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'Is Alive' is a modification for Diablo 2: Lord of Destruction. There are new recipes, new monsters, new monster abilities, new locations, new quests, end-game dungeon and the most important - the game is much more difficult. No new character skills, no new acts, no new characters, no new uniques, no new sets, no new runewords. 'Is Alive' isn't a total conversion mod, and it never will be. The mod can be downloaded as D2SE mod/plugin. Extract the file and the folder 'IsAlive' just copy into 'MODS' folder in your Diablo 2 folder :) Enjoy :)

Crafting basics

This is the promised guide you've been asking for. Hope it will satisfy you and answer your questions.
Posted by @ZOMB on Jul 24th, 2014

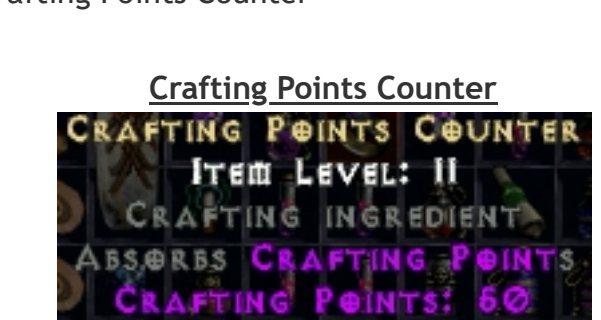
Welcome to this guide! I'd like to explain the basics you need for playing Is Alive. Let's get started.

Part 1) Basic ingredients

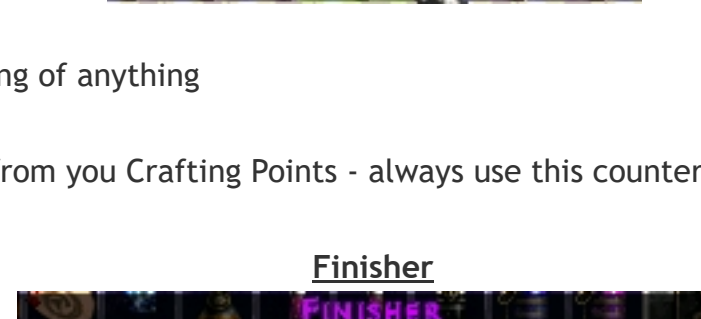
Following ingredients are commonly used:



What is it good for: For crafting of anything
Where can you find it: Some superunique monster and new monster
Note: Needs to be absorbed by Crafting Points Counter



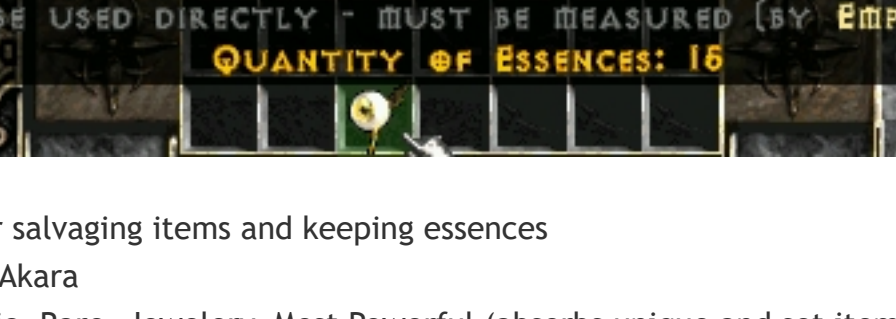
What is it good for: For crafting of anything
Where can you find it: Akara
Note: When the game wants from you Crafting Points - always use this counter



What is it good for: For finishing your crafting recipes
Where can you find it: Akara



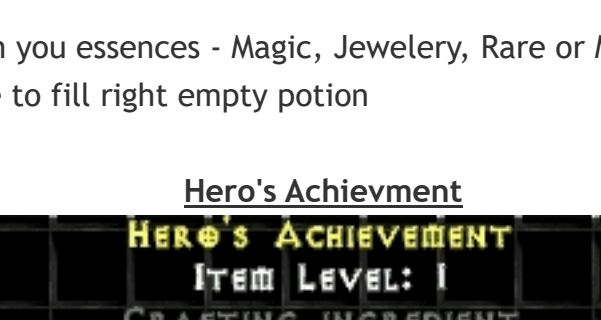
What is it good for: For salvaging items and keeping essences
Where can you find it: Akara
Kinds of essences: Magic, Rare, Jewellery, Most Powerful (absorbs unique and set items)
Note: When you want to craft something (for example a scroll wants from you 3 rare essences), you need to measure them via Empty potion



