



Version History

GENERAL

- Angel Statues now correctly state they combine with Emerelda's Essencer (*leftover tooltip error*)
- The 'upgrade normal to superior' recipe now correctly works on boots, gloves and belts

version 1.7a

October 5, 2020

ENEMIES

- Succubus
 - Blood Star missile speed raised by 30%

MIRROR FOREST

- Mirror Angels now drop more items on all difficulties
- Mirror Magi now cast Lower Resist when killed instead of Amplify Magic; level of curse increased by 3 on all difficulties
- drop chances of Forge Keys, Sirens and Mirror Tokens have been increased in all applicable difficulties
 - Dark Scholars have a further increased drop chance for these special items in all applicable difficulties
- in addition to champions and unique monsters, regular enemies in Mirror Forest may now also drop Mirror Tokens in Nightmare/Hell

PALADIN

- Holy Fire
 - synergy with Resist Fire lowered from 18% to 16%
- Holy Shock
 - synergy with Salvation raised from 7% to 8%
- Sanctuary
 - documentation corrected; the undead bonus per level was never reduced!
 - synergy with Cleansing raised from 7% to 10%
 - now also synergizes with Holy Bolt: +5% magic damage per level
 - damage increased

ITEMS

- Amethysts
 - chance for Deadly Strike raised from 1/2/3/4/5% to 4/5/6/7/8%
 - curse length reduction raised from 4/5/6/8/10% to 4/6/8/10/12%
- Emeralds
 - duration of poison damage reduced from 3/4/5/6/7 seconds to 2/3/4/5/6 seconds (original damage values are now dealt faster)
- Skulls
 - shield bonus is no longer thorns; changed to 2/3/4/5/6 physical & spell damage reduction
- Nature's Peace
 - Prayer aura level range changed from 6-9 to 11-14
- Hailstorm Rod
 - documentation correctly shows modified attack damage after enhanced damage bonus
- Cyandral's Nature
 - item level raised from 73 to 79
- The Ultimate Siphon
 - level requirement reduced from 60 to 54
- Force Armor
 - now correctly again adds to lightning elemental damage
- Mana Battery
 - mana regeneration bonus now varies between 100-200% instead of a static 100%
- Orb of Vulnerability
 - penalty to all resistances reduced from 35 to 30
- Emerelda's Secret
 - magic find bonus changed from 20-40% to a static 40%
 - this item can now be substituted for a Mirror Rod when disenchanting. Use of this ring will yield two shards instead of one
 - each time an item is disenchanting with this ring, 1 defense is added to it. There is also a rare chance of also adding +1% enhanced defense
- Midna's Hope
 - the (2) set bonus now also grants +20% to all resistances

GENERAL

- Documentation received some updates -
 - the Crafting section is now located before the Classes section
 - added a Recipes section displaying contents of the Alchemy Manual & Scroll of Enchantrix
 - added the Mirror Rod, Forge Keys, Sirens and Mirror Tokens to the Mirror Forest section
 - it is now made more clear enchants do not work on Ethereal items
- The global chance for set items to drop has been increased

version 1.7

September 22, 2020

- Orbs may now receive a chance to cast Amplify Damage on striking
- Most proc suffixes which appear on randomly generated items have a 50% higher chance to cast (rounded up)
- Rings may no longer spawn with the "elemental sorcery" suffix; they can still spawn with "elemental expertise"
- It is now more clear that Dyes do not work on ethereal items
- The weapon types Scepter/Rune Scepter/Mighty Scepter may now have 1-3 sockets, up from 1-2

PALADIN

- Holy Fire
 - *damage added to attack slightly decreased*
 - *periodic damage dealt increased*
- Holy Shock
 - *damage added to attack slightly decreased*
 - *periodic damage dealt increased*

