

Berserker Mod v1.1 changelist

1. Quality of Life

- Players start with the horadric cube.
- Stamina is infinite. Stamina shrines and stamina potions have been removed.
- Gold limit in stash and inventory has been increased.
- Antidote and Thawing potion duration increased from 30 to 120 seconds.
- Four rows of potion slots are assured regardless of belt.
- Town portals no longer vanish when the owner returns from town.
- Stash size changed from 6x8 to 10x10. Stash pages and shared stash available.
- World Event and Pandemonium Event are emulated by PlugY (world event will trigger with one sold Stone of Jordan).
- Ladder-only unique items and runewords are available.
- Players can reassign stats and skill points at free will.
- Killing the Cow King will not block access to The Cow Level.
- Talking to Anya will open the red portal even after Nihlatak has been killed.

2. Farming / Grinding

- Armor base defense value will always be the maximum .
- Chests have been added to optional levels .
- Sparkly chests, weapon racks and armor stands have been removed .
- Arrows, bolts, throwing weapons, throwing potions, tomes and keys have infinite quantity.
- Base durability of equipment increased by 100%.
- Hellfire Torch will drop with maximum all-stat (+20) and all-resistance (+20%) bonus.

2.1. Experience

- Monsters base experience increased by 100%.
- Players receive zero experience from monsters below their level.
- Players receive bonus experience from monster above their level. The bonus is 25% per level difference up to a maximum of 100% at 4+ levels difference.
- Unique / minions monster experience is reduced to 3 times higher than normal monsters (from 5).
- Unique / minions level bonus reduced to +2 (from +3).
- Base experience reduced from level 52-99.
- Boss monsters and Minions of Destruction give zero experience.
- Exception of the rule above is Diablo at hell difficulty. His level is increased to 98 from 94 and his experience should be enough to ramp up the player immediately to level 99.

2.2. Horadric Cube

New Recipes:

Input	Output
2 identical gems / runes	gem / rune of next tier
3 magic rings	Rare amulet
3 magic amulets	Rare Ring
every perfect gem/skull	Rainbow Facet
magic normal equipment ² + standard skull	superior equipment of the same type
magic equipment ² + perfect skull	superior equipment of the same type
magic equipment ² + gem (not skull)	rare equipment of the same type ¹
normal equipment ² + chipped..perfect gem	adds 2..6 sockets ³

Notes:

¹ Level of output depends on quality of gem used: ilvl = 1 for chipped, ilvl = 5 for flawed, ilvl = 12 for standard, ilvl = 15 for flawless, ilvl = source for perfect.

² Ethereal input generates ethereal output.

³ Added sockets can't get past the base equipment limit.

2.3. Affixes and Staff Mods

Removed the following affixes: magic find, gold find, stamina, light radius, knockback, increased stack size.

Number of affixes will always be maximum (2 for magic, 4 for rare jewels, 6 for other rares).

The following affixes are 4 times more frequent than the rest: %damage weapon, %defense armor, %block shield.

Magic / Rare affixes will come at maximum value.

The following early level jewel affixes have been nerfed:

- "Scarlet", "of Joyfulness":
minimum damage decreased to +2 from +4.
- "Carbuncle", "of Ire":
maximum damage decreased to +4 from +5.
- "of Wrath", "of Carnage", "Shimmering", "Sapphire", "Ruby", "Ambergris", "Jade":
level / level requirement increased to 34 / 26

Wands, Staves, Orbs, Scepters, Barb Helms, Druid Pelts and Necro Heads staff mods will come as +3 (from +1, +2 or +3).

The chance of an equipment have 0 / 1 / 2 / 3 staff mods changed to 25% / 25% / 25% / 25% (from 30% / 40% / 20% / 10%).

2.4. Item Drop Rates

Magic Find and Gold Find have been removed from the game.

Base gold drop values are increased.

Ethereal drop chance increased to 25% from 5%.

Runes of high tier drop chance GREATLY increased.

Base equipment drop level is more likely to be of closer level of the source that dropped it.

