



Sounds

- Music volume was raised to better match sound volume

Towns, Zones & Waypoints

- Rogue Encampment has been redesigned
- Starting & Town Portal locations in Lut Gholein have been adjusted
- Kurast Docktown has been redesigned
- Pandemonium Fortress has been redesigned
- Harrogath has been redesigned
- The Jail Level 1 Waypoint has been removed
- Flayer Dungeon Level 3 is now less of a complete pain in the ass
- Evil Urns may now appear in the Worldstone Keep

Shrines

- Shrines may now stack and are **no longer removed by Curses**
- Fire, Exploding and Poison shrines will appear far less frequently (so other shrines appear more)
- Shrines will use some classic Diablo and Hellfire quotes/sounds

Monsters & Bosses

- All zones will spawn more unique monsters (even more in higher difficulties) - including areas and/or on difficulties where they previously did not
- Chance for auras on Unique monsters greatly increased.
- Minions, Champions and Unique monsters have 20% increased life
- Reduced the amount of potions dropped from Champion/Unique monsters.
- Unique suffix "Mana Burn" now also lists "Magic Enchanted" due to the increased Magic Resistance
- Unique suffix "Magic Resistant" now displays "Elemental Resistant" since it does not include Magic
- Baal now casts Lower Resist instead of Decrepify
- Skeletons, Archers and Mages move faster.
- Spiders will now spawn in the Spider Forest
- Super Unique monsters always bestow an aura
- Unique monsters may now appear in the Worldstone Keep and Throne of Destruction on Normal difficulty
- Fallen Shaman have faster attacks and will now use different spells
- Fallen Shaman, Unravelers, Fetish Shaman and Zakarum Priests rapidly regenerate life of nearby monsters
- Some Vampires will now use different spells
- Venom Lords will now use Arctic Blast
- Trapped Souls no longer resist spells
- A couple monsters swapped between Worldstone Keep Levels 1 and 2
- Baal spells altered slightly
- Hell Baal is now level 98, down from 99

Act I Rogue Hireling

- Slightly decreased chance to use normal arrows, chance to use Fire/Cold arrows slightly **increased and now increases further with additional experience levels**
- Inner Sight skill **removed**
- Nightmare Rogues use Exploding/Ice Arrow
- Hell Rogues use Immolation/Freezing Arrow
- **Now receives an aura** based on difficulty - **Vigor** in Normal / **Fanaticism** in Nightmare / **Salvation** in Hell

Note: Your rogue hireling will not learn Vigor until level 18, as Vigor requires level 18. Vigor/Fanaticism are capped at level 10, Salvation at level 1

Act III Eastern Sorceror Hireling

- Skills revised:
- Fire uses **Fireblast/Enchant**
- Cold uses **Ice Ball/Frozen Armor**
- Lightning uses **Lightning Blast/Thunderstorm**
- Fireblast, Ice Ball and Lightning Blast all utilize **item effects and weapon damage** in addition to their spell damage (find a good sword!)
- **Now receives an aura** based on difficulty - **Prayer** in Normal / **Meditation** in Nightmare / **Conviction** in Hell

Note: Prayer is capped at level 18, Meditation at level 5, and Conviction at level 3

Act V Barbarian Hireling

- Now also casts Battle Orders and Battle Command and will begin using them between levels 28-30
- Both skills are capped at level 10