NECROMANCER

- Teeth, Bone Spear and Bone Spirit now correctly state their synergy with Spirit Lance instead of the deceased Bone Wall
- Deadly Poison
 - *additional poison length per level reduced to 0.2 seconds, down from 0.4*
- Bone Spear
 - *synergy raised from 6% to 8%*
- Dark Scholar
 - *synergy bonus from Skeleton Mastery raised from 5 to 6%*
 - *fire drain spell removed*
 - *Diffusor cast chance greatly increased*
 - *edited Diffusor visuals and increased missile speed by 20%*
 - *attempted to increase AI reaction speed*
- Nether Wraith
 - *no longer immune to physical/cold, instead takes half damage*
 - *Holy Freeze aura radius reduced from 14 yards to 8 yards, activates every 3 seconds instead of 2*

SORCERESS

- Lightning
 - *animation speed increased to match other spells*
- Seeker Lightning
 - *animation speed increased to match other spells*

CLASSIC ITEMS

WEAPONS

- Angelic Sickle
 - *now adds +6 to mana after each kill*
 - *now adds 9-21 additional damage and 2-5 magic damage*
 - *now has 2 sockets*
- Dangoon's Teaching
 - *level-based maximum damage bonus raised from 1.5 to 2.5*
 - *chance to cast Frost Nova raised from 10% to 15%*
 - *fire damage bonus raised from 20-30 to 63-192*
 - *damage to undead bonus raised from 50% to 200%*
- Lightsabre
 - *now reduces enemy lightning resistance by 5-10%*
- Azurewrath
 - *now adds +1 to all skills, level requirement reduced from 85 to 80*
- Frostwind
 - *now adds +1 to all skills, now has a level 2-6 Holy Freeze aura*
- Flamebellow
 - *firestorm level raised from 16 to 26*
- Zakarum's Hand
 - *the Blizzard cast no longer triggers a cooldown effect*
- Stormchaser
 - *the Blizzard cast no longer triggers a cooldown effect*
- Hand of Blessed Light
 - *the chance to cast Fist of the Heavens is now a counter instead of on striking*
- Horizon's Tornado
 - *chance to cast Hurricane restored to 20%, up from 5%*

ARMOR

- Angelic Mantle
 - *now adds +20% faster run/walk*
 - *now adds +20% fire resistance*
 - *physical damage reduced raised from 3 to 5*
 - *now regenerates mana by +50%*
- Atma's Scarab
 - *no longer casts Amplify Damage, now casts Decrepify. Chance raised from 5% to 8%, level raised from 2 to 4*
 - *attack rating bonus raised from 20% to 100%*
- Snowclash
 - *the Blizzard cast no longer triggers a cooldown effect*
- Laying of Hands
 - *now also adds +20% faster cast rate*
 - *now also adds +20% faster hit recovery*
 - *level of holy bolt raised to 36, cast chance increased to 25%*
- Dark Adherent
 - *spell on chance to cast changed from nova to Holy Nova, level increased to 34, chance reduced from 25% to 12%*
 - *now adds +25% faster run/walk*
 - *now adds +100% damage to undead and demons*
 - *now reduces spell damage taken by 20*
 - *poison damage over 2 seconds raised to 50, up from 24-34*
 - *now adds +1 to all skills*
- Haemosu's Adamant
 - *bonus to life raised from 75 to 400*
 - *now has 3 sockets*
- Taebaek's Glory
 - *defense bonus raised from 50 to 150*
 - *now adds +2 to paladin skill levels*
 - *now replenishes 20 health per 10 seconds*

- now adds +36% faster hit recovery
- no longer indestructible
- [Ondal's Almighty](#)
 - now adds +2 to all skills
 - chance to cast Weaken raised from 10% to 15%
 - defense bonus raised from 50 to 100
- [Crown of Ages](#)
 - now receives maximum amounts of all previously variable affixes
- [Ormus's Robes](#)
 - faster cast rate raised from 20% to 30%
 - max extra fire/cold/lightning skill damage variance raised from 15% to 20%
 - max mana regeneration raised from 15% to 20%
- [Gladiator's Bane](#)
 - now adds +1 to all skills
 - max physical and magic damage reduction variance raised from 20 to 25
 - thorns increased from 20 to 60-100
- [Steel Carapace](#)
 - now adds Cannot be Frozen
- [Tyrael's Might](#)
 - now adds +2 to all skills
 - all resistance bonus removed
 - now has a level 1 Salvation Aura
- [Templar's Might](#)
 - now adds +2 to all skills
 - now has a level 1 Defiance aura

