

MON MAR 30, 2020 5:39 PM

THIS MODIFICATION IS BASED ON DIABLO II v1.13c

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FEATURES LIST:

1. INCREASED SIZE OF HERADRIC CUBE (10x8), STASH (10x10) & INV (10x6).
2. ADDED RUNE BAGS. RUNE BAG IS AN ITEM WHICH CAN GIVE YOU x3 (x2 FOR VEX(26) OR HIGHER) RUNES OF THE SAME TYPE WHEN ROLLED INTO THE HERADRIC CUBE. E.G. GUL BAG WILL GIVE YOU 2 x GUL RUNE.
3. ADDED COUNTER-CHARM ~ RE-ROLLING GRAND CHARM. YOU CAN GET THE BASE AFTER COMPLETING THE RELEVANT QUEST (DESCRIPTION AT THE END OF THIS POST). TO GET THE MAXIMUM OUT OF THIS CHARM IT MUST BE ROLLED 2500 TIMES WITH PERFECT GEMS. GEMS FROM ANY TYPE CAN BE USED.
4. THERE'S NEW AREA ADDED JUST BEHIND BLOOD RAVEN (BURIAL GROUND) ~ HOMESTEAD. THIS IS AN AREA WHERE YOU HAVE HIGHER CHANCE OF GETTING BETTER ITEMS. UNFORTUNATELY YOU WON'T GET MUCH EXPERIENCE THERE.
5. THE MOO FARM (THE SECRET COW LEVEL) HAS BEEN MOVED IN BURIAL GROUND. YOU'RE FREE TO KILL THE COW KING IF YOU CAN ~ IT WON'T STOP YOU FROM GETTING THERE AGAIN.



6. THE MOO FARM HAS MORE ENEMIES. AND YOU'LL GET MORE EXPERIENCE WHEN KILL THEM. THIS IS OUR MAIN LEVELING ZONE.
7. TELEPORT, BATTLE COMMAND, BATTLE ORDERS, SHOUT ARE ALLOWED IN TOWN.
8. MONSTERS CAN DROP PERFECT GEMS.
9. NEW MONSTERS-FREE AREA IS ADDED. [MONASTERY ARENA](#) IS LOCATED IN ROGUE ENCAMPMENT. THE IDEA BEHIND IT IS TO SERVE AS PVP AREA.
10. NEW CHARACTERS HAVE GOLD, HERADRIC CUBE & CLASS-SPECIFIED STARTUP GEAR.
11. ARROW/BOLT QUIVERS LIMIT HAS BEEN INCREASED TO 500.
12. MERCS FROM ACT 5 HAVE 7% CHANCE TO CAST BATTLE ORDERS LEVEL 10 OR BATTLE COMMAND LEVEL 10.
13. SOCKET OIL CAN BE DROPPED ONLY ON HELL. ITS PURPOSE IS TO GIVE YOU THE ABILITY TO ADD A SOCKET TO ANY ITEM. IT GIVES ONLY 1 SOCKET TO SET, UNIQ OR RARE ITEMS ~ RANDOM SOCKETS FOR ALL THE REST UP TO THE MAXIMUM AMOUNT OF SOCKETS THE ITEM ALLOWS.



14. NECROMANCER'S RAISE SKELETONS ARE STRONGER ~ THEY HAVE MORE POWER AND LIFE. ALSO, NECS WILL GET AN ADDITIONAL SKELETON FOR EVERY 4 SKILL POINTS.

