

Jarulf's Guide to Diablo and Hellfire

**version 1.62
by
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1. Introduction

This guide is a compilation of all the data I have collected about Diablo and Hellfire during the many months of playing those games. It has virtually no tactics or strategy but instead contains a wealth of numerical data and formulas for many aspects of the game. As far as possible all data and information has been either collected by me or otherwise verified by me. Of course, some information is very hard to verify or check.

Some things have been changed in Hellfire over Diablo and I have tried to note that. Apart from that I have tried to merge the new Hellfire data into old Diablo data, either by having separate tables or by appending the Hellfire data at the end of each table. In the latter case they are separated by a thicker line. I don't think there will be any problem distinguishing the Hellfire data from the Diablo data. If no specific data or information is given for Hellfire, it can be assumed to be like in Diablo.

With such a great number of tables and data that is presented in this guide, errors are bound to exist. I am grateful for any information about errors. If you do want to report such errors or missing information, do so by mail to pedro.faria@chemeng.lth.se. But please avoid writing me asking about other information, clarifications, and so on. All I know and have information about can already be found in this guide.

Feel free to use this guide personally in any way you want. If you want to give it away to anyone or make it available for others in any way, feel free to do so as long as you don't charge anything for it or use it commercially in any way. And, please don't change, remove or add anything in it.

Since the formatting of a Word document varies with different printers, it may take some personal formatting to fix things such as the positions of page breaks and line breaks in the tables. There is nothing I can do about it, but I have tried to make it as self-formatting as possible. Feel free to change any formatting you decide is needed for your own personal use. You may, for example, want to increase the size of the text for easier reading; the default setting is quite small to keep the size of the document down. I have used templates and other formatting tools to a large extent in the guide, so it should be easy for anyone to do the necessary changes. If this happens to be a copy in pdf or html format, the above problems will, of course, not exist.

Also note that due to the size of the document and the numerous tables in it, it may, especially on slower computers, take quite a while for Word to open the document. So please have patience when you open it!

1.1 Patches for Diablo and Hellfire

The latest patches are 1.09 for Diablo and 1.01 for Hellfire. The Playstation version of Diablo should be almost identical to the 1.04 version except that you can't play on Battle.net. Unless otherwise stated, all information is true for those versions only. If you want a list of fixes for those patches, look in the file *update.txt* in your Diablo folder and *patch.txt* in your Hellfire folder. As far as I know all information in this guide should be equally true for the PC, Macintosh, and Playstation versions. If not, I would very much like to hear about it. Hellfire only exists for the PC.

Hellfire was mainly based on the 1.04 version of Diablo although it has had its own fixes, changes, and tweaks made to it. Unfortunately it only got patched once for various reasons. Thus, some bugs fixed in later Diablo patches never made it into the Hellfire patch. There still exists quite a lot of mostly minor bugs in Diablo and Hellfire. Most of them do not affect the game play to much though and are probably very hard to spot unless you have played for quite some time or are told about them.

This guide is written for the latest versions (as given above) only. Thus if you play an older version, information in this guide may not be correct. In some cases I have referred to how it used to be in earlier versions when it may be of importance. In some cases I also refer to existing bugs if it may have an effect on the information presented in this Guide, but normally bugs are *not* covered. This Guide does in no way cover the demo or spawned version (actually the same as the demo) of the game.

1.2 Hidden quests and characters in Hellfire

There are some hidden Easter Eggs in Hellfire. To activate them, you must create a text file named *command.txt* in your Hellfire folder. In the text file you put the following line:

cowquest; theoquest; bardtest; barbariantest; nstart;

Note that the Barbarian is only available if you have Hellfire 1.01 or later. In version 1.00 of Hellfire, you could also add *multitest* for the option to play multi player games over modem, direct cable, or IPX. That option is disabled in version 1.01. To play multi player in version 1.01 of Hellfire, obtaining a hacked hellfrui.dll is the only solution I am aware of. Use it at your own risk and note that multi player is *not* supported by Sierra. The *nstart* command simply sets a specific palette when playing in the Hive. Otherwise, the palette is chosen randomly as normal.

1.3 General remarks

There are a few general things about the guide that can be good to know when you read it. Below are summarized such general remarks that are valid for the whole guide but never explicitly mentioned anywhere else.