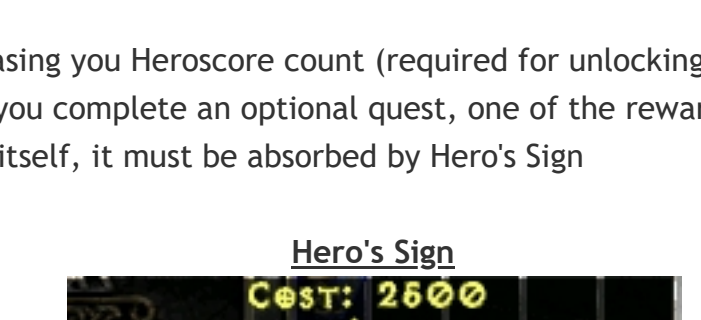
What is it good for: For crafting of anything
Where can you find it: Akara
Note: When the game wants from you essences - Magic, Jewellery, Rare or Most Powerful, they always have to be measured like this - they have to fill right empty potion



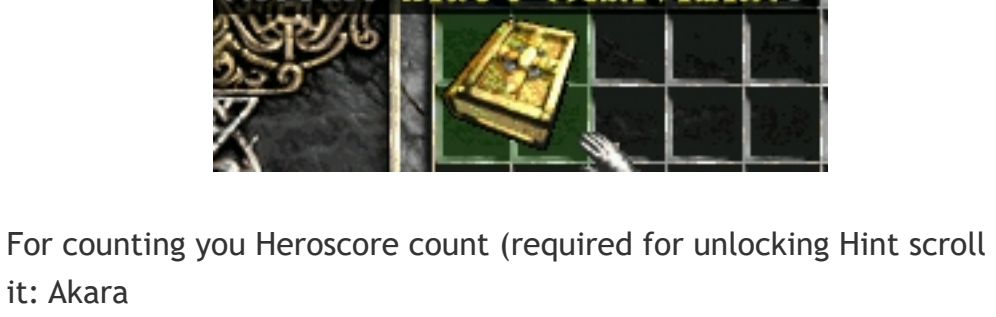
What is it good for: For increasing you Heroscore count (required for unlocking Hint scroll etc.)
Where can you find it: When you complete an optional quest, one of the rewards is this item
Note: This item does nothing itself, it must be absorbed by Hero's Sign



What is it good for: For counting you Heroscore count (required for unlocking Hint scroll etc.)
Where can you find it: Akara
Note: When the game wants from you Heroscore - always use this counter



What is it good for: Crafting Items
Where can you find it: Blacksmiths in each act



What is it good: Crafting Jewellery and upgrading gems
Where can you find it: Gem piece is created during salvaging jewelry items

Part 2) Crafting

Follow these stages:
1) Buy the scroll you want
2) Unlock the scroll (transmute in cube with Crafting Points Counter that has enough Crafting Points absorbed)
3) Now you can see, which ingredients are needed (transmute them with scroll in cube separately, not all at one time)
4) As soon as your scroll needs nothing more, transmute it in cube with Finisher
5) Complete (transmute with all of the needed ingredients)

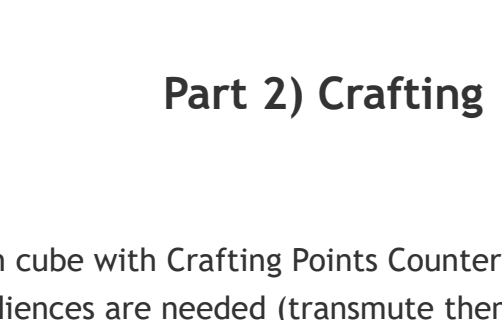
Once you successfully craft an item, you understand how simple it is.

