missing hit problem of elemental charge-up skills somehow solved.

**Tiger Strike**: Damage bonus increased by 25%.

**Cobra Strike**: Uninterruptable, if spent 20 hard points on it, ALL your Physical Melee Combat Skills would ignore target resists, which would make 'Dragon Tail' always have a Full Value basic damage for further calculation.

**Blades of Ice**: 2nd charge-up's area freezing function changed to an ice pool on ground, using ground fire damage logic and have freezing function removed, to avoid missing hits when target got frozen.

**Dragon Tail**: Fire damage Radius randomly change between vanilla and x2.

## Other Skills

1. CTC or staff charged spells: If a spell's original skill does not belong to Sorceress, Sorceress' Elemental Mastery skills only give it 1/4 value of bonus, and if a CTC skill cast by an enemy monster, would be NO synergy version.
2. Item offered or staff charged physical combat skills: Remade into similar skills, with slightly different names but merged synergy system to their own levels, to make them more useful but not overpowered.
3. Equipped elemental damage auras: All moved to other skill.txt rows, what you acquired in version 3.0 must be refreshed with a Token or Rebuild the Rune Word to make them functional again. When level equal to or greater than 30, synergy factors switched to those of 'Salvation' instead of single resist auras. If you ARE a Sorceress, there would be NO synergy skills offered in default, if an item offers 'Holy Shock' like aura summoned into an Iron Golem, it would use 'Salvation' synergy value and can only accept Lightning Mastery Stats ONCE.
4. Elemental summoned minions no longer cast shadows, as they are illuminating.
5. Hell Cage: Can be attacked by melee monsters, won't have them caged to death, no longer blocking the Player.
6. CTC & staff charged 'Meteor': Unlike the player version, larger explosion radius, ground fire won't block enemies.
7. CTC & staff charged version 'Bone Spirit': Changed back to vanilla damage logic but fully synergized.
8. Staff charged 'Vengeance': Unlike the player version, it still works as vanilla, NO Punish damage, 1 handed weapons available, but counted as 'Duel Skill'.
9. Mercs or summoned minions could be affected by 'Terror' or 'Blind' states, but not Golems, Valkyries, Spirit Ancestors, Saints, etc...
10. Adjusted some summoning skills on certain items, they're arranged in groups, summoned ones in the same group can only have one type at the same time~

Low Minions: Imp, Goatman, Tower Guard, Iron Wolf, Veteran, Rogue Scouts.

Medium Minions: Vampire Lich, Sand Raider, Templar.

High Minions: Blunderbore, Balrog, Saint, Catgirl, Siren, Spirit Ancestor.

1. Added specific avatars for most newly added summoned ones.



1. 'Hydra' type skills elsewhere won't change along with Sorceress version, just damage improved and cooldown reduced fully synergized versions.
2. Magic Bolt, Sacred Bolt, Holy Water, Fetid Water and Toxin Spirits no longer benefit from Barbarian Mastery skills' damage bonus.
3. Fire/Lightning Aura Mastery: No longer enhance damage of 'Holy Fire'/'Holy Shock' like Auras, only increase the frequency of their pulse damage.
4. Fixed a BUG that caused Decoy and Templar's Taunting aura fully messed up the AI of its victim monster.
5. Staff or CTC version 'Bone Spear': Unlike the player version, it doesn't grind.
6. CTC version 'Enchant': Except for which on 'Immortal King' Set, would be unlike the player version, only apply to yourself, related Items acquired in version 3.0 would be Unavailable, must be refreshed.
7. CTC & staff charged version 'Venom': If the caster IS Assassin, would ignore demon resists.

# Hirelings Modifications

No longer receives benefit from 'Strength' stat's HP bonus as player characters.

## Rogue Scout

Fire Arrow Rogues' Immolation Arrow's ground fire no longer stuns enemies and had its explosion & ground fire radius reduced to 1.12 and earlier versions.

Fire and Cold Arrow factions no longer use 'Magic Arrow', 'Multiple Shot' or 'Strafe'.

Added a New 'Holy Arrow' faction, skills as below:

Magic Arrow, Holy Arrow, Exorcist Arrow.

Holy Arrow: A powerful single target damage skill, converts 100% Physical damage to Magic, ignores Undead creatures' resists.

All Rogues added a skill to summon a Raven that matches the Rogue's faction, with proper damage and excellent light radius.

Caution: As the new faction added, Fire and Cold Arrow Rogues you hired in version 3.0 would lose their attack animation, this could be fixed by hiring a new one~

## Desert Mercenary

Displays Aura type through BaseMod functions.

Aura Mercs' Jab skill is back but using the vanilla values.

Combat Merc's 'Jab' changed to Amazon version instead of the weaker vanilla version, 'Sacrifice' without HP cost added, passive skill 'Increased Speed' switched to 'Burst of Speed' that need to be cast during combat, when 'Burst of Speed' activated, his Hit Recovery and Block animation length reduced to 1Frame.

Caution: Offensive Desert Mercenaries' Auras are same as Paladin ones, give full bonus to the party, but only for their own ones, not equipped ones.

## Iron Wolf

'Fire Bolt' and 'Ice Bolt' have lower casting chance.

Cold Iron Wolf's 'Frost Nova' switched back to vanilla's 'Frozen Armor'.

## Barbarian

Can be Stunned now.

Axe: Damage lower, no longer overpowered. 'Iron Skin' and 'Natural Resistance' changed to 'Axe Mastery' and 'Increased Speed'.

# Monster Modifications

## Overall

1. Fewer spell-cast missiles can be defensed, and adjusted some ranged monsters' attack rating to be more balanced.
2. Monster Resists Greatly Readjusted, basic rules as below~

Many monsters' Physical resist reduced.

Undead: Very high Poison resist, pretty high Elemental and Physical resists as well except Magic resist, Mostly, NOT all.

Demons: Notably higher Fire resist and zero Poison resist, Mostly, NOT all.

Wild Animals: Zero Fire resist, Mostly, NOT all.

Insects: Negative Fire resist except 'Hell Swarm' and 'Fire Spider'; Negative Poison resist.

Succubus: Just like Andariel, Very high Poison resist and Negative Fire resist.

Non-Undead Casters: Higher Magic resist, and Zero Physical resist, Mostly, NOT all.

Lumber and Botany: Negative Fire resist, Very high Poison resist and pretty high Cold resist, Mostly, NOT all.

Humanoid: Average All Elemental resists but Zero Poison resist, Mostly, NOT all.

Amphibious: Notably high Poison and Fire resist and Zero Cold resist, Mostly, NOT all.

Fire Theme Creatures: Notably high Fire resist and Negative Cold resist, Mostly, NOT all, some of them Cannot be Frozen.

Cold Theme Creatures: Notably high Cold resist and Cannot be Frozen, but Negative Fire resist, Mostly, NOT all.

1. Burning Souls immune to Fire in Hell difficulty, but no longer immune to Lightning.
2. Pandemonium Balrogs no longer immune to 5, changed to 90%.
3. As monster resist modifications would bring great advantage to Elemental damage builds, Fire, Cold and Lightning attacks would receive some damage penalty in Nightmare and even more in Hell difficulty.
4. Fulfilled most monsters that missing palshift in vanilla, to make them can change colors when being Champion or Unique ones.
5. Bloody themed monsters have higher HP recovery rate and can openwounds.
6. All Self-Explosive Monsters' exploding logic Remade and improved.

## Specific Monster Modifications

1. Parrot: Slightly improved idle and interrupted animations.
2. Minions: Fire or Cold damage added based on types, 'Boars' can run, 'Spawns' and 'Hight Spawns' can run and fight with 'Zeal'.
3. Suicide Minions: Cannot be frozen, suicide damage can hurt mercs or summoned ones not just the player, guaranteed cold damage to Players removed, but arranged Fire or Cold damage based on types instead.
4. Imps: You can no longer use their corpses as they're burnt.
5. Undead Fetishes: Self explosion logic fully remade! Now the explosion has 1 sec delay after death, explosion damage balanced and could hurt mercs and summoned ones not just the player. As they're exploded, you can no longer use their corpses.
6. Catgirls: Improved their group organization.
7. Siren Series: 'Blood Star' changed to a Cold missile skill, Curse skills are 'Amplify Damage', 'Weaken' and 'Defense Curse', no longer using 'Blood Mana'.