15. THE EXPERIENCE YOU GET FROM MONSTERS IS INCREASED.
16. THERE'S 100% CHANCE TO GET ONE OF THE FOLLOWING ITEMS WHEN KILLING IZUAL ON NORMAL: TITAN'S REVENGE, BARTUC'S CUT-THROAT, THE OCULUS, ARREAT'S FACE, JALAL'S MANE, HOMUNCULUS, HERALD OF ZAKARUM.
17. SOME CHANGES IN MERCENARIES' SKILLS:
 - HELL ACT 1: FANATICISM AURA LEVEL 14.
 - HELL ACT 2 DEFENSIVE: DEFIANCE AURA LEVEL 16
 - HELL ACT 2 OFFENSIVE: SALVATION AURA LEVEL 16
 - HELL ACT 2 COMBAT: CONCENTRATION AURA LEVEL 16
 - HELL ACT 3 COLD: MEDITATION AURA LEVEL 16
 - HELL ACT 3 FIRE: SANCTUARY AURA LEVEL 13
 - HELL ACT 3 LIGHTNING: CONVICTION AURA LEVEL 4
18. NPCs SELL REJUVENATION AND FULL REJUVENATION POTIONS.
19. ALL RUNES CAN BE UPGRADED WITH NO GEMS. USE SCROLL OF TOWN PORTAL INSTEAD.
20. ALL RUNES CAN BE DOWNGRADED WITH 25% FEE. E.G. I JAH = BER, SUR.
21. TONES OF TOWN PORTALS AND IDS HAVE MAX QUANTITY OF 100. SAME APPLIES TO KEYS.
22. ADDED 50% EXTRA DURATION TO THE FOLLOWING SKILLS:
 - AMAZON: INNER SIGHT, DECAY
 - ASSASIN: BURST OF SPEED, CLOAK OF SHADOWS, FADE, BLADE SHIELD
 - NECROMANCER: REVIVE
 - BARBARIAN: SHOUT, BATTLE ORDERS, BATTLE COMMAND, STUN
 - SORCERESS: FROZEN ARMOR, SHIVER ARMOR, CHILLING ARMOR, THUNDER STORM, ENERGY SHIELD, ENCHANT
 - DRUID: LYCANTHROPY
 - PALADIN: HOLY SHIELD
23. MERCENARIES FROM ACT2 HAVE HIGHER CHANCE TO ACTIVATE THEIR AURAS WHEN THEY FACE AN ENEMY.
24. "CHANCE TO CAST TELEPORT" IS REMOVED FROM OCULUS (UNIQ SWIRLING CRYSTAL).
25. ADDED NEW CRAFT RECIPES:
 - RARE ITEM * UNIQUE JEWEL * PUL RUNE * PERFECT GEM
 3-5% CHANCE OF CRUSHING BLOW (VARIES)
 3-5% CHANCE OF OPEN WOUNDS (VARIES)
 *20-40 TO ATTACK RATING (VARIES)
 - RARE ITEM * UNIQUE JEWEL * UM RUNE * PERFECT GEM
 ALL RESISTANCES *5-10 (VARIES)
 DAMAGE REDUCED BY 3-5% (VARIES)
 - RARE ITEM * UNIQUE JEWEL * IST RUNE * PERFECT GEM
 20-30% BETTER CHANCE OF GETTING MAGIC ITEMS (VARIES)
 DAMAGE REDUCED BY 7-10 (VARIES)
 - RARE ITEM * UNIQUE JEWEL * VEX RUNE * PERFECT GEM
 *5-10% FASTER CAST RATE (VARIES)
 *2-5 TO ALL ATTRIBUTES (VARIES)
 MAGIC DAMAGE REDUCED BY 2-4 (VARIES)
26. ALL MONSTERS INSIDE GIDBIN'S LAIR HAVE HIGHER CHANCE TO DROP JEWELS, CHARMS & GEMS OF ANY TYPE.
27. KITE AND DRAGON SHIELDS CAN BOTH HOLD UP TO 4 SOCKETS.
28. PALADIN'S REDEMPTION AURA IS MODIFIED - IT GIVES 1% EXTRA HEALTH PER LEVEL CAPPED AT 40%.
29. UBER DIABLO'S KEY ITEM (WORLD EVENT) IS STANDARD OF HEROES. DIABLO WILL BE SPAWN ONLY IN THE GAME WHERE THE SOH IS SOLD. IT WILL DROP EITHER ANNIHILUS OR DROP KEY OF PRIDE, NOT BOTH.
30. KHALIM'S PARTS FROM ACT 3 HAVE BEEN RELOCATED. THE NEW LOCATIONS ARE AS FOLLOW:

