

Diablo 2 : Lord of Destruction v1.13c

The Sin War mod 3.50

by borg

Disclaimer

The Sin War is a soft-coded modification for Diablo 2 Expansion Set. I am neither affiliated with any private server community nor responsible for any damage or loss of your computer data. If you choose to play, do so at your own risk.

Credits

Special thanks to The Phrozen Keep (<http://d2mods.info/>) staffs and members for all tutorials and resources.

Introduction

Without total conversion or new storyline, The Sin War mod is end-game challenge with improved gameplay while preserving original entertaining style. It is based on 1.13c and primarily for veterans, thus you are expected to have defeated hell difficulty in vanilla Diablo 2 and try to advance your journey with friends. However, in order to stay away from legal trouble, there are no private servers. Play multiplayer games over TCP/IP or Hamachi.

Main Features

Diablo 2 is old but not obsolete. This amateur mod aims to present enhanced adventuring experience—darker atmosphere, better item availability, more challenge and less grinding. With various classic Diablo 1 elements involved and substantial content improvement, it focuses on shaping Diablo 2 into a rejuvenated game of horror, strategy and diversity, as specifically listed below:

- New monsters and background music.
- New item sounds, graphics and modifiers.
- Rebalanced classes, skills, items and mercenaries.
- Clear class difference (no charged, procing and oskill items).
- Aggressive monsters and lethal act bosses.
- Limited mobility and supply of gold and potions.
- Faster character leveling up.
- Gold economy and simple item availability (from vendors and cube recipes).
- Advanced stats on character screen.
- Mercenaries have more item slots to be fully equipped.
- Larger and shared stash.
- Auto gold pickup.
- Higher resolution (1024x768).

- Fix a few major bugs in vanilla Diablo 2.

Installation

Note that The Sin War mod doesn't support official latest patch (1.14d) and is only compatible with patch 1.13c. Copy the following files into Diablo 2 directory and then overwrite old files:

- Patch_D2.mpq
- BaseMod.mpq
- BaseMod.dll
- PlugY.dll
- SGD2FreeRes.dll
- SGD2FreeRes.json

Language

The Sin War mod is only in English (default) and Chinese (optional). Copy mpq file from language subfolder into Diablo 2 directory according to your preferred choice:

- English version = d2kfixup.mpq
- Chinese version = d2delta.mpq

Video Mode

It is a well-known fact that Diablo 2 runs far better with Glide than with Direct3D. Specifically, Glide has better texture quality, lighting quality, color balance and higher average framerate. Sven's Glide wrapper (<http://www.svenswrapper.de/english>) is highly recommended for players who desire optimized graphics.

Quick Start

After successful installation, you can use old characters to proceed your adventure. In other words, for the purpose of convenience, creating a new character is not necessary. However, most item properties or abilities have been totally changed, please use cube recipes to update your gears for the sake of fair play.

Conventional looting is no longer a daily routine. You can obtain specific items by cube recipes, and all you need to do is to deposit enough gold to buy or to collect basic transmuting ingredients. I believe survival task is far beyond economy in a challenging world, as a result, endless item-farming is not supposed to be mandatory, and anyone who volunteers to engage in the Sin War, standing against reinforced legions of Hell should play like a fighter not a farmer.

Generally speaking, characters and items are remarkably weakened and monsters are massively enhanced, in particular those who are located near act boss. Hell difficulty is the core of this mod, careful and skillful play will prove yourself a hero who fights alone in most cases, but team play is still highly suggested for defeating the Prime Evils.

Known Issue

The error message "Unhandled Exception: Access Violation (c0000005)" is an old

and common issue caused by modern Windows system. It can be fixed by running Diablo 2 in windowed mode which reportedly works for many players.

Crazy visual lag in 1024x768 resolution is another serious problem that frequently happened in Windows 7 and 10. A simple solution is running Game.exe as administrator, with Windows XP (Service Pack 2/3) compatibility under Glide. All you need is a Glide wrapper, and Sven's Glide wrapper (<http://www.svenswrapper.de/english>) works the best out of any I have tried so far.