- All prices in this guide are buying prices, that is, the price that you would have to pay for an item. Some items can't be bought, like unique items, elixirs of Vitality, and oils. The prices of those items are still listed as buying prices, however. Note that although items from Wirt initially have a value 50% higher than Griswold's price (75% of Griswold's price in Hellfire), they will have the normal Griswold price when you restart a new game and give away the item.
- When doing calculations, you should generally round down any number you get, as that is the way Diablo and Hellfire works. However, life, mana, HP, and damage are actually kept track of with higher precision than shown and should not be rounded down. If you are supposed to round down *within* a formula, that will usually be indicated by `[]`.
- The term *clubs* in this guide refers collectively to all blunt weapons including club, spiked club, mace, morning star, flail, war hammer and maul.
- Unless otherwise stated, the Hive dungeon levels are numbered 9-12, the same as Caves. The Crypt is numbered 13-16, the same as Hell.
- Monsters have Hit Points (HP) while players have life. For most purposes there is no difference between HP and life though.
- At times, the guide will refer to "a turn". Obviously Diablo and Hellfire are not turn based. Never the less, the games work at about 20 "frames" per second. That is, each 0.05 second, the game will go through all the characters, monsters, spells, and such, and update them. This is what is meant by *turn* in this guide. As a consequence of the rate the games are updated, there is nothing in the game that can take less than 0.05 seconds and all times are evenly divisible by 0.05.
- Frequently a range of values are given. This is done in two different ways: $x - y$ or $x \text{ to } y$, where x and y can either be a number or some formula. Both cases are identical and the latter is usually used to avoid any confusion with interpreting the hyphen as a minus sign. Unless otherwise stated the game will pick a value within the range at random and all values have the same probability.
- North is defined as upwards on your own screen. That will be sort of diagonally compared to the general dungeon layout. One can then note that there are 8 different directions in which one can walk, turn, attack and so on in the game (the actual spells can travel in more directions but you cast them facing one of the 8 directions). When talking about directions in this Guide, it will use the above definition.
- The dungeon basically consists of square locations where each square can typically contain only one monster, player or other object. In the guide, unfortunately, the terminology used for those squares includes terms such as location, tile and square. They should all be read and understood to be the same thing.

1.4 Abbreviations

Throughout this guide some common abbreviations are used. They are summarized below.

cvl	character level	Str	character strength
dlvl	dungeon level	Mag	character magic
ilvl	item creation level, used for creating items	Dex	character dexterity
mlvl	monster level	Vit	character vitality
qlvl	quality level of base item, prefix, suffix and unique item	Intf	Intelligence factor
slvl	spell level		
Rnd[x]	random integer in the range 0 to x-1	[]	round down

1.5 Acknowledgment

There are a few persons without whose help this guide would never have been what it is and I would like to take the opportunity to thank them here. Most grateful I am to Peter J. Hradilek (Da O'Toth) who has helped me with filling in some missing gaps and has also been a great help with lots of overall suggestions and ideas about this guide. I would also like to thank Bolty, who has provided some great proofreading help with some earlier versions; Warren Smith Jr. and Tolitz Rosel (The Azian Wolf) provided extensive help with the initial version by reading through and finding all those small errors that always slip through, and having good overall suggestions. Crystalion [Snakegod] has helped me by sorting out errors and has been a good help in many areas. Other contributors are Bostic, Ironbeard, Jens Baumann (Varaya), Sourceror, Nils Petersson (concre+e), Gyrefalcon, Disen Abella (LaRouge) and Martin Reich (Khan).

I would also like to thank Robert Seger, Tom Sosnowski, Karsten Hess, Alex Owens, Paul Watts, t'kron, Gabriel Oak, Belgarath, Dalai Lama, Christian (Cormac), Hibiki Sakuru, moe SAINT EverGreen, Claudio Giannini (Cathrin[BWO]), Booga, Bill Quirk, Moriah, Walter Puller, Zakarun, Charlie, Jerome Waters, Marcus Malden, Alvin J. Boning Jr., Mithrandir(COD), Aaron Burnell, Wolfspirit, Stu, PKRankin, Henk Morren, Tanja[BWO], Olivier Flipo, Dr. Zed, Tommi Helminen, Don Bush, Rand'al, MMAGCh, Scrape, Gregarious_Zinn, HowGozit, Heiko Klein, Tom O'Shea, M., Jan Willem Helderma, Vlad Rostovsky, Meshuggah, Chinh Tran, Keith Costorf, Renè Naustvik Åsen, Rhydderch Hael, Msalcoryp, Zamal, SoulEdge, CebeWee, Layil, Jason Redmond, Maurice van Mil, Jim Thompson (Ji'Dath), Waikano, Matt Brown (Eli), Queto Yurlunur, Regna, FoxBat and a few unmentioned persons (you know who you are, thanks). The final "thank you" goes to Desslock and his guide. It was that guide that inspired me to do my own. Without it, I would probably never have done this one. Ah, and big thanks to Blizzard and Synergistic at Sierra for making two such great games.

