



## INTRODUCTION:

SANCTUARY Mod is a passion project by Xtimus and his dream version of Diablo 2. Ideas for the mod started back in 2018 in a post made to the community section on the Xtimus YouTube channel. Sanctuary Mod will be available on Diablo II: Resurrected. Most of the mod was made through editing the game data and Blizzard is currently allowing that for the remaster. This is the first version of the mod and many new features will be released in future versions.

### BASICS:

- RUNS ON PLUGY 14.02
- GAME RESOLUTION UPDATED.  
1344x700 AND 1068x600

### CLASS SKILL CHANGES

#### ASSASSIN:

- MARTIAL ARTS UPDATED TO HAVE MORE DAMAGE ON ELEMENTAL SKILLS.
- FISTS OF FIRE DAMAGE SYNERGY BOOSTED FROM 8% TO 16%
- CLAWS OF THUNDER DAMAGE SYNERGY BOOSTED FROM 8% TO 16%
- BLADES OF ICE DAMAGE SYNERGY BOOSTED FROM 8% TO 16%

#### NECROMANCER:

- BONE SPEAR & BONE SPIRIT DAMAGE BOOSTED TO BE MORE EFFECTIVE FOR END GAME SUCH AS CLEARING CHAOS SANCTUARY.

- BONE SPEAR DAMAGE SYNERGY BOOSTED FROM 7% TO 14%
- BONE SPIRIT DAMAGE SYNERGY BOOSTED FROM 6% TO 12%

- REVIVE: SUMMONED REVIVED MINIONS NOW LIVE LONGER - 320 SECONDS.

#### BARBARIAN:

WHIRLWIND NOW FUNCTIONS LIKE CLASSIC WHIRLWIND. THIS IS SIMILAR TO CLASSIC WHIRLWIND BARBARIANS FROM PATCH 1.09. WHIRLWIND IS NOW A VERY EFFECTIVE END GAME BUILD THAT CAN CLEAR GROUPS OF MONSTERS MUCH FASTER.

#### PALADIN:

- FIST OF THE HEAVENS HOLY BOLTS UPDATED TO DAMAGE ALL MONSTER TYPES, NOT JUST UNDEAD. FOH ALSO CASTS MUCH FASTER AND HAS LESS OF A DELAY.

- HOLY BOLTS NOW DAMAGE ALL MONSTER TYPES. THE BOLTS DO ABOUT 10K AVERAGE DAMAGE WITH END GAME GEAR.

- VENGEANCE DAMAGE SYNERGY BOOSTED FROM 10% TO 15% FOR FIRE, COLD AND LIGHTNING. THE ELEMENTAL DAMAGE SYNERGY FOR THE SKILL IS BOOSTED FROM 2% TO 5%

- PALADIN NERFS:  
HOLY SHIELD'S DEFENSE SYNERGY NERFED FROM 15% TO 10%

PALADINS NATURALLY HAVE A MASSIVE BOOST TO DEFENSE AND THIS NERF IS TO BALANCE ENIGMA. SINCE ENIGMA NOW GRANTS THE SHOUT SKILL WHICH BOOSTS DEFENSE.

BLESSED HAMMER DAMAGE SYNERGY NERFED FROM 14% TO 8%

HAMMERDINS ARE KNOWN TO BE MASSIVELY OVERPOWERED. BLESSED HAMMERS ARE STILL VERY EFFECTIVE AND PROBABLY STILL IS THE MOST OVERPOWERED SKILL.

#### SORCERESS:

- HYDRA DAMAGE SYNERGY BOOSTED FROM 3% TO 10%. THIS IS NOW A VERY EFFECTIVE BUILD THAT CAN CLEAR GROUPS OF MONSTERS QUICKLY.

- FROZEN ORB DAMAGE SYNERGY BOOSTED FROM 2% TO 6%

#### DRUID:

YOU CAN NOW CAST TELEPORT, BATTLE ORDERS, AND BATTLE COMMAND IN WEREWOLF AND WEREBEAR FORM.

#### UNIQUE ITEM CHANGES:

- HUNDREDS OF UNIQUE ITEMS HAVE BEEN UPDATED TO BE MORE EFFECTIVE. THERE ARE 402 UNIQUE ITEMS IN THE D2 GAME DATA, AND MOST OF THEM ARE NOT VERY GOOD. YOU WILL SEE MASSIVE CHANGES TO UNIQUE ITEMS, HOWEVER THEY WILL STAY TRUE TO THEIR ORIGINAL FORM AND PURPOSE.

- MOST UNIQUE MELEE WEAPONS NOW HAVE FASTER CAST RATE TO ALLOW MELEE BUILDS TO USE TELEPORT EFFECTIVELY.