If you can't run Diablo 2 in full screen, use Sven's Glide wrapper mentioned above. On the settings tab, check the "keep aspect ratio" and uncheck the "desktop resolution" option. In conclusion, Sven's Glide wrapper is nearly a must-have utility because it not only enhances game graphics but also reduces potential fps drop in high resolution.

Change List

This mod has been developed and polished for a decade. Detailed change log is so huge that I just skip it and turn to direct final results. Read the following long contents with patience.

User Interface

- New loading screen.
- New border frame for 800x600 resolution.
- New life orb and mana orb.
- Clearer fonts for "+" and "5".
- Diablo 2 beta character screen with advanced stats.
- Mod version on credits screen.
- Language support for Chinese (Traditional).

Game Mechanics

- Disabled access to close and open battle.net.
- Expanded private stash to 100 pages.
- Added shared stash with 100 pages.
- Added shared gold.
- Allowed multiple instances.
- Auto gold pickup (within 3 yards out of town).
- Higher resolution (1024x768).
- Fast loading for multiplayer.
- Infinite loop CPU bug fix.
- Ctrl + left click item extended to inventory, stash, cube and ground.
- Shift + left click potion extended to belt.

Characters

- Increased maximum level to 100.

- Increased experience gained after each kill and removed experience penalty after level 72.
- Added sounds and overlays to most skills.
- Removed cast delay of all skills.
- Greatly decreased run/walk speed and increased stamina drain.
- Greatly decreased shield blocking.
- Decreased life and mana leech in hell difficulty.
- Slightly changed life, mana and stamina increase of each class per level.
- Slightly changed mana regeneration rate of each class.
- Greatly changed effect, damage, mana cost and synergy of all skills.
- Mana orb turns purple when mana is degenerating due to monster skills.
- New skill description and effect display.
- Added player corpse indicator.

Mercenaries

- Increased maximum level to 99.
- More item slots, less hiring costs.
- Slightly increased life regeneration rate and all resistances.
- Act 1 Rogue Scouts:
 - ⇒ crossbows are allowed weapons.
 - ⇒ 10% chance of dodge, avoid and evade.
- Act 2 Desert Mercenaries:
 - ⇒ all subtypes cast assassin buff instead of paladin aura: Combat (Burst of Speed), Offensive (Venom), Defensive (Fade)
 - ⇒ 25% damage resist.
- Act 3 Iron Wolves:
 - ⇒ Fire Bolt in place of Inferno for fire subtypes.
 - ⇒ Chain Lightning in place of Charged Bolt for lightning subtypes.
 - ⇒ 15% chance of shield block.
- Act 5 Barbarians:
 - ⇒ added new skill (Shout) and subtypes: Offensive (Bash), Defensive (Stun)
 - ⇒ 20% chance of weapon block.
- Added active greeting (at first sight in town) and talking (60 seconds idling out of town).

Levels

- Added and changed background music for certain areas.
- Greatly increased monster density and monster types.
- Slightly increased number of champions and bosses.
- The Secret Cow Level:
 - ⇒ allowed unlimited runs.

- ⇒ simple transmuting formula without Wirt's Leg:
Scroll of Town Portal = Cow Portal
- Disabled Wirt's Leg in Tristram (due to fast access to the Cow Level).
- Nihlathak portal persists after quest completion.