Quality chances of the dropped items are fixed and should not change with level/source:

- chances should be around 4% unique, 6% set, 30% rare, 30% magic, 30% normal
- izual and act bosses will have higher odds than above.
- low quality, superior and socketed items cannot be dropped.

Different unique / set items of the same base item have the same chance to come.
 The same unique item can now drop more than once per game session.
 "Nodrop chances" have been all set to 50% (they're reduced with more players in the game).
 The following drop classes have been changed:

- Corpsefire (normal difficulty only):
6 chances to drop gold
- The Countess, The Summoner, Nihlatak:
6 chances to drop rune

	Normal	Nightmare	Hell
The Countess	up to Ral (#8)	up to Io (#16)	up to Ist (#24)
The Summoner	up to Thul (#10)	up to Ko (#18)	up to Vex (#26)
Nihlathak	up to Dol (#14)	up to Um (#22)	up to Ber (#30)

- Champion / Unique monsters:
3 chances to drop equipment/jewelry
- Izual / Act bosses:
7 chances to drop equipment/jewelry

Replaced stamina/antidote/thawing potion, ammo, scrolls, key drops by health/mana/rejuv potions.
 Potion quality will always be the same for a given source.

2.5. Vendors

Vendors will pay only 1 gold for items you sell.
 Vendors will not sell socketed equipment.
 Gold cost of staff mods and superior items has been reduced.
 Gold cost of body armor has been reduced.
 Gamble item level will always be equal to player level (from random number between -5 and +5).
 Gamble rares chance has been increased to 50% from 10%.
 Gamble ring / amulet prices are now variable with level like other items.
 Gamble charms, jewels and class-specific items now available.
 Gamble equipment has 25% chance to be ethereal.
 Gamble equipment in Normal always results in Exceptional quality if you have enough level.
 Gamble equipment in Nightmare / Hell always results in Elite quality if you have enough level.
 Akara, Drogan, Ormus, Jamella and Mallah will sell class-specific items and rejuvenation potions.
 Charsi will sell throwing potions.
 Larzuk's Act 5 quest 1 reward (add socket):

- Can be used infinitely.
- Always gives max sockets on magic items (generally 2).

3. Class Balance

Necromancer

- Bone Armor:
3 second cooldown
- Poison Explosion:
monster corpse will not be spent upon cast
poison duration reduced by 30% (the damage per second is unchanged)

- Revive:
 - max number of summons reduced from "level" to $(1+level)/2$
 - summons Additional HP reduced from +200% to +0%
- Skeleton Mastery:
 - Revive monsters HP reduced from +5% per level to +2% per level
- Raise Skeleton, Raise Skeletal Mage:
 - monster corpse will not be spent upon cast
 - max number of summons reduced by 1
- Corpse Explosion:
 - damage reduced from 70-120% to 50-100% monster life
- Iron Maiden / Iron Golem:
 - reflected damage reduced by 30%
- Life Tap:
 - lifesteal reduced from 50% to 35%
- Decrepify:
 - duration reduced by 40%

Assassin

- Death Sentry:
 - explosion damage reduced from 40-80% to 30-60% monster life
- Mind Blast:
 - conversion chance reduced by 40%
 - conversion duration reduced by 30%
 - stun duration reduced by 20%

Barbarian

- Stun, War Cry:
 - stun duration reduced by 20%

Paladin

- Conversion:
 - conversion chance reduced by 40%
 - conversion duration reduced by 30%
- Thorns:
 - reflected damage reduced by 30%
- Meditation:
 - mana regeneration bonus reduced by 30%
- Smite:
 - stun duration reduced by 20%

Sorceress

- Static Field:
 - health cap at normal / nightmare changed to 50% (same as hell)
 - damage reduced from 25% to 15% monster life
- Telekinesis:
 - can pick up any item type on the floor
- Inferno:
 - damage increased by 100% to compensate a vanilla bug
 - this damage increase is not shown in the skill description

