

Diablo II: WhirlWind Discussions View topic 2

Server information



Diablo II: WhirlWind Apr 4, 2015 @ 08:56 pm

Maximum level - 128 lvl

Maximum level of skill level -50 lvl

Added 270 absolutely new unique things for all levels.

Added 28 new sets, for all levels.

New skins for many new items and weapons.

Added 11 new runes

Bru (34)

Gr (35)

Moa (36)

Qos (37)

Hux (38)

Vag (39)

WW (40)

(They are exactly like this just like the previous runes (

2 pieces each), they can also be split, also into 2 pieces) The following runes get muddled in a different way:

ALFA (41) = 3 pieces (40WW RUNE) + 3 pieces (Perfect Dmitry Rubin)

OMEGA (42) = 3 pieces (40WW RUNE) + 3pcs (Perfect Philip Ivanov)

BETTA (43) = 3pcs (40WW RUNE) + 3pcs (Saphire Sergey Antipov)

GAMMA (44) = 3pcs (40WW RUNE) + 3pcs (Perfect Alex Red)

they cannot be split

Added study books SKILLS, STAT POINTS, EXPIRIENCE

Book 1 All Skill = (2pcs) * 40Rune + Book of Portals

Book 10 All Stat = (2pcs) * 40Rune + Book of Indications

Book Expirience (Small) = Sold at normal in 1 City near Akara- (250.000 Exp)

Book Expirience (Medium) = 32 + 34 + 36 + 38 + 40 (Rune) - (5.000.000 Exp)

Expirience Book (Large) = Rune35 (10pcs) + Rune40 (3pcs) - (100.000.000 Exp)

Added Unique Jewel (Parazaramontion) to the drop

Drop chance 1/1000

Jewel has (0-1) skill from any character randomly.

Also added Unique Jewel (Recrut) Drops

starting from the normal, has characteristics that require at low levels

Added 4 Unique sets

Alfa, Omega , Betta, Gamma

Giving corresponding characteristics like runes analogs.

Added 39 new rune recipes, you can see them in the RuneWords album in VK group

Changed recipe to Cows [Leg + TownTome + r33 + r32 + r31] a huge number of mobs has been added to Cows since act 5

-New recipe for Improvement Annihilus 33 (2) + Xgem (2) + Your Anik = Anik with the same stats + 10% DMG + 10MANA + 10HP (Can be done many times (accumulates)

-Added recipe: Any Rune 64 (any runes) = 1 any rune (UP TO 33DOD), so you can collect Any RW on the normal

changed Unique Jewel

1.1

All skill 0-1

E. Dmg% 50-150

Piercemagick% 1 -20

Extra Magick% 1-20

ExpGained% 1-5

1.2

Changed all unique rings and amulets, increased and changed stats.

1.3

Changed many [Q] things increased and changed stats

1.4

Changed many [Final] things increased and changed stats

1.5

Reduced Resist at the level of Norm / Nm for Baal waves, now they are immune only on Hella.

1.6

Griswold at HELL level now has increased defense, r33 (zod), X-Gem have been added to the drop. (It will be possible to kill him only by physical attack, has an immunity to everything +300)

Thesh socket at HELL level, now drops 3 (Random) keys for uber

1.7

=====

1. Drop runes = x10

2. Gaining experience = x10

3. Cooking runes by 2 pieces (Eld [2] = El [1] + El [1], Zod [33] = Cham [32] + Cham [32]), break one rune into 2 (up to El [1])

4. Increased item drop from act bosses (more chance of finding a unique or green item)

5. The number of monsters and bosses is doubled 5 city.

6. In cities 1 and 2, the number of bosses has doubled.

7. Mephisto on normal and nightmare has a good drop. (unique items)

8. Changes in the tower where the countess lives:

1: level for finding runes:

normal to rune Dol (14)

nightmare before the rune Um (22)

Hell before the rune Cham (32)

2-4: level for finding: charms, rings and jewels

Pit Level: for finding blanks for rune formulas.

9. Baal wave changed

10. Cooking Uber Keys:

***** Lem [20] + Pul [21] + Um [22] = Key of Terror *****

*** ***** Lem [20] + Pul [21] + Mal [23] = Key of Hate *****

***** Lem [20] + Um [22] + IST [24] = Key of Destruction ****

11. Calling uber with 5-10 runes Ohm [27].

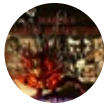
+ 1-2 runes for each player on the server

KEY RUNE Changed to Ohm [27]

12. Made a large chest + cube

13. Increased the number of monsters in the tower from 1 to 4 levels and raised their level.

14. Chance is lowered



Diablo II: WhirlWind Apr 4, 2015 @ 10:09 pm

27. The properties of charms have been increased by 2-3 times (except for skills), jewels have been increased by 2 times.

28. The altar of experience should last 30 minutes + 250% exp

. 29. The properties of the runes are increased.

30. Uber now for 5-10 Ohm [27] + 2 for each player on the server.

31. Now for full sets (TR, Aldur, TO, Natali, IK, Grisvold, Mavina) you can get 3 std. We cook the sets in a cube and get a reward.

32. Gheed Fortune changed properties to:

300-400% Extra Gold From Monsters

Reduces All Vendor Prices 25-30%

80-100% Better Chance of Getting Magic Items

+ (3 Per Character Level) 1-300% Better Chance Of Getting Magic Items (Based On Character Level)

33. improved properties of rune formulas by 1.5-2 times

(most likely you will have to collect new rune-words to see the increased properties)

34. IM removed from mobs

35. All stones have changed properties + new stones appeared, there are 3 types of them.

we cross 3 perfects in a Starstone gem. Starstone gem 3 pcs. in the Moonstone gem. Moonstone gem 3 pcs. in X gem.

Let's also make Craft, X amulet.

Amulet magic + Rune Zod + 3 any X gem.

properties:

All Attributes: 1-50

All Resistances: 1-50

+ (1-4 Per Character Level) 1-400% Better Chance Of Getting Magic Items (Based On Character Level)

All Skills: 1-5

+ 4 any parameters (skill +2, pp, dex, cuts, cast, mana, etc.)

36. Perfect stones fall from Shenka (act 5, 1 quest)

37. Made by The Vortex Team (R) Set

38. R set of Disciple is made.

39. Reduced the cost of brewing the R Vortex set (it has dropped less often)