Remember that without the help of others, this guide would never be what it is today. I would thus like to take the opportunity to say thanks to all of you that have written to me just to say that you liked the guide, or generally encouraged me. Such mail is what really makes it worth all the effort, time and hard work. Also many thanks to all people at Blizzard's Diablo Strategy Forum, Sierra's RPG Message Board and the alt.games.diablo news group. I could not have done it without you!

1.6 New in this version

As there are always more things to add and errors to correct, I must at some time decide when to release an update. I feel I have added enough new information to justify a new version. I will, however, continue to add, correct and update it, so please feel free to send me mails about it.

Things that have been added or changed substantially in 1.60/1.61 over previous version:

- Added a massive chapter detailing information about the monster AI scripts and other related information.
- The list of people acknowledged has been updated.
- Updates and corrections to chapter about experience points.
- Added information about character naming.
- Updated the repair and recharge costs.
- Rewrote the item price calculation chapter some.
- Corrected some errors and expanded information about prefix and suffix selection.
- Corrections regarding item creation for staves.
- Added probabilities for unique items being found.
- Updated and corrected information about some spells including Chain Lightning, Mana Shield, Telekinesis, Flame Wave, Fire Wall, Lightning Wall and Ring of Fire (both in spell chapter and in battle chapter).
- Removed all information regarding distance for spells as it does not apply.
- Some added information about traps.
- Corrected information about monster hit point regeneration.
- Added information about second attacks for many monsters, including timing information.
- Some additional information about the Skeleton King and the Skeleton King quest.
- Corrected some resistances and immunities for unique and special monsters.
- Added information about what and how monsters and players are targetable, especially in reference to walking.
- Updated the command section for Battle.net.

- Added information about channels on Battle.net.
- Small corrections and additions all over the guide.

Things that have been added or changed in 1.61:

This list contain *all* changes between 1.60 and 1.61. Some changes, this page for example, may change the page breaks of the Guide and thus push/pull pages forward or backwards but mostly one should be able to just print the selected pages where changes were made.

- Updated the front page.
- Updated the Index.
- Changed chapter 1.1 to acknowledge the latest patch for Diablo, v1.08.
- Added some information to chapter 1.1.
- Added one more general remark to chapter 1.3.
- Added to and corrected the list of acknowledged people in chapter 1.5.
- Added information about what is new in this update to chapter 1.6.
- Added link about target location under *Hit recovery* in chapter 2.2.1.
- Added footnote about Armor Class to table about +% Armor Class in chapter 3.4 and 3.13.5.
- Added small clarification in chapter 3.5.
- Corrected information about tables in chapter 3.11.
- Added note to Bone Spirit in chapter 4.1.3.
- Corrected and clarified the tables of tables in chapter 4.1.5.
- Changed text about unknown information (as it is actually know and explained in the guide) in chapter 5.3.4 under *Hit recovery time*.
- Removed erroneous information about Arch-Bishop Lazarus regarding Hit Recovery in chapter 5.3.4 under *Hit recovery time* and in footnote under table in chapter 5.4 and 5.6.2 .
- Corrected the data for Deathshade Fleshmaul in chapter 5.4
- Small addition about Hidden attack type in chapter 5.5.2.
- Added small paragraph, about a change in walking in the latest patch, at the end of chapter 6.1.9.
- Added the missing parts of chapter 6.1.10.
- Corrected the footnote in chapter 8.3.8.
- Added information about command completion with the Tab key in chapter 9.2.
- Changed information about save files on PC computers in chapter 10.2 due to changes in 1.08 patch.
- Added reference to save files in chapter 10.4.
- Updated chapter 10.7.
- Some smaller layout changes at various places (does not in any way affect the content).

Things that have been added or changed in 1.62:

This list contain *all* changes between 1.61 and 1.62. Some changes, this page for example, may change the page breaks of the Guide and thus push/pull pages forward or backwards but mostly one should be able to just print the selected pages where changes were made.

- Updated the front page.
- Updated the Index.
- Added text about opening the document in Word in chapter 1.
- Changed chapter 1.1 to acknowledge the latest patch for Diablo, v1.09.
- Added to the list of acknowledged people in chapter 1.5.
- Clarified melee character damage and special "weapon" damage for the Monk in chapter 2.2.2.
- Corrected the weapon speed for the Monk with just a shield in chapter 2.2.3.
- Small addition to the Resurrect spell in chapter 4.1.3.
- Corrected table in chapter 6.1.4.
- Removed text about a change only present in version 1.08 of the game in chapter 6.1.9.
- Added some text in chapter 9.
- Updated the channel list in chapter 9.1.
- Added some information about avoiding the end game movie in chapter 10.6.
- Small adjustments for the 1.09 patch in chapter 10.2.
- Updated chapter 10.7.

2. Characters

The most important character in the game is of course you. So this guide will start by giving information about the characters you can choose to play. The available characters are listed below.

