Versions History

1.32:

I am grateful to Boojum, who helped me a lot with this upgrade pack and I'm sure that his imagination will not be exhausted in the next patches too. ☺

New:
- Many monsters have highered attack speeds (as well as hit recovery speeds) now.
- Random Resistances/Immunity System was applied (Thanks to Nefarius for his plugin).
- 5 new sets.
- 3 old sets (Fess' Marching Clothes, Barbaric Aspirations, and Amazonite Nightmare) were reworked completely. I am sorry for any size glitches / required level problems, but it was needed for balance purposes.
- Class runewords were changed.
- Rings of Wonder were changed again (I'm sorry for new level requirements, but it was needed for balance purposes).
- New system for Ring of All Wonders creation (collect all Rings of Wonder and customize your own ring ☺). See Cube Recipes.doc.
- Some skills are rebalanced as well as some items.
- Worldstone Chamber was changed to provide more encountering.
- New monster: Alter Ego.
- Another way to utilize superfluous Blank Stones (see Cube Recipes.doc).

Bug fixes:
- Bug with Taunt skill was fixed.
- You could not insert Throwing Souls into throwing weapons. This bug was fixed.
- I have removed all modifiers like "X (Increases During Daytime, Nighttime, Near Dawn, Dusk)" from mod because you could collect more than one such modifier on one item via item souls, that worked incorrectly. These modifiers worked incorrectly anyway. :P
- Den of Evil quest was non-completable sometimes. This bug was finally (I hope ☺) fixed.
- Your summons or mercenary can be teleported in unwalkable areas of Rogues Encampment after you have left from portal in town. This bug was fixed.

1.31:

Global changes:
- Caution! Character is more attractive for monsters now. :)
- Bug with too high Dexterity bonus on all weapons was fixed. Now Strength is more important for damage bonus than Dexterity (exceptions are exist).

New:
- 4 new sets was added (Great thanks to Boojum, author of sets' properties): Oak of Druid, Victim of Fate, Madwoman's Last Hope, and Stalwart's Destiny.
- Vendors on Nightmare and Hell difficulties are improved.
- I added some recipes for upgrading Your Favorite Talisman. :) See Cube Recipes.doc.
- Weapon's Souls are divided into three categories: Melee Weapon's Soul, Missile Weapon's Soul, and Throwing Weapon's Soul. See Cube Recipes.doc.
- Ormus' reward for Gidbinn was changed. Now he gives Blank Stone instead of rare ring.
- Larzuk's quest reward was changed. Now he make maximum allowed number of sockets in item.
- Automodifiers on druid's helmets are more variable.
- Barbarian helmets have "+X to Y Mastery" automodifier now.
- Act 1 mercenaries can't use spears anymore (but still can use javelins) and Act 5 mercenaries can't use throwing axes. Sorry for this, but it is needed to keep things logical. :)
- Some skills are rebalanced.
- Some items are rebalanced and fixed.

- Some monster AIs are improved.
- Teleport skill can be useable in towns.
- Weapon of Gods are godlier now. :)
- The way to utilize superfluous "Great Void" runescripts (see Cube Recipes.doc).

Bug fixes:
- Bug with missed animation on Dodge, Avoid, and Evade skills was fixed.
- Bug with missed animation mode on Fenris' Children was fixed.
- Bug with unique falcata (game crash) was fixed.
- Bug with wrong recipes of Aura and Summoning Charms upgrade was fixed.
- Den of Evil quest was non-completable sometimes. This bug was fixed.
- High level Act 2 mercenaries activated own aura too seldom. This bug was fixed.

1.30:
Global changes:
- Some serious characters' rebalancing. Please, note that characters from previous versions of mod are NOT compatible with this new version.
- Maximum elemental resistance cap is 85% now.
- Nefarius' Classic Block Enabler plugin is applied (Great thanks to Nefarius! :)). This plugin re-enables the classic D2 blocking - this means that your chars chance of block is identical to the chance of block found on the shield (irregardless of your dexterity or clvl).

