

Seasons After

A Diablo II Balance and Variant Mod

Version: 3.28d

Files: Patch_d2.mpq, D2Game.dll, D2Client.dll, D2Common.dll

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Forum: <http://phrozenkeep.it-point.com/forum/viewforum.php?f=29>

About

This mod changes and nerfs quite a bit in Diablo II and The Lord of Destruction for the sole purpose of making the game a bit more fun, a bit more interesting and a bit more of a challenge.

At heart the game is still the same old Diablo II with improvements and fixes here and there.

Basically this mod is what I wanted Diablo II and the Lord of Destruction to be like - to an extent - as some things simply cannot be changed ... and I do have my own silly ideas ;)

Ideally what I am trying to achieve with this mod is something balanced where you can pick a couple of skills from different trees and work with them, supplemented with other skills along the way. You can start a character and put points into skills without the worry that you'll run out of points later if you don't hoard them. I personally never liked saving skill points as it tends to reduce the fun of the early game.

This way characters become a style of hybrid where no one skill or item type dominates and you need to be able to use several complementary skills and items to survive – at least that's the theory and the goal.

About the mods name: I'm being an archeologist, having a little dig, at Blizzard.

Why spend months waiting for patches when you can just create your own?

So there is a bit of hope in there that a patch will come ... seasons after it should have ;)

Reasons for the Mod

I was quite disappointed with the expansion set and felt Blizzard made the game far too easy and nerfed things that did not need a nerf. Also adding areas like the Bloody Foothills - sorry that's Bloody!@#\$\$ Foothills, adding very common and powerful items such as Charms, over-powered unique and set items and to an extent adding very powerful mercenaries.

All of the above were great ideas just poorly implemented :(

Blizzard had it right when they created Act IV, you need it all there: defence, resistances, damage, skill, speed and items to survive. So what happened to the rest of the game Blizzard?

Another thing is that I wanted a mod I could play that was similar to normal Diablo II and The Lord of Destruction but with things fixed. This is why the mod is not too different and is slightly geared towards LAN play.

Features

This is a brief overview - refer to the website for more detailed information.

Characters start with Travellers items. These items are based upon what the characters would be carrying when they arrive at the Rouge Encampment. While these items are not very powerful they are quite useful in the beginning of the game - not only that but they have long term use due to their sockets.

Characters also gain three skill points per level with a maximum skill level of 40 - This has been balanced so that skills do not become overpowered ;)

What this means is that you can use the points in low level skills without the worry of not having enough skill points in the later game for the higher level skills.

You can only assign points into a skill up to the maximum number based on your character level as usual.

Barbarians now only receive one stamina point per point in vitality and one point in stamina per level.

Items

You will no doubt notice that some items have been balanced with magic properties spawning on several item types. For example Axes now do extra damage to Demons.

Every character class has Class Specific Bows and Crossbows (the Amazon has Swords and Flails, already having class specific bows). These weapons may not seem to have much use but they are quite powerful and do have many uses, especially as a melee character when you need the range of a bow for that one monster you don't want to go near ;)

Armours are now heavier and some have lower run walk speeds depending on their defence. However with more defence comes more damage reduction - not much but it's still something.

Every armour has a unique style when worn on characters.

Gems are better, Not only that but there are now Exceptional and Elite Gems to find.

Runes drop more often and some individual Runes are now better for socketing.

Charms drop much less often than in standard Diablo II.

Jewels are more powerful and many are good for individual socketing.

Staves, Orbs and Wands can be used as good melee weapons. Orbs are larger but they do gain a resistance bonus.

There are new throwing items: Clubs, Scimitars and Flails.

New Unique and Set items as well as new Runewords.

Rare items are much better than before - many lower level properties will stop appearing as you progress.

Oils and Waters



These items are found in the early game, mixed either by Akara or recovered from the bodies of slain monsters. While not overly useful, some have properties that can be helpful as you journey further into the lands of Sanctuary.

Renew Oil: Helps to ease joints and relieve muscle tension.

Ven Potion: Usage varies, though it can aid in forming a resistance to toxins.

Life Water: A watered down healing potion – when you can sell flavoured water to adventurers, you know you'll never be poor.

Liquid Mana: Sanctuary's own Powerade in mountain crush flavour.

Antifrost: Saves you from being late on those cold early mornings.

Restoration Oil: For bringing back the just-like-the-bought-one shine to antique weapons and armour.

The physical properties of these oils and waters differ from the norm, in that they do mix ;)

Mercenaries

Some come with more powerful skills, however in general they are not as strong at tanking as before.

Act II Desert Mercenaries in Nightmare gain Sanctuary instead of Might.

Act II Desert Mercenaries in Hell:

- Offensive Mercenaries gain Vigour.
- Combat Mercenaries gain Meditation.
- Defensive Mercenaries gain Cleansing.

Act III Ironwolves should now have Fire, Cold and Lightning Masteries.

Fire Ironwolves now gain a Resist Fire Aura and Meteor.

Cold Ironwolves now gain a Resist Cold Aura and Chilling Armour.

Lightning Ironwolves now gain a Resist Lightning Aura and Chain Lightning.

Act V Barbarian Mercenaries can shout Battle Command.

Monsters

Monsters are generally harder with every monster having at least a 100% increase to their maximum life. Minimum life remains the same for added variety :)

There is no leeching from ANY undead monsters.

Super Unique monsters are now harder and some have more mods.

There are also some new monsters that did not spawn before.

Some monsters are very dangerous now. Especially larger ones: Catapults, for example, will really wreak havoc.

Fallen Shaman are another monster to be careful around.