Warrior:	Available in Diablo and Hellfire.
Rogue:	Available in Diablo and Hellfire.
Sorcerer:	Available in Diablo and Hellfire.
Monk:	Available in Hellfire.
Bard:	Hidden test character available in Hellfire.
Barbarian:	Hidden test character available in Hellfire, added in the 1.01 patch.

For information about how to activate the hidden characters, see chapter 1.2. Note that the Bard uses the same graphics as the Rogue and the Barbarian uses the same graphics as the Warrior.

2.1 Character stats

Each character in Diablo has a set of stats (or abilities) that greatly affect how well he or she performs. This chapter will explain how these stats affect your character, how they are calculated (which is not always obvious as the game often does not show the true values of the stats), and how they can be changed. For information about how items can modify the stats, see chapter 3. The stats have been grouped into basic stats (Strength, Magic, Dexterity, Vitality, Life and Mana) and other stats (Armor Class, To Hit, Damage and Resistance). The final stat, character level, is handled in chapter 2.6. One should be aware of the fact that the clvl of a character is in fact the most important stat of them all as it enters into the calculations of many of the other stats as can be seen in this chapter.

2.1.1 Starting stats

Each character class has its own starting values for the basic stats. They are listed below. Also listed are which stats are increased and by how much when you gain a level. Apart from those, you also gain 5 "points" to distribute among your four main stats until they have reached their maximum value. Shrines and some monsters have the ability to alter your stats, too. See appropriate chapters for more information.

Class	Strength	Magic	Dexterity	Vitality	Life	Mana	Effect of Level ¹
Warrior	30	10	20	25	70	10	+2 life, +1 mana
Rogue	20	15	30	20	45	22	+2 life, +2 mana
Sorcerer	15	35	15	20	30	70	+1 life, +2 mana
Monk	25	15	25	20	45	22	+2 life, +2 mana
Bard	20	20	25	20	45	35	+2 life, +2 mana
Barbarian	40	0	20	25	70	0	+2 life, +0 mana ²

1 You don't get any life or mana when gaining level 50.

2 The Barbarian also gets 1% resistance per level.

2.1.2 Maximum stats

When your stats turn golden they have reached their maximum value and can only be increased by wearing items that increases them further (life and mana never turn golden). The table below lists the maximum stats for each character class assuming a naked character. Note that you don't get any life or mana when you gain level 50.

Class	Max Strength	Max Magic	Max Dexterity	Max Vitality	Max Life	Max Mana
Warrior	250	50	60	100	316	98
Rogue	55	70	250	80	201	173
Sorcerer	45	250	85	80	138	596
Monk	150	80	150	80	201	183
Bard	120	120	120	100	221	231
Barbarian	255	0	55	150	416	0

The table below also shows the maximum stats, but this time when equipped with items that give the maximum stat increase. Note that it is *not* possible to reach those maximum values all at once. When two numbers are given the first

one belongs to Diablo and the second one to Hellfire. The reason for this is the use of four new unique rings only available in Hellfire. It does *not* take into account the possibility of the use of two new unique jewelry in Hellfire that move life to/from mana.

Class	Max Strength	Max Magic	Max Dexterity	Max Vitality	Max Life	Max Mana
Warrior	425 / 485	225 / 285	225 / 285	265 / 325	796 / 916	533 / 568
Rogue	230 / 290	245 / 305	415 / 475	245 / 305	681 / 741	690 / 718
Sorcerer	220 / 280	425 / 485	250 / 310	245 / 305	618 / 618	1 196 / 1 216
Monk	385	315	375	305	741	728
Bard	370	360	360	340	761	865
Barbarian	490	235	280	375	1 091	470

2.1.3 Life and mana

Life is based on vitality while mana is based on magic. To calculate how much life and mana you have, use the formulas listed below.

Life

Warrior:	$2 \cdot \text{Vit}_{\text{character}} +$	$2 \cdot \text{Vit}_{\text{items}} +$	$2 \cdot \text{clvl} +$	$\text{Life}_{\text{items}} + 18$
Rogue:	$1 \cdot \text{Vit}_{\text{character}} +$	$1.5 \cdot \text{Vit}_{\text{items}} +$	$2 \cdot \text{clvl} +$	$\text{Life}_{\text{items}} + 23$
Sorcerer:	$1 \cdot \text{Vit}_{\text{character}} +$	$1 \cdot \text{Vit}_{\text{items}} +$	$1 \cdot \text{clvl} +$	$\text{Life}_{\text{items}} + 9$
Monk:	$1 \cdot \text{Vit}_{\text{character}} +$	$1.5 \cdot \text{Vit}_{\text{items}} +$	$2 \cdot \text{clvl} +$	$\text{Life}_{\text{items}} + 23$
Bard:	$1 \cdot \text{Vit}_{\text{character}} +$	$1.5 \cdot \text{Vit}_{\text{items}} +$	$2 \cdot \text{clvl} +$	$\text{Life}_{\text{items}} + 23$
Barbarian:	$2 \cdot \text{Vit}_{\text{character}} +$	$2.5 \cdot \text{Vit}_{\text{items}} +$	$2 \cdot \text{clvl} +$	$\text{Life}_{\text{items}} + 18$