Druid

- Spirit of Barbs:
 - reflected damage reduced by 30%

- Cyclone Armor:
3 second cooldown
- Twister, Maul, Shock Wave:
stun duration reduced by 20%
- Arctic Blast:
damage increased by 100% to compensate a vanilla bug
this damage increase is not shown in the skill description

Amazon

- Dodge, Avoid, Evade:
dodge chance reduced by 30%

4. Difficulty

4.1. Multiplayer

Each additional player increases:

- monsters HP by 100% (from 50%).
- monsters Attack Damage and Attack Rating by 25% (from 0% at normal, 6.25% at nightmare/hell).

4.2. Players

Player resistance penalty increased to 50% / 100% / 175% at normal / nightmare / hell.

Hireling resistances penalty increased to 25% / 75% / 150% at normal / nightmare / hell.

Maximum resistances with bonus from equipment / skills reduced from 95% to 87%.

+X% to maximum resistances value reduced by 40%.

Summons (except Revive) HP reduced by 25%.

Block chance reduced by 30%.

Maximum block chance reduced to 67% from 75%.

Slow Target by X% value reduced by 30%.

Chance of Crushing Blow reduced by 60%.

Chance of Open Wounds reduced by 30%.

Cannot be Frozen has been replaced by a new half-freeze duration mod that scales with the old one (giving a total 75% reduction to cold length if you have both mods).

Rejuvenation and Full Rejuvenation potions have 10 second cooldown.

Antidote and Thawing potions will only give 30% resistance bonus (from 50%).

4.3. Monsters

Monsters AI have been tuned to make them more aggressive.

Monsters gain 30% faster attack/cast/"AI decision function call" rates.

Monsters at nightmare/hell gain 20% faster run/walk.

Melee monsters move faster.

Melee monsters have +1 range.

Monsters missiles travel faster and further.

Monsters have instant hit-recovery and are immune to knockback.

Lifesteal / manasteal on monsters is reduced by 30%.

Cold effect on monsters is reduced by 30%.

Monsters resistances at Normal / Nightmare are increased to the same amount as Hell.

Monsters HP increased by 100% plus a flat ammount that scales with monster level.

Monsters attack and skill cold effect duration increased by 50%.

Monsters non-poison attack damage increased by 30% plus a flat ammount that scales with monster level.

Monsters non-poison skills damage increased by 40%.

Monsters poison attack and skill damage per second increased by 200%.

Monsters poison attack and skill base duration reduced by half.

Monsters attack rating increased by 100%.

Monsters defense increased by 100%.

Monsters skills level bonus at Nightmare increased from +3 to +5.

Monsters skills level bonus at Hell increased from +7 to +10.

4.4. Unique / Champion Monsters

Number of Unique / Champion monsters spawned per map increased.

Increased bonus HP of unique / champion / minion monsters:

Bonus HP			
	Normal	Nightmare	Hell
Uniques	+700% (from +300%)	+500% (from +200%)	+300% (from +100%)
Champions	+300% (from +200%)	+300% (from +150%)	+300% (from +100%)
Minions	+100% (from +100%)	+100% (from +75%)	+100% (from +50%)

4.5. Boss Monsters

Blood Raven, The Smith, Radament, The Summoner, Izual, Hephasto, Nihlathak, Korlic, Talic, Madawc, Andariel, Duriel, Mephisto, Diablo and Baal will:

- slightly regenerate life.
- gain 50% faster run/walk (except Duriel).
- gain an additional 70% faster attack/cast/"AI decision function call" rates (total 100%).

Lifesteal / manasteal on Izual and Act bosses reduced by an additional 20% (total 50%).

Act bosses and Izual receive target damage boosts:

- Andariel:
 - poison damage +100%
- Duriel:
 - cold damage +100%
- Mephisto:
 - cold and lightning damage +100%
- Izual:
 - physical damage +50%, cold damage +100%, frost nova damage +100%.
- Diablo:
 - fire damage +100%
- Baal:
 - fire, cold and magic damage +100%