New:
- During White Raven's victory in "Alive Prize" contest I added new superunique monster Knight of Starless Night (Act 2).
- I have changed Act 5 Rescue Anya quest award. Now she gives unique class-oriented item instead of rare.
- Monsters' blood is more integrated in game now.
- Damages and range of Exotic Weapon was increased.
- Special charms creation system was changed (Great thanks to Boojum and Necrofan, authors of new system). See Cube Recipes.doc.
- 4 new sets was added (Great thanks to Boojum, author of sets' properties): Hell Mom's Knick-Knackery, Murderer's Teachings, Shaman's Tricks, and Mocker's Set.
- Runewords: I have changed runewords with gems. Also all weapon runewords gains "+X-Y to Damage" additional modifier. (see Runewords.doc)
- The way to utilize superfluous Blank Stones (see Cube Recipes.doc).
- I removed Perfect Skull from Elemental Gem recipe.
- Strength of monsters on Nightmare and Hell difficulties is increased.
- I again changed the way Ancient Containers spawns. Now they are divided into three qualities (Normal, Nightmare, Hell). Each of these qualities requires own special component for opening without Luck losing. Note that "-X to Luck" modifier applies to an item now, not to character directly. Also note that if You opens Container without special component (i.e. with Luck penalty on item) then You'll got two items from Container instead of three. :)
- Drop system for Alchemy Recipes was changed.
- Some items are added for gamble (but really expensive :)).
- Progressions of values on Elemental Gems have changed.
- Cost of all elemental fragments and their higher grades have changed, so no more "Sell Cost: 1" for these items. :)
- Unique items do not appear with sockets from drop anymore.
- Some unique arrows and bolts has been added.
- Some new images for weapons has been added (Great thanks to Dyze for images processing!).
- Size of Lair of Fenris was reduced. Also I have changed Fenris animations.
- More item types can be personalized via Anya quest.
- Other monsters rebalancing.

- Other items and runewords rebalancing.

- Required levels on some set-unique charms was corrected.
- Bug with "Replenish quantity" modifier on hammers was fixed.
- Bug with wrong last runes on some runescripts was fixed.
- Bug with missed animations of Fenris' Parasites was fixed.
- Finally, bug with graphics of some item souls (from unique and set items) was fixed.
- Some passive skills (especially Barbarian's passive skills) do not depend on Luck or Endurance anymore. These skills worked incorrectly.
- Bug with Endurance loss and Rings of Minimal/Maximal Life/Mana was fixed.
- Bug during which summons didn't noticed Dark Paladins (with Holy Freeze) was fixed.
- Bug with game crash when character in Undead Stygian Doll state and tries to perform Leap Attack was fixed as well as (I hope) some other similar bugs.

1.23:
Global changes:
- Unfortunately, there is still a bunch of people who died more than 100 times ☺, so Talisman gives +100 to Luck and +150 to Endurance (As I can see, average players dies 50 times for early stages of mod ☺). You need to reroll Your Favorite Talisman again for these changes. Please, use following recipe:

        Your Favorite Talisman + key = Rerolled Your Favorite Talisman.

New:
- PlugY 7.00 is applied. (Great Thanks to Yohann).
- New Tristram map (Thanks to Onyx for his plugin).
- Mystery Potions that give Vitality and Energy are give maximum HP, maximum stamina, and maximum mana also.
- Mercenaries are improved again. List of changes:

        They are level-ups faster.

        Now they can use the additional types of weapon.

                Act 1 mercenary: spear, crossbow, throwing potions, throwing knife, and javelin.

                Act 2 mercenary: scepter, club, sword, hammer, and mace.

                Act 3 mercenary: staff.

                Act 5 mercenary: axe, club, hammer, polearm, mace, and throwing axe.

