

What is new in Patch 3.8

- Each Class now has 3 new skills, all skills rebalanced
- Monsters have been rebalanced
- Many New Elite Unique Monsters will be found around Sanctuary
- End game dungeons have been added - 1 for each Act
- Each Class has 2 new End game sets
- New mid-tier sets
- Over 2000 unique items
- Over 200 Runewords
- New cube recipes to upgrade equipment
- New runes, new crafting materials
- New potions - endurance, resistance, combat & trance
- Increased stash size and cube size
- Auto gold pickup
- Over 350 map changes to dungeons, bosses and world maps
- Rare charms, unique quivers, legendary items
- *legendary items can only be dropped by dungeon bosses
- Monster resistances have been removed (part of rebalance)
- Players 127 settings, once you become more equipped you can increase the challenge (Type: Players 1 up to 127 to set difficulty)

Hero Classes - New skills

Each class has received 3 new skills, check each class to see them Class builds vary much more now, do not be afraid to use dual elements, due to the change in monster resistance's, the function of damage has changed much, all monsters now take damage from all sources.

Also all classes now have some access to elemental damage to combat physical immunes which are also limited in how often they spawn

New skill show case example: **Shock Storm** - AOE placement skill



New potions – They can be bought from the vendors - Each potion has a different visual effect so you can see when they are active and when they expire

Here you can see them in store:



Example of visual effects:



New End Game Dungeons - Open them using RUNE's

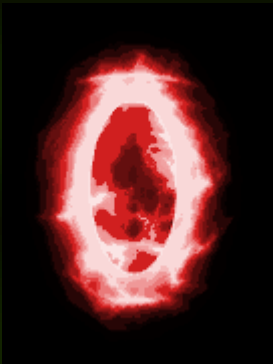
Act 1 - El, Eld, Tir

Act 2 - Eld, Tir, Nef

Act 3 - Tir, Nef, Eth

Act 4 - Nef, Eth, Ith

Act 5 - Eth, Ith, Tal



Each dungeon has more than one boss and a unique story that goes with it, the quest line is not ingame, but here is a story for you...

So stay a while and listen...

After the defeat of Baal, the people of Arreat thought they were safe, but alas, they were not, evil never ceases to find their way into life to destroy it....

Blood is the life force of all things, even more than the ether, without blood there would be no flesh...

Act 1 - The Blood queen, Andariel has been draining the blood of the denizen of sanctuary, she has done so in order to make Bloodclones of herself, already two have risen, you have to go down into the Blood pits to stop them ...



Act 2 - The lost sands, the desert does not only hold death, but deep beneath the desert sands are veins of gold, the undead have occupied the lost sands in order to extract the gold to re-enforce their armies... even the undead find value in gold...



Act 3 - Mephisto, his soul was separated into three parts, the most powerful of them still dwell deep beneath Kurast, go into the halls beneath Kurast and end Mephisto forever before he is completely reborn and all his parts united, the three become one..



Act 4 - Diablo, a true immortal being, through the ages so many have tried to destroy diablo, even the angels themselves, unable to truly destroy diablo, they have imprisoned him , trapped his soul, go into the depths w here his soul is kept, maybe your hands can destroy him forever...



Act 5 - Baal, true evil never dies, it only lies dormant, Baal in league with Andariel has constructed himself a clone body, the pure embodiment of evil and corruption, hero please, do what you can to save sanctuary...



Exile these beings at all costs hero... at all costs...

Horadric Cube Recipes

You are welcome to ask in the discord channel if anything is unclear...

List of **Uniques**, **Sets**, **Runewords** and **Cube Recipes** are available here:

https://docs.google.com/spreadsheets/d/1M6o6rpTqsyjmCwblg9kgZ_fD_ZsXo-PmWIOB9f4ERm8/edit?usp=sharing

Have fun and peace all

If you want more info, please join our Discord channel...

<https://discord.gg/35wHjG>

Install Instructions

This should work perfectly for everyone, jsut follow the steps :)

STEP 1

Make sure you have diablo 1.13(C or D) installed

STEP 2

Install D2SE using the downloaded "D2SE_V2.2.0.exe" that was in the Zip Folder

STEP 3

Install PlugY using the downloaded "PlugY_The_Survival_Kit_v11.02.exe" that was in the Zip Folder

STEP 4

Copy the MODS Folder into your "\diablo II\" folder or the content of the MODS folder to "\Diablo II\MODS"

STEP 5

Copy the contents of "COPY TO D2 ROOT DIRECTORY" folder into your "\diablo II\" folder (root directory)

STEP 6

Right click the D2SE shortcut on your desktop, go to compatibility and set it to "Window XP Service Pack 2" and "Run as Administrator"

STEP 7

As good measure set all other *.exe files to the same compatibility settings "Window XP Service Pack 2" and "Run as Administrator"

STEP 8

Play and Have FUN!

STEP 9

Give feedback if you have!

Multires Install Instructions **NOTE: This will not work for everyone**

Copy the content of the \MultiRES folder to the Diablo II\MODS\D2 Patch 3.0 folder and replace the existing PlugY.ini

To undo this, copy the PlugY.ini from the \OR PlugY folder into the Diablo II\MODS\D2 Patch 3.0 folder and replace the one in there.

I am not the creator or owner of Multires, i just added incase you want to check it out, dont use too high settings, go maximum 1280x720 as this will provide the most fun!

SETTINGS TO USE

1024x768

1280x600

****1280x720 = THIS WILL GIVE YOU THE BEST EXPERIENCE**, mobs are just far enough to see balanced with the aggro range, any higher will spoil the fun and besides, this looks damn good :)

Also run the regfile - MRRegFIXed.reg

Then Disable DEP -

https://www.google.com/search?q=how+to+disable+dep&rlz=1C1CHBF_enZA845ZA845&oq=how+to+disable+DEP&aqs=chrome..69l68gjoj7&sourceid=chrome&ie=UTF-8

Peace

PS: This will not work for everyone, but should for most.

Email me at bubblegumbblue69@gmail.com

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Thanks to Phrozenkeep for all the great information available on their site!!

HAVE FUN ALL!