Mana

Warrior:	$1 \cdot \text{Mag}_{\text{character}} +$	$1 \cdot \text{Mag}_{\text{items}} +$	$1 \cdot \text{clvl} +$	$\text{Mana}_{\text{items}} - 1$
Rogue:	$1 \cdot \text{Mag}_{\text{character}} +$	$1.5 \cdot \text{Mag}_{\text{items}} +$	$2 \cdot \text{clvl} +$	$\text{Mana}_{\text{items}} + 5$
Sorcerer:	$2 \cdot \text{Mag}_{\text{character}} +$	$2 \cdot \text{Mag}_{\text{items}} +$	$2 \cdot \text{clvl} +$	$\text{Mana}_{\text{items}} - 2$
Monk:	$1 \cdot \text{Mag}_{\text{character}} +$	$1.5 \cdot \text{Mag}_{\text{items}} +$	$2 \cdot \text{clvl} +$	$\text{Mana}_{\text{items}} + 5$
Bard:	$1.5 \cdot \text{Mag}_{\text{character}} +$	$1.75 \cdot \text{Mag}_{\text{items}} +$	$2 \cdot \text{clvl} +$	$\text{Mana}_{\text{items}} + 3$
Barbarian:	$1 \cdot \text{Mag}_{\text{character}} +$	$1 \cdot \text{Mag}_{\text{items}} +$	$0 \cdot \text{clvl} +$	$\text{Mana}_{\text{items}} + 0$

- Black Deaths (a zombie type of monster) can permanently decrease your life.
- You do not get any mana or life when reaching level 50 (use $\text{clvl}=49$ to get the correct result).
- Some shrines might permanently decrease your max mana (see chapter 5.6.5).
- If you are on level 16, you will not lose any of your items when you die.

2.1.4 Armor Class and To Hit

Both Armor Class (AC) and To Hit are based on your Dexterity. Below is a summary on how they are calculated. For more information about AC and To Hit, see chapter 5.6.5.

Armor Class

Warrior, Rogue, Sorcerer:	$\text{Dex}/5 + \text{AC}_{\text{items}}$
Monk with plate:	$\text{Dex}/5 + \text{AC}_{\text{items}}$
Monk with mail:	$\text{Dex}/5 + \text{AC}_{\text{items}} + \text{clvl}/2$
Monk with leather and other light armor:	$\text{Dex}/5 + \text{AC}_{\text{items}} + 2 \cdot \text{clvl}$
Monk with no armor:	$\text{Dex}/5 + \text{AC}_{\text{items}} + 2 \cdot \text{clvl}$
Bard:	$\text{Dex}/5 + \text{AC}_{\text{items}}$
Barbarian:	$\text{Dex}/5 + \text{AC}_{\text{items}} + \text{clvl}/4$

- When calculating AC for a Monk, unique plate is treated as mail and unique mail as leather.
- Shields only give half AC (rounded up) to the Barbarian.

To Hit %

on character screen:	$50 + \text{Dex}/2 + \text{ToHit}_{\text{items}}$
melee:	$50 + \text{Dex}/2 + \text{ToHit}_{\text{items}} + \text{clvl} + \text{bonus}$
arrow:	$50 + \text{Dex} + \text{ToHit}_{\text{items}} + \text{clvl} + \text{bonus} - \text{distance} \cdot \text{distance}/2$
magic versus monster:	$50 + \text{Mag} - 2 \cdot \text{mlvl} + \text{bonus}$
magic versus player:	$50 + \text{Mag} - 2 \cdot \text{clvl}_{\text{target}} + \text{bonus}$
To Hit penalty for adjacent quarter damage:	$70 - 2 \cdot \text{clvl}$ (minimum 30)

