

# DIABLO II - PATCH 1.15E

Socket changelog

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

## Perfect Gems

|                 | Weapon                                  | Helm/Armor                                 | Shield                          |
|-----------------|---|--|---------------------------------|
| <b>Amethyst</b> | 750 to attack rating                    | 30 strength                                | 250 armour                      |
| <b>Sapphire</b> | 80-120 cold damage<br>(12 sec duration) | 100 mana                                   | 75% cold resistance             |
| <b>Emerald</b>  | 1000 poison over 7<br>seconds           | 30 dexterity                               | 100% poison resistance          |
| <b>Ruby</b>     | 110-150 fire damage                     | 120 life                                   | 75 fire resistance              |
| <b>Diamond</b>  | 200% damage to undead                   | 550 attack rating                          | 33 resist all                   |
| <b>Topaz</b>    | 25-250 lightning damage                 | 29% magic find                             | 75 lightning resistance         |
| <b>Skull</b>    | 7% life/mana steal                      | 25 life replenish<br>70% mana regeneration | Attacker takes damage of<br>500 |

## Runes

|       | Weapon   | Armor-Helm-Shield                  |
|-------|--|------------------------------------|
| El    | 5 light Radius<br>80 attack rating                   | 50 defence                         |
| Eld   | 125% damage to undead<br>125 attack rating to undead | 10% Magic Find<br>10% Block Chance |
| Nef   |  | 100 defence vs missile             |
| Eth   |  | Regenerate mana 50%                |
| Ith   |  | 25% damage taken goes to<br>mana   |
| Tal   | 148 poison damage over 4<br>seconds                  |                                    |
| Thul  | 20 cold damage (1 second chill)                      |                                    |
| Amn   | 11% life steal                                       | Attacker takes damage of 100       |
| Shael | 15% attack speed                                     |                                    |
| Io    | 15 vitality  | 15 vitality                        |
| Lum   | 15 energy  | 15 energy                          |
| Ko    | 20 dexterity   | 20 dexterity                       |
| Lem   | 200% gold find                                       | 200% gold find                     |

## **Runewords**

### Enigma\*

Is now Jah Ith Mal

Now only gives 100% movement speed, +1 to teleport and +2 all skills.

### Black

Charges of Corpse Explosion now at 100 and level 8, up from 12 and 4

Max damage increased to 18 from 10

### Nadir

Now has 30 charges of Cloak of Shadows, up from 9

### Holy Thunder

Charges of Chain Lightning now at 200 and level 15, up from 60 and 7

### Stealth

+stamina changed to +25% attack speed

### Duress

+stamina changed to level 10-15 Cleansing aura on equip

### King's Grace

150 attack rating changed to 75 charges of level 10 Revive

Can now be used with missile weapons

### Radiance

Light radius replaced with level 3-5 Holy Fire aura on equip

### Honor

Enhanced Damage increased to 240% from 160

Deadly Strike increased to 40% from 25

### Peace

Chance to cast Valkyrie on hit changed to 10 charges of level 15

Chance to cast Slow Missiles on being hit increased to 33% from 4%

### Myth

Chance to cast Howl and Taunt increased to 20% each

+2 Barbarian skills increased to +4

Replenish life increased from +10 to +33

### Smoke

Weaken charges increased to 150

### Harmony

Revive charges increased to 150

Light radius replaced with 66% magic find

### Melody

+3 to Slow Missiles replaced with +7 to Magic Arrow (Amazon Only)

### Treachery

Chance to cast Fade on being hit increased to 20% from 5%.

*No longer requires your character to burn their feet to activate.*

### Passion

Is now EthOrtEldLem\*

Heart of the Wolverine increased to 50 charges from 12, level increased to 10 from 3

No longer has Hit Causes Monster to Flee, now has -25% Monster Defence

No longer has +1 Berserk, replaced with +1 Strafe\*\*.

