
ATTRIBUTE CHALLENGES

If the regular mod is too easy for you, try completing it while spending only half of your attribute points. Your reward for doing so is a nice unique charm and improved crafting recipes.

Advanced players only!

1/4 ATTRIBUTE CHALLENGE 1

REQUIRES LEVEL 80 OR BELOW, 400 UNSPENT POINTS

To participate in the Attribute Challenge, the first thing you need is your class charm. To acquire it, go to the Kurast 3000 BA uberlevel (the 'high level area' tunnel in the Spider Forest) and kill some Ennead Necromancers. Each Necromancer killed drops a class charm for a random class in addition to its regular drop.

Unlike all other special charms in the game, you can find these on any difficulty, and not just on Destruction (Hell) difficulty.

There are 7 class charms, one for each character class.

Sacred Sunstone : Amazon class charm
Shadow Vortex : Assassin class charm
Worldstone Orb : Barbarian class charm
Caoi Dulra Fruit : Druid class charm
Soulstone Shard : Necromancer class charm
Eye of Divinity : Paladin class charm
Nexus Crystal : Sorceress class charm

The class charm has only +2 to Light Radius on it when you first find it. But if you meet the Attribute Challenge requirements, you can add extra bonuses to it with the Horadric Cube.

To use this recipe, you need to be level 80 or below and have at least 400 unspent attribute points. Nobody said it had to be easy.

The main reward for meeting this challenge is a bonus character skill that cannot be obtained in any other way.

[Class Charm] + **Brilliant Arcane Shards** -> returns [Class Charm] w/ added bonuses

Requires : character level 80 or below, 400 or more unspent attribute points

This upgrade recipe adds the following bonuses to your class charm :

Amazon : uses **Sacred Sunstone**
+2 to Amazon Skills
+1 to Leader of the Sun
Increase Maximum Life 15%

Assassin : uses **Shadow Vortex**
+2 to Assassin Skills
+1 to Lifeblood
50% Curse Length Reduction

Barbarian : uses **Worldstone Orb**
+2 to Barbarian Skills
+1 to Wolf Stance
20% Bonus to Summoned Minion Life

Druid : uses **Caoi Dulra Fruit**
+2 to Druid Skills
+1 to Summon Thunder Bear








All Resists +25%

Necromancer : uses **Soulstone Shard**
+2 to Necromancer Skills
+1 to Unholy Prayer
40% Bonus to Summoned Minion Damage

Paladin : uses **Eye of Divinity**
+2 to Paladin Skills
+1 to Divine Apparition
Total Character Defense +20%

Sorceress : uses **Nexus Crystal**
+2 to Sorceress Skills
+1 to Arcane Fury
+25% to Spell Damage

Your free bonus skill
This skill can be found at the top right of your third skill tab. When you complete the Attribute Challenge 1 and upgrading your charm, you get a free +1 to said bonus skill, and you can now put skill points into the skill.

Name	Icon	Effect
LEADER OF THE SUN [AMZ.]		Press and hold mouse button to increase physical and elemental damage and life of nearby allies at the cost of your own ability to attack.
LIFEBLOOD [ASN.]		Cast on self or target ally, rapidly heals lost hit points over a short time. This skill has a spell timer.
WOLF STANCE [BAR.]		Stance, increases all attack, movement, block and hit recovery base speeds and grants crushing blow.
SUMMON THUNDER BEAR [DRU.]		Summons a bear with a Shower of Rocks spell. The bear gains your pet commands like a charmed enemy would. This skill has a spell timer.
UNHOLY PRAYER [NEC.]		Press and hold mouse button to give everyone in the party invulnerability, while rapidly draining your mana.
DIVINE APPARITION [PAL.]		Teleport to target spot, freezing all enemies around the destination point. This skill has a spell timer.
ARCANE FURY [SOR.]		Temporarily grants a large boost to your cast speed. This skill has a spell timer.



2/4 ATTRIBUTE CHALLENGE 2
REQUIRES 600 UNSPENT POINTS

When you reach the next milestone, you can upgrade your class charm again. There are no character level requirements this time, but you need to have at least 600 unspent attribute points.

You can still do this Attribute Challenge if you missed Attribute Challenge 1.

For the class charm, see above. The other ingredients are rewards from the Infernal Machine and Akarat uberquests on Destruction difficulty.
See M2008_uberquests.pdf or the homepage for information on the uber quests.

