



Posts: 2875

**Oblivion 3 / Features List**

« on: March 30, 2020, 08:39:45 pm »

This modification is based on Diablo II v1.13c

Download: <https://dreaming-bg.com/index.php?action=downloads;cat=3>**Features list:**

- Increased size of horadric cube (10x8), stash (10x10) & Inv (10x6).
- Added Rune bags. Rune bag is an item which can give you x3 (x2 for Vex(26) or higher) runes of the same type when rolled i
- Added Gem-Magnet - Re-rolling grand charm. You can get the base after completing quest #1. To get the maximum out of thi

Code: [Select]

Every 20 perfects will add 1 life and 1 mana point. Max: 125 of each
 Every 250 perfects will add 1% IAS and 1% FCR. Max: 10% of each
 After the 1750th perfect it will get 1 to all skill levels.
 At the end with the very last perfect it will get 1 to random class skills.
 Every 100 perfects (until the 2300th) will increase the level req. with 4. The base of the charm won't require any level. After the 2:
 Max stats: 1 to random class skills, 1 to all skills, 10% IAS, 10% FCR, 125 life, 125 mana. Level required 95.

- Moo Moo Farm (The Secret Cow Level) has been moved in Burial Ground. You're now free to kill the Cow King if you can -
- Moo Moo Farm will now have more enemies. And you'll get more experience when kill them. This is now our main zone for
- Teleport, Battle Command, Battle Orders, Shout are now allowed to be used in town.
- Monsters can now drop perfect gems.
- New monsters-free area is added. Its called **Monastery Arena** and it's located in Rogue Encampment. The idea behind it is to
- Every new char will now have some gold, Horadric cube & class-specified startup gear.
- Arrow/Bolt quivers limit has been increased to 500.
- Mercs from Act 5 will now have 7% chance to cast Battle Orders Level 10 or Battle Command Level 10.
- New item called Socket Oil is added. It can be dropped only on Hell. Its purpose is to give you the ability to add a socket to a maximum amount of sockets the item allows.
- Necromancer's Raise Skeletons are now stronger - they have more power and life. Also, Necs will get an additional skeleton f
- You will now gain more experience from monsters.
- There's new area added just behind Blood Raven (Burial Ground) - Homestead. This is an area where you have higher chance
- There's 100% chance to get one of the following items when killing Izual on Normal: Titan's Revenge, Bartuc's Cut-Throat, T
- Some changes in mercenaries' skills:

Code: [Select]

Act 1: All hell's mercenaries now have Fanaticism aura level 14.
 Hell Act 2 Defensive: Defiance Aura Level 16
 Hell Act 2 Offensive: Salvation Aura Level 16
 Hell Act 2 Combat: Concentration Aura Level 16
 Hell Act 3 Cold: Meditation Aura Level 16
 Hell Act 3 Fire: Sanctuary Aura Level 13
 Hell Act 3 Lightning: Conviction Aura Level 4

- NPCs are now selling rejuvenation and full rejuvenation potions.
- All runes can be upgraded with no gems. Use scroll of town portal instead.
- All runes can be downgraded with 25% fee. E.g. 1 Jah = Ber, Sur.
- Tomes of town portals and ids now have max quantity of 100. Same applies to keys.
- Added 50% extra duration to the following skills:

Code: [Select]

Amazon:
 - Inner Sight
 - Decoy
 Assassin:
 - Burst of Speed
 - Cloak of Shadows
 - Fade
 - Blade Shield
 Necromancer:
 - Revive
 Barbarian:
 - Shout
 - Battle Orders
 - Battle Command
 - Stun
 Sorceress:

- Mercenaries will now activate their auras as soon as they face an enemy.
- "Chance to cast Teleport" is now removed from Oculus (Uniq Swirling Crystal).
- Added new craft recipes:

Code: [Select]

Rare Item + Unique Jewel + PuL Rune + Perfect Gem
 +3% to +5% Chance on crushing blow
 +3% to +5% Chance for open wounds
 20-40 to Attack Rating