Monsters attack rating has been halved to help counter the 4xAR bug. This will mean defence is now useful.

Nihlathak's Corpse Explosion and minions are less powerful than before - fellow Hardcore players, remember to test the waters first, as always ;)

Skills

All skills have been balanced as best they can. There are now no wrong skills as everything should be viable right through Hell difficulty.

Some low level skills are quite powerful and in fact overpowered. Not too much can be done about this as they need this power in order to be somewhat balanced in the middle game but also remain useful in Hell.

Other Changes

All text is now in correct English not bastardised American pseudo English ;P

Death Experience Penalty:

Normal 50%

Nightmare 100%

Hell 100%

Currently you do not lose 100% of your experience - I'm not sure as to why.

Town Portal and Identify Scrolls and Tomes now cost much more - use them wisely until you can afford them.

New Class Specific Items

These items are based on:

Short/Gladius/Falcata Swords, Long/Rune/Cryptic Swords, Flails/Knouts/Scourges.

Long/Cedar/Shadow Bows, Short War/Rune/Ward Bows, Crossbows/Siege Crossbows/Gorgon Crossbows.

Amazon

Pacific Sword, Twin Seas Sword, Tropical Blade

Foil, Rapier, Scythia Blade

Dawn Star, Blood Star, Scythia Star.

Necromancer

Curse Bow, Arcane Bow, Eastern Bow

Bone Bow, Death Bow, Rathma Bow

Poison Crossbow, Blight Crossbow, Plague Crossbow

Assassin

Mage-Slayer Bow, Vizjerei Bow, Viz-Jaq'taar Bow

Stealth Bow, Swift Bow, Artifice Bow

Rapid Crossbow, Covert Crossbow, Sleight of Crossbow

Paladin

Arched Bow, Monk Bow, Akaran Bow

Kurast Bow, Zakarum Bow, Cavalier Bow

Crusader Crossbow, Champion Crossbow, Cavalier Crossbow

Barbarian

Primal Bow, Highland Bow, Tribal bow

Field Bow, Nomadic Bow, Steppes Bow

Range Crossbow, Grassland Crossbow, Homeland Crossbow

Sorceress

Mage Bow, Element Bow, Zann Esu Bow

Fire Bow, Witch Bow, Eldritch Bow

Caster Crossbow, Glowing Crossbow, Radiating Crossbow

Druid

Branch Bow, Yew Bow, Forest Bow

Raven Bow, Wolf Bow, Spirit Bow

Root Crossbow, Trunk Crossbow, Canopy Crossbow

Note: Crossbows have lower damage than before but fire much faster :)

Gems

There are now Normal, Exceptional and Elite gems.

Chipped / Fragment / Flaked

Flawed / Damaged / Blemished

Normal / Regular / Natural

Flawless / Unspoiled / Pure

Perfect / Ideal / Cherished

NPC's and Gambling

Repair costs have increased.

One NPC in each act sells both Poison and Oil Throwing Potions.

Akara sells Sorceress Orbs.

Lycander sells Amazon Weapons.

Elzix has a better stock of items.

Fara sells Paladin Shields.

Ormus sells Druid Pelts.

Larzuk sells Barbarian Helms.

Gheed sells Necromancer Shrunk Heads. He doesn't like you Necromancers, but that has never stopped him selling to you before ;)

Gambling percentages: Magic 85%, Rare 10%, Set 4%, Unique 1%.

You can also Gamble for some Class Specific Items.

Bug Fixes

The following are the changes made to the .dll files in order to fix bugs or enhance gameplay:

Chance to Cast skills now work thanks to Foxbat and Myhrgrinoc's fix.

Fixed the Assassin/Barbarian Critical Strike bug.

Fixed the Malah resistance scroll bug.

Removed opening the Cow Level multiple times.

Crushing Blow removes half the base life again (rather than a quarter).

Inner Sight works to reduce enemy Defence as a percentage reduction to rather than a direct subtraction.

Max skill level of 40.

Fixed the Druid skill bug.

Three Skill Points per character level.

Cold Mastery works to reduce enemy Cold Resistance as a direct subtraction rather than a percentage subtraction.

Horadric Cube Recipes

Transmuting Formulae

Listed below are recipes for the Horadric Cube. Simply place the items in the first half of the equation into the Cube and hit the Transmute Button to produce the item in the second half of the equation.

Note: Runes 10-19 can only be transmuted in Nightmare or Hell Difficulties.

3 Runes of the Same Type (**Runes 1-19**) = 1 Higher Level Rune

3 Gems of the Same Type and Grade = 1 Higher Grade Gem of the Same Type

4 Perfect Skulls + 1 Rare Item = 1 Random Low Quality Rare Item (ilvl=40) of the same type

4 Health Potions (of any type) + Ruby (any type) + **Magical Weapon (Any type)** = A Weapon (of the same type) of the Leech

3 Perfect Gems (of any type) + 1 Magic Item = 1 New Random Magic Item (ilvl=100) of the Same Type

6 Perfect Gems (1 of each type) + 1 Amulet (any quality) = Prismatic Amulet

1 Ring + 1 Perfect Emerald + 1 Antidote Potion = 1 Viridian Ring (Poison resistance)

1 Ring + 1 Perfect Ruby + 1 Exploding Potion = 1 Garnet Ring (Fire resistance)

1 Ring + 1 Perfect Topaz = 1 Coral Ring (Lightning resistance)

1 Ring + 1 Perfect Sapphire + 1 Thawing Potion = 1 Cobalt Ring (Cold resistance)

4 Chipped Gems and 1 Weapon (Any Type) = 1 Magic Weapon (ilvl=30) of the same type with 3 sockets

4 Flawed Gems and 1 Weapon (Any Type) = 1 Magic Weapon (ilvl=40) of the same type with 3 sockets

4 Normal Gems and 1 Weapon (Any Type) = 1 Magic Weapon (ilvl=60) of the same type with 3 sockets

4 Flawless Gems and 1 Weapon (Any Type) = 1 Magic Weapon (ilvl=80) of the same type with 3 sockets

4 Perfect Gems and 1 Weapon (Any Type) = 1 Magic Weapon (ilvl=100) of the same type with 3 sockets

3 Chipped Gems and 1 Magic Jewel and any Normal (white text) item = 2 Socket item of the same type with -1 to -2 Life Drain, -1 to -2 Mana