一張含有 電腦遊戲, 遊戲軟體, 戰略遊戲, 文字 的圖片

AI 產生的內容可能不正確。

1. Frozenhorrors: Cold effect would increase their speed instead of slowing them, in Hell difficulty, cold damage would replenish their HP
2. Council Members: Red Lightning Bolts added Physical damage, but no longer casting 'Hydra' in Normal Difficulty.
3. Minotaur Series: Much more threatening, enjoy the battle~
4. Spikefists: Moved to Act 4.
5. Ghost and Swarm Series: Collide size increased to 3.
6. Scarabs: Charged bolts' NHD removed and no longer cause Frost Nova of 'Cold Enchanted' or Corpse Explosion of 'Fire Enchanted' burst together with them.
7. Will-o-Wisps: Damage increased to half of vanilla.

## Newly Added Monster Classes

1. Jungle Gang

Pack size reduced, Jungle Thugs and Jungle Bosses have a chance to equip Torches instead of shields to have extra light radius.

1. Uncleaned Barbarians: Pack size reduced.
2. Nests such as Minion Spawners won't strangely resurrect after being destroyed.
3. Greatly decreased the max spawning counts of Fallen Hut Series and Evil Holes.
4. Fallen Wolf Series: Added in version 3.1, spawned as minions of 'Fallen' Series, stats are same as matched faction of 'Fallen' but more aggressive and don't have run away behavior.

一張含有 草, 野犬, 螢幕擷取畫面, 哺乳動物 的圖片

AI 產生的內容可能不正確。

1. Gargoyles: Diablo I monster returned in version 3.1! But now they only appear as minions of 'Drakon Nyktos'. They are also counted as Structures.

一張含有 電腦遊戲, 戰略遊戲, 遊戲軟體, 冒險遊戲 的圖片

AI 產生的內容可能不正確。

1. Rock Dwellers: Unlocked in version 3.1, gray colored 'Baboons', spawned in Act 2 later areas.
2. Assailants: Unlocked in version 3.1, black colored 'Sand Raiders', spawned in Act 4 Plains of Despair and City of the Damned.
3. Jungle Catgirls: Added in version 3.1, including 3 factions: melee, javelin and gas potion. Spawned in Act 3 'Great Marsh'.
4. Frost Catgirls: Added in version 3.1, including 3 factions: melee, javelin and explosive potion. Spawned in Act 5 Ice Caves without 'Uncleaned Barbarians' and 'Frozen Tundra'.
5. Magma Demons: Added in version 3.1, spawned in Lava Areas, can walk on lava, can melee attack and throw lava blocks at you. They are also counted as Structures and Elemental Creatures.

一張含有 消防隊員, 武器, 火, 火焰 的圖片

AI 產生的內容可能不正確。

1. Mad Druid Shapeshifters: A Highlight of version 3.1! Unskillful Druid Shapeshifting Skill beginners who lost their mind during practice, including 2 types: Werewolf' and 'Werebear', spawned in newly added 'Druid Madhouse' Story areas, and also in 'Great Marsh' as neutral Champion monsters and their minions.

一張含有 螢幕擷取畫面, 電腦遊戲, 數位合成, 戰略遊戲 的圖片

AI 產生的內容可能不正確。

1. Goblin Invasion

A Highlight of version 3.1! In Nightmare and Hell difficulties, most maps would have a chance to spawn 3-5 'Goblin Portals' in group, and Goblins would flush out from them to attack you. Goblins can drop lots of coins and have a higher chance to drop Trinkets. Goblin Portals have better droppings than common Nests, if a Goblin Portal was destroyed, a Goblin Champion would spawn, they're very powerful, dropping quality almost as good as Super Unique monsters.

一張含有 文字, 螢幕擷取畫面 的圖片

AI 產生的內容可能不正確。

Goblin Portals: Have high elemental resists, physical or magic damage skills recommended.

Goblin Robbers: Common Goblins equipping swords and shields, can block attacks.

Goblin Looters: Common Goblins equipping spears, have longer melee range.

Goblin Slasher: Champion sword and shield Goblins, fight with 'Zeal' and 'Bash'.

Goblin Impaler: Champion spear Goblins, fight with 'Jab' and 'Fend'.

## Monster Skill Modifications

1. Using the correct way to fix Siege Beast Stomping skill's no damage bug instead of 'Nova' logic simulating.
2. Catapult Fire missile changed to a better animation.

一張含有 火, 自然災害, 污染, 地面 的圖片

AI 產生的內容可能不正確。

1. Diablo's Red Lightning Hose can hit close range targets in Nightmare and Hell difficulties now.

一張含有 螢幕擷取畫面, 電腦遊戲, 戰略遊戲, 動作冒險遊戲 的圖片

AI 產生的內容可能不正確。

1. Blood Mana: Can also drain player's MP now, also increased HP draining speed.
2. Adjusted Scarab's Charged Bolts to make the average damage same as vanilla.
3. Monster's Curse skills now same as player version, can stack except 'Amplify Damage', 'Decrepify', 'Lower Resist' and 'Blood Mana', but duration is half of player version, Curse Resisting skills or stats are useless to those can stack, for 'Amplify Damage', 'Decrepify' and 'Lower Resist', enemy monster versions' values are same as vanilla, won't be limited by hard points like player versions, 'Lower Resist' cast by monsters can also lower your magic resist. Such modifications would increase difficulty and save state.txt rows~
4. Fixed the vanilla BUG that made 'Blood Star' doesn't link with its skill's magic damage.
5. Fixed the vanilla BUG that made Abyss Knight's 'Bone Armor' can't absorb damage.
6. Added extra poison damage to Regurgitators' corpse spitting.
7. Greater Mummies' Healing skill: Finally made functional.
8. Zakarum Heal percentage reduced.
9. Fixed the vanilla BUG that causing Mephisto's Lightning has no damage.

## Random Unique Monsters

1. Make sure NO immune ones would appear in Normal difficulty.
2. 'Lightning Enchanted' won't appear on non-super unique ones, for super-unique ones who have 'Lightning Enchanted', would not be knocked back or struck into Hit Recovery Mode, such modification would fully bypass a deadly vanilla bug that makes when Cold or Fire Enchanted mod combined with 'Lightning Enchanted', would release invisible Frost Novas or Corpse Explosion together with the bolts of 'Lightning Enchanted', also, average damage of its charged bolts increased back to vanilla.
3. As the deadly vanilla BUG bypassed, 'Lightning Enchanted' bolts or 'Cold Enchanted' Frost Nova no longer defensible.
4. 'Fire Enchanted' can blow your minions now.

## Super Unique Monsters

Fixed a vanilla BUG that caused some Super Unique Monster's color shifts fail.

Won't have any fixed immunity.

Significantly increased Super Unique Monsters' HP.

### Act 1

1. Cold Crow: May summon Faul Crows to aid her, has a chance to drop 'Eun Jang Do' in Hell difficulty.
2. Blood Raven: 'Quick Strike' vanilla desync bug fixed, now her normal attack would use Fire Arrow, and 'Quick Strike' would use Explosive Arrow. Activated an abandoned taunting soundtrack, could have extra MonUMods in Nightmare and Hell difficulties just like other Super Unique Monsters.

一張含有 電腦遊戲, 戰略遊戲, 遊戲軟體, 冒險遊戲 的圖片

AI 產生的內容可能不正確。

1. Pepin: No longer have fixed 'Aura Enchanted', but have a 'Prayer' like aura to heal monsters nearby.

一張含有 文字, 草, 電腦遊戲, 戰略遊戲 的圖片

AI 產生的內容可能不正確。

1. Drakon Nyktos: (stone skin, aura enchanted) A Gargoyle Boss, dwells in the small room behind 'Bone Ash' in 'Cathedral', leading a bunch of Gargoyles, has a chance to drop 'Gargoyle's Bite' in Hell difficulty.



### Act 2

1. Creeping Feature: Fixed a vanilla BUG that causing it might not always be spawned.
2. Coldworm the Barrower: Cannot be frozen added.
3. The Summoner: (extra strong, extra fast) Now he is a real Unique Monster, and more random MonUMods may appear in Nightmare and Hell difficulties.