Rare Item + Unique Jewel + Um Rune + Perfect Gem
 All Resistances +5% to +10%
 Damage reduced by 3% to 5%

Rare Item + Unique Jewel + Ist Rune + Perfect Gem
 +20% to +30% better chance for magical items
 Damage reduced by 7 to 10

Rare Item + Unique Jewel + Vex Rune + Perfect Gem
 +5-10% faster Castrate
 +2-5 To All Attributes

- Rakanishu has higher chance to drop Jewels & Charms of any type.
- Kite and Dragon Shields can both hold up to 4 sockets.
- Paladin's Redemption aura is modified - it now gives 1% extra health per level capped at 40%.
- Uber Diablo's key item (World Event) is Standard of Heroes. Diablo will be spawn only in the game where the SOH is sold. If

Mini Quest #1

There are 4 new monsters in Cave level 2, Stony Tomb level 2, Ruined fame, Drifter Cavern. Kill them all and collect their guts thousands of perfects.





Oblivion Quest

This is a new quest which will take you to Oblivion level - new area where you'll find new challenges. The first step is to gather be found on Hell only. They are kept in safe by some of scariest monsters in the game:

Andariel	Key of Lust
Duriel	Key of Gluttony
Mephisto	Key of Sloth
Diablo	Key of Wrath
Baal	Key of Envy
Malevolence Avatar	Key of Greed
Diablo's clone	Key of Pride

What's in there? You'll have to reveal this mystery yourselves 😊

« Last Edit: **Yesterday** at 06:10:44 pm by *DarkKiss* »

 **DarkKiss**
 Administrator


 Posts: 2875


 **Re: Oblivion Features List**
 « **Reply #1 on:** April 01, 2020, 04:19:28 pm »



Tyrael's Might
Sacred Armor

- +120-150% Enhanced Defense (varies)
- +50-100% Damage To Demons (varies)
- +20% Faster Run/Walk
- +20-30 To Strength (varies)
- All Resistances +20-30 (varies)
- Cannot Be Frozen
- Requirements -100%
- Slain Monsters Rest in Peace
- Indestructible
- +1-2 To All Skills (varies)
- Socketed (0-2) (varies)



Leviathan
Kraken Shell

- Indestructible
- +20% Faster Hit Recovery
- +100-150% Enhanced Damage (varies)
- +170-200% Enhanced Defense (varies)
- +40-50 To Strength (varies)
- Damage Reduced By 15-25% (varies)
- Requirements -30%



Gut Siphon
Demon Crossbow

- Level 20 Might Aura when Equipped
- +3-5 to Amazon Skills (varies)
- +30% Faster Run/Walk
- +70% Increased Attack Speed
- +350-500% Enhanced Damage (varies)
- +400 Damage
- + (6 Per Character Level) 6-594 Enhanced Maximum Damage (Based On Character Level)
- + (10 Per Character Level) 10-990 To Attack Rating (Based On Character Level)
- +8-12% Life Stolen Per Hit (varies)
- Prevent Monster Heal
- +20-30 to Dexterity (varies)
- Socketed (3)



Kira's Guardian
Tiara

- +50-120 Defense (varies)
- +20% Faster Hit Recovery
- Cannot Be Frozen
- All Resistances +50-70 (varies)
- +2 to Random Class Skill
- +10% Faster Cast Rate



Veil of Steel
Spired Helm

6-8% Life Stolen Per Hit (varies)
15% Chance of Crushing Blow
15% Deadly Strike
+60% Enhanced Defense
+140 To Defense
+15 To Strength
+15 To Vitality
Drain Life -5
All Resistances +50
-4 To Light Radius
Requirements -40%



Gravepalm
Sharkskin Gloves
Thanks to **Phoenix**

+20% Faster Cast Rate
+20% Faster Hit Recovery
+140-180% Enhanced Defense (varies)
+0-10 Strength (varies)
+0-10 Dexterity (varies)
+0-10 Vitality (varies)
+0-10 Energy (varies)