Part 3) Optional quests



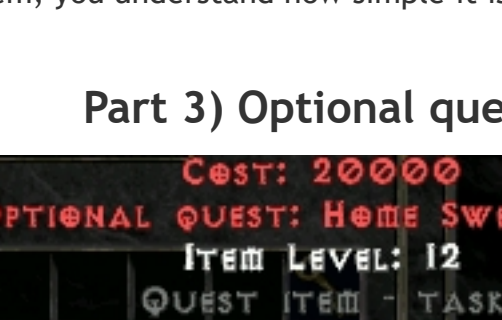
Completion of optional quest has many advantages, including interesting rewards and fun :)
You can either buy the quest task or find it in wilderness. Follow as usually... unlock, get the ingredients, transmute with finisher and done. Here I could mention the drop chance - at normal difficulty, the chance for bosses to drop a quest item is approximately 1:7 (14%), at nightmare it is around 1:14 (7%). Completion of optional quests brings you Hero's Achievements, which provide you Heroscore.

Part 4) Boss scrolls



In this mod, there are bosses which can drop their scrolls. The chance to drop this scroll is three times lower than the quest item itself, which is needed to craft the boss item. The result item is always rare (is ethereal) and has some special attributed that each boss has different. Good luck finding these bosses.

Part 5) Hint scrolls



These scrolls help you discover this mod. But nothing is for free... you need to have enough Heroscore. You can buy them or find in wilderness. When you do not know, where to find an ingredient needed for quest completion, buy Hint scroll named as the quest.

That's all for now. If you have anything to say - want to ask or recommend something, leave a comment and I will answer you as soon as possible.
Enjoy and see you in Sanctuary :~)

Profile

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Game: Diablo II: Lord of Destruction
Creator: ZOMB_

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Release date: Released 2015
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thormeik Nov 9 2015
I have this scroll: recipe normal crafted armor(1)
Ingredients:3 most powerfull essence

Now, I have the 3 most powerful essences but I can't figure out how to complete the crafting. Can anybody help me with this?
[Reply] [0] +1 vote

Miketuga2013 Dec 24 2015
you need to have the empty potion of 3, you transmute with the 3 most powerful essences then you use the scroll with the empty potion(with the most powerful essences) and transmute. Sorry for bad english.
[Reply] [0] +1 vote

Guest Nov 13 2015
what is "1 pack of 6 normal charms"? I have a completed charms scroll but charms are magical. where does one obtain or make this "1 pack of 6 normal charms"??
[Reply] [0] ham or spam?

Guest Nov 14 2015
I'll answer my own question, the magic Jewellery essence transmuted with a magic charm created one "Normal charm (crafting ingredient)" additionally, Jewels can be transmuted with this essence container also.
[Reply] [0] ham or spam?

Guest Nov 15 2015
how do you package normal charms?
[Reply] [0] ham or spam?

Guest Nov 15 2015
transmute 3 same size normal charms to make normal charm(3), transmute two normal charm(3) to make the normal charm(6)
[Reply] [0] ham or spam?

Nastydude Jan 13 2016
Feedback:
Rare Essences Stack weirdly. When you have 2 - the counter says 1, just strange is all.

Also, Essences don't stack, and you can't fill potions unless you have 3 or more. Constantly swapping essences when playing is painful at times, only way around this is absorbing essences until 3 is reached.

Crafting Normal Rare Weapon is awesome, but makes the weapons ethereal (which Im ok with this and understand the reason) But depending on the weapon, durability varies. Crystal Swords for example, have 11 durability sometimes, which doesn't last 10 minutes for a melee weapon (Zeal Build). So I am constantly making weapons, they don't last long.

Normal Crafted Weapon, has much more durability but takes longer to gather materials and craft. Mind you, this is all early game I'm talking about. Im sure as I get higher lvls and have access to better base weapons this issue may not exist.

I love this crafting system alot, just need tweaks if at all possible. (for early game - melee builds)
[Reply] [0] +1 vote

Klodire Feb 29 2016
Is this mod ip multiplayer friendly?
(assuming both players would have it)
[Reply] [0] +1 vote

Klodire Mar 1 2016
This is probably thw wrong place to post this, as Ive realized, I shall re ask in a more appropriate place
[Reply] [0] +1 vote

Klodire Mar 1 2016
Alright so (an actual crafting question this time!) I dont know how to measure essences in an empty potion, and I've tried all combos I could think. Am I missing something, or doing something totally wrong?
[Reply] [0] +1 vote

Guest Aug 12 2016
I cant do that either. Any luck?
[Reply] [0] ham or spam?

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[Text area]

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