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AI 產生的內容可能不正確。

### Act 3

1. Moe: Offhand equipment changed to a Torch instead of shield, and his 'Frenzy' skill changed to an explosive fire blast.

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1. Lunatic who Ate the Assistant: Quest monster that only drops 'Druid Madhouse' story item, spawned beside the golden chest of 'Ganster's Den'.

**一張含有 電腦遊戲, 螢幕擷取畫面, 戰略遊戲, 冒險遊戲 的圖片

AI 產生的內容可能不正確。**

1. Beast Tamer: An evil Barbarian beast tamer, guarding 'Lunatic who Ate the Assistant', fights with 'Bash' and 'Concentrate', has a chance to drop Barbarian helms.

一張含有 文字, 電腦遊戲, 戰略遊戲, 冒險遊戲 的圖片

AI 產生的內容可能不正確。

1. Psycho who Ate the Assistant: Quest monster that only drops 'Druid Madhouse' story item, spawned beside the golden chest of 'Swampy Pit Level 3'.

**一張含有 電腦遊戲, 螢幕擷取畫面, 戰略遊戲, 遊戲軟體 的圖片

AI 產生的內容可能不正確。**

1. Swamp Lord: (lightning enchanted) A powerful Will-o-Wisp champion guarding 'Lunatic who Ate the Assistant', casts 'Lightning Hose' that burns the Player's MP, 'Chain Lightning', 'Nova', 'Charged Bolt' and melee with 'Charged Strike', also casts 'Burst of Speed' to be more aggressive, and uses 'Terror' to frighten mercs or summoned ones. Has a chance to drop 'Wisp Projector' in Hell difficulty.

一張含有 螢幕擷取畫面, 洞穴 的圖片

AI 產生的內容可能不正確。

1. Lord of Lunatic: (extra fast) A mad werewolf boss attacking the Director in 'Director's Sanctum', damage type is magic, so he is immune to 'Thorns' like skills, he can drop 6 items at maximum, including a guaranteed Druid Pelt.

**一張含有 電腦遊戲, 動作冒險遊戲, 戰略遊戲, 螢幕擷取畫面 的圖片

AI 產生的內容可能不正確。**

1. Lord of Psycho: (extra strong) A mad werebear boss attacking the Director in 'Director's Sanctum', damage type is magic, so he is immune to 'Thorns' like skills, he can drop 6 items at maximum, including a guaranteed Druid Pelt.

**一張含有 電腦遊戲, 動作冒險遊戲, 戰略遊戲, 冒險遊戲 的圖片

AI 產生的內容可能不正確。**

1. Reziarfg: Renamed to 'Compelled Halbu', means Halbu compelled by the Compelling Orb, 'Sanctuary' aura added, other stats are same as before, and would turn to common Halbu when being defeated, you can trade with him at once. This lore of Halbu is from a Legend: Blizzard authorized table RPG ' To Hell and Back'.



1. The Vicar: 'Sanctuary' aura added, Red Lightning skill's damage type changed to Physical & Lightning.

### Act 4

1. The Tormentor: Changed to Bloody color, increased its lightning damage to be almost same as vanilla Will-o-Wisps.



1. Izual: Activated an abandoned taunting soundtrack.
2. Lord De Seis: No longer cast elemental missiles but would summon more 'Doom Kinights'.

一張含有 文字, 螢幕擷取畫面, 電腦遊戲, 戰略遊戲 的圖片

AI 產生的內容可能不正確。

### Act 5

Bonesaw Breaker: Greatly enhanced, can cast brute 'Bonesaw' spells, melee skills are also deadly, monster level up to 88, has a chance to drop 'Flamberge' Series.

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AI 產生的內容可能不正確。

Pindleskin: Combat skills switched to 'Bash' and 'Concentrate'.

Banished Soul: 'Lightning' spell replaced by 'Lightning Hose', more powerful and burns the Player's MP, 'Burst of Speed' changed to 'Fade', so more solid.

Nihlathak: Increased the damage of 'Arctic Blast' spell and have a chance to drop Barbarian Helms, minion and summoned monster changed to 'Unholy Corpse', 'Whip' skill might turn one into a Suicide Bone Spirit, its damage is same as Suicide Minions but ignores Common Creatures' resists.

Vinvear Molech: No longer immune to cold.

## Boss Modifications

Andariel: Only drops trinkets, level increased to 87. Activated an abandoned taunting soundtrack.

Mephisto: Can drop all Zakarum Items, including both melee and caster types.

Diablo: Activated an abandoned taunting soundtrack.

Pandemonium Bosses: No longer have immunities.

Uber Izual: Fixed a bug causing his 'Chilling Armor' missile damage matched to a wrong skill.

Uber Baal: Always curse you and your team with 'Blood Mana'.

# Item Modifications

## Basics

1. Rearranged Defense of most Armors, Especially Torso Armors and Shields, based on their weight and other requirements.
2. As the related BUG could be seriously abused, 2 handed weapon or offhand item's equip slot restrict changes removed, now it turned back to vanilla.
3. Added extra descriptions for some items such as detailed Blunt Weapon Classes and function explanations for newly added items. However, due to a limit within the game engine, they can't be displayed on Set Items.
4. 2 handed melee weapon's defense bonus reduced to 25% at maximum, but added 33% bonus to Duel Skills.

Duel Skills are listed below~

Amazon: Jab, Impale

Paladin: Sacrifice, Charge

Barbarian: Bash, Berserk

Druid: Feral Rage, Maul

3.0 version items won't apply these changes after update, but their damage would turn ZERO, and level requirement increased to 120, so you must put them along with a 'Scroll of Identify' into the Cube to refresh them into same quality, same grade random new version 2 handed weapons.

For Amazon Spears, would get new version Amazon Spears, guaranteed.

1. Staves: Caster initial stats' FCR bonus changed to 15-50%, Unique or Set versions would also be changed according to this.
2. All shields added extra defense vs missiles by character's defense value, except for 'Spike Shield', 'Bone Shield' Series and Paladin Shields, Shrunken Heads, all 3.0 version items would automatically get this bonus, for those cannot, you can refresh their Unique and Set versions with Unique or Set Token, sorry for other qualities...
3. Cleaver: No longer counted as 'Lumberjack Weapons', initial stat changed to '+50% damage vs Blood and Flesh', 'Bood and Flesh' means everything that has 'Blood and Flesh'. 3.0 items won't automatically get this change, you can refresh their Unique and Set versions with Unique or Set Token, sorry for other qualities...
4. 'Sacred Bolt' on Scepters only ignores undead resists, no longer ignores demons resists.
5. Holy Water Sprinkler: 'Sacred Bolt' replaced by 250 charges of 'Holy Water', a 'Strafe' like melee missile skill, spraying holy water at up to 5 enemies in range, 3/4 weapon damage and converts 100% physical damage to magic, ignores Undead monsters' resists. Its replenishing cost is not expensive, 3.0 version items won't get this change automatically.

一張含有 電腦遊戲, 卡通, 戰略遊戲, 動作冒險遊戲 的圖片

AI 產生的內容可能不正確。

1. Heavenly Stone: 'Magic Bolt' replaced by 'Sacred Bolt'; 3.0 version items won't get this change automatically.
2. Color Dyeing related

Gave inventory dyeing to Pandemonium Keys, to match their Soul Stones' color.

一張含有 文字, 鑰匙, 室內 的圖片

AI 產生的內容可能不正確。

Rearranged Essences' color to match their Soul Stones, Pain is Green, Hatred is Blue, Terror is Red and Destruction is Yellow.



1. Retrieved Blizzard's abandoned hitting effect animations for more weapon missiles.
2. Archon Plate and Archon Staff: 5 charges of level 1-5 'Archon' skill might have a chance to be spawned on them.
3. Throwing Weapons would have description stats about how to refill Magic or Higher items' quantity to 255 in the Cube, what you acquired in version 3.0 would not automatically get them.
4. Items below no longer counted as Metallic (Unavailable for Iron Golems)

Small Shield Series, Sharktooth Armor, Kraken Shell, Boneweave, Boneweave Boots, Diamond Mail, Balrog Skin, Hydraskull, Demonhead.