KHALIM'S HEART - SEWERS LEVEL 2

KHALIM'S BRAIN - FØRGOTTEN RELIQUARY

KHALIM'S EYE - RUINED FANE

31. TØ CØMPLETE THE PANDEMØNIUM QØEST SIMPLY RØLL 9 KEYS (3 × TØRRØR, 3 × HATE, 3 × DØSTRUCTIØN) IN YØUR HØRADRIC CUBE IN ACT 5. YØU NØ LØNGER NEED TØ HUNT ÜBER ANDARIEL, DURIEL AND IZUAL.

CØUNTER CHARM'S QØEST

4 NEW MØNSTERS ARE ADDED.

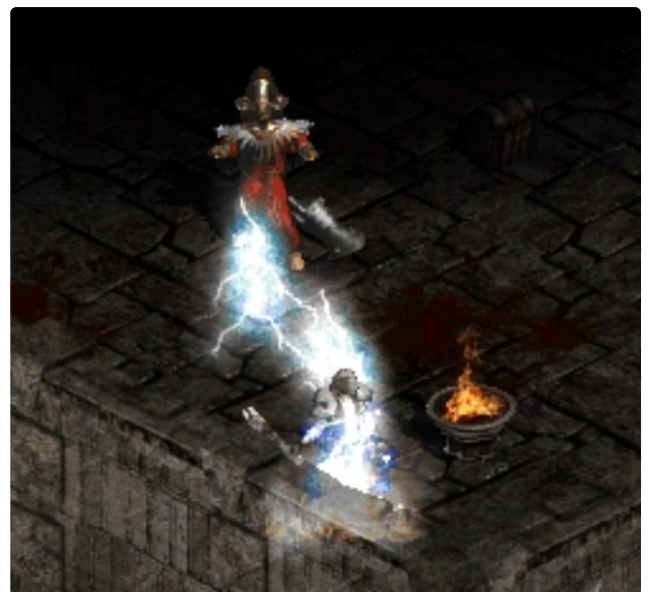
ELDER ACT I: CAVE LEVEL
GRIZZLY 2



SUDDEN ACT 2: STØNY
DEATH TØMB LEVEL 2



UNHØLY ACT 3: RUINED
PHYSICIAN FANE



SUCCUBUS ACT 5: DRIFTER
LØRD CAVERN



KILL THEM ALL AND COLLECT THEIR GUTS. MIX THEM, ADD SALT AND PEPPER TO TASTE AND VOILA ~ YOUR BRAND NEW COUNTER CHARM IS READY TO BE HIT BY THOUSANDS OF PERFECTS.

EACH PERFECT GETS YOU CLOSER TO MORE BONUSES. YOU WILL GET THEM AS FOLLOW:

- ~ EVERY 20 PERFECTS WILL ADD 1 LIFE AND 1 MANA POINT. MAX: 125 OF EACH
- ~ EVERY 250 PERFECTS WILL ADD 1% IAS AND 1% FCR. MAX: 10% OF EACH
- ~ AFTER THE 1750TH PERFECT IT WILL GET 1 TO ALL SKILL LEVELS.
- ~ AT THE END WITH THE VERY LAST PERFECT IT WILL GET 1 TO RANDOM CLASS SKILLS.
- ~ THE BASE CHARM DOESN'T HAVE LEVEL REQUIREMENTS. EVERY 100 PERFECTS (UNTIL THE 2300TH) INCREASE THE REQUIRED LEVEL WITH 4. AFTER THE 2300TH PERFECT EVERY ADDITIONAL 50 PERFECTS ADD 1.5 LEVEL TO THE REQUIREMENTS (ROUNDED DOWN TO THE NEAREST INTEGER).