3 Flawed Gems and 1 Magic Jewel and any Normal (white text) item = 3 Socket item of the same type with -1 to -4 Life Drain, -1 to -4 Mana

3 Normal Gems and 1 Magic Jewel and any Normal (white text) item = 4 Socket item of the same type with -1 to -6 Life Drain, -1 to -6 Mana

3 Flawless Gems and 1 Magic Jewel and any Normal (white text) item = 5 Socket item of the same type with -1 to -8 Life Drain, -1 to -8 Mana

3 Perfect Gems and 1 Magic Jewel and any Normal (white text) item = 6 Socket item of the same type with -1 to -10 Life Drain, -1 to -10 Mana

Running and Walking

Walking is now the default form of movement. Characters do not gain stamina with each level, nor do they gain stamina when points are added to vitality. Boots do however provide some bonus to your stamina.

Running is now referred to as sprinting as it is very fast, so use it to escape danger or charge into battle. Just watch your stamina levels as they can drain quickly.

Elite Weapons and Durability

All Elite weapons now deal the same amount of damage as their Exceptional counterparts. However they gain damage from strength and/or dexterity much faster than Normal or Exceptional items.

Normal and Exceptional items have low durability, however Elite items do not suffer from this fate.

General Strategy

Everyone always says it, but... always try to have maximum resistances along with lots of life.,

I added the Class Specific Bows for a reason - use them, see below ;)

Aura Enchanted monsters are much harder than before due to the increase in the maximum skill level.

It is a good idea to hit them with a ranged attack thus this is the reason I added the Class Specific bows :)

You can not leech from any undead monster so find other ways to regain mana, Tir Runes and Skulls are good for starters.

Because of this Act II can be much harder, so the use of Eld Runes in weapons is a really good idea to conserve mana though less skill use as you will be doing more damage.

Fully clear Tavincal otherwise you can easily get way out of your depth and surrounded very quickly with monsters that will heal each other – often faster than you can deal damage.

Don't specialise in a few skills – mainly cookie cutter and variant builds. These builds will work somewhat but will find problems with monsters in Nightmare and especially Hell where monster resistances and immunities are more random.

Try to always make sure you are dealing at the very least two types of damage or more. Also build up multiple skills that attack with different elements.

Pindleskin is not as easy as before - in fact both in his undead life and death he will provide some problems, stand clear ;P

When dealing with Abyss Knights as a Melee Amazon a good way to stop them firing on you is to cast a decoy amongst them then charge in. When you are close to them they are less likely to use their missile attack and will switch to using a melee attack.

Towns Under Attack

Just outside of each of the five towns the area is under stronger attack than in standard Diablo II. Monsters have massed in these areas around the towns to launch assault after assault.

Because of this you should be wary once you step outside the safety of a towns walls. There are many more champion and boss creatures to be encountered along with a higher density of creatures. Due to the increase in activity higher level monsters can often be found within a few metres from a towns gate.

Crafting

Crafting is now a very good way to create powerful equipment. There are seven types of crafted item:

Elemental - Fire, Lightning and Cold come together in harmony.

Blood - Give life or take it away.

Caster - Items that are infused with magic aids.

Nature - Strong and reliable, these items are a balance between offence and defence.

Safety - It is better to be safe than sorry.

Deadly - What monster can hurt you when they are dead?

Hit Power - Follow that parry with a repost.

To craft items you need a magic Jewel and Item along with the right Gem and Rune. To make things easy Gems come labelled with the correct Rune to use in a craft and they style of item that will be produced.

Note: Early crafts do not have a 100% chance of gaining the set properties.

Elemental Crafting Recipes

Elemental recipes give you power over three elements - Fire Lightning and Cold.

Harnessing these elements to items gives bonuses to both offensive and defensive strengths.

Elemental Weapons: Fire, Lightning and Cold Damage

Ring: Lightning Thorns, Chance to Cast Hydra when Struck

Amulet: Lightning Thorns, Chance to Cast Hydra when Struck, +Skills

Belt: Magic Damage Reduced by x, Cannot be Frozen

Gloves: Fire Damage, Lightning Damage, Cold Damage

Boots: Chance to Cast Blaze when Struck, Lightning Thorns

Armour: Absorbs Fire, Lightning and Cold Damage

Helm: Faster Cast Rate, Replenish Mana

Shield: Resistance to All, Damage Taken Goes to Mana, Lightning Thorns

Blood Crafting Recipes

Through pure damage and the slaughtering foes, blood recipes can increase the your bloodlust and not just repair your wounds, but add to your overall well-being.