[Class Charm] + Optical Detector + Visions of Akarat -> returns [Class Charm] w/ added bonuses

Requires : 600 or more unspent attribute points

This upgrade recipe adds the following bonuses to your class charm :

Amazon :

+3 to Amazon Skills
+100% Maximum Life to Leader of the Sun
+25 to all Attributes

Assassin :

+3 to Assassin Skills
+20% to Poison Skill Duration
+25 to all Attributes

Barbarian :

+3 to Barbarian Skills
+50% Damage when using a Healing Potion
+25 to all Attributes

Druid :

+3 to Druid Skills
+50% Life to Summon Thunder Bear
+25 to all Attributes

Necromancer :

+3 to Necromancer Skills
20% Bonus to Summoned Minion Life
+25 to all Attributes

Paladin :

+3 to Paladin Skills
25% Bonus to Vitality when using a Healing Potion
+25 to all Attributes

Sorceress :

+3 to Sorceress Skills
+2 to All Skills when using a Mana Potion
+25 to all Attributes

These recipes are not repeatable.

3/4 ATTRIBUTE CHALLENGE CRAFTING

REQUIRES 600 UNSPENT POINTS

The regular class-specific crafting recipes are neat, but if you have enough unspent stat points, you can use the improved version. These recipes are similar to the regular class item crafts, but have more powerful effects and require no Crafting Points. On the flipside, you need more perfect gems.

You can only use these recipes if you have at least 600 unspent attribute points.

Create custom-built items in the Horadric Cube. The resulting crafted item spawns with 1-2 preset modifiers depending on the crafting recipe used, and 1-4 extra random rare affixes, based on the item level :

Item level 1-30 : 40% chance of 1 affix and a 20% chance each of 2, 3 or 4 affixes.
Item level 31-50 : 60% chance of 2 affixes and a 20% chance each of 3 or 4 affixes.
Item level 51-70 : 80% chance of 3 affixes and a 20% chance of 4 affixes.
Item level 71+ : 100% chance of 4 affixes.

The required level of a crafted item is :

$[\text{level of the highest affix} * 3/4] + 10 + 3 * [\text{number of random rare affixes}]$

Especially at lower levels, this formula may create items with a required level above the level of the character that crafted them. This is a feature of crafting and occurs in classic LoD as well.

Do not confuse required level, which appears on the item, with item level, which is invisible and usually equal to the monster level of the monster that dropped the item.

3.1 Attribute Challenge Class Weapon Crafting -

Create items for your own class, adding some very powerful preset bonuses and 1-4 random rare affixes.

magic [weapon] + **Brilliant Arcane Shards** + perfect [gem] x3 -> reroll as crafted [weapon]
(output item level : 80% of character level or item level, whichever is highest)

Requires : 600 or more unspent attribute points

Amazon : requires Perfect Sapphires
Can craft Spears, Javelins, Bows and Crossbows.
+30-60 to All Attributes
15-30% Deadly Strike
[1-4 random rare affixes]
Can craft Sceptres.
+5-10 to All Attributes
+15-45% to Spell Damage
[1-4 random rare affixes]

Assassin : requires Perfect Skulls
Can craft Daggers, Throwing Knives and Polearms.
60% Faster Run/Walk
15-30% Deadly Strike
[1-4 random rare affixes]
Can craft Assassin-Specific Claws.
+15-30 Energy Bonus to Spell Damage
15-30% Deadly Strike
[1-4 random rare affixes]

Barbarian : requires Perfect Rubies
Can craft Swords, Spears, Polearms, Axes, Clubs and Maces.
+30-60 to All Attributes
15-30% Deadly Strike
[1-4 random rare affixes]

Druid : requires Perfect Emeralds
Can craft Bows and Crossbows.
Total Character Defense +45-60%
15-30% Deadly Strike
[1-4 random rare affixes]
Can craft Staves.
+30-60% to Spell Damage
All Resists +90-120%
[1-4 random rare affixes]

Necromancer : requires Perfect Topazes
Can craft Staves and Scythes.
+30-60% to Spell Damage
All Resists +90-120%
[1-4 random rare affixes]
Can craft Necromancer-Specific Wands.
+15-45% to Spell Damage
All Resists +45-60%

[1-4 random rare affixes]
Can craft Necromancer-Specific Crossbows.
15-30% Deadly Strike
All Resists +90-120%
[1-4 random rare affixes]
Can craft Daggers, Throwing Knives and Maces.
+15-45% to Spell Damage
15-30% Deadly Strike
[1-4 random rare affixes]

