

Readme

Currently only on Normal difficulty.

Goal: Finish Act 5, Quest 6 and gain access to Nightmare difficulty.

Keys and Passes

Logic requires keys or passes to enter the dungeon or region of the same name.

The logic for region keys and passes unlocks the transition from the previous area to the one of the same name. For example, if you get the waypoint for the Inner Cloister, you need a key for the Catacombs, but you can enter the Jail without one. The Jail Key only opens the path from the Barracks to the Jail.

The only exception is The Underground Passage, which requires the key for both entrances, Stony Field and Dark Wood, to access.

Available keys/passes for logik:

Act1:

- Den of Evil Key
- Caves Key
- The Crypt Key
- The Mausoleum Key
- The Underground Passage Key
- The Forgotten Tower Key
- The Hole Key
- The Pit Key
- Cloister Key
- Jail Key
- Catacombs Key

Act 2:

- Sewers Key (Act2)
- The Stony Tomb Key
- Halls of the Dead Key
- Maggot Lair Key
- Ancient Tunnels Key
- Claw Viper Temple Key
- Tal Rasha's Tomb Key

Act 3:

- Spider Cavern Key

- Arachnid Lair Key
- Swampy Pit Key
- Flayer Dungeon Key
- Temple Keys (unlocks all 6 Temples)
- Sewers Key (Act3)
- Kurast Pass (allowed to enter Lower Kurast, Kurast Bazaar and Upper Kurast)
- Travincal Pass

Act 4:

- River of Flames Key
- Chaos Sanctuary Key

Act 5:

- Abaddon Key
- Pit of Acheron Key
- Crystalline Passage Key
- Frozen River Key
- Drifter Cavern Key
- Infernal Pit Key
- The Ancients' Way Key
- Icy Cellar Key
- Worldstone Keep Key
- The Worldstone Chamber Key

Waypoints

All waypoints are considered checks.

Any waypoint located in a region that requires a key or pass will automatically bypass that requirement.

Waypoints discovered by the player or unlocked via item are valid for use.

To support this, all pre-generated characters start with every waypoint unlocked from the beginning.

Level requirements

Checks for higher level ups are only required once access to specific areas of the game are unlocked.

Since only the Normal difficulty is currently available, the final required level for a Check is Level 40.

- Level 1-12 – Sphere 1 Checks
- Level 13-20 – need access to Act 2
- Level 21-24 – need access to Act 3

- Level 25-27 – need access to Act 4
- Level 28-34 – need access to Act 5
- Level 35-40 – need access to Throne of Destruction

Most areas require a certain number of level ups received to access.

Up to 50 level ups can currently be obtained.

- No Level ups required:
 - Rogue Encampment
 - Blood Moor
 - Cold Plains
 - Den of Evil
- 4 Level ups:
 - Caves
 - Burial Grounds
- 6 Level ups:
 - Stony Field
 - The Crypt
 - The Mausoleum
 - The Underground Passage
- 8 Level ups:
 - Tristram
 - Dark Wood
 - Black Marsh
 - Tamoe Highland
 - The Forgotten Tower
 - The Hole
 - The Pit
 - Monastery Gate
 - Outer Cloister
 - Barracks
- 10 Level ups:
 - Jail
 - Inner Cloister
 - Cathedral
- 12 Level ups:
 - Catacombs
 - Lut Gholein
 - Rocky Waste
 - Dry Hills
 - Far Oasis
 - Lost City

- Valley of Snakes
 - Sewers (Act2)
- 14 Level ups:
 - The Stony Tomb
 - Halls of the Dead
 - Maggot Lair
- 16 Level ups:
 - Ancient Tunnels
 - Claw Viper Temple
- 18 Level ups:
 - Harem
 - The Palace Cellar
 - Arcane Sanctuary
- 20 Level ups:
 - Canyon of the Magi
 - Tal Rasha's Tomb
 - Tal Rasha's Chamber
 - Kurast Docks
 - Spider Forest
 - Great Marsh
 - Flayer Jungle
- 22 Level ups:
 - Spider Cavern
 - Arachnid Lair
 - Swampy Pit
 - Flayer Dungeon
- 24 Level ups:
 - Lower Kurast
 - Kurast Bazaar
 - Upper Kurast
 - Ruined Temple
 - Disused Fane
 - Forgotten Reliquary
 - Forgotten Temple
 - Sewers (Act3)
 - Kurast Causeway
 - Disused Reliquary
 - Ruined Fane
 - Travincal
 - Durance of Hate
- 25 Level ups:

- Pandemonium Fortress
- Outer Steppes
- Plains of Despair
- City of the Damned
- River of Flames
- Chaos Sanctuary
- Harrogath
- Bloody Foothills
- Frigid Highlands
- Arreat Plateau
- 27 Level ups:
 - Abaddon
 - Pit of Acheron
 - Crystalline Passage
 - Glacial Trail
 - Frozen Tundra
- 28 Level ups:
 - Frozen River
 - Drifter Cavern
 - Nihlathak's Temple
 - Halls of Anguish
 - Halls of Pain
 - Halls of Vaught
 - Infernal Pit
- 30 Level ups:
 - The Ancients' Way
 - Icy Cellar
- 32 Level ups:
 - Worldstone Keep
 - Throne of Destruction
 - The Worldstone Chamber

Quest Items

Almost all quest items require access to the region where they are normally found. Exceptions are Horadric Cube, Staff of Kings, Amulet of the Viper, Khalim's Eye, Khalim's Brain and Khalim's Heart, which are located directly in the stash of the pre-generated characters.

Quest Items in Pool:

- Bark Scroll
- Scroll of Inifuss

- Horadric Malus
- Horadric Cube
- Staff of Kings
- Amulet of the Viper
- Jade Figurine
- The Golden Bird
- The Gidbinn
- Khalim's Eye
- Khalim's Brain
- Khalim's Heart
- Khalim's Flail
- Lam Esen's Tome
- Mephisto's Soulstone
- Hellforge Hammer
- Malah's Potion

Items

All items obtained through the randomizer are found in the shared stash slots.

Unlocked rune rewards allow you to purchase runes from specific vendors in the game.

Since only Normal difficulty is currently available, runes are limited up to the Hel Rune.

Setting Up the Mod

Unzip the *mods.zip* file into the Diablo II: Resurrected installation folder.

Create a shortcut to *D2R.exe*.

Right-click the created shortcut → Properties, and enter the following launch arguments:

`-mod AP -txt -resetofflinemaps`

Start the game using the shortcut and create a new character.

Please note that the mod uses a separate save location for characters, which means your existing characters will not be visible while the mod is active.

If you launch the game without the mod's launch arguments, everything will return to normal.

A subfolder named *AP* should now have appeared in the default character save location.

Copy the character files from the *Character Saves.zip* into this folder.

It's recommended to set the included *SharedStashSoftCoreV2.d2i* file to readonly.

This causes the shared stash to reset after each game restart.

This can also be done with all other character files, **but it's not recommended.**

If the game crashes while running, you will lose all progress made during that session.

Changes Introduced by the Mod

- Runes up to Hel can be purchased from various vendors.
- Every super unique monster drops an AP item that is named after the monster's English name. Due to a game limitation of a maximum of 6 items dropped per monster, they usually drop one less potion as a result.
- A special charm that each pre-made character has in their starting inventory. It grants +461% to Experience Gained, +50% Faster Run/Walk, and –50% Slower Stamina Drain.
- Using the mod creates a separate save folder for characters and the shared stash.