Blood Weapon: +% Damage, Life Steal, Life per Demon Kill

Blood Ring: +Life, Life Steal

Blood Amulet: +Life, Life Steal, +Skills

Blood Belt: Poison Length Reduced by x%, +Life

Blood Gloves: Life Steal, Life per Demon Kill

Blood Boots: +Life, Deadly Strike

Blood Armour: +Life, +% Defence

Blood Helm: +Life, Chance to Cast Life Tap when Struck

Blood Shield: Repairs Durability, +Life, Regenerate Life

Caster Crafting Recipes

The opposite of life - which relies on inner strength, caster recipes draw their power from elements external to oneself.

Caster Weapon: Faster Cast Rate, Mana per Kill, Mana Steal

Caster Ring: +Mana, Mana per Kill

Caster Amulet: +Mana, Mana per Kill, +Skills

Caster Belt: +Mana, Cannot be Frozen

Caster Gloves: Mana Steal, Mana per Kill

Caster Boots: +% Mana, Faster Run/Walk

Caster Armour: +Mana, +% Defence

Caster Helm: Replenish Mana, Damage Taken Goes to Mana

Caster Shield: Magic Damage Reduced by, Chance to Cast Energy Shield when Struck, Damage Taken Goes to Mana

Nature Crafting Recipes

These recipes create weapons that are as hardy as nature itself. Strong and flexible, defensive strength is increased due to the ability to recover from attacks.

Nature Weapon: Knockback, +% Damage, Increased Attack Speed

Nature Ring: +Strength, +% Defence

Nature Amulet: +Strength, +% Defence, +Skills

Nature Belt: +Strength, +% Defence, Faster Hit Recovery

Nature Gloves: +Strength, Faster Block Rate

Nature Boots: Faster Run/Walk, +Strength

Nature Armour: Faster Hit Recovery, +% Defence

Nature Helm: +Strength, +% Defence, Faster Hit Recovery

Nature Shield: Increased Blocking, +% Defence, Faster Hit Recovery

Safety Crafting Recipes

Caution and planning make up the ideal of the safety recipes. It is good to protect yourself but never at the expense of an escape route.

Safety Weapon: +% Defence, +% Damage, Damage Reduced by x

Safety Ring: Cannot be Frozen, +% Defence

Safety Amulet: Cannot be Frozen, +% Defence, +Skills

Safety Belt: Cannot be Frozen, +Defence

Safety Gloves: Increased Attack Speed, +% Defence

Safety Boots: Faster Run/Walk, +Dexterity

Safety Armour: Faster Run/Walk, +% Defence

Safety Helm: Faster Hit Recovery, +% Defence, Damage Reduced by x

Safety Shield: Increased Blocking, +% Defence, Faster Block Rate

Deadly Crafting Recipes

Rather than pure brute force these recipes rely on unconventional methods of killing. By focusing on death itself, an enemies will to live can be removed with much less effort that is usually thought to be needed.

Deadly Weapon: Crushing Blow, Deadly Strike, Prevents Monster Healing
Deadly Ring: Thorns, Chance to Cast Bone Prison when Struck
Deadly Amulet: Thorns, Chance to Cast Bone Prison when Struck, +Skills
Deadly Belt: Thorns, Reduce Enemy Defence by
Deadly Gloves: Reduce Enemy Defence By, Slows Target by x
Deadly Boots: Thorns, Crushing Blow
Deadly Armour: Thorns, +% Defence
Deadly Helm: +% Damage, Deadly Strike
Deadly Shield: Damage Reduced by x%, Socketed

Hit Power Crafting Recipes

These recipes create child-like items, bent on revenge for every little perceived wrong done to them. In addition, the belief that they are invincible is so strong in its presence it can actually manifest itself into the item.

Hit Power Weapon: Indestructible, +%Damage, Mana per Kill
Hit Power Ring: +Dexterity, Chance to Cast Frost Nova when Struck
Hit Power Amulet: +Dexterity, Chance to Cast Frost Nova when Struck, +Skills
Hit Power Belt: Indestructible, Chance to Cast Frost Nova when Struck
Hit Power Gloves: Chance to Cast Frost Nova when Struck, Faster Block Rate
Hit Power Boots: Chance to Cast Frost Nova when Struck, +%Defence
Hit Power Armour: Indestructible, +%Defence, Chance to Cast Frost Nova when Struck
Hit Power Helm: Indestructible, +Mana, Damage Taken Goes to Mana, Chance to Cast Frost Nova when Struck
Hit Power Shield: Indestructible, +%Defence, Chance to Cast Frost Nova when Struck

Installing

DO NOT use your existing characters with this mod - Please ;)

This method will set up your Vanilla Diablo II install to work from this shortcut without swapping .dll and .mpq files when using mods.

This method can be done for all your mods so that you only need to start them with a simple shortcut.

You can use your normal installing method of renaming/copying the .dll and mpq files if you wish - both will work.

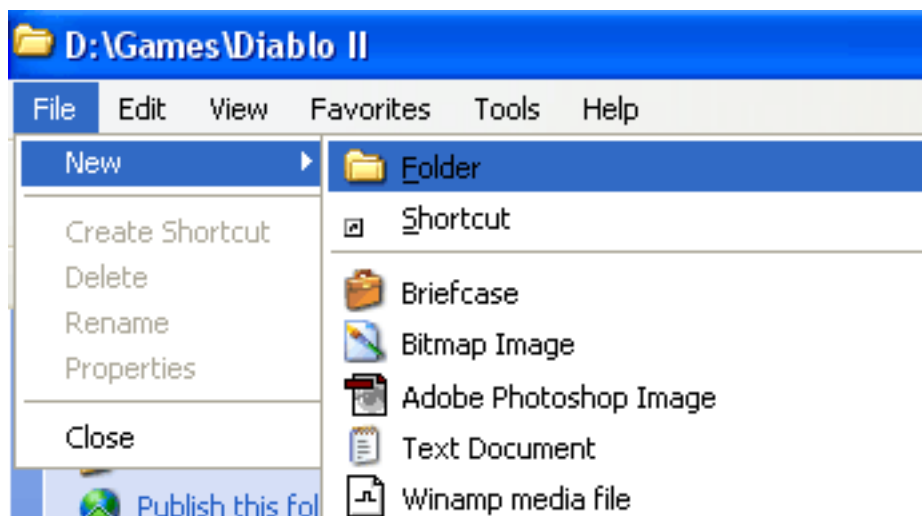
This method can be a bit tricky and takes longer to set up, however it saves you time and confusion in the long run.

