

DIABLO II - PATCH 1.15F

Unique Weapon changelog

Most recent changes highlighted in red. 1.15f

Axe

- Hellslayer - chance to cast fireball on hit increased to 100%
- Ethereal edge- life after demon kill replaced with 40-65% crushing blow
- Cranebeak - raven charges increased to level 29 with 20 charges
- Runemaster – now always rolls 6 sockets
- Razors edge - 100% deadly strike, 100% open wounds
- Minotaur - half freeze replaced with level 10-20 holy shock aura
- Boneslayer blade - holy bolt charges increased to level 40 with 400 charges. Strength changed to 75-100 mana
- Stormrider - lightning thorns changed to level 25 oskill thunderstorm
- Spellsteel - charges all increased to 200. decrep to level 5, holy bolt changed to level 25 fist of heavens, firestorm increased to level 30
- Pompeii's wrath - volcano chance increased to 10% and level to 22. Fire damage increased to 350-400
- Rakeskar - Concentrate level 3-6 replaces poison res
- Bladebone - Bone Armor level 1-3 replaces def
- Deathspade - Slain monsters rest in peace and two sockets replace 'hit blinds target'
- Skull Splitter - Psychic hammer level 5 replaces mana regen
- The Chieftain - 100% crushing blow and 4-8 lifesteal replaces lightning damage and %damage.
- brainhew - 7-10% increased experience replaces light radius
- Guardian Naga - now is 100% chance to cast level 15 poison nova
- Warlord's Trust - 45-60% crushing blow replaces repairs durability, has 3 sockets
- The Scalper - 22% chance to cast level 5 life tap replaces mana after kill
- Death Cleaver - now has 10% chance to cast level 1 amplify damage

Bow/Crossbow

- Goldstrike Arch – life regen replaced with 40-60% magic find
- Cliffkiller – defence vs missile replaced with 80-120% magic find
- Magewrath – attack rating replaced with 70-110% magic find
- Windforce - heal stamina replaced with 7% chance to cast level 7 Hurricane on striking. Dex replaced with 45% magic find.
- Eaglehorn - enhanced damage increased from 200% to 240%. Attack rating replaced with 30% attack speed. Dex replaced with 75% magic find
- Widowmaker - magic arrow level increased to 20, guided arrow increased to 12-15. Given 15% crushing blow and 66% magic find.
- Endlessail - Strafe changed from amazon only to an offclass skill, level 5-7. Def from missile changed to 40% attack speed.
- Kuko shakaku - fires explosive arrows or bolts increased to level 15-18. Fire damage replaced with 2 sockets. Bow and crossbow skills replaced with 40% resist fire, + immo arrow increased to +7
- Skystrike - attack rating replaced with 10% chance to cast level 28 blizzard, lightning damage replaced with 2 sockets. Percent to cast meteor increased to 25, level to 18. %ED replaced with level 22 thunderstorm. Energy replaced with 75-100% magic find.
- Bloodravens charge - revive charges replaced with level 7-10 raise skeleton. %ED increased to 240-280
- Lycanders aim - energy replaced with level 15-22 blessed aim aura
- Gut siphon - 100% pierce, %ED increased to 220-280
- Hellrack - attack speed changed to 20% crushing blow, immolation arrow charges to 200 and level 25, elemental damage to 666, sockets to 3
- Demon machine - explosive arrow increased to 15, defence changed to 150-200% damage to demons, %ED to 140-190
- Burrito cannon - defence changed to level 10-14 holy freeze aura
- Pus spitter - now does 600 poison damage over 3 seconds. Attack speed increased to 45% and necro skills increased to +6-7. 15% chance to cast level 22 poison nova now on hit, 20% chance to cast level 2 lower res on hit
- Langer briser - MF now 100%, find item level 8-12 replaces +life
- Stormstrike - thunderstorm level 4-6 replaces strength
- Hellclap - pierce fire damage 20-30% replaces dexterity
- Ichorsting - dexterity replaced with 20-30% crushing blow
- Riphook - now has level 3-5 find item

Dagger

- Stormspike - attacker takes lightning damage changed to holy shock level 17-20 aura
- Fleshripper - redemption aura level 15-20 replaces slow target
- Ghostflame - now has level 18 revive skill, light radius changed to 222 fire damage
- Spinneripper - +1 necromancer skills replaced with level 10 oskill bone prison

