



DIABLO II MODS BY DREAMEATERX

SLAY DIABLO'S MINIONS. TOGETHER.



PORTAL CRAFTING / DUNGEONS

02/14/2021 OFF  BY STAY AWHILE AND LISTEN

YOU WILL BE CAPABLE OF OPENING PORTALS TO VARIOUS CHALLENGES IN PANDORA'S TRAILS. THESE CHALLENGES CAN BE OPENED WITH VARYING DIFFICULTIES TO TEST YOUR STRENGTH TO SEE IF YOU CAN DEFEAT DIABLO'S MINIONS. WELL... CAN YOU?

NORMAL

ENEMY LEVEL: 75

WISDOM SCROLLS DROP +100%

RUNES UP TO VEX

PAINFUL

LEVEL: 80

DAMAGE +50%

LIFE +100%

LIFE/MANASTEAL EFFICIENCY -25% CHILL EFFICIENCY -33%

XP +50%

MAGIC FIND +25%

WISDOM SCROLLS DROP +160%

RUNES UP TO BER

TORMENT

LEVEL: 90

DAMAGE +100%

LIFE +250%

REGENERATION +50%

MOVE SPEED +50-60%

AI DELAY -40%

LIFE/MANASTHEAL EFFICIENCY -50%

CHILL EFFICIENCY -66%

XP +120%

MAGIC FIND +60%

WISDOM SCROLLS DROP +250%

RUNES UP +0 ZOD

*CANNOT USE CORPSES

*CANNOT CONVERT ENEMIES

*CANNOT REVIVE

MERCILESS*

LEVEL: 100

DAMAGE +200%

LIFE +500%

REGENERATION +50%

MOVE SPEED +50%

AI DELAY -50%

LIFE/MANASTHEAL EFFICIENCY -60%

CHILL EFFICIENCY -75%

XP +250%

HIGHEST ITEM UPGRADE: +8

WISDOM SCROLLS DROP +1,500%

ABYSS*

LEVEL: 105
DAMAGE +400%
LIFE +1,000%
REGENERATION +50%
MOVE SPEED +50%
AI DELAY -75%
LIFE/MANASTHEAL EFFICIENCY -75%
CHILL EFFICIENCY -90%
XP +360%
HIGHEST ITEM UPGRADE: +16
WISDOM SCROLLS DROP +1,800%

CHAOS*

LEVEL: 110
DAMAGE +800%
LIFE +2,000%
REGENERATION +100%
MOVE SPEED +100%
AI DELAY -90%
LIFE/MANASTHEAL EFFICIENCY -90%
CHILL EFFICIENCY -100%
XP +500%
HIGHEST ITEM UPGRADE: +24
WISDOM SCROLLS DROP +2,160%

* - LAND OF CHAOS DIFFICULTIES



DUNGEONS:

ROYAL ARENA:

LEVEL: 75 FOR NORMAL, 80 ON PAINFUL, 90 ON TORMENT

DROPS: ITEMS, RUNES, WISDOM SCROLLS (CHANGE BASED ON DIFFICULTY YOU ARE ATTEMPTING)

ARENA REWARD: 1 METAL BOX, 1 PARTY STONE, 1 BALANCE STONE, 2 GROWTH STONES

DUNGEON WAVE TIMERS:

90 SECOND DURATION FOR WAVE ON NORMAL

120 SECOND DURATION FOR WAVE ON PAINFUL

150 SECOND DURATION FOR WAVE ON TORMENT +1 EXTRA

MONSTERS:

SCARABS, BRUTES, COUNCIL MEMBERS, SAND MAGGOTS, MOSQUITOS,
REGURGIATOR, FINGER MAGE, REANIMATED HORDE, SUCCUBUS

REALM OF THE DEAD:

LEVEL: 75 FOR NORMAL, 80 ON PAINFUL, 90 ON TORMENT

DROPS: ITEMS, RUNES, WISDOM SCROLLS (CHANGE BASED ON DIFFICULTY YOU
ARE ATTEMPTING), RUNEWORD BASES

BOSS: NIHLATHAK

BOSS REWARD: METAL BOX, SKILL TREE STONES X3 (X1 SKILL PAGE, X2 CHANCE
TO CAST)

DUNGEON SPECIFICS: IN REALM OF THE DEAD , PLAYERS, INCLUDING
MERCENARIES WILL BE UNDER CONSTANT DEBUFF OF -15% ALL STATS (NORMAL),
-20% (PAINFUL), -25% (TORMENT), TELEPORT HAS A COLDOWN OF 2 SECONDS
ON THIS MAP.

