BATTLE FOR ELEMENTS

Ver 1.31 *(for LOD 1.10 patch)*

First of all, excuse me for my bad English, which you might notice in the game (I am still working on it ☺). Second, this is my first mod (there will be others, I promise), so, please, do not judge me too harshly. Happy gaming…

◆ True Mage of Equilibrium (mailto:truemage22@yahoo.com) October 2004 –March 2006

I invite all to the Mod Forum at Phrozen Keep: http://phrozenkeep.it-point.com/forum/viewforum.php?f=142
Visit my site: http://www.battle-for-elements.cjb.net/

P.S. CAUTION! This mod is more difficult than vanilla Lord of Destruction ☺.

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How to install

- ✓ Make sure that You have Diablo2: Lord of Destruction with 1.10 patch.
- ✓ You need to have version 1.30 of mod installed to install 1.31.
- ✓ Unzip bfe131.zip to root folder of Diablo2 with full paths and replacing of files. After this you must have "BFE" folder in root folder of Diablo2.
- ✓ Go to "BFE" folder and run "LaunchBFE.vbs".

To recover from a crash (I very much hope that this does not happen ☺) just run "RecoveryFromCrash.vbs".

General Information

Storyline:
◆ Talk with Deckard Cain and Tyrael to learn about the new story. ☺. Well, it is more an attempt to create a storyline, than a storyline itself. My English is really bad... ☹
◆ Key positions:
- Act 1: Cain's monologue after you rescue him.
- Act 4: Tyrael's monologue after you kill Diablo.
- Act 5: Cain's Introduction.
- Also, you can talk with Cain in *each* act ("Gossip" section) to learn new cube recipes.

Characters:

- Resistance penalties have been increased: 0 for Normal, -200 for Nightmare and –500 for Hell.
- Some quest rewards have been changed.
- There are two new character statistics: Luck and Endurance.
- The run/walk speed of characters is increased as well as the speed of arrows/bolts, spells etc.
- 10 stat points per level, 2 skill points per level (with PlugY).
- No experience is lost on death.
- **Characters lose 1 point of Endurance for each death!**
- Characters start with Horadric Cube in inventory.
- Some internal character properties (such as mana per level, hp per level, elemental resistance cap, etc.) were rebalanced.
- Mercenaries are improved.
- Some caps and rollovers for various statistics and properties:
  - Maximum base (non modified by items' properties) values of Strength, Dexterity, Vitality and Energy are 2047. You can to overcome this limit during a game session but these values will return when you start a new game session.
  - Base (non modified by items' properties) Luck and Endurance values can vary from –256 to 255.
  - Cap for each damage type (fire, cold, lightning, physical) is 87000. Damage rolls back to 0 around 140-170K. If source does damage per frame (poison, some skills such as Fire Wall) then cap is 87000 per frame (1sec=25frames).
  - Cap for elemental absorption is 40%.
  - Cap for Faster Cast Rate property is 175%.
  - Cap for Reduce Poison Length property is 75%.
  - Maximum base (non modified by items' properties) values of Life, mana, and stamina are 8 191.
  - Cap for Attack Rating is 21 000 000.
  - Maximum number of unallocated statpoints is 1023.
  - Maximum number of unallocated skillpoints is 255.
  - Maximum quantity of Gold is 33 554 431.

Skills:
- Minor changes only.
- Some overlays have been added.
- Max level of skills is 40.
- All skills were rebalanced.

Monsters:
- Run/walk speed of monsters is increased.
- Strength of monsters is increased in various ways.
- New monster types have been added.
- New unique monsters have been added (examples: Sister of Countess and Cow Queen).

Areas:
- New areas have been added.
- Some objects appear in new places. I like evil urns, so evil urns are everywhere now!
- The duration of shrine effects are increased, and shrines refresh more quickly.
- The following plug-ins are used (great thanks to authors!):
  - ❖ Act 1:
    - Fog Theme by Joel
    - Town by Demon666
    - Tristram by Onyx
    - Graveyard by Joel
    - Cow Level by Volf (changed)
    - Inner Cloister by Andiamo (changed)
    - Catacombs level 4 by Lord Drekas (changed)
    - Tower Chamber by Joel
    - Cathedral by Andiamo

- ❖ Act 2:
  - ▪ Duriel's Lair by Deathfile (changed)
  - ▪ Arcane Sanctuary by Joel & Red Havoc (changed)
  - ▪ Claw Viper Temple level 2 by Onyx (changed)
- ❖ Act 3:
  - ▪ Town by Urban Legendary

I'm sure that I used other plug-ins, but I can't remember which. ☹ So, if You have identified your work, then please, e-mail me.

Items:

- Potions that temporarily boost character abilities (vitality, defense, etc.) can be purchased at the store. These can greatly improve your chances of survival, so take advantage of them!
- Size of stack for keys is increased (200) as well as size of stack for identify / town portal tomes (100).
- The colors of item names have been changed to make them more visible on the ground.
- Gfx of some armor and weapons has been changed, plus new Gfx for some rings, amulets.
- All wearable items are socketable now, including rings and amulets but excluding charms. The quantity of sockets in items is increased. Maximum number of sockets in item is < *Item's Height X Item's Weight* >, but no more than 6.
- Gambling has been boosted.
- The properties and appearance of runes has been reworked. New runes have been added, including class-oriented runes. The probabilities of rune drops have been boosted.
- Properties of gems have been boosted. A new gem type has been added (Elemental Gem).
- New items have been added (see below in Cube Recipes).
- New magic properties have been added.
- Arrows and bolts can be spawn as magic, rare, and unique.
- New auto properties have been added on items.
- New qualities have been added for non-magical items.
- New unique items have been added, including unique rings and amulets.
- The bonuses on set items and sets have been boosted.
- Runewords have been reworked (see below) excluding Ancient Pledge (Wyn+Hagal+Gyfu).

Plug-ins and Add-ons:

- PlugY 7.0 (great thanks to Yohann mailto:ynicolas@worldonline.fr for his wonderful plug-in!).
- D2Mod 1.02 (great thanks to SVR mailto:svr@d2mods.com for his amazing plug-in!)

I am sure that I have left out many features, so play the game to discover other changes ☺.

Thanks and Credits

Many, many great thanks to AFJ666, Havvoric, Joel Falcou, Kingpin, Demon666, Black Heart, Volf, Andiamo, Lord Drekas, Deathfile, Red Havoc;
and especially to Golden Valkyrie, Dyze, White Raven (aka Vser), Necrofan, Boojum, Nefarius, Mishy23, Myhrginoc and Onyx for their invaluable help and advice; to Yohann for his amazing PlugY, to SVR for cool D2Mod system, and to Paul Siramy for incredible winds1_edit !!!
Also I am grateful to ALL on PHROZEN KEEP for their support.
And, of course, BIG, BIG, BIG THANKS to BLIZZARD !!!

P.S. If I have forgotten somebody, e-mail me ;)