Silkweave
Mesh Boots

30% Faster Run/Walk
+420 Defense
+300 Defense VS. Missile
Increase Maximum Mana 5%
Regenerate Mana 6%
Cold Resist +5-15% (varies)
Light Resist +5-15% (varies)
Fire Resist +5-15% (varies)
25% Better Chance of Getting Magic Items

« Last Edit: April 23, 2020, 07:15:08 pm by DarkKiss »

DarkKiss



Posts: 2875



Re: Oblivion Features List

« Reply #2 on: April 01, 2020, 11:42:04 pm »

Plague

4 Socket Weapons/Shields
Nef + Tal + Eth + Shael

Version dev_20200401+
Thanks to **Greengo**

Weapons

20% Increased Attack Speed
75% Enhanced Damage
Adds 5-10 Damage
-25% To Target Defense
+400 Poison Damage Over 5 Seconds
Knockback

Shields

20% Faster Block Rate
75% Enhanced Damage
Adds 5-10 Damage
+325 Poison Damage Over 5 Seconds
+30 Defense Vs. Missile
Regenerate Mana 15%
Poison Resist 35%

Ghost Wind

3 Socket Body Armor
Shael + Ber + Um

Version dev_20200401+
Thanks to **Phoenix**

6% Chance To Cast Level 6 Cyclone Armor When Struck
+20% Faster Run/Walk
20% Faster Hit Recovery
+300-350% Enhanced Damage (varies)
+300-350 Defense (varies)
+300-350 Defense vs. Missile (varies)
All Resistances +15
Damage Reduced by 8%
Poison Length Reduced By 50%
Repairs 1 Durability in 20 Seconds

Colors of the Rainbow

5 Socket Weapons
Um + Gul + Eth + Lo + Shael

Version dev_20200401+
Thanks to **Phoenix**

8% Chance To Cast Level 20 Blessed Hammer On Attack
5% Chance To Cast Level 10 Lower resist on Striking
Level 1 Salvation Aura When Equipped
20% Increased Attack Speed
+300-350% Enhanced Damage (varies)
+ (1 Per Character Level) +1-99 To Maximum Damage (Based On Character Level)
-25% To Target Defense
20% Bonus To Attack Rating
14% Life Stolen Per Hit
20% Deadly Strike
25% Chance of Open Wounds
+50 To Life

Freezing Shadow

3 Socket Claws
Amn + Fal + Cham

Version dev_20200401+
Thanks to **Phoenix**

10% Chance To Cast Level 1 Decrepify On Striking
+1-2 To Shadow Disciplines (Assassin Only) (varies)
+2 To Assassin Skill Levels
+250-300% Enhanced Damage (varies)
30% Bonus To Attack Rating
7% Life Stolen Per Hit
Freeze Target +3

	+10 To Strength +10-20 To Vitality (varies) Repairs 1 Durability in 8 Seconds
Tiger Paw 3 Socket Claws Jah + Amn + Cham Version dev_20200403+ Thanks to Phoenix	+2-3 To Martial Arts Skills (Assassin Only) (varies) +300% Enhanced Damage Adds 50-80 Damage Ignore Target's Defense 7% Life Stolen Per Hit 33% Chance of Open Wounds +3-4 To Tiger Strike (Assassin Only) (varies) Freeze Target +3 +15-20 To Strength (varies) +15-20 To Dexterity (varies)
Lucky Stone 4 Socket Weapons/Body Armor/Shields Ist + Ist + Ist + Ist Version dev_20200403+ Thanks to bonezs	+0-2 To All Skills (varies) +10-20% Faster Cast Rate (varies) +5-15% Faster Hit Recovery (varies) Lightning Resist +30% +3 To Mana After Each Kill 120-180% Better Chance of Getting Magic Items (varies) +3 To Light Radius
Madness 3 Socket Staves Lo + Eth + Ber Version dev_20200403+ Thanks to Jab4y	+3 To Sorceress Skill Levels +50% Increased Attack Speed +40% Faster Cast Rate -25% To Target Defense 20% Chance of Crushing Blow 20% Deadly Strike +1 To Whirlwind Increase Maximum Mana 10%

« Last Edit: April 19, 2020, 10:58:16 pm by DarkKiss »