1. Amazon Javelins: Str/dex bonus back to vanilla's 0.75 both.
2. Charm 40 Grid Limit penalty aura's function merged into Passive Update.

## Potion Modifications

1. Love Potion for Jerhyn: New potion type, only sold by Lysander, would make Male or Amazon characters and Male mercs very powerful against Female creatures, also greatly bonus their max stamina, but losing 1% HP per sec.

Trivia: According to Diablo II Manual, Amazon's Primary Deities are a pair of lesbian Goddess couple, Athulua and Kethryes.

1. Manliness Potion for Asheara: New potion type, only sold by Alkor, would make Iron Wolves moving and casting faster, also greatly increasing their defense, but useless for player characters.
2. Radiant Beauty: New potion type, only sold by Alkor, greatly increasing Female characters and mercs' gold and magic find, and offering massive light up radius.
3. Ray of Sunshine: New potion type, only sold by Alkor, grants massive Fire Damage to Male character and mercs, also maximize their fire resist and offering massive light up radius.
4. Relax Frosty Bitch: New potion type, only sold by Alkor, greatly increasing Female characters and mercs' Attack Speed and making them cannot be frozen, also removes cold effects, but Zero their defense.

Caution: New potions above can't stack, only the latest drunk one would work.

1. Explosive Potions: Greatly improved exploding animation effects.
2. Antidote and Thawing Potion: No longer directly boost resists to 95%, only add 5% max related resists.

## Newly Added Item Types

1. Magic Quivers' quantities start at 511, and would have description stats about how to refill their quantity to 255 in the Cube, what you acquired in version 3.0 would not automatically get them.
2. Fist Weapons

Newly added Weapon Type in version 3.1, including Two Series: 'Wraps' and 'Slashers'. 'Wraps' are counted as 'Claw' and 'Blunt' type; 'Slashers' are counted as 'Claw' and 'Thrust' type, would accept matched mastery stats, but 'Slashers' are not available for Amazon melee skills. Fist Weapons attack with barehand punching animation, faster than other weapons but with 0 range adder. Fist Weapons can receive extra damage bonus by Glove Types, and if you only equipped one Fist Weapon, it won't work unless you equip another Fist Weapon or Offhand Item. For Barbarians or Assassins, they can use dual wielding skills but should NOT use Normal Attack, would 100% miss when Left Swing.



For Barbarians, barehand or Fist Weapon A1 animation is slower than A2, this is for dual wielding skills working properly, which would make 'Concentrate' slower than 'Bash' and 'Berserk'.

For classes NOT Barbarian or Assassin, when dual wielding Fist Weapons, the damage would simply stack instead of left-right hand switching, as the result, extra damage from Gloves would be half as the Assassin for balancing.

For Barbarians, extra damage from Gloves would be significantly higher than Assassins.

Fist Weapons don't have durability, so impossible to be ethereal.

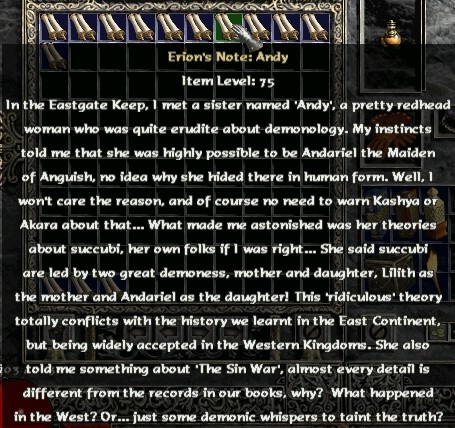
Fist Weapons may have 4 sockets at maximum.

3.0 version Gloves CANNOT offer extra damage to Fist Weapons, you can refresh Unique or Set ones with Unique or Set Token in the Cube, sorry for other qualities...

1. Text Pages

Newly added Item Type in version 3.1, used for describing story line or other features. As for 'Erion's Note' Series, they would figure out some conflicts between Blizzard's Old Canon and New, as I'm always preferring the Old Canon of Diablo story... And, something added of my own are also descripted in 'Erion's Notes', such as my understanding of 'Sirens'. These pages my drop from related monsters as extra body parts, you can collect them for reading. More of them would be added in later updates :)

1.14 version LoD supports long text display, but 1.13 doesn't, so in 1.13 version, we'll need a Page Turning function to read the full text. You need to put the page into the Cube and press the button to read next page.



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## Fringe System

Fringes no longer spawn 'of Blocking' and 'of Deflecting' suffixes, only Magic (Blue) version can spawn skill level related prefixes, skill tab only and 1 in maximum, no longer have slots, if you had socket a fringe in version 3.0, what you socketed in would be lost after update, also, you can no longer use those who have class skill bonus or skill tab bonus larger than 1.

## Stat Fixes

1. Shoots Explosive Arrow or Bolt: No longer need synergy skills, bonus would be merged to its own leveling.
2. Reanimated as XX: Animation BUG fixed.
3. Min/Max Damage per level stats changed to new version, what you acquired in version 3.0 would not work anymore, for Unique or Set Items, you can update one with a matched Token, for Rune Words, you can rebuild them, Sorry for other items~
4. CTC skill on Strike stats changed to new version, what you acquired in version 3.0 would not work anymore, for Unique or Set Items, you can update one with a matched Token, for Rune Words, you can rebuild them, Sorry for other items~

## Magic Affix Modifications

1. Fixed a BUG that causing some affixes can't spawn on Staves.
2. No defensive affixes may spawn on Fringes except Blocking and All Resists.
3. Druid Summoning Skill affixes won't spawn on Fringes, but would spawn on Quivers.
4. Readjusted values of Elemental Damage affixes on Charms, to keep them equal with same inventory grid occupation, this would make Elemental Damage Grand or Large Charms useful in early gameplay.
5. Quantity related prefixes' value doubled to improve the experience of throwing builds, no longer spawn on Magic Quivers as 511 is already the maximum size.
6. Replenish quantity suffixes have variable increased replenishing rate, 1 piece per 2 sec maximum.
7. 'Of the Choir' suffix added, 30% FCR, only spawn on Magic (Blue) Caster Items.
8. Higher level Class-Specific items have more chance to spawn skill level related prefixes.
9. Amazon, Necromancer, Paladin and Barbarian skill level related prefixes can spawn on Magic Quivers now.
10. Damage Percent Bonus prefixes on Jewels would grant a new stat that is always treated as Non-Weapon Damage Percent bonus, this would fix the famous vanilla 'BUG Jewels' problem but make them not so good on Weapons. Caution: What you acquired in version 3.0 won't automatically get this change.
11. Item charged skill 'Wild Spear' suffix no longer spawning.

## Unique Item Modifications

### Summary

* 1. More of them would have unique inventory images.
  2. Most direct damaging CTC spells' levels would be scaling with item level.
  3. Greatly increased the replenishing speed and stack size of Unique Throwing Weapons.
  4. Unique Offhand Axes no longer inherit original items' inventory images.
  5. Most direct damaging 'on strike' CTC spells on Armors or Trinkets would have their triggering chance reduced to 1/3 if triggered by ranged attacks.
  6. Most direct damaging 'on strike' CTC spells on Melee Weapons changed to 'On Melee Strike'.

### Vanilla Unique Axes

Messerschmidt's Reaver: To be balanced, somehow lower the value of Min damage percentage bonus per character level.

### Vanilla Unique Swords

1. Lightsabre: 'Always Hit' changed to aura when equipped logic, can also ignore targets' blocking chance. 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube.
2. Djinn Slayer: Added 400-500% Damage vs Elemental Creatures, which including Golems, Elementals, Frozen Horrors and Magma Demons~ 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube.
3. Doombringer: Damage bonus increased to 250-375%, chance of CTC 'Doom Weaken' increased.
4. The Grandfather: To be balanced, somehow lower the value of Min damage bonus per character level,

### Vanilla Unique Blunts

Stone Crusher: Damage vs Structures increased to 400-500%. 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube.

### Vanilla Unique Scepters

The Fetid Sprinkler: Unlike common 'Holy Water Sprinklers', no 'Holy Water' but offers 'Fetid Water', also being a 'Fend' logic missile melee skill, spraying poisoned fetid water at enemies in rage, 5 targets at maximum. 3/4 Weapon Damage, and if you are NOT a Barbarian, would convert 100% physical damage to poison per frame for 10 sec, ignores common creatures' resists. 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube.