WHEN COMPLETED THE CHARM HAS THE FOLLOWING STATS: 1 TO RANDOM CLASS SKILLS, 1 TO ALL SKILLS, 10% IAS, 10% FCR, 125 LIFE, 125 MANA. LEVEL REQUIRED 96.

OBVIOUS QUEST

THIS IS A NEW QUEST WHICH WILL TAKE YOU TO OBVIOUS LEVEL ~ NEW AREA WHERE YOU'LL FIND NEW CHALLENGES. THE FIRST STEP IS TO GATHER THE 7 KEYS REQUIRED TO OPEN THE RED PORTAL. THESE KEYS ARE NAMED AFTER THE SEVEN DEADLY SINS AND CAN BE FOUND ON HELL ONLY. THEY ARE KEPT IN SAFE BY SOME OF SCARIEST MONSTERS IN THE GAME:

ANDARIEL

CHANCE 1:200



DURIEL

CHANCE 1:200



MEPHISTO

CHANCE 1:300



DIABLO

CHANCE 1:125



BAAL

CHANCE 1:125



MALEVOLENCE AVATAR

CHANCE 1:100



DIABLO'S CLONE

CHANCE 1:50



OBLIVION HAS 3 LEVELS. THE FIRST 2 ARE FILLED WITH NEW MONSTERS WHICH HAVE DROP RATE HIGHER THAN HOMESTEAD AND COWS-LIKE EXPERIENCE. THIS IS BASICALLY AN AREA WHERE YOU CAN GET EVERYTHING YOU NEED, FROM ITEMS TO EXPERIENCE. HOWEVER IT'S FAR FROM EASY TO COMPLETE. THE FIRST 2 OBLIVION LEVELS CONTAIN 6500 MONSTERS EACH AND TELEPORT IS NOT ALLOWED THERE, SO YOU CAN'T JUST AVOID THEM AS EASILY AS YOU DO IN OTHER AREAS.

THE MONSTERS YOU'LL FACE IN THESE LEVELS ARE:

ASH
GOLEM
OBLIVION
LEVEL I



MONSTER LEVEL: 94
HEALTH POINTS: 64956
EXPERIENCE: 1463872
MELEE ATTACK 1:
1444-1444
ATTACK RATING 1:
60450
MELEE ATTACK 2:
1524-2006
ATTACK RATING 2:
56250
TO BLOCK: 50%

PHYSICAL
RESISTANCE:
120%

MAGIC
RESISTANCE:
50%

FIRE
RESISTANCE:
85%

COLD
RESISTANCE:
85%

LIGHTNING
RESISTANCE:
85%

POISON
RESISTANCE:
85%

CRIMSON
DRAGON
OBLIVION
LEVEL I



MONSTER LEVEL: 94
HEALTH POINTS: 64956
EXPERIENCE: 1463872
SPELL: LEVEL 60 FIRE

PHYSICAL
RESISTANCE:
85%

MAGIC
RESISTANCE:

BALL

T⊕ BΛOϞK: 50%

50%

FIRE

RESISTANCE:

120%

C⊕LD

RESISTANCE:

85%

LIGHTNING

RESISTANCE:

85%

P⊕IS⊕N

RESISTANCE:

85%

PHYSICAL

RESISTANCE:

85%

M⊕AGIC

RESISTANCE:

85%

M⊕ONSTER LEVEL: 94

HEALTH P⊕INTS: 64956

EXPERIENCE: 1463872

SPELL 1: LEVEL 40

CHAIN LIGHTNING

SPELL 2: LEVEL I

CHARGE

T⊕ BΛOϞK: 50%

FIRE

RESISTANCE:

85%

C⊕LD

RESISTANCE:

85%

LIGHTNING

RESISTANCE:

120%

P⊕IS⊕N

RESISTANCE:

85%

PHYSICAL

H⊕RNEϞ

BEAST

⊕BLIVI⊕N

LEVEL I



M⊕ONSTER LEVEL: 94

AϞUA

G⊕LEM

⊕BLIVI⊕N

LEVEL 2



HEALTH P⊕INTS: 64956

EXPERIENCE: 1463872

MEELEE ATTACK 1:

1444-1444

ATTACK RATING 1:

60450

MEELEE ATTACK 2:

1524-2006

ATTACK RATING 2:

56250

T⊕ BLOCK: 50%

RESISTANCE:

120%

MAGIC

RESISTANCE:

50%

FIRE

RESISTANCE:

85%

C⊕LD

RESISTANCE:

85%

LIGHTNING

RESISTANCE:

85%

P⊕ISON

RESISTANCE:

85%

DEATH

PREACHER

⊕BLIVI⊕N

LEVEL 2



M⊕NSTER LEVEL: 94

HEALTH P⊕INTS: 64956

EXPERIENCE: 1463872

SPELL: LEVEL 45

BLIZZARD

T⊕ BLOCK: 50%

PHYSICAL

RESISTANCE:

85%

MAGIC

RESISTANCE:

50%

FIRE

RESISTANCE:

85%

C⊕LD

RESISTANCE:

120%

LIGHTNING

RESISTANCE:

85%

HELL
HOUND
OBLIVION
LEVEL 2



MONSTER LEVEL: 94
HEALTH POINTS: 64956
EXPERIENCE: 1463872
SPELL: LEVEL 30 BONE
SPIRIT
TO BLOCK: 50%

POISON
RESISTANCE:
85%
PHYSICAL
RESISTANCE:
85%
MAGIC
RESISTANCE:
120%
FIRE
RESISTANCE:
85%
COLD
RESISTANCE:
85%

LIGHTNING
RESISTANCE:
85%

POISON
RESISTANCE:
85%

AZAZEL
OBLIVION
LEVEL 3



MONSTER LEVEL: 110
HEALTH POINTS:
2500000
EXPERIENCE: 15139200
SPELL 1: LEVEL 60
BLIZZARD
SPELL 2: LEVEL 60
BONE SPIRIT
SPELL 3: LEVEL 100
MEPHISTO'S PRIME
LIGHTNING

PHYSICAL
RESISTANCE:
85%

MAGIC
RESISTANCE:
120%

FIRE
RESISTANCE:
85%

COLD
RESISTANCE:

SPELL 4: LEVEL 75 FIRE 85%
BALL LIGHTNING
SPELL 5: LEVEL 50 RESISTANCE:
DIABLO'S ARMAGEDDON 85%
SPELL 6: LEVEL 50 POISON
DIABLO'S COLD TOUCH RESISTANCE:
AURA: LEVEL 40 85%
CONVICTION
TO BLOCK: 50%

KILLING AZAZEL WILL REWARD YOU WITH HELL'S WARD - A SMALL CHARM WITH THE FOLLOWING STATS:

*2-3 TO ALL
 SKILLS (VARIES)
 *1 TO TELEPORT
 INCREASE MAXIMUM LIFE
 5-10% (VARIES)
 INCREASE MAXIMUM MANA
 5-10% (VARIES)
 DAMAGE REDUCED BY 5-
 10% (VARIES)
 *5-10% TO EXPERIENCE
 GAINED (VARIES)
 REQUIRED LEVEL: 90



IT WILL SET YOUR CHAR ON FIRE.

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DARKKISS
ADMINISTRATOR



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TYRAEL'S MIGHT

SACRED ARMOR

- *120-150% ENHANCED DEFENSE (VARIES)
- *50-100% DAMAGE TO DEMONS (VARIES)
- *20% FASTER RUN/WALK
- *20-30 TO STRENGTH (VARIES)
- ALL RESISTANCES *20-30 (VARIES)
- CANNOT BE FROZEN
- REQUIREMENTS ~100%
- SLAIN MONSTERS REST IN PEACE
- INDESTRUCTIBLE
- *1-2 TO ALL SKILLS (VARIES)
- SOCKETED (0-2) (VARIES)