Monsters

- No drops of potions and scrolls.
- Greatly increased drop rate of high-end runes.
- Disabled life and mana leech from the undead.
- Greatly increased species, resistances, immunities and skills.
- **Disabled all skills in normal difficulty.**
- **Immunities cannot be broken and increase with difficulty level:** no immunity in normal, single immunity in nightmare and double immunities in hell.
- Greatly increased experience gain in nightmare and hell difficulty.
- Lesser Evils (Andariel, Duriel, Belial, Azmodan) and Prime Evils (Mephisto, Diablo, Baal) can return missile damage and resist chill effect.
- Prime Evils retaliate attacker with freeze effect when taking damage.
- **The following monster skills deal magic damage:**
 - ⇒ **Act 1, Act 2, Act 3 Acid Beast spitting**
 - ⇒ **Act 5 Imp bolt, Baal (and clone) Inferno/Nova**
- Added super unique bosses from Diablo 1:
 - ⇒ The Butcher, Skeleton King, Warlord of Blood and Archbishop Lazarus.
- Removed global blocking except shielded types, Izual, Ghom, Cydaea, Rakanoth and Lesser/Prime Evils.
- Added a new champion type "elite" which is spawned only in Act 5 Worldstone Keep and Throne of Destruction. **Elites have no special bonuses but they can't be altered by "AI-switching" skills. Besides, ranged attacks of elites are immune to Slow Missiles.**
- Disabled immunities and monster properties of the Summoner, Nihlathak and the Ancients—they are human enemies now.
- Removed insane death explosion of Bone Fetishes.
- Disabled overly dramatic missile animation of Shenk death.
- Ancients drop high-end runes, potentially Zod in hell difficulty.
- Act bosses regenerate hit points.
- Added sounds for neutral state to certain monsters and unique bosses.

Items

- New graphics and sounds for set items and unique items.
- Enabled tempered items (via cube recipes) for additional item upgrade. Refer to *Cube Recipes.pdf* and *Tempered Items.pdf* for creation and property information.
- Greatly increased transmuting formulae for the Horadric Cube.
- Enabled herb (+25% movement speed, 30 seconds).

- Added 4 types of temporary augments (use only one at a time):
 - ⇒ Codex of the Angiris (+1 to all skills, 120 seconds)
 - ⇒ Book of the Nephalem (+5% to maximum life, 140 seconds)
 - ⇒ Note of the Horadrim (+5% to maximum mana, 160 seconds)
 - ⇒ Annal of the Sanctuary (replenish life +3, 180 seconds)
- Added auto-mod to rebalanced items:
 - ⇒ axes: 1-3 level to 1-3 random barbarian skills
 - ⇒ hammers/maces: 1-3 level to 1-3 random druid skills
 - ⇒ bows/crossbows: 1-3 level to 1-3 random amazon skills
 - ⇒ wands: regenerate mana 10-25%
 - ⇒ staves: regenerate mana 50-100%
 - ⇒ crossbows: -20~35% target defense
 - ⇒ circlets: +5-15% to experience gained
- Changed auto-mod of necromancer shrunk heads: +7-90 to stamina.
- Rare items and crafted items have only 1 socket by sockets-adding formula.
- **Disabled oskill, procing and charged items.**
- Disabled effect of blind, freeze and flee on missile weapons.
- Unique items can drop more than once per game.
- Greatly increased chance for premium prefixes and suffixes.
- Greatly changed crafted items properties and removed item types restriction.
- Enabled hidden modifier “permanent quiver quantity” for bows and crossbows, and thereby arrows and bolts are not consumed.
- Decreased strength requirement of elite armors, except druid/paladin/necromancer specific items.
- Increased 50% defense of elite shields except class-specific types.
- Totally changed all unique items and added new ones.
- Slightly changed attributes, stats and items allowed for all affixes.
- Enabled hidden prefixes and suffixes and added new ones.
- Greatly changed attributes or properties of gems, runes, set items and rune words.
- Set “Cow King’s Leathers” can be collected out of the Cow Level.
- Enabled ladder-only and hidden rune words.
- Slightly decreased block percentage of shields.
- Armors drain more stamina and decrease more run/walk speed.
- Ethereal armor socket bug fix.
- Changed maximum sockets of armors and weapons. One-handed weapons have 4 sockets at most, and circlets always have 1 socket.
- Throwing weapons (excluding amazon-only javelins) can have 1 socket.
- Wands and orbs are not blunt weapons. With faster attack speed, they lose a bonus of 50% damage to undead.
- Increased damage bonus from strength for paladin shields by 10%.
- Increased damage bonus from strength for one-handed axes by 10% and for two-handed axes by 15%.
- Increased damage bonus from dexterity for crossbows by 50%.