- All magic attacks will always check for To Hit, even for spells like Lightning and Fire Wall.
- A player is immune to its own spells with the exception of Fire Wall and Flame Wave.
- Fire Wall, Flame Wave and Ring of Fire will check for To Hit like magical traps against players including the caster (but not against monsters). See chapters 4.3 and 6.1.2.
- Distance is actually a time count. It goes up by 1 twenty times each second. Arrows always have a distance factor, even if they have extra fire or lightning. For more information see chapters 4.1.2.
- Note that the effects of some oils (see chapter 3.2.1) are only visible on the stats in the character screen. They don't show up on the information about the item.
- In Diablo, the *bashing* series of suffixes also adds to your To Hit value but it will never show up on the character screen. The amount is always fixed for a specific item and within the range of the suffix. See chapter 3.4 for more information.
- The adjacent quarter damage To Hit penalty is subtracted from the normal To Hit for the two monsters adjacent to the one you attack. For an explanation of adjacent quarter damage see chapter 2.2.2.
- For a list of the bonuses, see the table below.
- To get the final chance of hitting you subtract the AC of the enemy (monster or player). See chapter 5.1 for information about monster's AC. The AC is not subtracted if it is a magic attack.
- When the game checks if you have hit there is always a 5% chance that you will miss, no matter what the final modified To Hit is. In the same way there is also always a 5% chance to hit, no matter what the final modified To Hit is. See chapter 5.1 for information about monster's chance of automatic hit (they never automatically miss).

The bonus in the above formulas refers to some *hidden* To Hit modifiers specific for each character class. They are listed in the table below but do not show up in the To Hit value you see on the character screen. For the blocking bonus see chapter 2.2.

Class	Melee	Arrow	Magic	Blocking ¹
Warrior	20	10	-	30
Rogue	-	20	-	20
Sorcerer	-	-	20	10
Monk	-	-	-	25
Bard	-	10	10	25
Barbarian	-	-	-	30

¹ There exists a bug so that the bonus is always 0, except during the first game a character play.

In the table below, maximum AC and To Hit for each character class is summarized. The columns for max values from max stats are maximum values without the use of any items that specifically add to AC and To Hit (only to Dex). When two numbers are given the first one belongs to Diablo and the second one to Hellfire. The reason is that there are some new unique rings only available in Hellfire. It also excludes any effects from oils and shrines that directly affect AC or To Hit. The values are, of course, excluding such things as clvl that is factored in for computing the real final To Hit.

Class	Max AC naked	Max To Hit naked	Max AC from maxed stats	Max To Hit from maxed stats	Max AC	Max To Hit
Warrior	12	80	45 / 57	162 / 192	349 / 401	392
Rogue	50	175	83 / 95	257 / 287	385 / 425	487
Sorcerer	17	92	50 / 62	175 / 205	350 / 390	405
Monk	130 ¹	125	175 ¹	237	419	437
Bard	24	110	72	230	413	565
Barbarian	23 ¹	77	56	190	370	390

¹ For a level 50 character.

2.2 Fighting

The main activity in Diablo and Hellfire is fighting. You either fight against the monsters or against other players. This chapter will briefly explain how your characters stats and the items you wear affect your character while fighting. For a more detailed explanation on battle between players and monsters, see chapter 5.6.5.

2.2.1 Getting hit

When someone or something attacks you, the first step is to see if it hits you or not. Formulas for the chance of hitting a player can be found in chapter 2.1.4 (players), 4.3 (traps) and 5.1 (monsters).

When you are hit by a melee weapon, an arrow, or magic (while not having any resistance), you will try to block the attack (in Hellfire you will try to block even if you have resistance). See chapter 4 for information about what spells can be blocked. To block the attack you must have a shield. A Monk can also block with a staff and with at least one hand bare. If you fail to block or you can't block you will get hit, which will result in damage and the possibility of having to do a hit recovery (getting stunned). For formulas for monsters hitting players, see chapter 5.1.

Blocking

The chance of blocking is calculated according to:

Blocking monster:	$\text{Dex} + 2 \cdot (\text{clvl} - \text{mlvl}) + \text{bonus}$
Blocking player:	$\text{Dex} + 2 \cdot (\text{clvl}_{\text{target}} - \text{clvl}_{\text{attacker}}) + \text{bonus}$
Blocking trap:	$\text{Dex} + \text{bonus}$

- There exists a bug so that the bonus is always 0, except during the first game a character play. For information about what the bonus should be, see table under To Hit %, chapter 2.1.4.
- You can only block while standing still or while doing a melee attack.
- Monsters can never block attacks against them.

Modified damage received

There are a few ways by which the damage done to a player is modified depending upon the target. Below is listed what those effects are and in what order they are applied. Note that not all effects are applicable to all situations.

