

# DIABLO II - PATCH 1.15F

Set item changelog

Most recent changes highlighted in red. 1.15f

## **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, 100% magic find, +5 zeal and cannot be frozen.

## **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%