- Increased damage bonus from dexterity for one-handed swords by 20% and for two-handed swords by 25%.
- Decreased healing effect of full rejuvenation potion from 100% to 50%.
- Simplified cube recipes for rejuvenation potions:
 - ⇒ 2 healing potions + 2 mana potions = 1 minor rejuvenation potion
 - ⇒ 2 super healing potions + 2 super mana potions = 1 major rejuvenation potion
- Removed max cold/poison resist from thawing potion and antidote.
- Scrolls cannot be carried on belt.
- Scroll of Town Portal, except use in the inventory, has cast delay of 20 minutes.
- Increased maximum quantity of arrows/bolts to 500.
- Increased maximum quantity of throwing weapons to 250.
- Increased maximum quantity of throwing potions to 50.

Vendors

- Greatly decreased selling price and gamble cost.
- Greatly lowered the ceiling imposed on buying price from merchants (1000 in normal difficulty, 3000 in nightmare difficulty and 5000 in hell difficulty).
- Items for sale are upgraded in accordance with difficulty level—normal items for normal, exceptional items for nightmare and elite items for hell.
- Increased chance of gambling for rare, set and unique items.
- Added refresh button for trade and gamble screen.
- Lysander and Alkor sell throwing potions in nightmare and hell difficulty.
- Potions for sell are the same in all difficulty levels.
- Herbs are available in potion stores.
- Class-specific items are available in most stores (miscellaneous page).
- Added items sold by Jamella:
 - ⇒ premium items: perfect gems, jewels, runes, charms, circlets
 - ⇒ special utilities: Standard of Heroes, Token of Absolution
 - ⇒ temporary augments: Codex of the Angiris, Book of the Nephalem, Note of the Horadrim, Annal of the Sanctuary

Skills

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- Instead of working on monsters, **Inner Sight** directly increases your attack rating and decreases target's defense (capped at 25%).
- Effect of **Slow Missiles** scales with level (capped at 30%).
- Greatly decreased chance of **Critical Strike** (capped at 35%).
- Decreased chance of **Dodge** and **Avoid** (capped at 40%).
- Decreased chance of **Evade** (capped at 45%).
- Greatly decreased chance of **Pierce** (capped at 50%).
- **Decoy** displays icon on screen, with lesser hit point bonus, but has 25% chance of

parrying.

- **Valkyrie** has 10% chance of critical strike and 20% chance of parrying. They no longer scale up with synergy level.
- Added mana steal (capped at 10%) to **Magic Arrow**.
- **Fire Arrow** and **Cold Arrow** do not convert physical damage to fire/cold damage.
- **Multiple Shot** deals 1/2 weapon damage.
- **Strafe** deals 5/8 weapon damage.
- **Guided Arrow** deals 3/4 weapon damage.
- **Exploding Arrow** has 50% chance of knockback enemies.
- Slightly increased damage radius of **Immolation Arrow**, but decreased firewall duration to 3 seconds.
- **Jab** deals 3/4 weapon damage.
- **Impale** has faster attack speed and chance of crushing blow (capped at 20%). In addition, chance of losing weapon durability scales with level (capped at 25%).
- **Fend** deals 5/8 weapon damage.
- Fixed a bug that appended melee damage to poison clouds of **Poison Javelin** and played incorrect sounds upon collision.
- Fixed a bug that prevented the poison trial of **Plague Javelin** from doing damage.
- Removed damage penalty from **Lightning Bolt**, added 25% chance of knockback and converted partial physical damage to lightning damage.
- Increased number of charged bolt of **Charged Strike** to 7.
- Decreased next delay of **Lightning Strike** to 2 frames.
- **Lightning Fury** deals 1/2 weapon damage.
- Javelin and spear skills display attack rating on character screen.
- Skills separately display physical and magical damage on character screen.