1. *of thieves* Having an item with this suffix will reduce any trap damage by 50%. In Hellfire it will in addition reduce the damage from any magical or ranged attack from monsters by 50%. This effect is not cumulative if you have more than one item with the suffix.
2. - damage taken Having any item with a suffix that reduces damage (or in the case of a cursed suffix, increases it), will reduce any damage, even magical, done by a monster by the combined amount of all the suffixes you are wearing. Damage can never be reduced below 1 by this effect.
3. Reflect In Hellfire the Reflect spell will reduce the amount of melee damage a monster does to a player by 20 to 29%.
3. player vs player All magic damage is halved in player versus player attacks. This includes the damage by Bone Spirit, which will only reduce 1/6 of current life.
4. resistance Having any item which gives you resistance will reduce any magical attack of the same type by the total resistance of that type you have. Maximum resistance is 75%, which is shown with the letters MAX.
5. Mana Shield If you are using a Mana Shield, it will reduce the damage by 33% in Diablo and by $(1/(3\text{-slvl}) \cdot 100)\%$ (if slvl is higher than 7, set slvl to 7) in Hellfire. In addition it will remove mana instead of life.

Checks for hit recovery are done between step 4 and 5 and will thus not be affected by the use of Mana Shield.

Hit recovery

When you are hit and don't block it, you will take damage. If the damage is big enough, your character will go through a hit recovery animation; you are stunned, during which you can't do anything. If you get hit again before you manage to hit back or move this repeats and you are stun locked and can't react away (for information about entering a new location, see chapter 6.1.9). The hit recovery is initiated if the following conditions are met:

Any character except the Barbarian: damage \geq clvl
 Barbarian: damage \geq 1.25·clvl

It is worth noticing that the check for hit recovery is made prior to any damage reduction due to using a Mana Shield. There are also some bugs regarding hit recovery while using Mana Shield. So while using a Mana Shield, in addition to the requirements above, damage must also be below your current life for you to be put into hit recovery:

Any character, except the Barbarian, using Mana Shield: current life > damage \geq clvl
 Barbarian using Mana Shield: current life > damage \geq 1.25·clvl

The table below list the time, in seconds, it takes to block and to do a hit recovery for each character class. It also lists the effects of some specific suffixes that influence blocking or hit recovery. For more information on the suffixes, see chapter 3.2.2.

Class/Suffix	Blocking	Fast block ¹	Hit recovery	of balance	of stability	of harmony
Warrior	0.10	0.10	0.30	0.25	0.20	0.15 ³
Rogue	0.20	0.10	0.35	0.30	0.25	0.20 ³
Sorcerer	0.30	0.10	0.40	0.35	0.30	0.25 ³
Monk	0.15	0.10	0.30	0.25	0.20	0.15
Bard	0.20	0.10	0.35	0.30	0.25	0.20
Barbarian	0.10	0.10	0.30 ²	0.25 ²	0.20	0.15

- 1 Fast block indicates the use of an item with the *of blocking* suffix or a unique item with the fast block effect.
- 2 The Barbarian has built-in *of stability* while using an axe or a club and the hit recovery time in those cases is 0.20 unless he is using an item *of harmony*.
- 3 In Diablo, but not in Hellfire, equipping three or more items having together all of the three suffixes (of balance, of stability, and of harmony), will reduce the hit recovery time a further 0.05 seconds to: Warrior: 0.10, Rogue: 0.15 and Sorcerer: 0.20. Just equipping two items with different suffixes will do no difference.

2.2.2 Damage done

Damage done by players is composed of two parts, character damage and weapon damage. The character damage is based on your character's stats and can be calculated with the formulas below. To that damage you add the damage of any weapon, or weapons in the case of the Bard, you have equipped. For information about damage from spells, see chapter 4.

Bow character damage

Warrior: Str·clvl / 200
 Rogue: (Str+Dex) · clvl / 200
 Sorcerer: Str·clvl / 200
 Monk: (Str+Dex) · clvl / 600
 Bard: (Str+Dex) · clvl / 500
 Barbarian: Str·clvl / 600

Melee character damage

Warrior: Str·clvl / 100
 Rogue: (Str+Dex) · clvl / 200
 Sorcerer: Str·clvl / 100
 Monk with staff or bare-handed: (Str+Dex) · clvl / 150
 Monk with other weapons: (Str+Dex) · clvl / 300
 Bard with at least one sword: (Str+Dex) · clvl / 150
 Bard with any weapon(s) except sword: Str·clvl / 100
 Barbarian with axes and clubs: Str·clvl / 75
 Barbarian except for axes and clubs: Str·clvl / 100
 Extra bonus for Barbarian without shield: Vit·clvl / 100

- All Bow character damage is doubled for player versus player except for Rogues.
- There are quite a few bugs associated with fire and lightning arrows which makes them often deal erroneous damage (way too high or no additional damage at all). For more information, see chapter 6.1.6.
- For the Monk, *other weapons* include just having a shield equipped.
- For the Bard, damage enhancements from the *king's* and *merciless* series of prefixes (+% damage) are added together if they occur on both weapons. It is then applied to the sum of both weapons' damage. Damage from enhancements of the *slaughter* series is only applicable to the weapon it comes on.
- The Barbarian can use a maul and two-handed swords in one hand.
- The Barbarian's bonus for not using a shield does not apply if he is using a staff.
- Magic damage is halved in player versus player.