The first part of these instructions is to help set your Diablo II folder up to use mods in the above fashion.

The second part sets up the Seasons After mod - note that these instructions will work with most mods, just change the folder and shortcut names and properties for each :)

Step 1:

Go to your Diablo II folder - wherever that may be - and create a new folder.



Step 2:

Change the name of this new folder to something, any new name will work.



Step 3:

Move the D2Client.dll, D2Common.dll, D2Game.dll and patch_d2.mpq files in your Diablo II folder into a new folder:

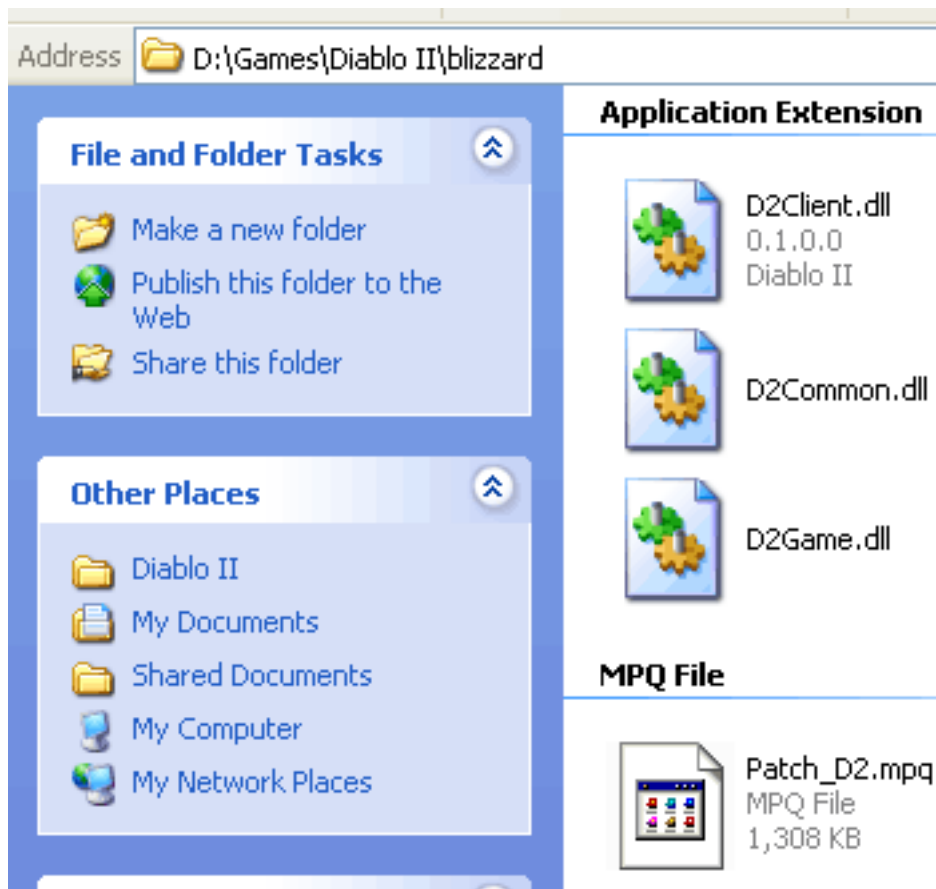
eg.

D:\Games\Diablo II\blizzard\patch_d2.mpq (Blizzard's file)

D:\Games\Diablo II\blizzard\D2Client.dll (Blizzard's file)

D:\Games\Diablo II\blizzard\D2Common.dll (Blizzard's file)

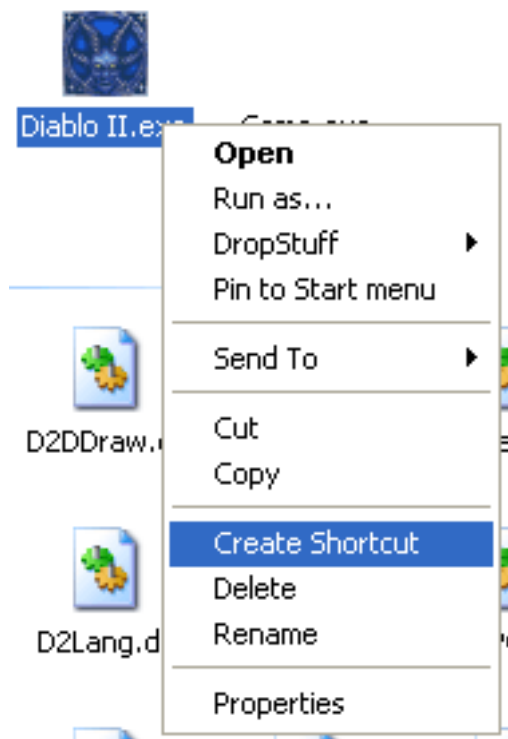
D:\Games\Diablo II\blizzard\D2Game.dll (Blizzard's file)



These files must not be in the Diablo II root folder for this method to work.