LEVIATHAN

KRAKEN SHELL

-
- INDESTRUCTIBLE
 - *20% FASTER HIT RECOVERY
 - *100-150% ENHANCED DAMAGE (VARIES)
 - *170-200% ENHANCED DEFENSE (VARIES)
 - *40-50 TO STRENGTH (VARIES)
 - DAMAGE REDUCED BY 15-25% (VARIES)
 - REQUIREMENTS ~30%
-



KIRA'S GUARDIAN

TIARA

-
- *50-120 DEFENSE (VARIES)
 - *20% FASTER HIT RECOVERY
 - CANNOT BE FROZEN
 - ALL RESISTANCES *50-70 (VARIES)
 - *2 TO RANDOM CLASS SKILL
 - *10% FASTER CAST RATE
-



GRAVEPALM

SHARKSKIN GLOVES

THANKS TO PHOENIX

- *20% FASTER CAST RATE
- *20% FASTER HIT RECOVERY
- *140-180% ENHANCED DEFENSE (VARIES)
- *0-10 STRENGTH (VARIES)
- *0-10 DEXTERITY (VARIES)
- *0-10 VITALITY (VARIES)
- *0-10 ENERGY (VARIES)



VEIL OF STEEL

SPIRED HELM

- 6-8% LIFE STOLEN PER HIT (VARIES)
- 15% CHANCE OF CRUSHING BLOW
- 15% DEADLY STRIKE
- *60% ENHANCED DEFENSE
- *140 TO DEFENSE
- *15 TO STRENGTH
- *15 TO VITALITY
- DRAIN LIFE +5
- ALL RESISTANCES +50
- +4 TO LIGHT RADIUS
- REQUIREMENTS +40%



GUT SIPHON

DEMON CROSSBOW

- LEVEL 20 MIGHT AURA WHEN EQUIPPED
- *3-5 TO AMAZON SKILLS (VARIES)
- *30% FASTER RUN/WALK
- *70% INCREASED ATTACK SPEED
- *350-500% ENHANCED DAMAGE (VARIES)
- *400 DAMAGE

- * (6 PER CHARACTER LEVEL) 6~594 ENHANCED MAXIMUM DAMAGE (BASED ON CHARACTER LEVEL)
- * (10 PER CHARACTER LEVEL) 10~990 TO ATTACK RATING (BASED ON CHARACTER LEVEL)
- * 8~12% LIFE STOLEN PER HIT (VARIES)
- PREVENT MONSTER HEAL
- * 20~30 TO DEXTERITY (VARIES)
- SOCKETED (3)



SILKWEAVE
MESH BOOTS

- 30% FASTER RUN/WALK
- * 420 DEFENSE
- * 300 DEFENSE VS. MISSILE
- INCREASE MAXIMUM MANA 5%
- REGENERATE MANA 6%
- COLD RESIST * 5~15% (VARIES)
- LIGHT RESIST * 5~15% (VARIES)
- FIRE RESIST * 5~15% (VARIES)
- 25% BETTER CHANCE OF GETTING MAGIC ITEMS

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DARKKISS
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PLAGUE
4 SOCKET WEAPONS/SHIELDS
NEF * TAL * ETH * SHAEL

VERSION DEV_20200401*

THANKS TO GREENGO

WEAPONS

- 20% INCREASED ATTACK SPEED
- 75% ENHANCED DAMAGE
- ADDS 5~10 DAMAGE
- ~25% TO TARGET DEFENSE
- * 400 POISON DAMAGE OVER 5 SECONDS
- KNOCKBACK

SHIELDS

20% FASTER BLOCK RATE
 75% ENHANCED DAMAGE
 ADDS 5x10 DAMAGE
 *325 POISON DAMAGE OVER 5 SECONDS
 *30 DEFENSE VS. MISSILE
 REGENERATE MANA 15%
 POISON RESIST 35%