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### Vanilla Unique Wands

Boneshade: 'Lower Resist' replaced by 'Bone Prison'. 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube.

### Vanilla Unique Polearms

1. Grim's Burning Dead: Fire damage bonus of 'Necro Burning' balanced, and no longer make the summoned ones immune to fire, Fixed a BUG that causing friendly damage when using 'Revive'.
2. Tomb Reaver: As 'Ruby Jewel of Fervor' or something like that is much weaker on weapons, Damage bonus increased to 270-350%, Chance to reanimate skeleton increased to 20%

### Vanilla Unique Bows

Blood Raven's Charge: 'Ambush of the Dead' and 'Wall of the Dead' changed to staff-charged skills, what you acquired in version 3.0 would be unavailable after update, must be refreshed with 'Token of Uniques' in the Cube.

### Vanilla Unique Helms

Crown of Thieves: Added massive bonus of damage and attack ratings vs 'Colenzo the Annihilator'. 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube.

### Vanilla Unique Torso Armors

Templar's Might: Templar more effectively to attract enemies but no longer automatically Taunting, HP Balanced, and if you are a Paladin, the Templar you summoned would be more powerful.

### Vanilla Unique Belts

Thudergod's Vigor: CTC 'Fist of the Heavens' Changed to 'Hand of God'.

Hand of God: Fully synergized Lightning Meteor. (Check 'Tal Rasha's Wrappings' section to see its Overlay~)

### Vanilla Unique Gloves

Hellmouth: Reasonably increased CTC chance.

### Vanilla Unique Gloves

Infernostride: Reasonably increased CTC chance.

### Vanilla Unique Shields

1. Lidless Wall: 1-2 Necromancer Skills switched back to vanilla's +1 to All Skills. 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube.
2. Blackoak Shield: Dex bonus greatly increased, half freeze duration changed to cannot be frozen, 'Weaken' trigger chance increased to 10%.
3. Medusa's Gaze: 'Stony Gaze' changed to fully petrify targets 5 sec in Hell difficulty, after 5 sec, would turn to partially petrify, 20 sec in total.
4. Spike Thorn: 2 sockets guaranteed.

### Vanilla Unique Trinkets

1. Nokozan Relic: Added massive bonus of damage and attack ratings vs 'Lord De Seis'. 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube.
2. Metalgrid: +1 All Skills replaced by a description stat telling you that if you have no '+X All Skills', the Iron Golem would DIE when you level-up~ what you acquired in version 3.0 would turn unavailable but could be updated for FREE in the Cube.
3. Constricting Ring: Fixed a BUG that made it no longer consuming HP without full Aidan Set.
4. The Cat's Eye: IAS bonus changed to 20-40%.
5. Crescent Moon: HP Steal changed to 3-10%.
6. Nagelring: Dropping chance back to vanilla.

### Vanilla Unique Charms

Gheed's Fortune: Cheaper function replaced by Calling for Gheed in the field, 5 charges. You can only call an NPC once per hour with such skills, 3.0 version items won't acquire this function automatically, you have to refresh it with ' Token of Uniques' in the Cube.

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### Vanilla Unique Amazon Items

Thunderstroke: Target Lightning Resist penalty reduced back to vanilla's 15%.

### Vanilla Unique Necromancer Items

Darkforce Spawn: Max level bonus of the three skill tabs increased to 4.

### New Unique Swords

1. Rockhew: Damage and Attack Ratings vs Structures replaced by +1 to 'Rockhew', which makes such values far more overwhelmed~.3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube
2. Wallace's Tear: 'Brave Heart' No longer switch the max HP penalty of 'Rage' to bonus, just reduce the penalty percentage, decreased duration bonus to 'Rage' but increased its stat bonuses.
3. The Wanderer's Blade: 'Legendary Sword', 250-350% Damage, 40% IAS, 25-33% DS, 110-150 Attack Ratings, 250-500 Magic Damage, Initial Extra Bonus for 2 handed Weapons, 5% Chance to cast 'Flesh Beast Ambush' on Get Hit, summoning a circle of 'Flesh Beasts' around the attacker, if one of them killed, the full pack would die together; 3% Chance to cast 'Skeleton Ambush' on Get Hit, summoning a circle of 'Skeletons' around the attacker, if one of them killed, the full pack would die together; Level 1 'No Mercs or Iron Golems!' Aura when equipped, meaning if you gave it to a Sword Barbarian Merc or created an Iron Golem with it, the merc or the Golem's HP and damage or velocity stats would almost turn 0, This is for avoiding a deadly BUG when 'Bone Prison' logic skills triggered on player's minions.



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### New Unique Daggers

1. Erion's Bonehandle: Temporarily Cancelled, what you acquired in version 3.0 could no longer be equipped, you can sell it for lots of gold or transform it into 'Jah', 'Cham' and 'Zod' in the Cube.
2. Eun Jang Do: 'Mithril Point', 1-2 All Skills, 180-220% Damage, 250-500 Cold Damage, Cannot be Frozen, 10% Max Cold Resist, 40% FHR, 20% Movement Speed, 15-20% Cold Pierce, Dex per Character level, 20% chance to cast 'Cold Shock' on Melee Strike.

Cold Shock: An explosive Cold skill, freeze targets, also inherits your current cold damage.



1. Pagan's Athame: 'Legend Spike', 100% Damage, 20% IAS, 300-600 Attack Ratings, Max Damage per Character level, 10-15 replenish HP when killing, 25-35% Poison Pierce, 20 Dex, 20 Vit, 2 Sockets, 33% chance to cast 'Poison Field' on Melee Strike.

Poison Field: A Poison version of 'Static Field', dealing 1% target max HP poison damage, also inherits your current poison damage.



### New Unique Wands

The Black Tower Key: Towermen's movement speed increased.

### New Unique Staves

Raiden's Crutch: To be balanced, somehow lower the value of Min damage percentage bonus per character level.

### New Unique Bows

Triad's Foliage: 'Iron Vines' remade, changed to a cute Pod plant, attacking style turned to a 5-hit earth drilling vine, no longer conflict with Druid Vines skills, can summon in Towns.

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### New Unique Helms

Sightless Veil: 'Cloak of Shadows' aura and light radius decreasing stat removed, replaced by 3-5 to 'Fire Arrow Rogue', 3-5 to 'Cold Arrow Rogue', you can have 5 Rogue Scouts at maximum together with these skills. 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube.

Fire Arrow Rogue (Low Minion): Same as vanilla Rogue Merc but using fully synergized 'Fire Arrow'.

Cold Arrow Rogue (Low Minion): Same as vanilla Rogue Merc but using fully synergized 'Cold Arrow'.

### New Unique Torso Armors

1. Dusk Storm: 'Catgirl' became more powerful, can inherit 'Wrath of Ares' if summoned by an Amazon equipping 'Metalite's Girth'.
2. Charsi's Favor: Cheaper function replaced by Calling for Charsi in the field, 5 charges. You can only call an NPC once per hour with such skills, 3.0 version items won't acquire this function automatically, you have to refresh it with ' Token of Uniques' in the Cube.

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1. Alma's Reflection:

'Espinas de Alma' aura no longer variable as it had been remade, no longer have initial Thorns percent, and added penalty of movement speed bonuses turn 0. So this item now must work with 'Thorns' or 'Sprit of Barbs', max HP bonus balanced to make it impossible more than 32767. HP regen bonus balanced too so it's not so safe as before, this modification also makes 'Astros de Alma' have more chance to deal massive damage.

'Astros de Alma' now more linked with your current HP, when full health, it's damage would be pretty low.

'Thorns Mastery' now grants massive boost to Thorns percent skills, to make such percentage same as which in 3.0 version.

A description stat added, to show this item must co-work with Thorns skills.

3.0 version item would keep 'Espinas de Alma' aura's level, but it's useless now, and they won't automatically get the description stat. However, 3.0 version's function is no different with the newer.