JEWELRY

- [Angelic Wings](#)
 - now adds +20% faster run/walk
 - now adds +10% increased attack speed
 - now adds +10% faster cast rate
 - now adds +20 mana
- [Telling of Beads](#)
 - thorns damage is now cold-elemental
 - now adds +300% damage to undead
 - now adds +40 to dexterity
- [Raven Frost](#)
 - now adds +6-12% bonus cold elemental skill damage
- [Dwarf Star](#)
 - extra gold from monsters raised from guaranteed 100% to a 100-200% range
 - now adds +5-10% bonus fire elemental skill damage
- [Bul'Kathos' Wedding Band](#)
 - now adds +1 to Masteries (Barbarian Only)
- [Carrion Wind](#)
 - lifesteal removed
 - defense vs. missile removed; now increases defense by 200
 - now adds +1 to all skills and +1 to Druid skills
 - charged Pulsar skill (originally Poison Creeper in vanilla) removed
 - now has two charged skills - Level 12 Carrion Vine (15 charges) and Level 8 Solar Creeper (9 charges)
- [Nature's Peace](#)
 - now has a level 6-9 Prayer aura
 - now adds +1 to all skills
 - now reduces magic damage by 4-8
 - now adds +30 to vitality
- [Wisp Projector](#)
 - now casts Seeker Lightning instead of Lightning; casts when struck instead of on striking
 - now adds +2 to lightning elemental skills
 - charged Power Soul skill is now level 36, up from level 7
 - magic find chance raised from 10-20% to 15-30%
 - lightning absorb is now a static 20% instead of 10-20%
 - now adds +1-180 lightning damage

[CUSTOM ITEMS](#)

WEAPONS

- Added a new unique weapon: Blue Giant
 - this item receives higher than normal bonuses from weapon enchants
 - can be enchanted twice
- Added a new unique weapon: Cyandra's Nature
- [Drainer](#)
 - level requirement corrected to 43 on documentation
- [Soul Sabre](#)
 - level requirement reduced from 56 to 47
- [Mind Reaper](#)
 - level requirement reduced from 38 to 31
- [Mandokir's Sting](#)
 - level requirement reduced from 48 to 44
 - bonus to Serpent Sting raised from 2 to 4
- [Phantom Blade](#)
 - level of Shiver Armor on striking raised from 10 to 15
- [Spirit Tide](#)
 - level of Bone Spirit when struck raised from 6 to 8
- [Hailstorm Rod](#)
 - level of Ice Bolt on kill raised from 33 to 55
 - level of Ice Bolt when struck raised from 18 to 31
- [Pillar of Venom](#)
 - max bonus to poison elemental damage raised from 30 to 40%
- [Starbolt](#)
 - max lightning damage reduced by 100
 - cold damage reduced by 125-250
- [The Bonecaster](#)
 - item type changed from Cryptic Axe to Great Poleaxe
 - skill bonus, attack speed bonus, damage bonus, reanimate chance removed
 - now has +1 socket, adds an illumination aura, a chance to cast Empower on kill, magic find based on level and bonuses to necromancer/poison and bone skills. Cast rate and magic elemental damage bonuses increased
- [Inna's Justice](#)
 - enhanced damage variance removed; now always receives the previous maximum bonus

- Chromatic Tempest
 - now also adds +3 to all skills
 - Power Soul bonus removed
 - counterattacks with level 60 Serpent Stings
- Benediction/Anathema
 - all elemental bonuses raised to 30%
- Zealot Rod
 - now instead fires a level 38 Wraith Cannon on striking
- [Natha's Pearl Rod](#)
 - no longer erroneously states it has a chance to cast Mind Blast. Additionally, the ability has changed to Ghost Flame. Cast chance reduced from 10% to 5%, level increased from 20 to 36

ARMOR

- Corona of Alia
 - level requirement reduced from 39 to 34
- Sultan Crown
 - level requirement reduced from 40 to 27
- [Midna's Twilight](#)
 - removed variance on several attributes
 - bonus to elemental damage is now 10%, up from 6-8%
 - magic find per level increased
- [Midna's Beauty](#)
 - removed variance on several attributes
 - bonus to elemental damage is now 12%, up from 8-10%
 - magic find per level increased
- Holy Form
 - now also adds +15% to lightning elemental damage

