

Ultimate Fixer Mod

Volume 5

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Version 3.2

Only for:

Diablo II Lord of Destruction 1.10 Final

Disclaimer

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About

Ultimate Fixer started as a project back in 1.08 (2001/2002) to remove various annoying changes Blizzard has done to the game (aka “blizzed up”), the earlier versions were pretty much simple text changes, this one digs deep into the game mechanics and “fixes” some blizzed up stuff. This is NOT a gameplay-enhancement, it is more meant for nostalgic reasons, and new players will likely not understand what the fuss is all about if they haven’t played earlier versions of the game (1.00-1.06).

Installation

Step 1: First extract or move all files to your Diablo II folder (if you don’t know where your Diablo II folder is you shouldn’t be

trying to install this).

Step 2: Run NSTALL.BAT this does two things, first of all it copies all important game files into a backup folder (UFBACKUPDATA) inside your Diablo II directory, should something go wrong. Next it will install the mod itself. NOTE: Don't run this once the mod is already installed.

Step 3: Run Diablo II as you would normally (don't use -txt switch though).

Step 4: If you see that the title screen has changed to the original Diablo II title screen (not the LoD title screen), the mod as been installed successfully, have fun.

Removal

Run REMOVERIZE.BAT, this will automatically undo all changes the mod has done, should something go wrong, copy the contents of the UFBACKUPDATA folder into your Diablo II folder.

Quick Rundown

Install: run NSTALL.BAT

Uninstall: run REMOVERIZE.BAT

Modifications to Skills

Whirlwind has been reset to 1.03 standard (it no longer attacks twice per attack).

Skill damages have been reset to 1.09 standard, some skills were reset to 1.06 standard (**Fire Wall**, **Meteor**, **Hydra**, **Blizzard** and **Frozen Orb** as well as **First of the Heavens**), this has been done so casting delays can be removed.

All casting delays were removed (only some skills like **Armageddon** and **Hurricane** retain them, since they actually require their presence to not duplicate the event state).

Telekinesis: Can pick up all items (this has been the case in

3.0 already, but I forgot to mention it).

All damage synergies were sent on a one-way trip...

Corpse Explosion: Is no longer capped, it will now use up to 100 percent of a monsters hit points again.

Static Field: Is no longer capped, it is now capable of reducing a monsters life to 1 on all difficulties.

Whirlwind: It now works exactly as it did in 1.00, that is, it ignores weapon speed and attacks twice per hit, it also no longer has that shitty overlay they added to it.

Weapon masteries: now properly grant their user 100 percent chance of critical hits (:P).

Shock Web: No longer has a casting delay.

Immolation Arrow: No longer has a casting delay.

Conviction: can once again surpass -150 to enemy resistances.

Blessed Hammer: Is once again effected by the full force of Concentration.

Charged Bolt and **Teeth:** are no longer limited to 24 missiles.

Chain Lightning and **Lightning:** are properly effected by faster cast rate.

Multiple Shot and **Strafe** will once again use the entire weapon damage rather than 3/4ths (the same is true for **Lightning Bolt**). Multiple shot is also properly effected by various special damage types now, the limit of 24 arrows has been removed too.

Guided Arrow is once again properly effected by **Pierce**.

Modifications of Itamz and Stats

NEW: Damage Reduction and Magic Damage Reduction once again work like they used to (that is, they can again negate damage-per-frame attacks like Diablo's Lightning Hose totally).

NEW: Rare items are more common then set items again, due to the exceptional and elite sets added in LoD.

NEW: The skill levels of charges found on magic and rare items are higher.

NEW: Some affixes values have been reset to 1.06 standard, furthermore some formerly disabled LoD modifiers are now enabled for the first time.

NEW: Some tweaks done to gambling (it should be easier to get exceptional now).

NEW: Rare items will no longer spawn with only 3 modifiers, they are now forced to spawn as they spawned prior to LoD.

NEW: Some more tweaks to frequency of affixes.

The drops of bosses, champions and prime evils have been adjusted again. They will no longer drop junk (potions, ammo), neither will they drop gems.

Fixed a “bug” that prevented items from spawning with the proper amount of sockets.

Unique and set items (except jewelry, jewels and charms) all have the qLvl of the base item, that is, a monster capable of dropping the base item is automatically capable of dropping the unique or set form.

Perfect Gems can now drop, ever since 1.00 there has been an unused Perfect Gem treasureclass, I just re-enabled it.

