



Potions

- Healing Potions' effects reduced by **33%**
- Mana Potions' effects reduced by **25%**
- Rejuvenation Potion effect reduced to **25%**, down from 35
- Reduced the number of potions dropped by Champions & Uniques
- Spelunker Potions may now drop from enemies who are able to drop 'Super' level potions

Items

- Dropped gold is now **automatically** picked up!
- All items with the affix "Freeze Target" now automatically use a **+15** modifier
- Thrown Weapons **may now spawn with sockets**, have **higher stack sizes**, and you may now **add sockets** to them
- The chance to win a unique or set item from gambling has been **increased**
- Some item types may now have an increased amount of maximum sockets
- Color corrections have been made to many item types for inventory/animated graphics
- Some items types have slightly altered level requirements
- Some cooldown-based spells no longer trigger their cooldown **when cast by an item**
- A few armor types have better and/or new combinations for their graphics on your character
- Sorceress Orb weapons deal **50%** more damage
- Fire, Cold and Lightning Absorb may now appear on items
- Crystal Swords now receive a magic level bonus (like Circlets)
- Orbs may now receive a bonus to all elemental damage
- Crystal Swords now also receive staffmods similar to orbs
- Some high level unique items have a better drop chance
- Wands will no longer spawn with physical attack-related modifiers
- Scepters may now receive "of the Magus" suffix
- Scepters may now rarely receive Poison damage
- Orbs may now receive "Prevent Monster Heal" suffix

Item Affix Changes

- "Attacker Takes Physical/Lightning Damage Of" now also applies to **ranged and spell attacks**
- Many item affix tooltips have been modified/reworded to save space or clarify function (example: "Fires ***Level X* Magic Arrows**")
- Attacker Takes Lightning Damage now goes up to **127**, up from 31
- Chance to cast a spell "When Struck" **now also works when hit by a missile or spell!**
- Chance to cast a spell "On Kill" **now also works with spells!** Does **not** work on aura kills
- Open Wounds now has a sound and graphic

Jewels

- Affixes that previously only appeared on **Magic** jewels may now also appear on **Rare** jewels
- Rainbow Facets now always use their proper color
- Rainbow Facets have a reduced item level (and thus can be found sooner)

Charms

- **Rare** charms may now drop - can receive all the same affixes as magic charms
- Charms may now receive magic damage
- Charms now receive Enhanced Defense instead of Defense
- Charms may now receive spell damage reduction
- Minimum damage level requirements for charms have been reduced

Gems

- Magic vendors now sell all variants of perfect gems

- Mid-grade gems are now called “Fair” (as in a Fair Ruby)
- A new **Obsidian** gem type may now rarely drop
- Amethysts now add critical strike to weapons and add curse length reduction to shields
- Diamonds’ weapon bonus **increased**, also **damages demons** in addition to undead
- Diamonds now **raise vitality and energy** when socketed in armor/helms
- Skulls’ armor/helm/shield bonuses **increased**

Runes

- **Removed** the gem requirements from merging high level runes! <3
- El Rune: all bonuses now instead add **+10% enhanced damage**
- Eld Rune: all bonuses now instead add **+10% enhanced defense**
- Nef Rune: replaced by a new rune - the Pisc Rune
- Eth Rune: armor/shield bonuses increased, and they now also add **+5 mana**
- Ith Rune: weapon bonus now adds **5-10** damage, up from 0-9
- Thul Rune: weapon bonus now adds **5-20** cold damage, up from 3-14
- Amn Rune: armor, helm and shield bonuses now instead add **Damage Reduced By 7**
- Sol Rune: all bonuses now instead add **+2 To Life After Each Kill**
- Dol Rune: weapon bonus now instead adds **4% Mana Stolen Per Hit**, armor/shield bonuses increased
- Pul Rune: weapon bonus now instead adds **+10% Faster Cast Rate**
- Vex Rune: graphic no longer incorrectly shows the Um Rune graphic
- Cham Rune: weapon bonus now Freezes Target by **+5**, up from 3
- The drop chance for a Zod Rune is now **3** times greater (**1 in ~1.3** million as opposed to 1 in ~3.7 :D)
- A new Zer Rune has been added, and has the same drop chance as Zod
- 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%