

ZMOD Gems and Other Items v3.0

A variety of new gems and items have been added to the demo release of ZMOD. Here is a list of the new items, a picture (if new), and a brief description.



Horadric Cube

We've resized it and increased its inventory, nothing more.



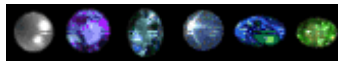
New Potions

We have so many new potions; we can't list them all here. Normal potions have been reduced to two types and can only be bought. New potions can be found in the stores, at a price, and can also be "made" from a variety of materials ingame. Examples are: resistance potions, experience potions, damage potions, etc. All new potions come in a basic, improved, and master version.



Food

To replace the fact that potions no longer drop ingame (with the exception of throwing potions, which are far more common now), we have implemented food into the game. Coming in four varieties [meat, chicken, banana, and fruit], food is usually bought at a vendor, although it is sometimes found in the wild. In the beta release, we will include "bad" food that can be found in the wild – don't eat it! Our Mystery Chests also drop the new food.



Gems

There are six new types of gems ingame, now. For now, these gems will only be used for socketing purposes, but in the beta release, these gems will have a variety of other uses – mostly in cube recipes. Each gem is very powerful compared to the old versions, but have a level requirement of 20-25 to use. These gems do not have a perfect/flawed hierarchy in the game – they are "as-is". Normal gems no longer have a level requirement.



Worldstone Gems

Designed for use in our "Act 6", the Worldstone Gems are pieces of the Worldstone from when it was destroyed. A mystery surrounds them, as you will find them in Act 1 before you've even seen Baal – or have you? Let the question float around for a while, because it will be answered (hopefully) in our next release. The gems are very rare, but you should find one in about 30 minutes or so (did we mention how much more common gems are now?). They are VERY powerful items, but try to save them until you get a few Worldstone Parts – if you cube the Part with a Worldstone Item, you'll get its unique version. The unique Worldstone items are insanely powerful, and are by far the best items in the game (excluding quest items). Getting the next level of gem is just like with the old gems – 3 shards make a piece, 3 pieces make a chunk, and 3 chunks make a part.

Gold

Gold now drops in much larger amounts (60-120 in the first few levels). This will increase the "fun" factor in the game, as you will now be able to buy more equipment faster. But beware – especially in the first Act, monster levels are much higher, and AI is better (Zombies will chase you doggedly) to counter the advantage. Normal monster levels beyond Act one are *generally* twice as much as they were (max level is 220). But you can reach level 250 now, and you gain 10 attribute points per level. You start very weak and vulnerable (10-20 health), so be careful.



Scrolls

You'll see the above items for sale in the Rogue Encampment, but don't get your hopes up – they cost an exorbitant 75,000 gold each. The scrolls, when bought, either give you 1 new skill point to use, or 5 new attribute points to spend. Sure, they're expensive, and you won't be able to afford them until the end of Act 1, but with them you can max out your skillsets and increase your attributes indefinitely – did we mention you need 2,970 skill points to have level 99 all skills?



Other Features

Of course, there are a variety of other features in ZMOD 3.0 demo, but we aren't going to list them all. Two of the features to come are the Skill Points and Attribute Points Challenge – only attempt these if you are insane, skilled, or both. This involves never using your skill/attribute points (you must be below level 75 to do this). Once you reach 100 skill points (yes you have to buy at least 25 of them), or 800 attribute points (yes you have to buy some of them too), you can cube that useless beginning charm and gain access to skills and stats found nowhere else in the game.

And if you think that's easy, try doing both at the same time!

Remember that this is only a demo release – we haven't included the completely new skillsets, new levels, new act, new bosses and quests at all. We'll release ZMOD 3.2 (Which will have all of our features) sometime in the coming year. Be sure to check <http://zeraphsmods.biz.ly> to see our progress and to give us ideas. We're counting on you!