1. Ashrera's Wired Frame: Iron Wolves now have equipment, as the result, Melee Iron Wolf's base damage no longer given by the skill, but depending on his random equipment.
2. El Infierno: Fixed a BUG that made its two CTC skills' triggering events reversed.

### New Unique Belts

* 1. Siggard's Stealth: Temporarily Cancelled, what you acquired in version 3.0 could no longer be equipped, you can sell it for lots of gold or transform it into 'Jah', 'Cham' and 'Zod' in the Cube.
  2. Apothecary's Tote: Cheaper reduced to 7-10%.
  3. Metalite's Girth: Some bonuses to Amazon physical skills of 'Wrath of Ares' changed to melee weapon mastery logic.

### New Unique Trinkets

1. Merman's Sprocket: FCR bonus changed to 20-30%.
2. Ethereal Pearl: (Jewel) NO stats, only used for converting solid items to ethereal in the Cube. It can only be dropped from Champion monsters of level 85 areas or higher.

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### New Unique Charms

1. Hammer of Fury: Description stats' display logic changed, 3.0 version items would only show the 'Class Shifting' string, you have to refresh it with ' Token of Uniques' in the Cube, can multiple carry now, as it has no stat worthy to be stacked.
2. Token of Dervish: 'Small Charm', Carrier of 'Dervish' class shifting, offering Dervish skills.

### New Unique Amazon Items

Siren's Call: 'Siren' changed to default color, ranged missile skills changed to match the modifications on common Sirens, no longer casting 'Blood Mana' as its almost useless against monsters, now she would cast 'Weaken' and 'Defense Curse', if you were an Amazon, she would also cast 'Amplify Damage'.

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### New Unique Sorceress Items

1. Vizjerei Items: Added functions about 'Quit Zann Ezu, Join Vizjerei', 3.0 version items won't automatically get these features and would automatically lose ALL summon skills after update to 3.1, you must refresh them with ' Token of Uniques' in the Cube to make them functional again. And, if a Vizjerei summoned creature was mortally wounded, it would betray you instead of simply being killed.

Blunderbore: Change 'Bash' to a Splash damage skill.

Balrog: Change 'Charge' to a 'Dragon Flight' logic skill.

1. Archangel's Deliverance: 'Saint' cannot be stunned.
2. Phoenix Egg: Fire skill bonus Replaced By +3 to 'Warmth', No 'Magic Bolt' Bug fixed and replaced 'Holy Fire' aura with 'Nirvana'. 3.0 version item won't get this change automatically, needs to be refreshed with ' Token of Uniques' in the Cube.

Nirvana: A 'Holy fire' logic aura giving you HP recovery bonus, but won't give you extra fire damage, and the less HP you left, the higher pulse fire damage or HP recovery value would be, also make you immune to Fire.

### New Unique Necromancer Items

1. Lord of Minion: Summoning Spells bonus reduced to 2, what you acquired in version 3.0 would turn unavailable but could be updated for FREE in the Cube.
2. Demonweb: 'Poison Nova' changed to 'Raise Skeleton', poison skill damage bonus decreased to 10-15%, what acquired in version 3.0 would turn unavailable, MUST be refreshed with a 'Token of Uniques' in the Cube.

### New Unique Paladin Items

Squire's Cover: 'Squire' now uses your main hand physical damage as his base damage and can use Shapeshifting skills if you were a Druid.

### New Unique Barbarian Items

Wyvern's Head: CTC 'Enchant' triggering chance reduced to 10%.

### New Unique Assassin Items

1. Blademaster: Damage of 'Blade Nova' balanced.
2. Dragontooth: Fire skill bonus no longer variable, always +3 level to avoid a level desync BUG.

## Super Unique Items

1. All Super Unique Items now have 'Indestructible', 3.0 version items won't automatically get this change, must be refreshed with 'Token of Uniques' in the Cube
2. Except 'Azurewrath', most super unique weapons' damage balanced. As they are all 2 handed weapons, 3.0 items' damage would all turn 0 after update, just refresh them to 3.1 version with a 'Scroll of Identify' in the Cube.
3. Tyrael's Might: Fixed a BUG that causing it could be inherited by Shadows or Veterans, no longer has CTC 'Blessed Hammer', only keeps 'Blessed Storm' with its CTC chance increased to 50%.
4. Shadowfang: 'Evil Force' would also cost your own 3% HP per sec.
5. Ahavarion: No longer has durability, meaning indestructible but can't be ethereal.
6. Larzuk's Champion: Replace all stats except damage bonus to 'Bulleye' building and related skills~

Bulleye: Builds a robotic Bulleye to test your skills, in Normal difficulty it has 1000 HP, in Nightmare 2500 and in Hell 10000.

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Bulleye Resist skills: Launching a missile at the Bulleye, increase its matched resist on hit. 10% per skill level, Caution! If the missile hits an enemy, it would also benefit from the skill.

You can put this item and a color matched Perfect Gem into the Cube to level up a Bulleye Resist skill, such action it won't consume the Gem, one action would give 1 level to the skill.

Ruby: Fire Resist

Emerald: Poison Resist

Saffire: Cold Resist

Topaz: Lightning Resist

Amethyst: Physical Resist

Diamond: Magic Resist

Skull: Reset Item, turn all Bulleye Resist skill levels back to 1

1. Bul-Kathos' Warden: Significantly weaken Spirit Ancestor summoned by non-Barbarian players.
2. Akarat's Straw Hat: 'Sacred Relic', base defense is 50% more than 'Shako', appearance is same as 'Shako', 150-200% Defense, 20% chance to cast level 20 fully synergized 'Twister', +2 Paladin skills, Indestructible, 10-15 All Stats, 30% FHR, Level 18-22 'Healing Field' Aura when equipped, and 'Dervish' class shifting Skills.

Healing Field: An aura that heals and reduces poison or curse length.

## Set Item Modifications

1. Full set dyeing function removed, as it's a great waste of state.txt rows.
2. Most direct damaging CTC spells' levels on single pieces would be scaling with item level.
3. Most direct damaging 'on strike' CTC spells on Armors or Trinkets would have their triggering chance reduced to 1/3 if triggered by ranged attacks.
4. Most direct damaging 'on strike' CTC spells on Melee Weapons changed to 'On Melee Strike'.

### Vanilla Class Specific Sets

#### Griswold's Legacy

Griswold's Honor: No 'Sacred Bolt' Bug fixed. 3.0 version items need to be refreshed with 'Token of Sets' in the Cube.

#### Tal Rasha's Wrappings

Tal Rasha's Lidless Eye: Fixed a BUG that causing it couldn't display stats when Full Set in English Version.

### New Set Items

#### Aragon's Masterpiece

Offensive elemental Auras changed to new versions that had pulse damage rate doubled, but won't give you extra elemental damage to your attacks.

Full Set: HP and MP stealing reduced to 7%, moved Min Damage, Physical Resist and Poison Resist bonus to 'Excommunication', and you must activate 'Salvation' by yourself to get benefits from 'Excommunication', item offered 'Salvation' won't have them, as you need to spend hard points on 'Salvation' to get the benifits.

What you acquired in version 3.0 would be totally down, but you can update them for FREE in the Cube.

#### Flowkrad's Howl

Full Set: Druid skill level bonus reduced to 1, Shapeshifting skill Bonus changed to 3, and no level bonus to Druid Summoning skills.

Beast Lord: Fixed a bug that causing summoned ones' damage overpowered, modified its effect to be merging all synergies of 'Summon Spirit Wolf', 'Summon Dire Wolf' and 'Summon Grizzly', including the extra synergy of 'Mark of Nature' when using Bow or Crossbow to their own leveling system. For 'Raven', more damage bonus would be received.

#### Tang's Imperial Robes

Full Set: +1 to 'Archon', To be balanced, +3 to Elemental Mastery skills changed to directly add their bonus values of level 3.

Archon Mastery: No longer switch the max HP penalty of 'Archon' to bonus, just reduce the penalty percentage, decreased duration bonus to 'Archon' but increased 'Energy' and FCR bonuses of 'Archon'.

### Hireling Sets

Greatly Reduced ALL Full Set and Merc Only bonuses, to be more balanced, the most notable is Mizan Set's Aura Changed form 'Concentration' to 'Vigor'.