Jewels can once again spawn with up to six affixes.

There no longer are ethereal items (except for that one unique).

All 1.08 crafting recipes have been added to the game again, and all are now functional. Note, one of them had to be changed, since it granted a stat that never existed.

Classic shield blocking has been restored, this means that your characters Chance to Block is equal to the chance to block found on his shield (and other items). Thus dexterity and cLvl no longer matter when it comes to blocking.

Damage Resistance and Percentage based Elemental Absorbs are again capped to 75 percent, rather than 50 and 40 percent respectively.

Magic Find, Increased Attack Speed, Faster Run/Walk Speed, Faster Hit Recovery, Faster Block Rate and Faster Cast Rate are once again free of diminishing returns and caps.

Dual leech jewelry is once again obtainable at very low levels.

Freezes Target, Knockback, Hit Causes Monster to Flee, Hit Blinds Target work like they did originally, they are now booleans, and apply to each successful hit landed by your character.

Note: They still work in conjunction with missile weapons, but this might change in future releases, should such exist.

All magic modifiers can now spawn on rare items, in addition a semi-strong affix filter is applied to prevent low level modifiers from spawning on high level gear (this does not apply to affixes granting skill boni or charges)

The base chances of finding magic, rare, set and unique items are once again the way they used to be prior to the expansion (that is, much lower). However, there no longer are limitations to magic find (see below).

Life and Mana Stealing equipment remains equally effective on all difficulties, it is furthermore once again possible to leech off everything.

The chances of gambling rare, set or unique items has been reset to the original values, furthermore the gambling prices are now fixed and don't change based on cLvl.

The game can now properly use the unused base graphics of rings and amulets.

Gems no longer come with a built in level requirement, that is, you can use a gem at any char level.

The prismatic affixes now work the way they originally did, that is, they grant a random amount to each resistance, rather than a fixed amount to all.

All realm runewords for 1.10 and 1.11 are made available in single player, also all the LoD Beta runewords have been added to the game again (note, those which have been replaced by newer runewords by Blizzard in 1.10 and 1.11 have not been re-enabled).

The chance of obtaining higher level runes has been drastically increased, the previous chances were a bad joke...

Champions, Uniques and Super Uniques no longer have an extra chance of dropping rare, set and unique items, they also no longer litter all the screen with potions.

Act bosses can once again drop over 6 items, they are no longer able to drop items better than magic by default, but are still effected by magic find. Furthermore, the first time you kill them

you will receive a unique item. ~~This does not apply to Andariel.~~
Note, in 3.0 they didn't always drop a unique, this should no longer happen now, unless the item is a ring or amulet and their level is two low (in this case you will receive a rare ring or amulet which isn't bad either), this is also the case with all those items which don't have unique versions.

The elite unique items from version 1.08 are back in all their glory. Additionally I also enabled the Constricting Ring.

The qLvl of the Buriza Do-Kyanon (aka *noob cannon* and *the burrito*) has been reset to 49.

Throwing potions no longer come with a level requirement.

You are once again able to use quest items independent of the difficulty level you are on.

Equipment treasureclasses were re-created from scratch, to make the drops overall more like they used to be.

Miscellaneous Modifications

NEW: Adjusted unit stats again (it's now kind of a mix between 1.09 and 1.10 standards), to make it a bit more challenging.

NEW: Adjusted the resistance penalty to take into account the Scroll of Resistance reward and charms (it was a bad idea to reset this to the old value really).

Final adjustments to unit stats, to resemble 1.09.

An improved quest drop was given to baal, he can now drop 3 runes in addition to the unique item.

Fixed the Andariel/Duriel quest bug, so now Andariel also drops unique items when you first kill her.

The chance that sparkling chests spawn unique, set or rare items has been adjusted to be more or less like it was prior to 1.07 (due to the lack of original values being documented anywhere I had to rely on empirical evidence, so this is bound to change in future versions). Right now the chance has been set to 3%, 6% and 9%.

Boss modifiers have been reset to classic-standard (were possible), this also applies to auras. One unused boss aura has been enabled.

Fixed a bug where boss modifiers and other enchantments were needlessly carried over by magical missiles (also known as “The Gloam Bug”) boosting damage into the thousands.

Mercenaries level up instantly just the way they used to.

Enemy stats have been reset to the 1.09 standard, likewise skill damages have also been reset were there have been changes (this also applies to monster skills of course).

