

DIABLO II - PATCH 1.15E

Set item changelog

Most recent changes highlighted in red. (includes 1.15d and e)

Civerb's Vestments

+3 revive and 40% light res

Hsarus' Defense

Monster takes damage of 30, +33 max damage and 75 light resistance

Cleglaws Brace

100% crushing blow and 30% faster attack speed

Iratha's Finery

35% all res, 12% max resistances, 40 dexterity and 40% run walk

Isenhardt's Armory

10% lifesteal, 20% res all, 100% attack rating and 30% run walk

Vidala's Rig

200 attack rating, 50-80 cold damage and 100% pierce

Vidala's Fetlock - _Stamina changed to level 7 strafe oskill

Milabrega's Regalia

13% life and mana steal, 5 to paladin skills and 80% poison resistance

Cathan's Traps

40 fire damage, 35% light res, 150 attack rating, 35 res all, 100 mana and 20% cast speed

Tancred's Battlegear

35-50 light damage, 8% lifesteal, 45% res all, slows target by 66% and 200% gold find

Tancred's Hobnails - +Stamina changed to +50 mana

Sigon's Complete Steel

150 defence, 50% res fire, 50 mana, 100 fire damage, 50 thorns and reduce damage by 12

Infernal Tools

50 mana and +2necro skills

Berserker's Arsenal

80 to life, 250 armor, 50% attack speed and 100% magic find

Death's Disguise

80% to attack rating, 33 all res and 50% crushing blow

Angelic Raiment

100% magic find

Arctic Gear

20-55 cold damage, 20 all res 15 strength and 75 health

Arcanna's Tricks

50 to mana and 35% cast speed

The Disciple

6 to all skills and 66% all res

Rite of Passage +Stamina changed to level 27 Thunderstorm oskill

Heaven's Brethren

Stamina changed to +250 fire damage

3 to all skills and 88% magic find

Hwanin's Majesty

3 to all skills, 50% run walk and 40% all resistance

Sazabi's Grand Tribute

33% crushing blow and 40% all res

Life increased by % replaced with 45% MF

Sazabi's Cobalt Redeemer - dexterity replaced with level 5 Redemption aura

Sazabi's Ghost Liberator - strength replaced with level 7 revive oskill

Sazabi's Mental Sheath - +defence replaced with level 15 energy shield oskill

Sander's Folly

200% magic find and 2 to all skills

Immortal King

Magic damage reduction replaced with 75% MF

Aldurs Watchtower

Magic find increased to 120%

Enhanced damage increased to 425%

Druid skills increased to +5

Trang-Oul's Avatar

Fireball now level 30

Firewall now level 25

Meteor now level 22

Fire mastery now level 7

Trang-Oul's Girth - +stamina changed to +30% movement speed

Griswolds Legacy

150 to max life replaced with 20% damage reduction

Orphans call

All resistance increased to 30

Thorns now do 900 damage

Naj's Ancient Vestige

Now have +4 skills instead of +1

Bul-Kathos' Children

100 fire damage and 3 to all skills

Bul-Kathos' Sacred Charge - now has 40% deadly strike instead of knockback, 2-4 sockets replaces attack speed, resist all increased to 27

Bul-Kathos' Tribal Guardian - 1-2 sockets instead of strength, poison damage is now 1000 over 2 seconds, level 10 might aura replaces fire resist

Natalya's Odium

Natalya's Mark - fire damage now 450, cold damage now 200, Enhanced damage now 280%

Natalya's Soul - stamina changed to 15% crushing blow

M'avina's Battle Hymn

Magic Find Increased to 150%

M'avina's Caster - Attack rating increased from 50 to 100.

Enhanced damage from 188 to 222

Attack speed 40 to 60%

Fires magic arrows level from 1 to 20.

Magic damage changed from 114-377 to 200-400 cold damage.

10% chance to cast level 15 Nova on striking now 15% chance at level 40.

+2 skills changed to +5.

Cow King's Leathers

+Stamina changed to all skills +10

Aldur's Advance

+Stamina changed to 20-32 damage

Heal stamina changed to 50% magic find

Faster run walk reduced to 10%