        All mercenaries also can use shields with one-handed weapon. Please, remember that graphic of mercenaries is always displays with native weapon.
- 30 new ring images are added.
- 30 new amulet images are added.
- To prevent using of too many of high-level elemental fragments, Universum Control Center now can be socketed in amulets only, and Space-Time, Antimateria, Harmony, Evolution Pinnacle, Roman's Big Bang, and Svetlana's Nirvana can be socketed in rings only.
- Strength and Dexterity requirements for assassin's exotic weapon are reduced.
- Three new monsters: Greater Air, Fire, and Earth Elementals (Thanks to Mouse and Alkalund for their tokens). Avatars are changed as well.
- I changed the way Ancient Containers spawns. Now they are divided into three qualities (Normal, Nightmare, Hell). And there is less magic and rare items from Containers.
- I revealed blood recipes for torso armor (see Cube Recipes section in Battle for Elements.doc).
- New conception: Runescripts. Remember that You cannot to carry more than one instance of each runescript.
- Some small fixes and balancing.
Bug fixes:
- Game crash during attempts to create second copy of any Malah's Charm that character have in inventory is fixed.

- Summoning Charms with Decoy, Shadow Warrior and Shadow Master were removed as well as Aura Charm with Prayer.
- Bug with different values of skill level on Summoning Charms and on skill's icon is fixed.
- Script bug with old instances of PlugY or D2Mod in Diablo 2 root folder is fixed (Remember that if You manually edited "LaunchBFE.vbs", then You'll need to make these changes again).

1.22:
Global changes:
- Many players reported that 3 skill points per level is too many. So character gains 2 skill points per level again.
!!! Please, note that character loses 1 point of Endurance for each character's death and 10 points of Luck for each opening of Ancient Container with only key. So if Your character have strange skills behavior (like decreasing of cold resistance with Cold Resist aura), then go to fourth page of character's statistics window and check Luck and Endurance values, probably one or both are negative. It is not bug. Try to not allow these statistics to reach 0 or negative values. ☺
New:
- PlugY 6.01b is applied. (Great Thanks to Yohann !!!)
- Throwing knives, throwing axes and javelins are socketable now.
- Bodyguards for Diablo (Golden Valkyrie request). ;)
- Recipes for Monsters' Blood were added (see Cube Recipes section in Battle for Elements.doc). More Blood recipes will be in next versions of mod. ;)
- Rising of Luck and Endurance is added in possible effects of Mystery Potions.
- The method of opening of Ancient Containers and the Luck penalty have changed.
- Other balancing changes.
Bug fixes:
- Bug with length of potions' effect while character has negative Luck was fixed.
- I removed Shaman mercenary from Act1 because it is bugged at now.
- Bug with absent Luck and Endurance stats for mercenaries (broken mercenaries' skills) was fixed.
- Bug with absent Luck and Endurance stats for monsters (broken monsters' skills) was fixed.
- Bug because of which you could shoot and cast spells through walls in Nihlatak's Temple Entrance was corrected.

1.21:
Note:
- For proper work of this Upgrade Pack You need to reroll Your Favorite Talisman. Please, use following recipe:
            Your Favorite Talisman + key = Rerolled Your Favorite Talisman.
New:
- New "Luck" and "Endurance" character' statistics are more integrated in game now. These two statistics affects to many aspects of game such as skills, weight of armor, duration of potions' effects, etc. CAUTION: Try to not allow these characteristics to fall up to 0. It will make most of Your skills useless. ☺
- New item type: "Ancient Container" (You can to obtain this item from monsters only). Please, note that You have two ways to open it. ;)
- Some minor changes.
Bug fixes:
- **CRITICAL BUG** with cube recipes was fixed
- I returned occasionally deleted Death Counter.
- Bug with attempts to pierce fewer sockets in an item than it has was fixed.

1.20:

Global changes:

- Now You need to run mod with VB script (LaunchBFE.vbs) instead of shortcut.
- Maximum character level is 99 again. ☺ It must to correct such bugs as too high required levels on items etc... So characters from previous versions of mod are not compatible with version 1.20. Sorry for this. ☹
- Two new character's statistics: Luck and Endurance. These statistics poorly influence game while ☺, but it will be more integrated later.
- Stat points per level: 10. Skill points per level: 3.