JEWELRY / MISC

- Renamed Emerelda's Shapecaster to Emerelda's Essencer
- Added a new crafting tool: [Emerelda's Etherealizer](#)
 - combines Emerelda's Shapecaster with Emerelda's Kindle (existing Kindles will work!)
 - etherealizes non-indestructible weapons and armor when combined with a Gift of Emerelda
 - does not retain Shapeforging abilities from the Essencer - if you want both, you'll have to find two!
- Added a new unique small charm: [Manald Seed](#)
 - has a chance to heal you when struck
 - reduces damage from all sources
- [Angel Statue](#)
 - can no longer be sold to vendors
- [Nerxexces](#)
 - fixed a bug that prevented this item from being cleansed
- [Forge Key of Might](#)
 - no longer grants indestructible
- [Forge Key of Magic](#)
 - weapon effect is now +5% to all Elemental Damage instead of +10% Faster Cast Rate
 - no longer grants indestructible
- [Midna's Locket](#)
 - bonus to elemental damage raised by 10%
 - magic find per level increased

DISCONTINUED ITEMS

- Signet of Fortitude
- Program 95
- Piece of the True Cross
- Malachite Reflector
- Lucky Frog Coin
- Rydia's Prism
- Lifestone
- Hurricane Band
- Teebu's Blazing Longsword
- Kallan's Warmth
- Platinum Shield of the Valorous
- Stained Bastion

RUNEWORDS

- [Infinity](#)
 - Conviction aura is now level 16, up from 12
- [Dragon](#)
 - Holy Fire aura is now level 22, up from 14
- [Hand of Justice](#)
 - Holy Fire aura is now level 28, up from 16
- [Nether Strand](#)
 - Meditation aura level range reduced to 8-12, down from 10-15
- [Oracle](#)
 - enhanced damage bonus per level reduced to 1, down from 3

ENCHANTS

- [Guardian](#)
 - effect is now flat integer-based
 - the new range is 0-49 instead of 0-12%
- [Runesage](#)
 - now also increases magic find by 33%
- [Opulence](#)
 - redesigned into a new enchant: **Exorcist**
 - each successful strike deals heavy magic damage in a line
 - blinds enemies for 15 seconds
 - damage versus demons is raised by 200 percent
 - additionally the scroll for this enchant now functions properly

GENERAL

- Updated website link

[version 1.6d](#)

July 8, 2020*

- *July 27, 2020: an additional update to this patch was made to correct documentation errors as well as switch Item Level Display to ON by default

GENERAL

- Updated name and logo

version 1.6c

July 1, 2020

GENERAL

- Automatic gold pickup added
- Improved installation process
- Revised documentation

version 1.6b

April 8, 2020

CLASSES

- Fixed a Necromancer skill typo

GENERAL

- Skeletons, Archers & Mages move faster.
- Minion, Champion & Unique life bonus raised from +15% to +20%.
- Champions no longer have a chance to bestow auras.
- Chance for auras on Unique monsters greatly increased.
- Reduced the amount of potions dropped from Champion/Unique monsters.
- Regeneration rates for Fallen/Fetish Shaman, Greater Mummies and Zakarum Priests increased.
- Glum Reaper renamed to Dark Scholar.

version 1.6

September 13, 2018

SHAPEFORGING

This crafting system has been redesigned

- Combine Emerelda's Shapecaster and 1 Angel Statue with Superior quality Weapons, Armor, or Rare quality Rings & Amulets
- Produces a unique item of the same item type as the item used in the formula
- Items made in this way come with a permanent bonus 1-5% experience gain
- Only unique items with an item level encompassed by the input's item level can be accessed.
- If there are multiple valid unique items of a used item type, one will be selected (at random)

