

ZMOD Unique Items v3.0

Unique items were designed to be one-of-a-kind, rare, powerful items that you could trade with your friends on Battle.net. However, Blizzard gave us over 400 items to choose from, insuring that we could never find the item(s) we wanted. We have narrowed this down to 115 items, most from the original game, increasing your chances to 1/115th (about 0.869 %, from 0.248 %) of finding the item you want. In the demo release of ZMOD v3.0, most of the unique items are from the original game, as we are still planning the rest of our unique items. The originals are as follows:

- The Gnasher
- Bladebone
- Mindrend
- Brainhew
- Iros Torch
- Stormeye
- Crushflange
- Blood Crescent
- Hellplague
- Soul Harvest
- Witherstring
- Hellcast
- Duskdeep
- The Face of Horror
- Boneflesh
- Wall of the Eyeless
- Swordback Hold
- Bloodfist
- Chance Guards
- Gorefoot
- Snakecord
- The Eye of Etlich
- Nagelring
- The Stone of Jordan
- Amulet of the Viper
- Staff of Kings
- Horadric Staff
- Hell Forge Hammer
- KhalimFlail
- SuperKhalimFlail
- Spellsteel
- Stormrider
- Zakarum's Hand
- Headstriker

- Athena's Wrath
- Magewrath
- Godstrike Arch
- Vampiregaze
- The Spirit Shroud
- Duriel's Shell
- Stormchaser
- Venom Grip
- Hellmouth
- Gloomstrap
- Stormshield
- Hellslayer
- Lightsabre
- Constricting Ring
- Windforce
- The Rising Sun
- Crescent Moon
- Homunculus
- The Oculus
- Herald of Zakarum
- Bloodmoon
- Warshrike
- Tomb Reaver
- Deaths's Web
- Nature's Peace
- Azurewrath
- Shadowdancer
- Souldrain
- Spiritkeeper
- Widowmaker
- Ghostflame
- Boneflame
- Gheed's Fortune
- Dracul's Grasp
- Frostwind
- Nosferatu's Coil
- Annihilus
- Wraithflight
- The 8 Rainbow Facet Jewels
- Hellfire Torch

Most of these unique items will be removed from our beta release. We are firm on keeping Annihilus, Azurewrath, the Hellfire Torch, Gheed's Fortune, and the Nagelring,

however. Our new uniques are listed below. Because you can find all of them in the mystery chests, images are only included if they are different from base images in the game:



ZMOD by Zero and Zapharos

This charm is completely useless in the demo release of our mod, but will be the most important item in the game when we add the new “prestige” classes.

The Worldstone Sword*

All skills +5
Ethereal
+50 to Strength (based on character level)
+50 to Dexterity (based on character level)
+15% chance of Crushing Blow (based on character level)
+15% chance of Deadly Strike (based on character level)
+50% chance of Open Wounds (based on character level)
+900% damage to Undead (based on character level)
+900% damage to Demons (based on character level)
150 Cold Damage
200 Fire Damage
200 Lightning Damage

The Worldstone Shield*

All skills +5
Ethereal
+50 to Defense (based on character level)
+50% to Defense (based on character level)
+50 to Absorb Fire (based on character level)
+50 to Absorb Cold (based on character level)
+50 to Absorb Lightning (based on character level)
+50% to Block Speed
50% of Damage goes to Mana
Reduces damage by 50
Reduces magic damage by 50
Reduces damage by 50%

The Worldstone Bow*

All skills +5
Ethereal
Fires Magic Arrows
Fires Explosive Arrows
+50 to Damage (based on character level)
+50 to Dexterity (based on character level)
+50 to Vitality (based on character level)
+50 to Energy (based on character level)
Slain Monsters Rest in Peace
Cannot be frozen
50% chance to stun opponent
50% chance to slow opponent



The Worldstone Charm*

All skills +7
 Ethereal
 +75 to all Stats
 +75 to all Resistances
 +75 to Resist Magic
 +50% to walk/run speed
 +50% to block speed
 +50% to cast speed
 +50% to attack speed
 +150% to experience gained

