

Avalon - Diablo II Mod

News

Basic information

Stories

Uber Levels

Uber Bossovia

Uber Itemy

Boss Itemy

Unique Items

Avalon

Avalon Trophy Quest

Book Quest

Horadric Cube


RuneWords

FragWords

Buildy

Media

Forum

Avalon Realm
Verzia: D2:LoD 1.10
Meno: paradisegaming.eu
IP: d2.paradisegaming.eu
Zone: -1
Server status:  **offline**

Avalon Mód
Verzia: Avalon 2.1 final

Download:
[avalon.akfabian.sk](#)
Posledný update:
Sun, 05.04.2015 - 10:10

Webpage statistics

Runic words

Runewords do not have rune bonus. note armor = torso, helmet, shield

New rune words:

Oblivion - Hel + Zod + Sur (arme)

2–4 allskills
extra fire
ltng
because
cold
meditation

Nature's Kingdom - Is + Is + Is (helmet)

mf 36
def 111
gold 111
dmg-mag 111
allskills 2
oskill oak common 6

Glory - South + Nef + Mal + Lo (weap)

fan 25–30
+100–500% dmg
IAS 100%
ignore def
FRW 45%
+50 dmg

Armageddon - Ber + Jah + Um + Vex (tors)

moulter boulder
weapon
fissure
40% fcr
110 FR
fire absorb 50%
+life/lvl

Darkness - Cham + Jah + Cham + Sur (shield)

5 necro skills
5 pb skills
5 spirit
70% FCR
50 all res
lvl 28 holy freeze
50% mana

Dweomer – Tir + Shael + Hel (weap/armor)

elem damage 15–30
lvl 5–10 might
+ 150-200 AR

Madness – Shael + Shael + Cham (tors)

+100% FCR
FRW
IAS

+ 60% FHR
 +35 all stats
 + 120% PR
 + 10% max PR

Question – Eld + Dol + Eth + Shael (shield)

140–210% def
 25% block
 30 all res
 dmgres 10%
 40% FHR
 3 light
 self repair

Red - Amn + Gul + Hel + Fal (weapon)

+300–360?dmg
 +20–30 dex
 + 30% FR + LR
 7% manasteal
 +100% dmg demon
 indestructible

Truth – Vex + Gul + Lem + Ort (axe, sword, polearm, spear)

100% IAS
 380% damage
 950 max ltng dmg
 25 dex
 25 PR
 35 LR

Metal – Shael + Ber + Pul (armor)

+380–510% def
 iron maiden when struck
 40% block
 thorns
 60% FHR
 dmgres 40%
 + irongolem

Wonder - Um + Lem + Um (armor)

+140–180% def
 50 all res
 50 dmgres
 50 lean
 40% block

Explore – Ohm + Hel + Io (helm)

2 allskills
 7–15 light
 +350–400% def
 req –15%
 + 75% FRW
 +120–240 fire damage
 +fissures

Explosion – Ral + Lo + Vex + Sur (tors/weap)

+350–400% def/dmg (armo/weap)
 100% meteor + fireball when attack + struck
 +30–40% FSD
 holy fire

Infernal – Cham + Cham + Thul (orb/mace)

+ 1–3 sor skills
 conviction

10–50% FCR

+90 mana
+90 life
+ 5–20 str

Cheese - Is + Is + Lo (tors)

150% mf
15 all absorb
+3 mana / lvl
thorns

Eternal – Jah + Amn + Tir + Nef (weap)

+440% dmg
ignore def
+2
5 str/lvl
10–20 might
+100% def
indestructible

Apocalypse – Zod + Jah + Ber + Cham (weap/shield)

5 all skills
100 all res
mana 100–200
life 100–200
20 sanctuary
+20 all stats
reanimate

eX - Io + Ko + Thul (weap)

+180% dmg
+15 dex
+75% FR
6 holy fire
+5–40 light dmg

Vampire – Amn + Vex + Mal + Ohm + Lem (weap)

+40–120 dmg
blessed aim
+ 30% FRW
IAS
35% mana+life steal
confuse when striking

Slaughtering – Pul + Ohm + Pul (sword, hammer, axe, shield)

150% dmg
140% def
25% IAS
knockback
mind blast when struck
damage 250–300
1 all skills

Tortuere – Eth + Um + Lo + Ber (miss, sword, axe)

250–500% damage
deadly 50
crush 50
open wounds 45
30 IAS
zeal
frost nova when kill

Weakless – Fal + Io + Ko + Hel (tors, shield)

130–160 def

str

dex & vit by lvl (2
5/lvl)
8–16 prayer aura

Knight's Will – Zod + Jah + Sur + Ber (weapons)

250–500 fire damage
concentration aura (lvl 9–16)
adds 400–490 damage (varies)
40% IAS
100% to lvl 25 amplify damage on attack
60% faster run/walk
40% mana steal

