

DIABLO II - PATCH 1.15

Unique Item changelog

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

Amulets

- Metalgrid - Res all increased to 38. Defence increased to 500. Iron golem charges increased to 40, iron maiden changed to level 10 oskill.
- Seraphs hymn - damage to demons and undead increased to 120%
- Rising Sun - meteor on hit changed to 33%
- Atlas scarab - poison damage increased to 400 over 4 seconds.
- Cats eye – defence from missiles changed to level 20 inner sight
- Saracens chance - iron maiden replaced with level 10-12 hurricane oskill
- Eye of Etlitch - all skills increased to 4-5
- Nokozan Relic - light radius replaced with level 4-5 fire golem oskill
- The Mahim-Oak Curio – +defence replaced with level 20 Cleansing aura on equip
- Crescent Moon - conviction level 1-2 replaces light radius

Helmets

- Vampire Gaze - stamina drain replaced with slows target by 70%, damage reduction changed from 15-20% to 10-15%
- Halabards reign - life regen replaced with 18% chance to cast Armageddon on hit
- Demonhorns edge - thorns increased to 455-677
- Wolfhowl - enhanced armor increased to 180-220%
- Spirit Keeper - hit recovery replaced with oskill 6-10 revive, max posion resistance replaced with +3-7 summon dire wolf
- Cerebus' Bite - lifesteal replaced with 1130 poison damage over 5 seconds
- Steelshade - regen replaced with 3 sockets
- Crown of thieves - gold find increased to 150-200%
- Blackhorns face - lightning damage thorns replaced with 15-30 damage reduced
- Valkyrie wing - +amazon skills replaced with level 4-7 Valkyrie oskill
- Stealskull - mana/life steal increased from 5 to 5-8%, attack speed from 10 to 10-20%
- Rockstopper - damage reduc% changed to 11-20%
- Peasant crown - life regen increased to 15-30
- Wormskull - 1 to necromancer skills changed to level 10-15 poison creeper oskill, posion damage increased to 240 over 2 seconds
- Howltusk - chance to cause flee changed to 5-7 battle cry oskill
- Biggin's Bonnet – Defence increased by 14 replaced with +1 Charge oskill
- Tarnhelm – Now rolls with 1 socket
- Coif of Glory – Defence vs missile now replaced with 1-5% increased experience.
- Duskdeep - cloak of shadows level 3-5 replaces light radius

Chest Armor

- The Centurion - stamina drain replaced with 10 all res, max stamina replaced with +1 all skills
- Templar's Might - max stamina replaced with 20-40% res-all, +armor against missiles changed to level 1 Salvation on equip
- Tyreal's might - damage to demons replaced with level 5 Fanaticism.
- Leviathan - strength replaced with -40% requirements
- Arkaine's Valor - all skills replaced with oskill level 12 Fist of the Heavens
- Corpsemourne - corpse explosion charges replaced with oskill level 7. Chance to cast iron maiden replaced with 10% chance to cast poison explosion level 20
- Black Hades - damage to demons increased to 90-100%, sockets to 4
- Atma's Wail - MF increased to 55-80%, mana regen replaced with shout level 11 oskill
- Toothrow - open wounds replaced with Teeth oskill level 7-10
- Spiritforge - light radius replaced with summon spirit wolves level 5 oskill
- Crow Caw - open wounds replaced with oskill summon raven level 3
- Greyform – Dexterity replaced with level 10-14 oskill Inferno.
- Blinkbat's Form – Faster run/walk replaced with 20-40% lightning resistance, fire damage replace with level 1 Teleport oskill.
- Sparking Mail – Now does 66 lightning thorns damage and gives 25-40 lightning damage to attacks.
- Heavenly Garb – Mana regeneration replaced with level 8-12 Holy Bolt oskill.
- Rockfleece – +5 strength replaced with level 5-8 Summon Clay Golem oskill.
- Rattlecage – Hit causes fleeing replaced with level 4-6 Summon Skeletal Mage oskill.
- Iceblink - teleport level 1 replaces light radius
- Boneflesh - blood golem level 7-10 replaces attack rating
- Skin of the Flayed One - repairs durability replaced with level 1 Salvation aura
- Iron pelt - now has 10 charges of level 20 iron golem, and level 15 summon dire wolf oskill
- Guardian Angel - now has 11 to all resistance instead of +1 skills to paladin
- Silkweave - now has level 8-10 Iron Skin
- Steel Carapace - level 10 iron maiden now replaces chance when hit to cast iron maiden

Belts

- Verdungo's Hearty Cord - stamina replaced with 5% chance to cast level 10 battle orders on hit
- Snowclash - chance to cast blizzard on being hit replaced with level 22 arctic blast oskill
- Gloom's Trap - mana regen replaced with slows target by 40%
- Bladebuckle - thorns replaced with oskill blade shield level 17, Damage Reduced By replaced with level 3 thorns
- Snakecord – Life regen replaced with level 1-4 Poison Creeper oskill.
- Lenymo - mind blast level 1-5 replaces light radius

Boots

- Treads of Cthon - stamina drain replaced with level 1 sanctuary aura
- Waterwalk - fire res from 5% to 10%, dex from 15 to 40-45, heal stamina to deadly strike 20-25%, Defence against missiles from 100 to 222, max stamina changed to fire res 35-50
- War Traveler - stamina drain replaced with 100-150% damage to demons
- Gore Rider - max stamina changed to 15-30% magic find
- Sandstorm Trek - Movespeed increased from 20 to 30%, stamina drain replaced with +100 defence, max stamina replaced with summon clay golem level 22
- Marrowwalk - Stamina replaced with +8 to bone spear
- Shadowdancer - +skills increased to 4-6, movespeed increased to 60%
- Infernostride – gold find replaced with fire golem oskill level 8
- Tearhaunch – +2 Vigor (paladin only) is now +1 Vigor aura on equip, for all classes.

Gloves

- Soul Drainer - chance to cast weaken on hit increased to 50%, level 1
- Hellmouth - firestorm changed to molten bolder
- Venomgrip - poison damage changed to 900 over 6 seconds.
- Gravepalm - strength changed to level 1-2 revive oskill
- The Hand of Broc – +defence is replaced with level 1 Bash oskill.
- Ghoulhide - +20 life is replaced with level 13-19 Summon Blood Golem oskill
- Steelrend - now grants level 10 iron skin and level 15 berserk

Rings

- Bul-Kathos' Wedding Band - max stamina replaced with level 18 Valkyrie
- Dwarf Star - gold find increased from 100% to 300-400%, stamina replaced with holy fire level 33, heal stamina replaced with 25-35% MF
- Nagelring - magic find increased to 40-60%
- Wisp Projector - all 'wisp' skills made into oskills, levels 10-12. Chance to cast lightning on hit increased to 50%. MF increased to 35-40%.
- Natures peace - damage reduction increased to 15-18, res poison to 77%, oak sage replaced with oskill summon spirit wolf 14-18
- Carrion Wind - poison nova increased to 20/20, summon creeper now oskill level 15-21, twister now 25/19
- Raven Frost - dex replaced with 10 charges of summon raven level 29.
- Stone of Jordan - lightning damage increased to 1-200.
- Manald Heal - +life replaced with level 1 redemption aura on equip