Mace/Hammer/Flail/Scepter

- Heaven's Light - paladin skills increased to 4-6
- Hand of Blessed Light - chance to cast fist of heavens level increased to 33
- The Fetid Sprinkler - poison damage now applies over 2 seconds and deals 800 damage
- Zakarum's Hand - blizzard chance increased to 15% at level 25
- Stone Crusher - flat damage increased to 35-50, reduce armor per hit changed to level 15-25 clay golem oskill
- Horizon's Tornado - tornado chance increased to 33% at level 33
- Baranar's Star - dex replaced with 10% chance to cast level 40 meteor on striking
- Nord's Tenderizer - blizzard charges changed to 14% chance on hit to cast level 27 blizzard on striking, cold absorb minimum increased to 15
- Gavel of pain - iron maiden chance replaced with level 11 oskill bloodgolem, attacker takes damage increased to 377, chance to cast amplify on hit increased to 13, %ED increased to 160-210
- Earthshaker - cast fissure chance increased to 100% at level 15. Druid elemental skills replaced with 400-500 fire damage
- Baezil's Vortex - chance to cast nova increased to 25% at level 21, charges replaced with chance to cast frost nova level 1 at 40%, light damage increased to 1-777
- Moonfall - meteor charges replaced with 150 charges of level 20 Armageddon, meteor chance on hit increased to 50% at level 15, flat damage increased to 44-55
- Sureshrill frost - charges increased to 220 at level 22, cold damage changed to holy freeze aura level 14-20
- Dark Clan Crusher - +druid skills replaced with level 15-25 crushing blow, life after demon kill replaced with 66 charges of level 6 revive
- Zakarum's Hand - heal stamina replaced with 20% crushing blow
- Stoutnail - Thorns aura level 5-7 replaces magic damage reduced
- Ironstone - Iron Golem level 10 replaces 10 strength
- Steeldriver - regen stamina replaced with +40 mana
- The General's Tan Do Li Ga - raise skeleton level 5-6 replaces defence

Necro offhand

- Boneflame - enchant level 1-2 replaces chance to cast terror

Polearm/Spear

- Souleaste Tine - stamina drain replaced with crushing blow 33%, %ED increased to 300-400%
- Stoneraven - magic damage replaced with 17-22 damage reduction. ED% changed to 310-350, zon skills replaced with level 22 clay golem
- Lycanders flank - 20% ED replaced with 99 fire damage
- Gargoyles bite - poison damage increased to 2900 over 7 seconds, Plague Javelin charges increased to 300 and level to 27, replenishes quantity replaced with 18% chance to cast level 7 Lower resist on striking
- Wraith Flight - enhanced damage increased to 230-275
- Stormspire - attacker takes lightning damage replaced with level 25-30 thunderstorm oskill
- Tomb reaver - sockets increased to 2-3
- Bonehew - bonespear chance increased to 100% at level 22. Charges increased to 350
- Grim's Burning Dead - fire damage changed to level 30 holy fire aura, necromancer skills changed to level 11 raise skeleton oskill, thorns increased to 888
- Husoldal Evo - damage increased to 180-220%, replenish life increased to 40
- The Meat Scraper - magic find increased to 65%, masteries increased +7
- Viperfork - poison damage now at 2170 over 10 seconds, poison explosion level increased to 24
- Arioc's Needle - poison damage replaced with 100% chance to cast level 30 teeth on striking, deadly strike is now crushing blow
- Hone Sundan - now has 6 sockets
- Kelpie snare - now gives 100% fire resistance and gives 2.5 life per level
- Dimoak's Hew - 33% chance to cast level 5 confusion replaces -defence
- Soul Harvest - Revive level 1-3 replaces attack rating
- Battlebranch - level 10 might aura replaces dexterity
- The Dragon Chang - 10% chance to cast level 10 hydra replaces fire damage
- Bloodthief - now grants 80-100 life
- Lance of Yaggai - 11% chance to cast level 1 static field replaces monster takes damage
- Blackleach Blade - chance to cast weaken is now 15% at level 15
- Athena's Wrath - +druid skills is now 6-9
- Pierre Tombale Couant - +barb skills is now 5, gives level 10 redemption aura
- Spire of Honor - 3 sockets replace light radius
- Steel Pillar - 50-100 all resistance replaces increased defence, now has 10% chance to cast lower resist level 5 on striking

Sorc weapon

- Eschuta's Temper - mana replaced with Death Sentry 15-20 oskill
- The Oculus - now has 20% chance to cast dim vision when struck, rather than teleport