- MORE UNIQUE ITEMS HAVE MAGIC FIND

- THE CONSTRICTING RING CAN NOW DROP. THIS UNIQUE RING WAS NEVER USED, ITS STATS ARE OVERPOWERED SO THEY'VE BEEN UPDATED. THIS IS NOW THE RAREST UNIQUE ITEM IN THE GAME EVEN ABOVE TYRAEL'S MIGHT. IT IS A ILVL 96 ITEM THAT CAN ONLY BE DROPPED FROM BAAL.

#### SET ITEM CHANGES:

- ELITE CLASS SETS ARE NOW UPDATED TO BE MORE EFFECTIVE IN END GAME.

- ELITE CLASS SETS ARE NOW UPDATED TO HAVE MORE MAGIC FIND, SIMILAR TO TAL RASHA'S WRAPPINGS.

- ELITE NON-CLASS SETS ARE NOW BOOSTED, SUCH AS SAZABI'S, HEAVEN'S BROTHERN AND MORE. THESE SETS ARE NOW MUCH MORE EFFECTIVE FOR END GAME.

- LOW LEVEL SETS UPDATED SLIGHTLY.

#### RUNEWORD CHANGES:

- DOZENS OF RUNEWORDS WERE UPDATED TO BE MORE EFFECTIVE. THE MORE HIGH RUNES IT REQUIRES, THE MORE POWERFUL THEY BECOME. RUNEWORDS SUCH AS WIND ARE UPDATED TO BE MORE EFFECTIVE FOR END GAME.

- RUNEWORDS THAT HAVE A HIGHER STAT VARIABILITY ARE NOW UPDATED. SUCH AS CALL TO ARMS'S BATTLE ORDERS NOW VARY BETWEEN 3-6.

- STEALTH AND SPIRIT RUNEWORDS NOW HAVE TELEPORT. THIS IS TO ALLOW OTHER CLASSES TO PROGRESS AS QUICKLY AS THE SORCERESS.

#### WHITE WEAPONS:

MANY ELITE WHITE WEAPONS HAVE MORE DURABILITY SUCH AS BERSERKER AXES. THIS IS TO PREVENT THEM FROM BREAKING AS QUICKLY.

#### BOSS UPDATES:

DURIEL NOW HAS SIMILAR DROPS TO MEPHISTO.

#### MEPHISTO NOW HAS NEW SKILLS:

- BAAL TELEPORT
- BAAL INFERN0
- CHANCE TO CAST FROZEN ORB WHEN HE STRIKES YOU
- MOVEMENT SPEED INCREASED
- CAN NOW FLY OVER THE BLOOD RIVER. (HOWEVER DO NOT KILL HIM WHEN HE'S FLYING OVER THE RIVER AREA, OR HE WILL NOT DROP ITEMS)

#### DIABLO NOW HAS NEW SKILLS:

- ARMAGEDDON (LIKE HIS UBER COUNTERPART)
- BAAL'S FIRE NOVA

#### PANDEMONIUM DIABLO (DIABLO CLONE):

- NOW SUMMONS DEMONS

#### UBER TRISTRAM:

- PRIME EVILS DIFFICULTY UPDATED.

#### ANCIENTS:

THE ANCIENT BARBARIANS NOW DROP ITEMS.

#### HELL DIFFICULTY:

- TALIC: HAS THE SAME DROP TABLE AS NIGHTMARE AND ARIEL.

- MADAWC: HAS THE SAME DROP TABLE AS HELL COW KING

- KORLIC: HAS THE SAME DROP TABLE AS HELL MEPHISTO.

#### MERCENARIES:

- ACT 1 HELL FIRE ARROW MERC NOW CASTS ENCHANT AND GUIDED ARROW
- ACT 1 HELL COLD ARROW MERC NOW CASTS FROZEN ARMOR AND STRAFE

- ACT 3 HELL FIRE CASTER MERC NOW CASTS FIRE BALL, METEOR, AND FIREWALL
- ACT 3 HELL COLD CASTER MERC NOW CASTS FROZEN ORB, FROZEN ARMOR, AND ICE BLAST
- ACT 3 HELL LIGHTNING CASTER MERC NOW CASTS THUNDER STORM, FIST OF THE HEAVENS, AND STATIC FIELD.

#### WEATHER:

- IT CAN NOW RAIN IN ACT 2

#### IN-TOWN SPELLS:

YOU CAN NOW CAST THE FOLLOWING IN TOWN:

- TELEPORT
- THUNDER STORM
- BATTLE ORDERS, BATTLE COMMANDS, AND SHOUT

#### TOWN MERCHANT CHANGES:

- AKARA NOW SELLS UNLIMITED SKILLS & ATTRIBUTE RESPECTS FOR 20K GOLD EACH

- LARZUK NOW SELLS UNLIMITED ITEM SOCKETING FOR 20K GOLD EACH

- ANYA NOW SELLS UNLIMITED PERSONALIZED ITEMS FOR 20K GOLD EACH

SUPPORT MY WORK ON

PATREON