GHOST WIND

3 SOCKET BODY ARMOR
 SHAEI * BER * UM

VERSION DEV_20200401*

THANKS TO PHOENIX

6% CHANCE TO CAST LEVEL 6 CYCLONE ARMOR WHEN STRUCK
 *20% FASTER RUN/WALK
 20% FASTER HIT RECOVERY
 *300~350% ENHANCED DAMAGE (VARIES)
 *300~350 DEFENSE (VARIES)
 *300~350 DEFENSE VS. MISSILE (VARIES)
 ALL RESISTANCES *15
 DAMAGE REDUCED BY 8%
 POISON LENGTH REDUCED BY 50%
 REPAIRS 1 DURABILITY IN 20 SECONDS

COLORS OF THE RAINBOW

5 SOCKET WEAPONS
 UM * GUL * ETH * LE * SHAEI

VERSION DEV_20200401*

THANKS TO PHOENIX

8% CHANCE TO CAST LEVEL 20 BLESSED HAMMER ON ATTACK
 5% CHANCE TO CAST LEVEL 10 LOWER RESIST ON STRIKING
 LEVEL I SALVATION AURA WHEN EQUIPPED
 20% INCREASED ATTACK SPEED
 *300~350% ENHANCED DAMAGE (VARIES)
 * (1 PER CHARACTER LEVEL) *1~99 TO MAXIMUM DAMAGE (BASED ON CHARACTER LEVEL)
 ~25% TO TARGET DEFENSE
 20% BONUS TO ATTACK RATING
 14% LIFE STOLEN PER HIT
 20% DEADLY STRIKE
 25% CHANCE OF OPEN WOUNDS
 *50 TO LIFE

FREEZING SHADOW

3 SOCKET CLAWS

AMN * FAL * CHAM

VERSION DEV_20200401*

THANKS TO PHOENIX

10% CHANCE TO CAST LEVEL I DECREPIFY ON STRIKING
 *1-2 TO SHADOW DISCIPLINES (ASSASSIN ONLY) (VARIES)
 *2 TO ASSASSIN SKILL LEVELS
 *250-300% ENHANCED DAMAGE (VARIES)
 30% BONUS TO ATTACK RATING
 7% LIFE STOLEN PER HIT
 FREEZE TARGET *3
 *10 TO STRENGTH
 *10-20 TO VITALITY (VARIES)
 REPAIRS 1 DURABILITY IN 8 SECONDS

TIGER PAW

3 SOCKET CLAWS

JAH * AMN * CHAM

VERSION DEV_20200403*

THANKS TO PHOENIX

*2-3 TO MARTIAL ARTS SKILLS (ASSASSIN ONLY) (VARIES)
 *300% ENHANCED DAMAGE
 ADDS 50-80 DAMAGE
 IGNORE TARGET'S DEFENSE
 7% LIFE STOLEN PER HIT
 33% CHANCE OF OPEN WOUNDS
 *3-4 TO TIGER STRIKE (ASSASSIN ONLY) (VARIES)
 FREEZE TARGET *3
 *15-20 TO STRENGTH (VARIES)
 *15-20 TO DEXTERITY (VARIES)

LUCKY STONE

4 SOCKET WEAPONS/BODY ARMOR/SHIELDS

IST * IST * IST * IST

VERSION DEV_20200403*

THANKS TO BONEZS

*0-2 TO ALL SKILLS (VARIES)
 *10-20% FASTER CAST RATE (VARIES)

*5~15% FASTER HIT RECOVERY (VARIES)
LIGHTNING RESIST *30%
*3 TO MANA AFTER EACH KILL
120~180% BETTER CHANCE OF GETTING MAGIC ITEMS (VARIES)
*3 TO LIGHT RADIUS

MADNESS

3 SOCKET STAVES
L * ETH * BER

VERSION DEV_20200403*

THANKS TO JAB4Y

*3 TO SORCERESS SKILL LEVELS
*50% INCREASED ATTACK SPEED
*40% FASTER CAST RATE
~25% TO TARGET DEFENSE
20% CHANCE OF CRUSHING BLOW
20% DEADLY STRIKE
*1 TO WHIRLWIND
INCREASE MAXIMUM MANA 10%