Shield

- Dragonscale - fire% increased from 15 to 35-40
- Alma Negra - +paladin skills increased to 3
- Spirit ward - enhanced defence changed to oskill revive level 1, fade chance is now 8% at level 10, block chance increased by 5%
- Headhunters glory - poison res changed to 80 level 33 summon skeleton charges. life after kill changed to oskill level 5 skeleton mastery
- Medusa's gaze - slow increased to 20-35%, oskill level 15-18 glacial spike
- Spikethorn - now rolls 3-5 sockets, thorns quadrupled
- Blackoak shield - grants 0-600 cold absorb and cannot be frozen
- Stormchaser - chance to cast blizzard and tornado increased to 16% and levels increased to 12
- Lance guard - life changed to 10-15% crushing blow
- Viscerant - attacker now takes 1-1111 light damage, sorc skills replaced with level 4-8 thorns aura
- Umbral Disk - **charge** level 8-12 replaces light radius
- Stormguild - Resist lightning aura level 1-2 replaces 30 defence
- Swordback Hold - level 1-5 frozen armor replaces defence
- Wall of the Eyeless - hit blinds target now replaces defence
- Gerke's Sanctuary - now has level 1-10 sanctuary aura
- Lidless Wall - now has 70-110% magic find replacing light radius
- Radament's Sphere Raise skeletal mage level 10 replaces poison explosion charges

Staff

- Skull Collector - MF% doubled, all skills replaced with 200 charges of level 40 raise skeleton mage
- Warpspear - teleport reduced to level 1, telekinesis and energy shield increased to +4, ignore armor changed to 50% faster cast rate
- Chromatic Ire - lightning thorns increased to 1-2000, masteries increased to +1-10, sorc skills reduced to +1, resist all increased to 40-55
- Razorswitch - +skills increased to 4, magic damage now reduced by 75-100
- Bane Ash - Level 2-8 holy fire aura replaces fire damage
- Spire of Lazarus - level 5-10 revive replaces damage reduced by
- The Salamander - Fissure level 3-5 replaces fire damage

Sword

- The Grandfather - strength and dex increased to +30, attack rating now at 100%, life increased to 150, energy replaced with 3 sockets. %ED increased to 320-400
- Doombringer - now casts weaken on every hit
- Flamebellow - fire damage now at 666
- Frostwind - half freeze duration replaced with 3 sockets, attack speed increased to 80%, cold damage now 500
- Lightsabre - +damage increased to 65, absorbs 40% lightning
- Bloodmoon - now has 25 charges at level 25 of blood golem, 100% chance of open wounds and now heals 50 life after kill, lifesteal replaced with 25% chance to cast level 4 corpse explosion on hit
- Todesfaelle Flamme - fire wall charges increased to 180 at level 33, 100% chance to cast level 18 fireball on attack
- Cloudcrack - fist of heavens chance 7% to cast level 35. Lightning damage replaced with 99 charges of thunderstorm level 30, attacker takes lightning damage increased to 1-777
- The Vile Husk - now deals 500 poison damage over 1 second.
- Bing Sz Wang - frozen orb level increased to 28
- Crainte Vomir- damage reduction increased to 18%, slows target by 75% and %ED increased to 200-280%
- The Atlantean - Defence increased to 400-500, now has -100% requirements instead of +strength and level 16 sword mastery instead of dex
- Plague barer - poison damage is now 3000 over 8 seconds. +rabies replaced with 100 charges of level 30 raven. Chance to cast poison nova replaced with -4 light radius
- Ginthers rift - magic damage now reduced by 35, repairs durability replaced with 2 sockets
- Hexfire - hydra charges now oskill level 20-30, fire res increased to 33, %ED increased to 180-220%
- Bloodletter - raw damage changed from 12-45 to 40-45. stamina drain replaced with fanaticism level 7, sword mastery replaced with 80 charges of level 26 hurricane, attack speed replaced with 12% crushing blow
- Gleamsythe - 2 sockets replace light radius
- Griswold's Edge - 100% deadly strike chance replaces knockback
- Soulflay - now has 15% chance to cast level 2 decrepify on hit
- Blacktongue - level 1 howl replaces poison resist, now has cleansing aura level 5
- Coldsteel Eye - now has 2 sockets

Wand

- Suicide Branch - corpse explosion level 7 replaces +1 skills
- Blackhand Key - level 5 enchant replace +curses