*\*Monsters fleeing was a pain in mine, and everybody else's, ass.*

*\*\*Now actually useful when socketed into bows.*

### Voice of Reason

No longer has chance to cast Ice Blast

Chance to cast Frozen Orb increased to 25% from 15% and is now level 25, up from 13

### Enlightenment

Chance to cast Fireball on striking is now 100%, up from 5% and is now level 22, up from 15.

No longer has chance to cast Blaze on being hit.

Now gives 3% bonus experience.

Now gives +1 to all skills instead of +2 to sorceress skills

### Crescent Moon

Summon Spirit Wolf charges now at 70, level at 33

### Stone

Now has 30 charges of Clay Golem at level 24, up from 16 at 16

Now has 250 charges of Molten Boulder at level 35, up from 80 at 16

### Gloom

15% Chance To Cast Level 3 Dim Vision When Struck is now 50% at level 5  
Now gives 60 to all resistance up from 45

### Bone

Chance to cast Bone Spear and Bone Armor now at level 27  
+Necromancer skills now at +4, up from +2

### Prudence

Damage reduced by 3 removed  
Now has 99 charges of level 9 Chilling Armor

### Rain

Chance to cast Twister has been replaced with 100 charges of level 25 Thunder Storm  
Chance to cast Cyclone Armor has been replaced with 10% chance to cast level 20 Blizzard on being hit.

### Venom

Is now TalDolPul\*  
Poison Nova and Poison Explosion have had their charges increased to 250 and 130 and their levels to 30, respectively.  
Poison Damage has been replaced with 80 level 30 Venom charges  
*\*A Mal was far too expensive for what you're getting*

### Oath

Bone Spirit level has been increased to 30  
Iron Golem and Heart of the Wolverine now have 75 charges

### Delerium

Now gives + 5 to all skills, up from 2

### Rift

Tornado and Frozen Orb are now level 28  
Iron Maiden now has 200 charges, up from 40

### Kingslayer

Vengeance is now level 18, up from 1

### Heart of the Oak

Now has 80 Oak Sage charges up from 25  
Now has 80 Raven charges at level 30, up from 60 at 14

### Silence

Is now ShaelEldHelIstTirVex\*

*\*Monsters fleeing was a pain in mine, and everybody else's, ass. Especially on something this expensive.*

### Death

Now has 50 charges of level 30 Blood Golem, up from 15 and 22

### Chaos

Charged bolt is now level 35

Frozen Orb is now level 30

### Call To Arms

Shouts are now all level 2-3

Gives 25 life regen up from 12

### Fortitude

Enhanced Damage is now 200%, down from 300%.

### Grief

+damage is now 250-280, down from 340-400

Venom is now level 30, up from 15

### Wind

Chance to cast Tornado on strike is now 50% at level 28, up from 20% at 9

Twister charges are replaced with Hurricane, level increased to 25, charges decreased to 100

### Bramble

Thorns aura is now level 20-25

Charges of Spirit of Barbs have been replaced with 220 charges of level 25 Iron Maiden

+25-50% To Poison Skill Damage is now 40%-60%

### Dragon

Venom, Hydra and Holy Fire are all now level 28

### Beast

Now has 50 charges of Summon Grizzly, up from 5

### Chains of Honor

Now has life drain of -18

### Phoenix

Now gives 20% attack speed, replacing chance to cast blaze on level-up\*

*\*VexVexLoJah is ludicrously expensive for a runeword that has no attack speed and is only above mediocre in everything else*

### Hand of Justice

Holy Fire is now level 28

Blaze chance on level-up has been replaced with 20% chance of Crushing Blow

### Wrath

Chance to cast life-tap on striking has been replaced with 7% chance to cast level 33 Armageddon on striking. This Runeword already being able to cast Decrepify on striking meant that life-tap was being immediately removed by decrepify procs, i.e. it was useless.

Magic damage replaced with 75% magic find

### Ice

Chance to cast Blizzard on level up is replaced with 'cannot be frozen'

### Brand

Chance to cast amp when hit replaced with 77% magic find

### Faith

Fire damage replaced with 45% magic find