SKILLS

- Amplify Magic graphic updated.
- Ghostflame's Shadow Warrior & Magic damage synergies have been fixed.
- Holy Arrow's initial damage bonus reduced to 20%, bonus per level reduced to 10%.
- Inner Sight's physical damage buff now correctly scales with each additional skill point.
- Inner Sight initial mana cost reduced to 4, mana cost per level increased to 2.
- Inner Sight now synergizes with Valkyrie: +1 second duration per level
- Inner Sight skill tree tooltip updated.
- Fire Shield no longer incorrectly states that Warmth provides a % synergy it is a flat bonus
- Arctic Blast damage increased.
- Spellfire Harmony renamed to Burning Harmony. Tooltip no longer incorrectly states that an increase to magic damage is given.
- Frozen Harmony base damage bonus increased to 20%.
- Fist of the Heavens returns for Paladins.
 - Base target damage returns to default.
 - Bonus from skill points is also increased, but still lower than default.
 - Mana cost returns to default.
 - Holy bolts now damage all types of enemies, but deal less damage.
 - Damage synergy for lightning damage increased to 8%.
 - Holy Bolt now again only increases holy bolt damage.
 - Holy bolt damage synergy increased to 10%.

ITEMS

- Gift of Emerelda now works on Rare jewelry.
- Angel Statues removed from vendors.
- Angel Statues are now used in Shapeforging.
- Mirror Crystals now combine to make Angel Statues.
- Amethysts now add critical strike to weapons and add curse length reduction to shields.
- Upgrading a white item to superior no longer affects its item level.
- Phantom Blade level requirement reduced to 18.
- Mirrorsong Mageblade level requirement reduced to 20.
- Force Shield's set bonus now adds to lightning damage instead of cold. (Non-retroactive)
- Force Armor now adds to lightning damage instead of cold. (Non-retroactive)
- Angelic Skylance now increases lightning damage. (Non-retroactive)
- Onyx Ram now increases cold damage. (Non-retroactive)

ENCHANTS

- Unholy Weapon heals 2 health per monster hit.
- Unholy Weapon proc chance increased to 25%. (Non-retroactive)
- Divinity proc chance increased to 4%. (Non-retroactive)
- Divinity enchant healing increased to 45. (Non-retroactive)

RUNES

- Mal Rune, Ist Rune drop chance raised by 6.2%.
- Gul Rune, Vex Rune drop chance raised by 7.8%.
- Ohm Rune, Lo Rune drop chance raised by 7.8%.
- Sur Rune, Ber Rune drop chance raised by 8.2%.
- Jah Rune, Cham Rune drop chance raised by 11.6%.
- Zod Rune, Zer Rune drop chance raised by 22.6%. (in addition to the first boost I originally made to this tier)

PALADIN

Smite

- Removed

Fortitude (New!)

- Replaces Smite
- Increases all attributes (str, dex, vit, enr) with each level

Holy Shield

- Graphic removed
- No longer increases smite damage
- Damage synergies removed

Breath of Heaven

- Base attack rating bonus raised to 10% per level
- Redemption synergy bonus removed
- Magic damage synergy raised to 5%
- Sacrifice synergy now increases attack rating instead of magic damage
- Attack rating synergy raised to 15%

Purifier Beam

- Damage type changed to Cold (base length 1 second)
- Maximum damage increased by 10%

ITEMS

The Lightbringer

- (3) Set: Now also grants Cannot Be Frozen (this change *is* retroactive)
- Lightbringer Edge: Lightning elemental bonus changed to Cold

The Sacred Force

- Force Aura: Damage taken reduced to 75%, down from 200
- Force Armor: Magic elemental bonuses changed to Cold
- Force Shield: Magic elemental bonuses changed to Cold

Angelic Skylance

- Magic elemental bonus changed to Cold

MONSTERS

- Mirror Angels now drop an additional item in Hell difficulty

BUGS & MISC

- Mirror Forest lighting corrected
- Shapeforged items now have increased experience gain
- Holy Bolt (Paladin) and Diffusor (Dark Scholar) have swapped missile animations
- Corrected tooltips
- Gambling rings costs 15000 less gold
- Gambling amulets costs 13000 less gold
- Spelunker Potions now last for 5 minutes

2013-2020 Cyandral. I reasonably guarantee it'll be here 'til 2030. Get everything you want before then.
page creation time: *Nobody cares.*

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