## Unique Set System

### Sweetest Desert Flower

Only lowers merchant price by 15%.

## Rune Words Modifications

1. Most direct damaging 'on strike' CTC spells on Armors or Trinkets would have their triggering chance reduced to 1/3 if triggered by ranged attacks.
2. Most direct damaging 'on strike' CTC spells on Melee Weapons changed to 'On Melee Strike'.

### Vanilla Rune Words

1. Delirium: Fixed a BUG causing Mercs disappear in version 3.0 and some Animation losing in Vanilla when Shapeshifting activated.
2. Wind: CTC 'Twister' triggering chance increased to 33%.
3. Peace: CTC 'Slow Missiles' changed to giving it as oskill.
4. Sanctuary: Item charged 'Slow Missiles' switched to Aura when Equipped.
5. Kingslayer: IAS bonus increased to 40-60%, oskill 'Vengeance' changed to a new version whose synergy system merged to its own leveling, 1 handed weapons available, Punish Damage part ignores Common Creatures' resists instead of Undead, and has 1-5 variable levels.
6. Passion: IAS bonus increased to 40-60%, oskills changed to new versions whose synergy system merged to its own leveling, and have 1-5 variable levels, if built with Missile Weapons, 'Zeal' would be switched to 'Strafe', 'Berserk' would be switched to 'Berserk Shot', an Arrow version of 'Berserk'.
7. Grief: Min damage per character level reduced, now you have to reach level 95 to make it equal to vanilla full variety ones.
8. Fortitude: On Weapons, Defense bonus reduced to 100%, FCR bonus switched to IAS; on Torso Armors, Damage bonus reduced to 200%.
9. Phoenix: Fully synergized CTC 'Firestorm' chance reduced to 15%.
10. Chaos: 'Whirlwind' skill level could be 1-5.
11. Edge: Only cheaper 10%.

### D2R Rune Words

Flame: Fire skill bonus decreased to 2 levels.

### New Rune Words

1. Prowess in Battle: Armors Forbidden, 3.0 version of this Rune Word built with Armors would be lost. Your last chance to save the Runes would be the 1st time you run the game after updating, use 'Pulling Out but Keeping Gems' formula in the Cube to pull the Runes out. Damage bonus increased to 300-350%, Physical Melee skills it granted Changed to Self-Synergy instead of Fully Synergized, and have variable 1-5 level, 'Concentrate' replaced by 20-40% Deadly Strike, 'Vengeance' replaced by 100-150% Attack Ratings bonus.
2. Elation (Code: Destiny's Daughter): Rune formula changed to 'Zod, Eth', All skill and Fire piercing bonus Replaced By +3 to 'Enchant' and +3 to 'Thunder Storm', 3-5 to 'Werebear', 'Fury' replaced by 3-5 to 'Destiny's Kiss'.

Destiny's Kiss: A Vanilla 'Fury' logic and value Rollback attack skill, but using Bite animation, Werewolf or Werebear only.

1. Dread: 'Zod, Ohm, Shael, Amn, Lo' on 5 Socket Scythes, Indestructible, 280-330% Damage, 20% IAS, 7% steal HP, 20% DS, 100-200 HP, 20% Crush Bite, Level 8-12 'Vigor' Aura when Equipped, 33% Chance to cast level 20 fully synergized 'Teeth' on Melee Strike, Damage Reduced by 10-20%, 15-30% All Resists.

## Cube Formula Modifications

### New Area Red Portals

(In Act 3) The Director's Letter + Madhouse Key = Red Portal to Druid Madhouse

### Pulling Out but Keeping Gems

Socketed Item + Hel + Token of Absolution = Pulling Out but Keeping Gems

### Charm Rotate

Large or Grand Charms can Rotate 90 degrees with the Cube.



Caution: This function conflicts with Vizjerei Recharge, the later has higher priority.

### Ethereal Item Related

'Stone of Jordan' in 'Covert Non-Ethereal Item to Ethereal' switched to 'Ethereal Pearl'.

### Potion or Consumable Item Related Formulas

Magic, Rare, Crafted, Set, Unique Throwing Weapons replenishing:

* 1. Non-Ethereal Magic, Rare, Crafted, Set, Unique Throwing Weapon + Same Type Non-Ethereal Low Quality, Normal, Superior Throwing Weapon = Restores quantity to 255
  2. Ethereal Magic, Rare, Crafted, Set, Unique Throwing Weapon + Same Type Ethereal Low Quality, Normal, Superior Throwing Weapon = Restores quantity to 255

'Same Type' Here means General Types, Throwing Knife for Throwing Knife, Throwing Axe for Throwing Axe for Throwing Axe, Javelin for Javelin.

### New Rare Item Creating Formulas

Formulas for 'Demon Heart' removed.

### Unique Item Creating Formulas

Formulas for 'Razortail', 'The Occulus' and 'Ancient Eye' removed.

### 2 Handed Swords and Nomad Swords Converting Formulas

1. Magic 2 Handed Sword + Magic Barbarian Helm or Offhand Axe = New Magic Nomad Sword
2. Magic Nomad Sword + Magic Barbarian Helm or Offhand Axe = New Magic 2 Handed Sword
3. Rare 2 Handed Sword + Rare Barbarian Helm or Offhand Axe = New Rare Nomad Sword
4. Rare Nomad Sword + Rare Barbarian Helm or Offhand Axe = New Rare 2 Handed Sword
5. Crafted 2 Handed Sword + Crafted Barbarian Helm or Offhand Axe = New Crafted Nomad Sword
6. Crafted Nomad Sword + Crafted Barbarian Helm or Offhand Axe = New Crafted 2 Handed Sword
7. Any Unique 2 Handed Sword except 'Kinemil's Awl' and 'Cloudcrack' + Unique Barbarian Helm or Offhand Axe = Nomad Sword version
8. Any Unique Nomad Sword + Unique Barbarian Helm or Offhand Axe = 2 Handed Sword version

Ethereal would be kept, for crafted items, would automatically get Assault Type stats, as there's no crafted Barbarian Helms, only Offhand Axe would be available. For Unique ones, upgraded items would downgrade to original. Also, to be balanced, some stats would be lower on Nomad version.

### New Superior, Unique or Set Item Refreshing Formulas

1. Superior Item Refreshing changed as below:

Any Superior Item + 3 Unique Jewels = New Superior Item

If the input item is ethereal, output would also be ethereal.

1. You can no longer abuse Refreshing Formulas for Unique or Set items, now they only output a new item with the same name. These formulas now accept updated items, but for transmogrified Elite items, they won't work. For Unique refreshing, you would have a same chance to acquire ethereal version as dropping. As they can't be abused anymore, the expensive 'Standard of Heroes' would be switched to 'Token of Uniques' or 'Token of Sets', used for Unique or Set Items separately. They are universally dropped with pretty low chance, but 'Blacksmith' type unique monsters would have a bit higher chance.

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1. 'Ahvarion' no longer needs a special formula to be refreshed, just use a 'Token of Uniques'.
2. You can still refresh 'Hellfire Torch' with 'Standard of Heroes'.
3. 'Ormus' Robes' Refreshing formula:

Ormus' Robes + Token of Ormus = New 'Ormus' Robes'

'Token of Ormus' is sold by Ormus, costing 35000 gold~

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### Super Unique Item Creating Formulas

1. For those requiring a 'Token of Absolution', would be changed to a 'Standard of Heroes'.
2. Akarat's Straw Hat: Akarat's Protector + A Jade Figurine + Stone of Jordan + Any Unique Jewelry (Paladin Only)
3. Upgraded Items now acceptable, but for 'Heavenly Garb', if upgraded to Elite then Transmogrified to something other than 'Archon Plate', the formula won't work.

## Crafted Item Modifications

All Craft Bonus value significantly increased.

Craft Weapons' damage bonus changed to 5-10% IAS.

Guaranteed Affixes changings as below~

Helms: 2 Sockets

Torso Armors: 3 Sockets

Melee Weapons besides Caster Type: 3 Sockets

Throwing Weapons: Increased stack size

## Unique Item Extraction

As being IMBA and some other problems, this feature is now closed, 3.0 version extracted charms would lose their functions, you can keep them as relics or sell them for money. Meanwhile, Unique Items can also be recycled with same formulas as Set Items.