© **Assassin**

- **Dragon Talon** is uninterruptible, releases 3 kicks and deals 3/4 weapon damage. However, knockback does not work on unique monsters and bosses.
- Explosive damage of **Dragon Tail** ignores fire resist of demons.
- Removed hidden converted fire damage of **Fists of Fire**.
- Increased attack speed of **Fists of Fire**, **Claws of Thunder** and **Blades of Ice**.
- Halved life and mana leech of **Cobra Strike**.
- Changed charge 1 missile attack of **Phoenix Strike**. In addition, next delay of charge 2 and charge 3 missile attack is decreased to 2 frames.
- **Psychic Hammer** has 100% chance to knock enemies back.
- Added faster hit recovery to **Burst of Speed** (capped at 20%).
- **Fade** reduces physical and magic damage instead of granting global resistances. In addition, hidden physical resist via hard skill point is removed.
- **Cloak of Shadows** works with decreased duration but scales up radius with level.
- Chance of **Weapon Block** is capped at 50% with faster block rate.
- Removed chance to convert monsters from **Mind Blast**.

- Added 35% chance of blocking, 30% chance of parrying and 35% damage resist to **Shadow Warrior**.
- Added 30% chance of blocking and defense bonus to **Shadow Master**.
- All resistances of **Shadow Warrior** and **Shadow Master** are capped at 75%.
- Decreased next delay of **Shock Web** and **Blade Sentinel**.
- Increased shooting times of **Wake of Fire** to 7.
- Decreased shooting times of **Wake of Inferno** to 9 but increased shooting range.
- Increased shooting times of **Charged Bolt Sentry** to 8.
- Increased shooting range of **Lightning Sentry**.
- Fixed a bug that only deals 1/2 to 1/3 of listed damage of **Inferno Sentry**.
- Changed missile of **Death Sentry** and decreased damage of corpse explosion.
- **Blade Sentinel**, **Blade Fury** and **Blade Shield** display correct attack rating which scales up with level.
- **Blade Fury** deals 1/2 weapon damage and works with piercing attack.
- Added damage bonus to **Blade Shield** with decreased next delay.
- Added attack bonus to **Venom**.

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- Replaced post damage of **Bash** with chance of deadly strike (capped at 20%).
- Greatly increased stun length of **Stun** with scaling attack rating and damage.
- **Double Swing** and **Double Throw** deal 7/8 weapon damage and scale up attack rating and damage with level.
- Decreased knockback radius of **Leap** (capped at 8 yards).
- Removed hidden knockback radius of **Leap Attack**.
- Added damage resist (capped at 20%) and chance of blocking (capped at 10%) to **Concentrate** but decreased synergy damage.
- **Frenzy** becomes a single-wielding skill without run/walk speed bonus.
- **Whirlwind** deals 5/8 weapon damage with increased movement speed.
- Increased damage but decreased damage resist and block chance of **Berserk**. Only by investing hard skill points can you suffer a longer vulnerable time.
- Decreased passive bonuses of **Increase Speed**, **Increase Stamina**, **Iron Skin** and **Natural Resistance**.
- Decreased radius and flee duration of **Howl**.
- Effects of **Taunt** on target's attack rating and damage are capped at 25%.
- Greatly decreased defense bonus of **Shout**.
- Greatly decreased life and mana bonus of **Battle Orders**.
- **Battle Command** provides all attributes bonus rather than 1 extra skill level.
- Duration and monster flee time of **Grim Ward** scale up with level.
- **Battle Cry** decreases damage resist (capped at 25%) and defense (capped at 50%) of enemies.
- **War Cry** ignores damage resist of beasts.