Paladin : requires Perfect Diamonds
Can craft Swords, Clubs and Maces.
+20-25% Increased Chance of Blocking
15-30% Deadly Strike
[1-4 random rare affixes]
Can craft Spears.
Total Character Defense +45-60%
15-30% Deadly Strike
[1-4 random rare affixes]
Can craft Hammers.
+30-60 to all Attributes
15-30% Deadly Strike
[1-4 random rare affixes]
Can craft Sceptres.
+20-25% Increased Chance of Blocking
+15-45% to Spell Damage
[1-4 random rare affixes]

Sorceress : requires Perfect Amethysts
Can craft Staves.
+30-60% to Spell Damage
All Resists +90-120%
[1-4 random rare affixes]
Can craft Orbs and Crystal Swords.
+15-45% to Spell Damage
All Resists +45-60%
[1-4 random rare affixes]

3.2 Attribute Challenge Class Armor Crafting -

The armor piece crafts are weaker than the weapon crafts, but spawn with modifiers that cannot otherwise spawn on their respective item types.

magic [armor] + **Brilliant Arcane Shards** + perfect [gem] x3 -> reroll as crafted [armor]
(output item level : 80% of character level or item level, whichever is highest)

Requires : 600 or more unspent attribute points

Amazon : requires Perfect Sapphires
Can craft Gloves and Boots.
+150-250 Defense
Slows Attacker by 30-40%
[1-4 random rare affixes]
Can craft Amazon-Specific Helms.
+50-100 to Maximum Damage
Total Character Damage Plus 40-50%
[1-4 random rare affixes]

Assassin : requires Perfect Skulls
Can craft Belts and Boots.
20% Increased Attack Speed
+30-90 Life after each Kill
[1-4 random rare affixes]
Can craft Assassin-Specific Shields.
+15-20% to Spell Damage
Increase Maximum Mana 20-40%
[1-4 random rare affixes]

Barbarian : requires Perfect Rubies
Can craft Belts and Barbarian-Specific Helms.
16-20% Life Stolen per Hit
Increase Maximum Life 10-20%

[1-4 random rare affixes]

Druid : requires Perfect Emeralds
Can craft Amulets and Animal Pelts.
16-20% Mana Stolen per Hit
Attacker Flees 5-10%
[1-4 random rare affixes]

Necromancer : requires Perfect Topazes
Can craft Gloves and Rings.
25-40% Bonus to Summoned Minion Damage
30-45% Bonus to Summoned Minion Life
[1-4 random rare affixes]
Can craft Shrunk Heads.
+15-45% to Spell Damage
All Resists +45-60%
[1-4 random rare affixes]

Paladin : requires Perfect Diamonds
Can craft Helms and Body Armors.
Damage Reduced by 3-6%
300-600% Damage Reflected
[1-4 random rare affixes]
Can craft Divine Shields.
+20-25% Increased Chance of Blocking
15-30% Deadly Strike
[1-4 random rare affixes]

Sorceress : requires Perfect Amethysts
Can craft Amulets and Rings.
20% Faster Cast Rate
+30-90 Mana after each Kill
[1-4 random rare affixes]
Can craft Sorceress-Specific Body Armors.
+1-2 to Sorceress Skill Levels
+15-45% to Spell Damage
[1-4 random rare affixes]

4/4 ATTRIBUTE CHALLENGE 3

REQUIRES 1000 UNSPENT POINTS

The ultimate Attribute Challenge, this one requires you to save up 1000 unspent stat points. Better make sure you have some good items before you attempt this!

[Class Charm] + **Brilliant Arcane Shards x4** + Idol of Vanity + Zakarum's Ear -> returns [Class Charm] w/ added bonuses

Requires : 1000 or more unspent attribute points

This upgrade recipe adds the following bonuses to your class charm :

Amazon :
Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
+5 to Vitality per Socketed Gem
+4 to [Random Amazon Skill] (Amazon Only)
(adds +25 to level requirement)

Assassin :
Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
+150% Damage when using a Healing Potion
+4 to [Random Assassin Skill] (Assassin Only)
(adds +25 to level requirement)

Barbarian :
Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
+5% to Defense per Socketed Rune
+4 to [Random Barbarian Skill] (Barbarian Only)

(adds +25 to level requirement)

Druid :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
10% Chance to Avoid Damage
+4 to [Random Druid Skill] (Druid Only)
(adds +25 to level requirement)

Necromancer :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
+5 to Maximum Necromancer Minions
+4 to [Random Necromancer Skill] (Necromancer Only)
(adds +25 to level requirement)

Paladin :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
25% Uninterruptable Attack
+4 to [Random Paladin Skill] (Paladin Only)
(adds +25 to level requirement)

Sorceress :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
10% Curse Length Reduction
+4 to [Random Sorceress Skill] (Sorceress Only)
(adds +25 to level requirement)
