

# DIABLO II - PATCH 1.15F

## General changelog

Most recent changes highlighted in red. 1.15f

## Items

Arrows and Bolts now stack to 500.

Tomes of Town Portal and Identify can hold up to 100 scrolls. *Early game shift-clickers take note!*

Stamina Potions no longer drop from enemies and chests or spawn in vendor offerings.

Magic and Rare items with the Skill Charges affix will now roll a higher number of charges and skill levels as you move through the difficulties. Items will be in the area of 30 charges of skill level 1 at the beginning of Normal difficulty and reach over 100 charges of skill level 20+ by the end of Hell.

*No more '7 charges of level 1 firebolt' on your "almost useful" rare sword you just dropped from Hell Baal!*

All Assassin claw type weapons base damage increased by 1.5x.

All Bow weapons base damage has been increased approx. 1.9x, however now only gain 85%\* of dexterity as damage

All Crossbow weapons base damage has been increased 2.3x, however now only gain 90% of dexterity as damage

*\*amazon specific Bows still receive the full 100% bonus from dexterity.*

Gambling is massively more valuable. Now has a 10% magic item, 80% rare item, 5% set and 5% unique rate. Still subject to the standard normal/exceptional/elite odds.

All Stamina related affixes have been removed and or replaced from Magic, Rare, Set, Unique and Runeword items.

Almost every unique item in the game has now been given some sort of 'wow, look at that!' stat. Whether it be a unique skill granted, an aura, a powerful new stat or a previous stat buffed in some way, just about everything should have something worth looking at for either early and late game use.

## Classes

Stamina is now limitless.

The Amazon, Barbarian, Paladin and the Assassin – base mana gain per level is now decreased to 0  
Necromancer and Druid – mana decreased per level to 0.5  
Sorceress – mana decreased per level to 1.0

All classes gain now 1 mana per Energy spent and the Sorceress gains 2  
All classes starting Energy is reduced by 35%

All characters now regen their full mana pool 1/12th faster. This should help alleviate the early game mana sustain issues.

## Mercenaries

Mercenaries now deal more damage to act bosses i.e. 75% in Normal, 60% in Nightmare and 30% in Hell.

Act 1 Hell Cold Archer now has a Fanaticism Aura replacing her Inner Sight  
Act 3 Hell Lightning Mage now has a Conviction Aura replacing his Charged Bolt  
Act 5 Hell Barbarian now has a Concentration Aura replacing his Bash

*Note: The Bash Barbarian still exists, as some builds made use of it. The Barbarians are split 50/50.*

*Note: All aura skills scale the same as the Act 2 Desert Mercenary auras*

## Difficulties

Resistances are now decreased by 70 in Nightmare and 110 in Hell, versus 40 and 100 originally.  
Death will now cost 10/20/30% of current XP in the respective difficulty, versus 0/5/10%.

All Unique and Champion enemies have had their damage increased 10-15% *more* vs their standard counterparts.

The Maggot Lair tunnels are now much wider. *Credit to Sir Xavius at The Phrozen Keep.*

Stamina Shrines will no longer spawn.

Tomb Vipers in Nihlathaks temple now fire the standard "bone spear" attack. *Thank God.*

## Elite Monsters

- Bishibosh now has stone skin
- Rakanishu now has a random aura
- Treehead Woodfist now releases charged bolts
- Griswold is now cold enchanted, has a random aura, runs twice as fast and has 1.6x more health on Normal and Nightmare, 3.0x health on Hell
- The Countess is now cursed
- Radament now releases charged bolts
- Beetleburst is now extra strong and extra fast
- Stormtree now has stone skin
- Grand Vizier of Chaos now has stone skin
- Shenk is now cold and lightning enchanted
- Frozenstein is now cursed
- Colenzo the Annihilator is now cold and lightning enchanted
- The Smith and Hephasto now run twice as fast
- Izual runs, attacks and casts spells 1.5x faster and now cannot be frozen
  
- Andariel now has 1.25x health on Normal and Nightmare, 2x health on Hell
  
- The Summoner now has 15x health
  
- Diablo now has 1.25x health on Normal and 2x health on Nightmare and Hell. Runs 75% faster, attacks and casts spells 25% faster. Diablo now cannot be frozen, though other sources of slow will work.
  
- Baal now has ~0.80x health and will no longer teleport. Fire Nova and Inferno now do 50% more damage, Cold Wave now does 30% more damage. His resistances to fire/cold/light/poison have been increased by 10%.

## The following locations are all now Area Level 85

- Abaddon
- Pit of Acheron
- Infernal Pit
- Icy Cellar
- Frozen River
- Drifter Cavern
- All of Act 4
- Durance of Hate 1-3
- All Kurast Temples
- Travincal
- Arcane Sanctuary
- Duriels Lair
- All Tombs of Tal Rasha
- Tristram
- Catacombs level 1-4
- Crypt
- Burial Grounds

## The following enemies are now Monster Level 99 in Hell.

*Note: This level increase does make them harder to fight and will make progressing through Hell more difficult!*

- Bloodraven
- Griswold
- Andariel
- Radament
- The Summoner
- Duriel
- Mephisto
- Diablo
- Nihlathak