

BATTLE FOR ELEMENTS

Ver 1.37 (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 J). Happy gaming...

True Mage of Equilibrium (<mailto:truemage22@yahoo.com>) October 2004 –May 2007

I invite all to the Mod Forum at Phrozen Keep: <http://d2mods.com/forum/viewforum.php?f=142>
And to official mod site: <http://www.bfe.net.ru>

If you like my mod you can support the development :)
This mod takes a lot of my time and efforts so if you send me few bucks I would appreciate it. I take donations here:

webmoney:	Z258454163859
e-gold:	3707389
moneybookers:	2751962
yandex:	4100185547064

CAUTION! This mod is much more difficult than vanilla Lord of Destruction J. Actually, you can forget everything you knew about LoD playing balance and start your exploration over.

NB: Read this entire document carefully because it contains essential information for new players

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How to install

- Û Make sure that You have Diablo2: Lord of Destruction with 1.10 patch.
 - Û You need to have all versions from version 1.30 (base files) to version 1.37 (update packs) in order to install latest mod version.
 - Û Unzip bfe130.zip to root folder of Diablo2 with full paths. After this you must have "BFE" folder in root folder of Diablo2.
 - Û Unzip all update packs from bfe131.zip to bfe137.zip, one after another, to root folder of Diablo2 with full paths and replacing of files.
 - Û Go to "BFE" folder and run "LaunchBFE.vbs".
- To recover from a crash (I very much hope that this does not happen J) just run "RecoveryFromCrash.vbs".
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General Information

Overall gameplay changes:

- **Don't bring LoD playing stereotypes in this mod.** Most things differ from original LoD so you will have to use your imagination. Most of new players complaints go from trying to use common game stamps that just do not work here.
- If you feel particular places too difficult – just rethink of what you do. Many issues may be resolved by just tune your character a little.
- You should rely much more on your mercenary – he might be really helpful in some places.
- Try and use **all** new things brought to mod – they may be essential or even necessary for successful gaming.
- Read NPC dialogues and info books in every act carefully – they contain special tips and receipts.
- Pay attention to low-level runewords and set items/their combinations – this may help greatly in the early game and sometime even on the last stages.
- You can use almost everything in the Cube, so don't hurry to drop/sell items you consider unnecessary – you may need them later in the game.

Storyline:

- Talk with Deckard Cain and Tyrael to learn about the new story. J. Well, it is more an attempt to create a storyline, than a storyline itself. My English is really bad... L
- 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**. They greatly affect many different aspects of the game so try to keep them as high as possible.
- 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 – be careful with your favorite builds, they may be less effective.
- **Mercenaries are improved.** Actually, in some places they may be more viable than your character. You should take them serious. Also please pay special attention to mercenaries from Act 3 – they are really useful and powerful now.
- 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 and Defense 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:

- ➡ Some overlays have been added.
- ➡ Max level of skills is 40.
- ➡ Some of skills have Friendly Fire ability.
- All skills were rebalanced. **Do not** rely on your knowledge of LoD “suxx&rulezz” about skills – re-estimate them from the blank point.

Monsters:

- **Overall monsters difficulty was increased greatly – approve with great caution!**
- Run/walk speed of monsters is increased.
- ➡ Strength of monsters is increased in various ways. Pay attention to their ability to cast spells on struck/ondeath – it may be lethal for unprepared players.
- ➡ 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 is 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. **L** So, if you have identified your work, then please, e-mail me.

Items:

- **Unique items have been rebalanced so most of your common knowledge does not work any more.**
- 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. That means **boosted!** You can take advantage of gambling starting even on Normal difficulty and even more on Nightmare and especially on Hell. Rare, Set and Unique items gamble chance was increased greatly. But think carefully what you should gamble for...
- 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 Cube Recipes.doc/pdf).
- 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 Runewords.doc/pdf).

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 J .

Abbreviations

(*BoCL*) – (based on character level)
Level X Y Aura – Level X Y Aura when Equipped
Cast – Chance to Cast
Lvl – Level
(Ama) – (Amazon Only)
(Sorc) – (Sorceress Only)
(Necr) – (Necromancer Only)
(Pal) – (Paladin Only)

(*Barb*) – (Barbarian Only)
(Dru) – (Druid Only)
(Assa) – (Assassin Only)
Defense – Enhanced Defense
Damage – Enhanced Damage
Cold/Fire/etc. Absorb – Absorbs Cold/Fire/etc. Damage
Blocking – Increased Chance of Blocking
Less Tire – Slower Stamina Drain

Thanks and Credits

Many, many great thanks to AFJ666, Havvoric, Joel Falcou, Kingpin, Demon666, Black Heart, Volf, Andiamo, Lord Drekas, Deathfile, Red Havoc, DeeperThought, SheX - Lost Mage of Wind, and_simo;
 and especially to Golden Valkyrie, Dyze, White Raven (aka Vser), Necrofan, Boojum, Cubaholic, 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 forgot somebody, e-mail me ;)

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Mod Site: <http://www.bfe.net.ru>

Mod Forum at Phrozen Keep: <http://d2mods.com/forum/viewforum.php?f=142>

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