© **Druid**

- Decreased life bonus of **Lycanthropy** but added stamina bonus.
- **Werewolf** and **Werebear** slightly scale up life and stamina bonus with level.
- Decreased velocity bonus and life leech (capped at 10%) of **Feral Rage**.
- Added hit recovery rate to **Maul**, and capped stun length at 5 seconds.
- **Fire Claws** is only for **Werebear** form.
- Removed damage penalty from **Hunger** but greatly decreased maximum leech of life and mana to 50%.
- **Fury** is uninterruptible and deals 5/8 weapon damage.
- Slightly increased missile speed of **Fire Storm**.
- Increased damage and cold length of **Arctic Blast** and fixed a bug that only deals 1/2 to 1/3 of listed damage.
- Added flat defense to **Cyclone Armor**.
- Increased stun length of **Twisters** to 1.2 seconds.
- Decreased next delay (15 frames) and increased cold length of **Hurricane**.
- **Armageddon** is only for human form with higher damage and longer duration.
- Decreased life bonus of **Oak Sage** and fixed a bug that prevented life bonus from applying when above level 20. Also, **Oak Sage** provides defense bonus (capped at 25%) and life regeneration.
- Added velocity bonus to **Heart of Wolverine**.
- **Spirit of Barbs** returns more damage, gains life after each kill and slows enemies (capped at 50%).
- **Oak Sage**, **Heart of Wolverine** and **Spirit of Barbs** are immune to curses and have 35% magic resist as well as 40% chance of parrying.
- Increased maximum number of **Raven** to 7. A successful hit has 10% chance of critical strike and slightly reduces target defense.
- **Spirit Wolf**, **Dire Wolf** and **Grizzly** have faster life regeneration and progressive, correctly listed attributes.
- Added magic damage, 30% magic resist, 15% chance of critical strike and half curse duration to **Spirit Wolf**.
- Added life leech, velocity bonus, 20% chance of critical strike and half poison duration to **Dire Wolf**. Rage duration slightly scales up with level where dire wolves cannot be frozen, receiving additional 50% bonus to attack rating, attack speed, damage and defense.
- Added 25% chance of critical strike, 30% damage resist, half freeze duration to **Grizzly**. Also, a bug that prevents bear smite from stunning enemies is fixed.
- Added 35% chance of parrying to **Poison Creeper**, **Carrion Vine** and **Solar Creeper**.
- Changed pet icons of **Carrion Vine** and **Solar Creeper** on screen.

© **Necromancer**

- **Amplify Damage** scales down damage resist of enemies (capped at 100%) with

level.

- **Weaken** scales down damage of enemies (capped at 50%) with level.
- **Terror** scales down attack rating of enemies (capped at 50%) with level.
- **Iron Maiden** returns more damage and scales down damage resist of enemies (capped at 50%) with level.
- **Life Tap** scales up life leech from targets and scales down magic resist of enemies (capped at 25%) with level.
- **Confuse** scales down target's defense (capped at 50%) with level.
- **Attract** scales down target's defense (capped at 100%) with level.
- **Decrepify** scales down attack and move animations of enemies (capped at 50%) with level and prevents monster heal.
- Decreased damage and radius of **Corpse Explosion** which scale up with level.
- Greatly increased damage of **Poison Dagger** and **Poison Explosion**.
- Added flat defense to **Bone Armor**.
- **Bone Wall** and **Bone Prison** have more hit points, higher resistances and longer duration, dealing thorns damage.
- Decreased hit points and slow effect (capped at 50%) of **Clay Golem**.
- Increased life leech but decreased hit points, damage taken transferred to caster (5%) of **Blood Golem**.
- Added damage reduction (capped at 50%) to **Iron Golem**, but removed Thorns aura and decreased hit points.
- Removed Holy Fire aura from **Fire Golem**, and decreased hit points as well as fire damage absorption.
- Changed chance of blocking of the following pets:
 - ⇒ skeleton warrior: 20%
 - ⇒ skeletal mage: 15%
 - ⇒ golems: 25%
- Added defense and damage bonus to **Golem Mastery** with less hit points bonus and more velocity bonus.
- Added poison resist to **Summon Resist** and increased global ceiling to 90%.
- Added duration bonus for revived monsters to **Skeleton Mastery** with less bonus for life and damage.
- Slightly increased life, defense and blocking of **Skeleton Warrior**.
- Decreased number and slightly increased life, defense, velocity bonus, fire range, missile damage and blocking of **Skeletal Mage**.
- Added 20-25% damage and magic resist to skeleton warriors and skeletal mages.
- Decreased life and velocity bonus of **Revive**.
- Decreased number of skeleton warriors, skeletal mages and revived monsters.
- Fixed an error that caused incorrectly listed attributes of all Golems.
- Slightly decreased radius and duration of all curses.