## Transmogrification (Base Item Shifting)

Shifting Base Items of Elite Helmets or Torso Armors with the Cube to change their appearances.

Ethereal Items can't be transmogrified due to some serious bugs.

Set and Crafted Items can't be transmogrified, as shape is an important feature of them.

Low Quality, Normal and Superior Items can't be transmogrified, as they are used for pointing out your target shape.

### Helmets

Class Specific Helmets could not be transmogrified into universal ones, yet universal ones could be transmogrified to them.

Class Specific Helmets could only be transmogrified into ones belonging to the same class.

1. Any Magic, Rare, Unique Elite Universal Helmet + Jewel + Any Low Quality, Normal, Superior Helmet with the shape you want = Elite Helmet of the shape you want with the same Stats
2. Any Magic, Rare, Unique Elite Barbarian Helmet + Jewel + Any Low Quality, Normal, Superior Barbarian Helmet with the shape you want = Elite Barbarian Helmet of the shape you want with the same Stats
3. Any Magic, Rare, Unique Elite Druid Pelt + Jewel + Any Low Quality, Normal, Superior Druid Pelt with the shape you want = Elite Druid Pelt of the shape you want with the same Stats

### Torso Armors

Two Specific Type of Torso Armors added, they can't be dropped or purchased, used for Transmogrification only

Gladiator Armor: Heavy Shoulders, Light Torso, Medium Left Arm, Heavy Right Arm, Light Legs, Base Stas same as 'Archon Plate'.

Hermit Robe: Totally Light, Base Stats same as 'Dusk Shroud'

1. Any Magic, Rare, Unique Elite Torso Armor + Jewel + Any Low Quality, Normal, Superior Torso Armor with the shape you want = Elite Torso Armor of the shape you want with the same Stats
2. Any Magic, Rare, Unique Elite Torso Armor + Jewel + El= Gladiator Armor with the same Stats
3. Any Magic, Rare, Unique Elite Torso Armor + Jewel + Eld = Hermit Robe with the same Stats

# Dropping, Area and NPC Modifications

## Droppings

1. Greatly decreased dropping chance of Fringes.
2. Decreased the dropping quality which is too much high in version 3.0.
3. Champion and Boss monsters' nodrop chance now related to 'players X'.
4. Druid Pelts can only drop from Mad Druid Shapeshifters.
5. Amazon Weapons can only drop from Catgirls.
6. Champion Magma Demons have a chance to drop 'Lava Gaut' since Nightmare difficulty.
7. 'Stygian' items can only drop from 'Stygian' monsters, you can find them in Act 5 'Pit of Acheron'.
8. 'Dimensional Blade', 'Phase Blade', 'Dimensional Shard', 'Shark Skin Series', 'Shark Tooth Series', 'Harpoon' and 'Winged Harpoon' are now universal dropping.
9. Goblins and Hell Bovines can drop Everything, ignoring Restricted Droppings.
10. Notably lower the dropping chance of 'Nokozan Relic' and 'The Rising Sun' from Colenzo and Griswold.

## Area and NPC

1. NPC selling and buying prices recalculated, much more reasonable.
2. Charms can't be gambled any more.
3. Open Wounds can now be Healed by Wells and Healers.
4. Jamella's abandoned girlish voice retrieved~
5. No more 'Door Blocking' monsters, unless specially arranged ones.
6. Rogues in Act 1 fields can be attacked by melee monsters now.
7. Moo Moo Farm: Much larger monster density.
8. Corrupt Event:

A Highlight of version 3.1, in Hell difficulty, most areas would have a chance to trigger 'Corrupt Events', when corrupted, the area would turn dark, and randomly spawning dark red clouds, monsters would also covered by dark red auras, movement velocity, attack speed increased, if monster level lower than 85, would promote to 85, if equal or higher than 85, would promote 5 more levels. Item dropping levels would also promote but won't change the treasure class.

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1. Underground Passage Level 1 and Burial Grounds are level 85 now.
2. Swampy Pit Level 1 decreased to level 85, as it's now a Story area, monster density also reduced to be same as other level 85 areas.
3. Monster Spawning of Level 90 areas are rearranged, so different Character Builds can choose their suitable areas.
4. Monster density of 90 areas turned back to vanilla in Normal and Nightmare difficulties.
5. Tamoe Highland level increased to 83.

### New Story of 'Druid Madhouse'

A Highlight of version 3.1! In Act 3, Flayer Jungle, you may find the entrance of 'Gangster's Den' guarded by 'Larry', get inside to fight against Jungle Gang members, then find a Barbarian Boss 'Beast Tamer' and 'Lunatic who Ate the Assistant' near a golden chest, killing the Mad Werewolf you'll get 'The Director's Letter' and 'Madhouse Key'. If the random map didn't spawn this area, you can also enter 'Swampy Pit' and reach level 3, near the golden chest you'll find the powerful Will-o-Wisp Boss 'Swamp Lord' and 'Psycho who Ate the Assistant', killing the Mad Werebear would also get 'The Director's Letter' and 'Madhouse Key'. put them together into the Cube in Act 3 would open a Red Portal to 'Druid Madhouse'.

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Enter the Madhouse, you'll face lots of Mad Druid Shapeshifters, in Hell difficulty, the Madhouse is a level 85 area. You can find Two Gateways there, leading you to 'Quarantine Cave' and 'Director's Sanctum', 'Quarantine Cave' is a battle zone, level 90 in Hell difficulty, 'Director's Sanctum' is the Story Area, level 85 in Hell difficulty, common Mad Shapeshifters won't give you any experience and drop nothing, deep inside the Sanctum, you'll find the Madhouse Director being sieged by 'Lord of Lunatic', 'Lord of Psycho' and their minions, you must kill the monsters before they killing the Director.

The Director would assist you with Two Auras, one would keep healing you and offering massive Exp, Magic and Gold Find bonus, the other is Random. If you successfully saved the Director, would receive nice rewards of experience and droppings from the two Bosses.

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Failure Type 1: If the Director was killed during your battle, he would release a Curse to make you unable to get any items higher than Magic quality, and NO experience when killing an enemy, this curse effect can't be removed unless you got KIA or exit current game.

Failure Type 2: If you leave the battle before the Director's death, when coming back, the Director would disappear, killing the Bosses would not give you experience, and their dropping quality would be very poor.

Failure Type 3: If you leave the battle too long, nothing would be there when coming back.

# Compatibility and Others

## PlugY Related Settings

MOD\_T.D.E. uses Highly Customized PlugY 14.03 as the game launcher, which includes Full language support and detailed Stat Pages, if not specially needed, please don't switch to other versions of PlugY or other launchers.

Open Character Panel then type '/page6' to check Rune Words list.

Diablo Clone would be activated by selling One 'Stone of Jordan', and the game won't automatically sell them, you can modify 'PlugY.ini' to change this.

Pandemonium Event is deactivated, as MOD\_T.D.E. is using BaseMod for this function, if you activate it in PlugY, the Bosses would be doubled, you can try if you are bold enough~

Skill & Stat Unassigning deactivated by default~~ Token of Absolution becomes much more important.

Of course you can change other settings within 'PlugY.ini', but at your own risk~

## BaseMod Related Settings

1. Items with no socket would show its possible max sockets.
2. Charsi can imbue more items after the Quest completed but requires money.
3. Larzuk can drill more sockets after the Quest completed but requires money.
4. Anya can customize more items after the Quest completed but requires money.
5. Vendors can sell Normal or Superior Items in later games.

## D2GL Related

D2GL plugin offered by this MOD is a Highly Customized version, HD text fonts are almost same as the MOD interface, as the Chinese Font base are extremely Huge, when running Chinese versions, first loading time would be slow.

HD Font function partly conflicts with PlugY's Rune Word list display, page turning buttons won't show if HD Font activated.

## Chinese Speech Pack Related

As D2R didn't offer Amazon's 'Three Wishes' speech after killing Izual and other abandoned speeches, this speech pack won't have them.

## Full Cinematics Pack Related

You can enjoy cinematics in ANY language that MOD\_T.D.E. supported including 'Chinese Aomeisoft', however, the video pack is too huge to be included in the MOD pack, you have to download it separately.