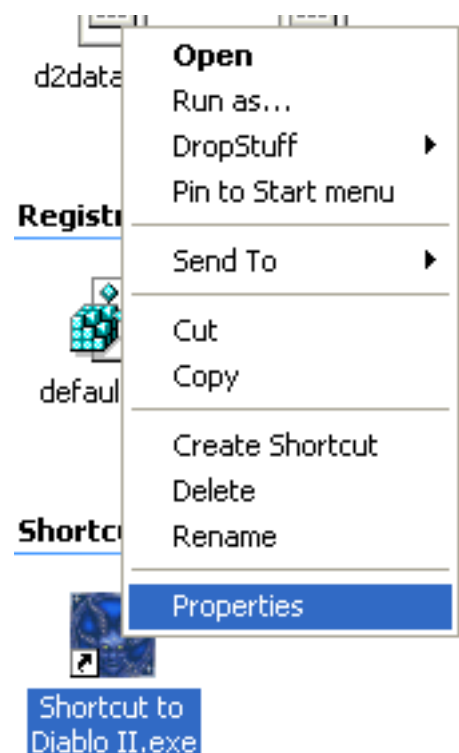
Step 4:

Right Click on the Diablo II.exe file and select Create New ShortCut.



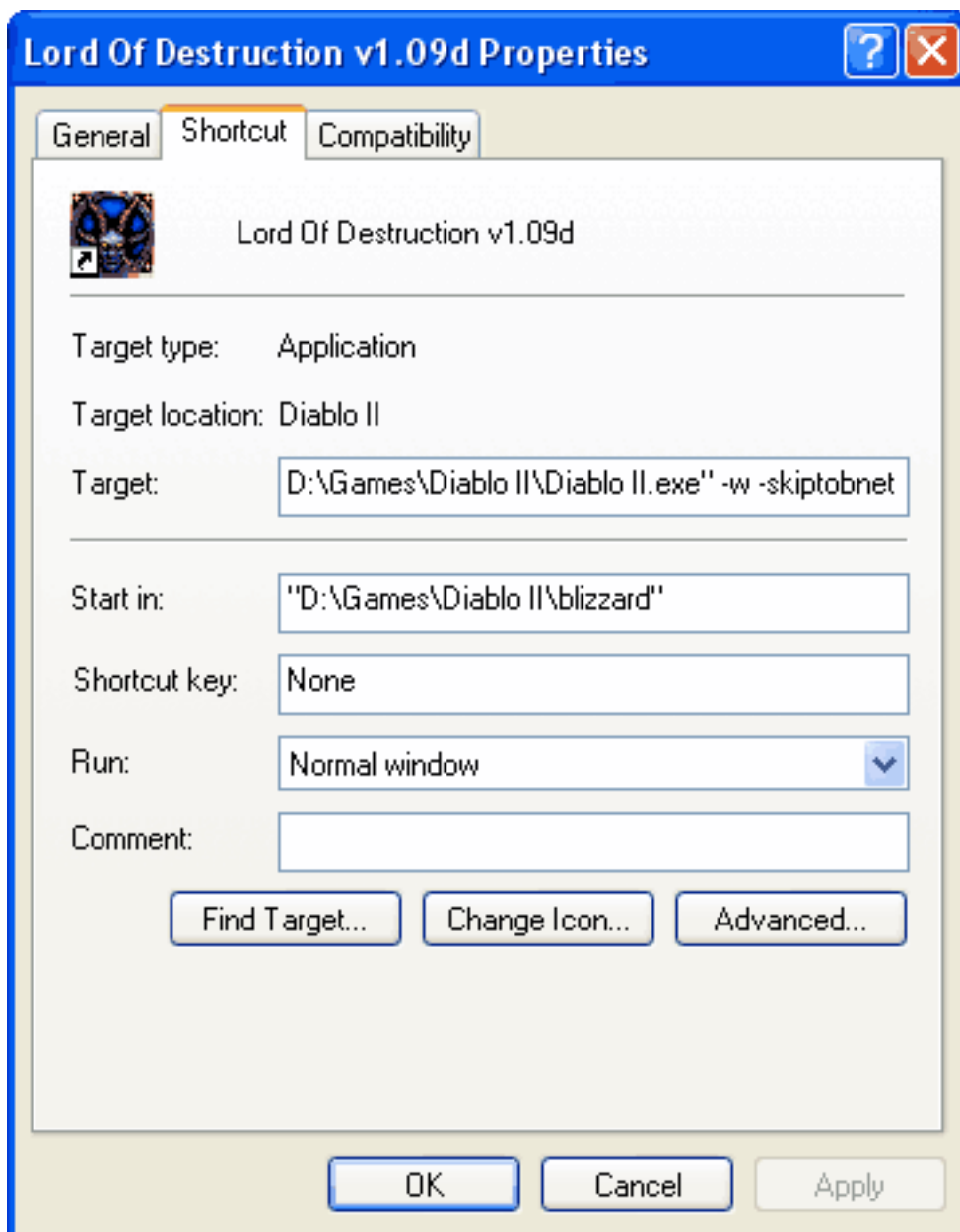
Step 5:

Right Click on the ShortCut you just created and select Properties.



