

BATTLE FOR ELEMENTS

Ver 1.32 (for LOD 1.10 patch)

First of all, excuse me for my bad English, which you might notice in the game (I am still working on it ☺). Second, this is my first mod (there will be others, I promise), so, please, do not judge me too harshly. Happy gaming...



True Mage of Equilibrium (<mailto:truemage22@yahoo.com>) October 2004 –April 2006

I invite all to the Mod Forum at Phrozen Keep: <http://phrozenkeep.it-point.com/forum/viewforum.php?f=142>

P.S. CAUTION! This mod is more difficult than vanilla Lord of Destruction ☺.

CONTENTS

**How to install
General Information
Thanks and Credits**

How to install

- ✓ Make sure that You have Diablo2: Lord of Destruction with 1.10 patch.
- ✓ You need to have version 1.31 of mod installed to install 1.32.
- ✓ Unzip bfe132.zip to root folder of Diablo2 with full paths and replacing of files. After this you must have "BFE" folder in root folder of Diablo2.
- ✓ Go to "BFE" folder and run "LaunchBFE.vbs".

To recover from a crash (I very much hope that this does not happen ☺) just run "RecoveryFromCrash.vbs".

General Information

Storyline:

- ➡ Talk with Deckard Cain and Tyrael to learn about the new story. ☺. Well, it is more an attempt to create a storyline, than a storyline itself. My English is really bad... ☹
- ➡ Key positions:
 - Act 1: Cain's monologue after you rescue him.
 - Act 4: Tyrael's monologue after you kill Diablo.
 - Act 5: Cain's Introduction.
 - Also, you can talk with Cain in *each* act ("Gossip" section) to learn new cube recipes.

Characters:

- ➡ Resistance penalties have been increased: 0 for Normal, -200 for Nightmare and -500 for Hell.

- ✦ Some quest rewards have been changed.
- ✦ There are two new character statistics: Luck and Endurance.
- ✦ The run/walk speed of characters is increased as well as the speed of arrows/bolts, spells etc.
- ✦ 10 stat points per level, 2 skill points per level (with PlugY).
- ✦ No experience is lost on death.
- ✦ **Characters lose 1 point of Endurance for each death!**
- ✦ Characters start with Horadric Cube in inventory.
- ✦ Some internal character properties (such as mana per level, hp per level, elemental resistance cap, etc.) were rebalanced.
- ✦ Mercenaries are improved.
- ✦ Some caps and rollovers for various statistics and properties:
 - Maximum base (non modified by items' properties) values of Strength, Dexterity, Vitality and Energy are 2047. You can to overcome this limit during a game session but these values will return when you start a new game session.
 - Base (non modified by items' properties) Luck and Endurance values can vary from -256 to 255.
 - Cap for each damage type (fire, cold, lightning, physical) is 87000. Damage rolls back to 0 around 140-170K. If source does damage per frame (poison, some skills such as Fire Wall) then cap is 87000 per frame (1sec=25frames).
 - Cap for elemental absorption is 40%.
 - Cap for Faster Cast Rate property is 175%.
 - Cap for Reduce Poison Length property is 75%.
 - Maximum base (non modified by items' properties) values of Life, mana, and stamina are 8 191.
 - Cap for Attack Rating is 21 000 000.
 - Maximum number of unallocated statpoints is 1023.
 - Maximum number of unallocated skillpoints is 255.
 - Maximum quantity of Gold is 33 554 431.

Skills:

- ✦ Minor changes only.
- ✦ Some overlays have been added.
- ✦ Max level of skills is 40.
- ✦ All skills were rebalanced.

Monsters:

- ✦ Run/walk speed of monsters is increased.
- ✦ Strength of monsters is increased in various ways.
- ✦ New monster types have been added.
- ✦ New unique monsters have been added (examples: Sister of Countess and Cow Queen).

Areas:

- ✦ New areas have been added.
- ✦ Some objects appear in new places. I like evil urns, so evil urns are everywhere now!
- ✦ The duration of shrine effects are increased, and shrines refresh more quickly.
- ✦ The following plug-ins are used (great thanks to authors!):
 - ❖ Act 1:
 - Fog Theme by Joel
 - Town by Demon666
 - Tristram by Onyx
 - Graveyard by Joel
 - Cow Level by Volf (changed)
 - Inner Cloister by Andiamo (changed)
 - Catacombs level 4 by Lord Drekas (changed)
 - Tower Chamber by Joel
 - Cathedral by Andiamo
 - ❖ Act 2:

- Duriel's Lair by Deathfile (changed)
- Arcane Sanctuary by Joel & Red Havoc (changed)
- Claw Viper Temple level 2 by Onyx (changed)
- ❖ Act 3:
 - Town by Urban Legendary

I'm sure that I used other plug-ins, but I can't remember which. ☹ So, if You have identified your work, then please, e-mail me.

Items:

- Potions that temporarily boost character abilities (vitality, defense, etc.) can be purchased at the store. These can greatly improve your chances of survival, so take advantage of them!
- Size of stack for keys is increased (200) as well as size of stack for identify / town portal tomes (100).
- The colors of item names have been changed to make them more visible on the ground.
- Gfx of some armor and weapons has been changed, plus new Gfx for some rings, amulets.
- All wearable items are socketable now, including rings and amulets but excluding charms. The quantity of sockets in items is increased. Maximum number of sockets in item is $< \text{Item's Height} \times \text{Item's Weight} >$, but no more than 6.
- Gambling has been boosted.
- The properties and appearance of runes has been reworked. New runes have been added, including class-oriented runes. The probabilities of rune drops have been boosted.
- Properties of gems have been boosted. A new gem type has been added (Elemental Gem).
- New items have been added (see below in Cube Recipes).
- New magic properties have been added.
- Arrows and bolts can be spawn as magic, rare, and unique.
- New auto properties have been added on items.
- New qualities have been added for non-magical items.
- New unique items have been added, including unique rings and amulets.
- The bonuses on set items and sets have been boosted.
- Runewords have been reworked (see below) excluding Ancient Pledge (Wyn+Hagal+Gyfu).

Plug-ins and Add-ons:

- PlugY 7.0 (great thanks to Yohann <mailto:ynicolas@worldonline.fr> for his wonderful plug-in!).
- D2Mod 1.02 (great thanks to SVR <mailto:svr@d2mods.com> for his amazing plug-in!)

I am sure that I have left out many features, so play the game to discover other changes ☺.

Thanks and Credits

Many, many great thanks to AFJ666, Havvoric, Joel Falcou, Kingpin, Demon666, Black Heart, Volf, Andiamo, Lord Drekas, Deathfile, Red Havoc, DeeperThought;
and especially to Golden Valkyrie, Dyze, White Raven (aka Vser), Necrofan, Boojum, Nefarius, Mishy23, Myhriginoc and Onyx for their invaluable help and advice; to Yohann for his amazing PlugY, to SVR for cool D2Mod system, and to Paul Siramy for incredible winds1_edit !!!
Also I am grateful to ALL on PHROZEN KEEP for their support.
And, of course, BIG, BIG, BIG THANKS to BLIZZARD !!!

P.S. If I have forgotten somebody, e-mail me ;)

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