© **Paladin**

- Decreased self-damage of **Sacrifice** to 1%. Also, **Sacrifice** has a chance to cause open wounds (capped at 20%).
- **Zeal** deals 5/8 weapon damage.
- Fixed a **Charge** bug that causes freeze effect after charging onto an enemy.
- **Holy Bolt** ignores magic resist of the undead.
- Greatly decreased damage of **Blessed Hammer** which no longer ignores magic resist of demons, along with less damage bonus (25%) to the undead.
- Duration of **Conversion** scales up with level.
- Decreased defense bonus and chance to block of **Holy Shield**. **Holy Shield** which can be selected on both sides of skill list not only reduces physical and magical damage by hard skill points, but also provides hit recovery and magic resist.
- **Fist of the Heavens** ignores magic resist of the undead and functions without animation delay.
- Added weapon base damage bonus to **Might**.
- Added chance of open wounds (capped at 25%) to **Thorns**.
- Removed passive attack bonus from **Blessed Aim** but added light radius as well as chance of piercing attack (capped at 25%).
- Decreased slow effect of **Holy Freeze** (capped at 50%).
- Decreased next delay of **Cleansing** and **Sanctuary**.
- Removed damage bonus and buggy uninterruptible chance from **Concentration**, but added all skills level bonus, chance of deadly strike (capped at 25%) and mana from damage taken.
- Fixed a bug that prevented **Sanctuary** from applying extra damage to the undead.
- Removed attack bonus and damage bonus from **Fanaticism** but added cast speed and chance of crushing blow (capped at 25%).
- **Conviction** decreases lesser defense (capped at 25%) and elemental resistances (capped at 50%), but prevents monster heal.
- **Prayer** heals much more without mana cost and reduces hit recovery.
- **Resist Fire**, **Resist Cold** and **Resist Lightning** absorb elemental damage (capped at 40%) without passive bonus for maximum elemental resists.
- **Defiance** increases damage resist (capped at 50%) and reduces physical damage.
- Added poison resist and maximum poison resist to **Cleansing**.
- **Vigor** increases less run/walk speed and reduces magical damage.
- Added magic resist and magic damage absorption (capped at 40%) to **Meditation** with decreased mana regeneration rate.
- **Salvation** increases less elemental resistances but provides maximum elemental resists and absorbs elemental damage (capped at 30%).
- When **Redemption** is active, you gain life and mana after each kill but slain monsters rest in peace.

© **Sorceress**

- Decreased mana regeneration rate of **Warmth**.

- Increased speed and damage of **Fire Bolt** and **Ice Bolt**.
- Added stun length (0.6 second) to **Inferno** with correctly listed mana cost.
- **Blaze** knocks enemies back and slightly slows stamina drain (capped at 25%).
- **Enchant** increases fire damage bonus for ranged attack to 50%, provides mana after each kill.
- Slightly increased impact radius and fire duration of **Meteor**.
- **Hydra** scales up number and duration with level.
- Increased radius of **Nova** and **Frost Nova**.
- **Telekinesis** has 100% chance to knock enemies back.
- **Static Field** will not take a monster below 33% health in hell difficulty.
- Decreased next delay of **Chain Lightning** to 2 frames.
- Decreased next delay and increased radius of **Thunder Storm**.
- Added mana bonus and lightning thorns damage to **Energy Shield**, but decreased damage absorption (capped at 70%) and mana consumption (100% ratio: 1 point of mana consumed for 1 point of damage absorbed). More damage absorption can be achieved by hard skill points; less mana consumption can be achieved by hard skill points into synergy (20 hard skill points into **Teleport** for 50% ratio: 1 point of mana consumed for 2 points of damage absorbed).
- You cannot warp through objects or walls by **Teleport**.
- Decreased resist pierce of **Cold Mastery**.