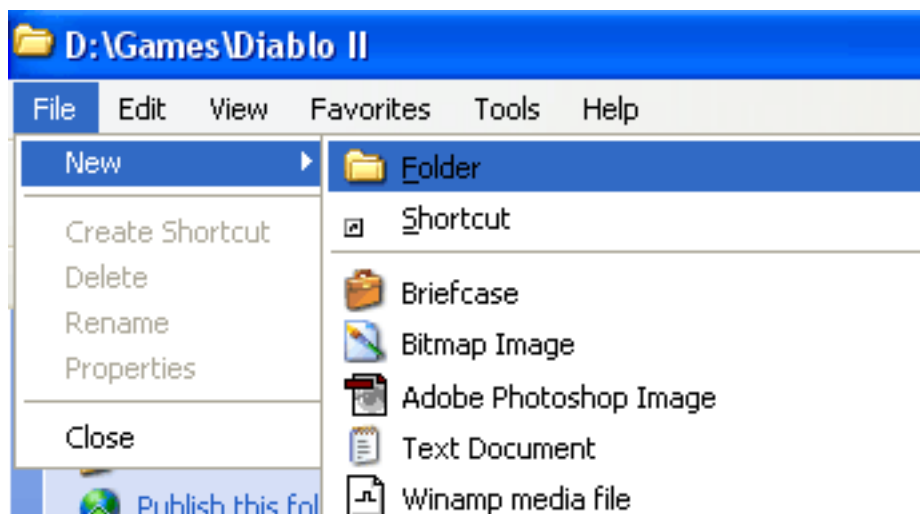
Step 6:

Add the folder name you used in Step 2 to the end of the `Start in:` line and Click OK.



Step 7:

Go to your Diablo II folder - wherever that may be - and create another new folder.



Step 8:

Change the name of this new folder to something, any new name will work.



sa

Step 9:

Extract the files from the seasonsafter.zip file into a new folder in your Diablo II folder.:

eg.

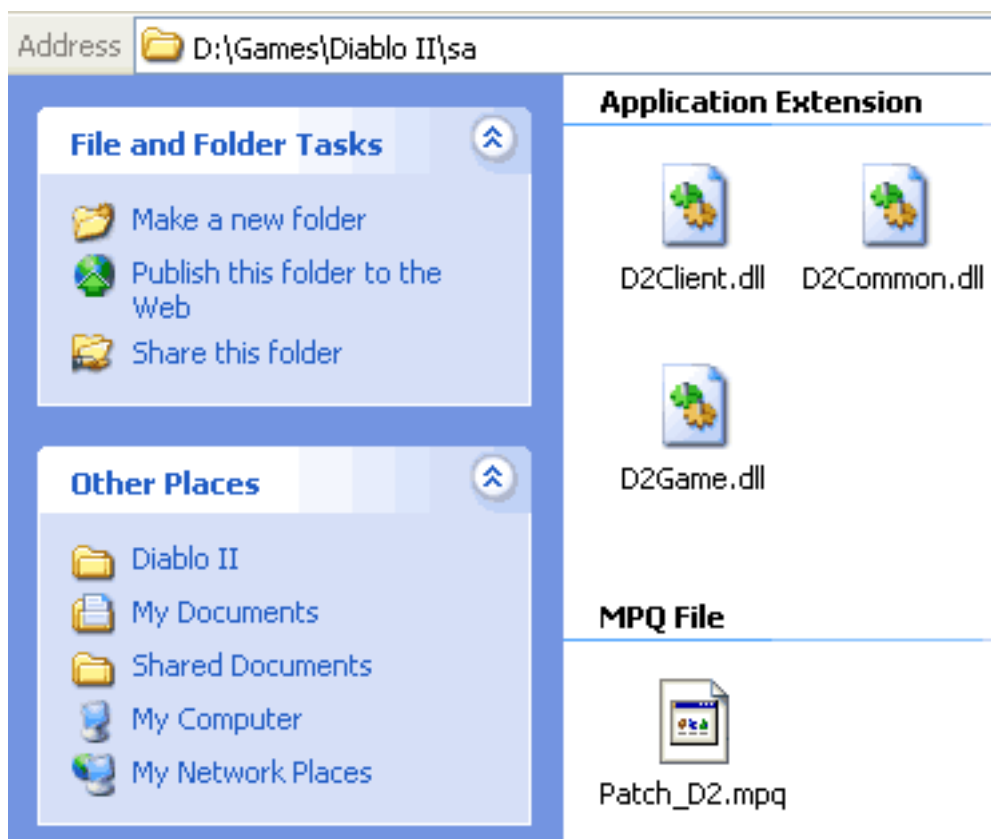
D:\Games\Diablo II\sa\patch_d2.mpq (the file from seasonsafter.zip)

D:\Games\Diablo II\sa\sa_readme.txt (the file from seasonsafter.zip)

D:\Games\Diablo II\sa\D2Client.dll (the file from seasonsafter.zip)

D:\Games\Diablo II\sa\D2Common.dll (the file from seasonsafter.zip)

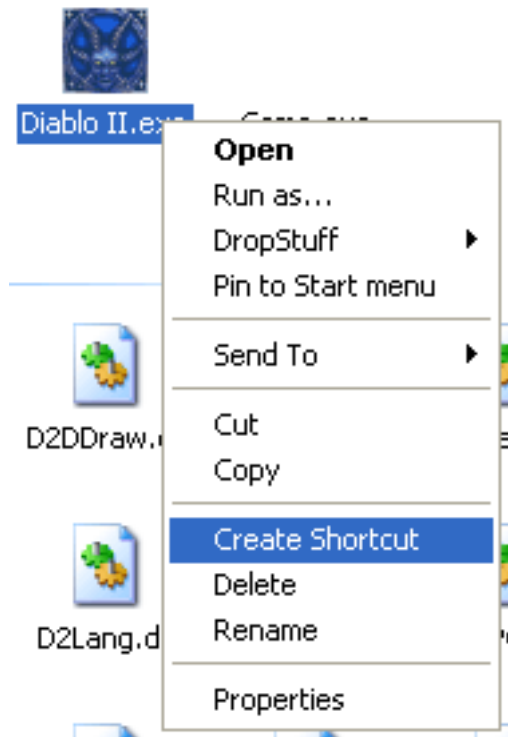
D:\Games\Diablo II\sa\D2Game.dll (the file from seasonsafter.zip)



These files must not be in the Diablo II root folder for this method to work.