Buffer – Cham + Jah + Pul (shield kromě paladinových)

7 all skills
+50 mana
+70% defense

Companion – Ohm + Vex + Lo (helm)

1 all skills
+10% mana
+10% life
+50 all attributes
20 all resist

Friend – Um + Fal + Um + Jah (tors)

2 all skills
25% reanimate as: blood lord
+150 life
requierments –33%
repair durability
might aura level 10
+25–40 strenght (varies)

Weapon – Gul + Ohm + Jah + Ber + Lo (weapons)

+440–470% damage (varies)
+60–110 damage
+130% attack rating
+5 max damage/level
repair durability
60% IAS
75% to lvl 30 decrepify on attack

Magmatic – Ral + Mal + Fal + Lum (weapons kromě polearm a spear)

+2–3 all skills
+30–50% fire skill damage
+20% faster cast rate
+30 mana
+50 hp

Cyclone – Ort + Mal + Fal + Lum (weapons kromě polearm a spear)

+2–3 all skills
+30–50% lightning skill damage
+20% faster cast rate
+30 mana
+50 hp

Blizzard – Thul + Mal + Fal + Lum (weapons kromě polearm a spear)

+2–3 all skills
+30–50% cold skill damage
+20% faster cast rate
+30 mana
+50 hp

Disease – Tal + Mal + Fal + Lum (weapons kromě polearm a spear)

- +2–3 all skills
- +30–50% poison skill damage
- +20% faster cast rate
- +30 mana
- +50 hp

Mastering – Lum +io (circlet)

- +2 all skills
- +15% faster cast rate
- +10% mana
- +1–50 mana
- +1–50 hp

Close – Lem + El + Eth (torso)

- +1 all skills
- +35% fire res
- +35% cold res
- +35% lightning res
- +10% faster run/walk
- +10% faster hit recovery
- +150 def

Demon – Tal + Um + Dol + Hel (helm)

- +170% def
- +100–120% dmg
- +20 min dmg
- +50–90 lightning dmg
- +20% IAS
- +120 AR
- +5 str

Bear – Tal + Um + Dol + Hel (torso)

- +250–270% def
- +2–4 to Lycantrophy
- +2–4 to Werebear
- +2–4 to Maul
- +50–100 elemental dmg
- +100–120hp
- +30 %IAS

Turrinash – Ko + io + Fal + Lum (torso)

- +2–3 all skills
- +40 all resist
- +30% faster cast rate
- +25% faster run/walk
- cold absorb 5–8%
- +10 to Fire Ball
- self repair

Charge – Amn + Ohm + Eld + Nef (axe, hammer)

- 50% ctc lvl 25 Charged Bolt on striking
- +250–290% dmg
- +30% IAS
- 25% enemy lightning resist
- +30% faster run/walk
- +1–300 lightning dmg
- +15 vitality

Eagle – Dol + Sol + Lem + Ko (shield)

- +10 to Summon Raven
- 20 ctc lvl 5 Inner Sight on attack
- +120–140% def
- +25 all resist

+80–110% dmg

15% life steal

Titan – Um + Pul + Ist (armor)

+1 all skills

+2,5str/lvl

+5 to Fist of the Heavens

+20 to vitality

+20 to energy

+5–18% hp

indestructible

Nirvana – Thul + Gul + io (armor)

+1 all skills

+2dex/lvl

+50% faster run/walk

+50% IAS

50% faster hit recovery

Fanaticism level 10–17

+80 mana

Gold – Ist + Um + Tir (torso)

+3%/lvl extra gold from monsters

+110–220% dmg

+30% faster run/walk

+50–200 def

+10–20% mana

Vigor lvl 10–12

+40 str

Beholder – El + Hel + El (helm)

+1 all skills

+15–18 light

+10% faster run/walk

+20–30 damage

Frog – Lem + Dol + Gul (sword, mace, axe)

+1–2 all skills

+120–180% dmg

+15–30% poison skill damage

15% deadly

15% CB

11% mana steal

Saw – Nef + Amn + Ohm (weapon)

+320–450% dmg

adds +50 dmg

40% IAS

40% faster run/walk

10% OW

+75–125 hp

35% ctc lvl 7 life tap

Doctor – Lo + Shael + Um (shield)

replenish life +30

30% faster mana regen

25% life steal

25% mana steal

+100–200 hp

Redemption lvl 10–12

+100–200 mana

Mithrill – Um + Ber + Pul + Um (torso)

+500% def

dmg reduced by 50%

+50 all resistances

+15 all maximum resistances

+100–150 hp

+100–150 mana

+50 dex

Sharp – Shael + Ith + Um (missile)

75% IAS

+51–70 dmg

adds +50–100 dmg

+40–80 elemental dmg

12% life steal

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