Izual and Blood Raven are now properly treated as superunique monsters (Izuals life has been reduced in 3.1).

Duriel has been restored to his former sorceress-slaying self. (This is an old feature from 3.0 that I forgot to document).

The charge attack of the Claw Vipers and allies now properly chills the player once again (also from 3.0 but undocumented previously).

I fixed at least 30 minor bugs that were left in the game files. See my fixed txt files for details.

The broken and desynchronized AI parameters and stats of Quill Rats, Zombies, Big Heads, Yetis, Goat Men, Vampires, Sand Raiders and Bat Demons have been corrected.

Hephasto is back to his former cursed and extra strong self ;).

The running and walking speeds of characters have been reset to their original values (that is, faster then they are in vanilla).

The resistance penalty on nightmare and hell has been lowered, back to the original values.

The experience penalty for high level players has been reset to the original values from 1.03.

Levels: 1-75 = 100% experience
Levels: 76-80 = 50% experience
Levels: 81-85 = 33% experience
Levels: 86-90 = 25% experience
Levels: >90 = 20% experience

The experience penalty for being more then two screens away from a killed monster has been removed.

Area levels are now properly synchronized, and no longer wrap around (in vanilla the early areas in nightmare had a lower level then the late areas of normal, things like these simply don't apply anymore).

The monster pool for almost all areas has been greatly expanded, so it is now pretty much impossible to predict what will spawn where.

As a result many unused monsters are now able to spawn (such as Bush Barbs, Sand Fishers and others), furthermore the Act V guest monsters have been replaced with my own versions, these are no longer messed up AI wise and also have proper adjustments to their skill levels and the like. These new guest monsters can spawn on normal difficulty too.

Some areas that were formerly didn't contain monsters (but based on the original game files intended to have monsters in them) can now be populated by monsters properly.

You are no longer limited to town portals to areas matching your quest status, you can once again go anywhere at any time.

Some disabled super unique monsters can once again spawn (some for the first time). I only re-enabled classic D2 monsters at the moment. Among the re-enabled units are Flame Spike the Crawler and 4 unused Act 4 bosses (which will randomly spawn in the City of the Damned, as was initially intended I guess based on their species).

Altering the spawning procedure to prevent the game from generating unique or champion nests.

Monster stats have received an overall increase (actually they have been recalculated from scratch), not that it matters in this re-unbalanced environment.

Minions no longer receive elemental damage if they spawn with elementally enchanted bosses.

All units whatsoever are now effected by freeze and cold, and the amount at which their speed decreases stays the same on all difficulty levels.

The useless elemental damage blizzard gave to many monsters in 1.10 has been removed, this only lagged the game when you got surrounded rather than causing any real harm IMO.

The amount of gold vendors will offer for items is once again capped to 25000.

Monster resistances are capped to 75 percent, thus things like immunes simply don't exist anymore, the stats are capped by code, thus there is no way an immune would be generated. Character resistances are capped to 85 percent, as was the case

in classic (of course you need bonus to max resistances to get beyond 75).

The various levels will no longer become larger on higher difficulty settings.

The Succubus Witches and Baal can now cast random curses, rather than always that defense reducing thing, like the Oblivion Knights. [I felt it was necessary to give them some sort of offense other than Blood Mana...]

Greatly reduced the damage dealt by the fire enchanted bosses, this is only temporary until I manage to clean up the messed code Blizzard left us all with...

The broken hell meteor and catapult skills have been fixed.

Other stuff I forgot ;)

Bug Fixes

Fixed a bug that caused Shenk to crash the game.

Fixed a bug that caused the Act III Iron Wolves to misbehave.

Oh course no mod does without any of these heh, I somehow managed to hose armor drops on nightmare and hell, this problem is solved by 3.1.

Possible future stuff

I intend to recreate the original Lightning Mastery (which reduced mana-cost) and re-enable the Blood Golem bug ;) - but this will take some time and will not be released before my other major project reaches completion.

Credits

Myhrginoc: for giving me that extra bit of info I needed to

properly locate and **** the population code and for finding the first section of the hireling code, which I used to trace for the rest + the rebased D2Common.dll that this mod uses.

Vendanna: for pointing me at some hidden nerfs that I didn't know about earlier.

Blizzard North: For nerfing so many things, keeping me busy :P and of course for creating this game.