New:

- New properties for some monsters, such as lightning thorns, open wounds, or great raised Attack Rating during night. See descriptions on monsters in game.
- Now You may to turn on/off some of torches and braziers in game (useful in dark areas such as caves).
- Air Perturbators in Plane of Air are cause perturbations now (Devoted to Alan D. Foster ☺).
- Akara's Rescue Cain Quest reward is changed for Hell difficulty. Two set rings and two unique rings at now.
- Cows, those that on two legs ☺, in Moo Moo Farm, may to reduce or even to ignore Your Armor Class.
- Drop of runes is improved.
- I raised damages on shields for Paladin and on boots for Assassin. So You may to try appropriate skills.
- Many of unique items are improved.
- New concept for unique items: Weapons of God (Mjollnir, Hela's Scythe, Gungnir, Mimming, Stormbringer - based on Sorgeon's idea). This weapon slightly differs from other unique items. ☺
- New area (Lair of Fenris) with new monsters.
- Two ways to improve Charms of Aura, Cry, Curse, and Summon (see Cube Recipes section).
- Rings of Wonder have set modifiers now (green color of modifier)! Each ring is tied with another one, find the pair and get set bonus.
- Some minor changes.

Bug fixes:

- Game crash with unique class-oriented amulets' recipes is removed.

1.11:

New:

- PlugY 5.06 is applied. (Great Thanks to Yohann !!!)
- Are You ever knew that different armors slow down speed of your moving and drain stamina in a different degree? ☺ Looks to "Slows Your movement rate (in %):" on armor!
- Speed of common arrows and bolts is increased.
- New modifiers for weapon (based on Angramarcal's idea ☺).
- Alkor's Potion of Life (Jade Figurine quest) is not useable anymore. Instead mix this with any magic jewel and get 2 random Mystery Potions.
- Caution! Lesser Cows at Moo Moo Farm are explodes when die now ☺
- For technical reasons I have moved all books which opens the recipes for Elemental Planes Portals to towns.
- Parts of Morphing Amulets are animated.
- As an outputs of extractors' recipes are not jewels anymore, I reduced quantity of magic jewels needed to craft rare jewel and quantity of rare jewels needed to craft crafted jewel (see Cube Recipes section).
- Necromancer's wand may be spawned with "+X to Necromancer's Skilltab" now.

- Now You may to remove morphing state from Amulets of Morphing (see Cube Recipes section) to make it more useful than just fun. ☺
- Rings of Wonder are improved.
- New animation for Horadric Cube. ☺
- Some minor changes.

Bug fixes:
- Bug with missed quantity on Javelins is corrected.
- Bug with quest drop of Akara, Qual-Kehk, Hell Forge and Andariel is corrected.
- Game crash in Burial Grounds is removed.
- Waypoint is removed from Moo Moo Farm.
- Missed weapon's types in item's descriptions are restored.
- Ring of R.I.P. crash is removed.

1.1:
- PlugY 5.05 is applied. (Great Thanks to Yohann !!!)
- Havvoric's Socketing rejection plugin for D2Mod System is applied (Thanks to Havvoric and SVR!).
- System of extracting magic from items is reworked! Please, read Extractors recipes.
- Also I reworked system of spawning of magical properties on items. So no more "+X% Enhanced Damage" on armor. :)
- Dark Amazons are displaced from Blood Moor.
- Mercenaries are improved. Staring HP is raised by 100%. Starting Defense, Attack Rating and primary stats are raised by 50%. HP/lvl, Def/lvl, AR/lvl, Str/lvl, Dex/lvl are raised by 50%.
- New mercenary in Act 1. Shaman.
- Graveyard replaced. There is now plug-in by Joel (Thanks to him!).
- Are You ever knew that the different weapon may hit from different distance? :) Looks to "Additional Reach:" on weapon!
- Havvoric's Quest Drop plugin for D2Mod System is applied (Thanks to Havvoric and SVR!). So some quest drops are improved:

Akara (Rescue of Cain quest) at Normal:	2 rare rings.
Akara (Rescue of Cain quest) at Nightmare:	2 unique rings.
Akara (Rescue of Cain quest) at Hell:	2 set rings.
Qual-Kehk (Rescue Soldiers quest):	5 random runes (higher difficulty - higher level of runes).
Hell Forge quest:	random rune and gems.
Andariel quest:	random misc items.

- Some unique weapons added (Exotic blades).
- New graphic for Mystery Potion (animated - cool :))!
- Bug with Books of Portal to Elemental Plane is corrected. Now You may have identical books.
- Some minor changes.

1.05:
- Duriel's quest bug is corrected! Great thanks to Myhrginoc who has executed necessary editing of a game code! ☺
- PlugY 5.04 is applied. (Great Thanks to Yohann !!!)
- RicFaith's ItemDesc plugin for D2Mod System is applied (Thanks to RicFaith and SVR!).
- New weapon type: Exotic Blade (Assassins only).
- New items' properties are added.
- Havvoric's SetStat plugin for D2Mod System is applied (Thanks to Havvoric and SVR!). Some of cube recipes may to grant maximum HP for You and even stat and skill points.
- Some minor changes.

1.04:
- PlugY 5.03 is applied. (Great Thanks to Yohann !!!)
- Two new sets (Barbaric Aspirations and Amazonite Nightmare) are added as well as appropriate charms.
- Malah's Scroll bug is removed. This scroll is not useable anymore. Use this in recipes instead.
- Void issue in Elemental Plane of Air is corrected.
- Talonrage Hireling Plugin is applied (Thank You, Talonrage!). So hirelings now stronger...
- Healing and Mana Potions restores percentage of Your maximum HP and Mana (Thanks to RicFaith for his tutorial).
- Populations of levels are more various now.
- RicFaith's Waypoints plugin for D2Mod System is applied (Thanks to Ric and SVR!). Few one-way-points are added.
- One new monster (Power Lich) is added (Well, actually two monsters, but second not so obvious ☺). Thanks to Incandescent One for his King Leoric plugin.
- Some minor changes.
- This file is corrected (Malah's charms recipes).

1.03:
- Incredible values of monsters' block factor in hell are reduced.
- Sorceress' Cold Mastery now works as Fire Mastery.
- Golem Mastery walk/run display bug is corrected.
- Skills of Diabloclone are tweaked.
- Crafted Extractor is added.
- Map problems (excluding wall transparency) in Monastery Entrance, Andariel's Lair and Cathedral are repaired.
- This file is corrected (crafted extractor).
- Blizzard's Cleansing skill bug is corrected.
- Havvoric's Inscribe plugin for SVR's D2Mod System is applied. (Thanks to SVR and Havvoric).
- Havvoric's Signed Spell plugin for SVR's D2Mod System is applied. (Thanks to SVR and Havvoric). **Attention!** Effects of some Mystery Potions are changed! So You'll need to figure out this again. ☺
- One new set (Fess' Marching Clothes) is added as well as appropriate charm.

1.02:
- The run away Avatar of Water in Act3 Plane of Water is returned on his place.
- PlugY Shared Stash feature is disabled.
- Level requirements on Elements are added.
- For some strange reasons I used corrupted skills.txt. Sorry for this :(. It is corrected.
- Corrected Griswold position in Tristram, so he cannot more to spawn in dead gap near stonewall.
- This file is corrected (some wrong recipes, order of runes is added).

1.01:
- Some of NPS's monologues are slowed.
- Bug with wrong PlugY installation is removed.
- Antidote, Stamina and Thawing potions are removed from vendors (It is better not use those).
- Cost of Set Diamond Needle is increased.