MONSTERS:

SKELETON, ZOMBIE, WRAITH, MUMMY, UNRAVELER, WILLOW WISP, VAMPIRE,
ARCHER, SKELETON MAGES, DEATH KNIGHT

ROAD TO THE COLLAPSED MINE:

LEVEL: 75 FOR NORMAL, 80 ON PAINFUL, 90 ON TORMENT

DROPS: ITEMS, RUNES, WISDOM SCROLLS (CHANGE BASED ON DIFFICULTY YOU
ARE ATTEMPTING)

BOSS: BIG FOET, BIG FOET ANDDDD BIG FOET (YES, THERE'S 3).

BOSS REWARD: X2 ⚔ SKILL STONES, XI METAL BOX AND XI SKILL TREE PAGE STONE.

DUNGEON SPECIFICS: SET IN A FROZEN TUNDRA-LIKE MAP, SIMILAR TO REALM OF THE DEAD STAFFS REDUCTION EFFECT, HERE YOU'LL BE CONSTANTLY CHILLED AND TAKING LOW COLD DAMAGE WITH THE EFFECT AGAIN GETTING WORSE WITH EACH DIFFICULTY.

MONSTERS: MINE BEAST, MINE LORD, MINE HORROR, MINE MAULER, MINE HULK, MINE ARCHER

LAND OF CHAOS:

LEVEL: 100 FOR MERCILESS, 105 ON ABYSS, 110 ON CHAOS

DROPS: YOU CAN OBTAIN NEW EQUIPMENT WITH RANDOMISED VALUES HERE LABELED AS CHAOS EQUIPMENT, OR CHAOS STONES THAT SERVE AS JEWELS AND GRANT NEW ATTRIBUTES. THIS LOCATION ALSO DROPS A DECENT AMOUNT OF WISDOM SCROLLS. (CHANGE BASED ON THE DIFFICULTY YOU ARE ATTEMPTING)

MONSTERS: THERE ARE ONLY 3 TYPES OF ENEMIES HERE:

- SHADOW HUNTERS SMALL, QUICK, AND WITH HIGH DAMAGE, THEY WILL RETREAT AFTER THEY LAND A FEW HITS OR WHEN LOW ON LIFE. THEY IGNORE DEFENSE AND HALF DAMAGE THEY DEAL IGNORES RESISTANCES AND DIRECTLY DAMAGES LIFE. DEADLY FOR MELEE CHARACTERS.
- NIGHTMARES SLOW, BUT WITH BEEFY HEALTH, THEY CAST DECREPIFY AND MIND BLAST WHILE ALSO HAVING SOLID DAMAGE. ANNOYING DEBUFFS.
- CHAOS CREEPERS MODERATELY RESISTANT AND NEITHER SLOW NOR FAST, THEIR MELEE DAMAGE IS LOW, BUT THEY CAST HOMING MISSILES AND SPEARS THAT PIERCE ENEMIES. LETHAL TO CASTERS AND SUMMONERS.

BOSS: VOID BEAST. FAST, VERY RESILIENT. DEALS HIGH MELEE DAMAGE BUT ALSO HAS SEVERAL AOE SKILLS, INCLUDING LONG-RANGE. THE LOWER HEALTH, THE HIGHER AMOUNT OF DAMAGE TAKEN IS REFLECTED. ONCE THERE IS ONLY 1/3 OF LIFE LEFT, EVERY HIT TAKEN HEALS FOR 0.5% OF LIFE.

DUNGEON SPECIFICS: THE LOCATION IS COMPLETELY SHROUDED IN DARKNESS, YOU CAN ONLY SEE A VERY SHORT AREA AROUND YOU, OCCASIONALLY STUMBLE UPON A TORCH. THIS LOCATION CANNOT BE CLEANED, IT SELF-POPULATES.

THIS MAP IS ONLY AVAILABLE ONLINE.

« *PANDORA'S TRIALS*

PANDORA'S BOX »

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