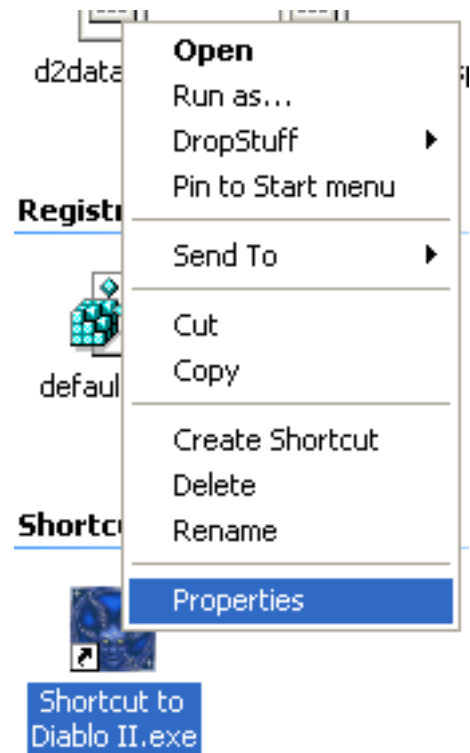
Step 10:

Right Click on the Diablo II.exe file and select Create New ShortCut.



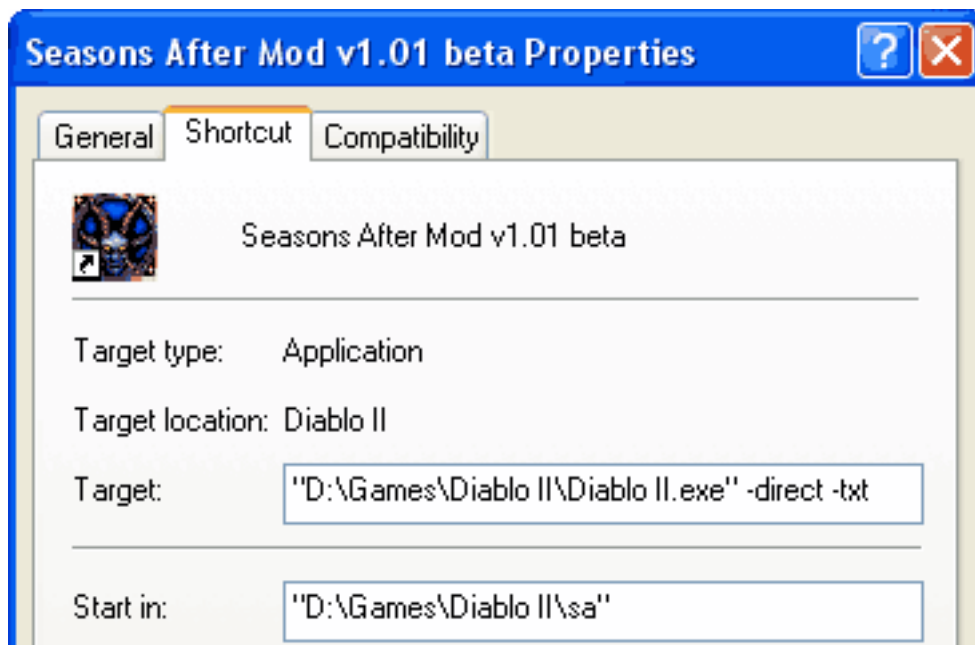
Step 11:

Right Click on the ShortCut you just created and select Properties.



Step 12:

Add the folder name you used in Step 2 to the end of the `Start in:` line and Click OK.



Step 13:

Have fun ;)

Copyright

Diablo(r) II: Lord of Destruction(tm)

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Seasons After

(c)2002-2003

Please do not use any parts of this mod without written permission from me (Dan Roberts).

If you do want to use parts email me first as I'll give you some documentation with the files to explain what I changed and why along with how :)

Credits

[Battle.net](#)

My good mate Chris - who helped with ideas and first brought up the idea of making this mod.

Warblade for giving me information on the Paladin, as I didn't really know what to do with him.

noElrunes for helping with unique items and testing.

All my old mates on battle.net who put up with my odd style of play ;)

[Phrozen Keep](#)

Basically I could not mod if it was not for this site. You guys have one of the few sites that actively supports the Diablo community. Thank You!

The people in the code editing forum - especially Foxbat and Myhruginoc for the v1.09d fix to Chance to Cast skills.

Thanks also to everyone else on the Phrozen Keep forums - it's good to see so many helpful people who are willing to share their knowledge.

Item Packs

ShadowTalon, StarGazer79 and Joel for their excellent Item Packs.

Jeff Bouley for both of his item packs (the pretty gems and the Seraph Rod :)

Thus thanks also to the sources of the above graphics: Diablo I and the Hellfire expansion, Diablo II and the Lord of Destruction expansion, Riparius` item pack, Stargazer`s item pack, Phrozen Keep and other sources of graphics.

[Xfernet Network](#)

Thanks for hosting me hoho~ :D

The Players

Thank you to all the people who play the mod especially to those who have given suggestions or reported bugs - your help is much appreciated :)

Kato the author of the Zy-El mod with the excellent readme that made me want to create this readme ;)