The Worldstone Helm*

All skills +5
 Ethereal
 +50 to Defense (based on character level)
 +50 to Health (based on character level)
 +50 to Mana (based on character level)
 +50 to Dexterity (based on character level)
 +50 to Strength (based on character level)
 +50 to Vitality (based on character level)
 +50 to Energy (based on character level)
 +50% to Attack Rating (based on character level)
 +50% faster regeneration speed
 +50 Thorns damage when attacked

**A quick explanation of the Worldstone Items – these are the MOST powerful items in the entire game, the weapons dealing 350-700 damage each and the armor having 700 defense. However, the Worldstone items have only five durability, and they cannot be socketed or repaired. In the demo version, these items can be found by killing the act bosses, but in the beta release they will be available only in an uberlevel. These uniques are made only by cubing them with a Worldstone Part – this can be done multiple times, but you may only ever have one of the unique items at a time.*



The Earth Jewel

The earth jewel, when combined with the other elemental jewels, creates a miraculous sword of overwhelming power. However, none of the jewels have their own properties and must be cubed to have any use.



The Fire Jewel

The fire jewel is another of the sacred elemental jewels. While it has no properties of its own, it can be cubed to create a powerful new item.



The Air Jewel

The air jewel glows with an inner light. This light grows when close to the other elemental jewels. Cubing it with the others may produce a new item.



The Water Jewel

The water jewel is normally as dark as the depths of the ocean. When placed in the Horadric Cube with its fellows, however, the jewel's surface turns a miraculous dark blue.



The Sword of Elements

Indestructible
100 Cold Damage
100 Fire Damage
100 Lightning Damage
100 Poison Damage
100 to Magic Damage
+100 to absorb cold
+100 to absorb lightning
+100 to absorb fire
Cannot be frozen
+50 to all resistances
+100 to resist magic

The Moonblade

+10 Cold Damage
+ {5-10} to minimum cold damage
+ {5-10} to maximum cold damage
+ {100-150} to cold length
+20 to resist cold
+20 to Cold Skills

The Sunblade

+10 Lightning Damage
+ {5-10} to minimum lightning damage
+ {5-10} to maximum lightning damage
+20 to resist lightning
+20 to Lightning Skills
+ {10-15} Lightning damage when attacked (thorns)

Nightwing

+ {10-15} to Lifesteal
+ {10-15} to Manasteal
Reduces Freeze duration by half
+ {15-30} to Cast Speed
-5 to light radius
+50 to damage (increases at nighttime)
+50 to health (increases at nighttime)
+50 to mana (increases at nighttime)

+50 to stamina regeneration (increases at nighttime)
+50 to defense (increases at nighttime)

Zeraph's Downfall

-50 to regeneration rate (drains health)
+50 to all stats
+5 to all skills
+200% walk/run speed
+200% attack speed
+200% block speed
+200% cast speed
+200% to experience gained
Ignores opponent's defense
Adds Knockback

Zeraphim Blade

Repairs 1 durability/sec
+50 to damage
+50 to minimum damage
+50 to maximum damage
+50 to normal damage
+50% chance to open wounds

Zeraphim Bow

Repairs 1 durability/sec
+50 to damage
+50 to minimum damage
+50 to maximum damage
+50 to normal damage
+50% chance to open wounds

Zapharos's/Zero's/Zerron's Secret

We're not telling you what these three secret wands do – find out for yourself! The Three Disciples of Zeraph created these wands for themselves, but in the demo version you will find them in the mystery chests.

Snake Fang

+200 poison damage
+15% chance to open wounds
+15% to experience gained

There are only a few other uniques we have in the game, but they're so special, we aren't telling you their properties! Trust us, though, these items are worth it:



Azurewrath

We decided to redo Tyrael's blade – and here it is.



The Devil Axe

The Devil Axe, like our other uniques, can be found in the Mystery Chests, but it is intended as a quest item for our concept of Act 6. All you need know is that the axe is immensely powerful, but it comes at a great cost – to your life! Yep, it's true; this axe may be the end of you, if you don't have enough health potions nearby!



Zerron's Staff

This is a sneak peek at one of the weapons in the final battle. Wielded by the great healer Zerron (one of the three Disciples), this staff deals massive damage to anyone venturing close. By using this staff, Zerron makes his brothers immortal, but take care in taking him down – his armor renders him immune to ALL physical damage!