As already stated, you add weapon damage to the damage above to get the final damage. Some "weapons" don't have any damage listed and are given below. Shield damage only applies if you wear no other weapon and hand/feet damage only applies if you have no other weapon or shield equipped.

Special "weapon" damage

Hands/Feet except for Monk:	1
Shield except for Monk:	1 - 3
Feet or shield for Monk:	clvl/2 - clvl

- The special damage for a Monk using his feet or just a shield will never be below those values listed for non Monks (min and max damage checked separately).

The table below shows maximum naked character damage for various types of weapons. As character damage is based on a character's level, it (in the table below) only applies to level 50 characters. On top of the listed damage you should then add weapon damage and possibly modify either or both character damage and weapon damage.

Class	Bare-handed ¹	Swords	Clubs	Axes	Bows	Staves
Warrior	125	125	125	125	62	125
Rogue	76	76	76	76	76	76
Sorcerer	22	22	22	22	11	22
Monk	100	50	50	50	25	100
Bard	60	80	60	60	40	60
Barbarian	202	202 ²	245 ²	245	21	202

1 To this value you should add the "weapon" damage of bare hands/feet.

2 Subtract 75 if using a shield at the same time

Things that affect damage done

Various things affect the amount of damage a character does. Mostly those things are related to various prefixes, suffixes, or unique properties, but a few exceptions exist. Critical Hits are explained below and type of monster is explained in chapter 5.1. The modifications to the damage can either modify weapon damage alone or your total damage; that is, both your character damage and your weapon damage. In the table below is a list of all modifications that apply to your total damage. They are each cumulative with each other and are applied on top of each other.

Reason	Effect
Critical Hit	Double damage
Monster type	Half damage or increased damage by 50%
+200% damage against demons ¹	Triple damage
suffix of devastation	Triple damage
prefix jester's	Between zero and six times the damage.
suffix of peril	Double damage.

1 Does not work on bows.

Critical Hit

Warriors and Barbarians have the ability to do a critical hit while doing melee attacks. The chance for a critical hit is clvl% and a critical hit does twice the damage.

Adjacent quarter damage

All the new characters in Hellfire have the ability to hit up to three monsters at a time in certain circumstances. It works by dealing $\frac{1}{4}$ th of the damage to the monsters beside the one you swing at. A separate To Hit check is done for each of those monsters. The To Hit is lowered accordingly to the formula in chapter 2.1.4 under To Hit %. The adjacent quarter damage is done in the following situations:

- A Monk using a staff.
- A Bard using two swords.
- A Barbarian using an axe, a two-handed sword or a maul, without having a shield equipped at the same time.

Adjacent quarter damage can never hit a player, only monsters.

2.2.3 Weapon speed

A very important factor is how quickly you swing different weapons. A faster weapon not only causes more damage per unit of time, but also helps you stun lock your enemies more easily. Below are listed values for how quickly each character class swings each weapon. Only the Barbarian has different weapon speed for clubs and swords, for all other classes they are identical. The value given is the time in seconds it takes to do one swing.

Weapon	Suffix	Warrior	Rogue	Sorcerer	Monk	Bard	Barbarian
Swords/Clubs	Normal & Readiness	0.45	0.50	0.60	0.60	0.50	0.45 / 0.40
	Swiftness	0.40	0.45	0.55	0.55	0.45	0.40 / 0.35
	Speed & Haste	0.35	0.40	0.50	0.50	0.40	0.35 / 0.30
Axes	Normal & Readiness	0.50	0.65	0.80	0.70	0.65	0.40
	Swiftness	0.45	0.60	0.75	0.65	0.60	0.35
	Speed & Haste	0.40	0.55	0.70	0.60	0.55	0.30
Staves	Normal & Readiness	0.55	0.55	0.60	0.40	0.55	0.55
	Swiftness	0.50	0.50	0.55	0.35	0.50	0.50
	Speed & Haste	0.45	0.45	0.50	0.30	0.45	0.45
Bows	Normal & Readiness	0.55	0.35	0.80	0.70	0.55	0.55
	Swiftness	0.50 ¹	0.30 ¹	0.75 ¹	0.70	0.55	0.55
Other	Shield	0.45	0.50	0.45	0.35	0.50	0.45
	Bare hands & feet	0.45	0.50	0.60	0.35	0.50	0.45
	Spell	0.70	0.60	0.40	0.65	0.60	0.70

¹ In Hellfire Readiness and Swiftness make the arrows fly faster, the time is still the same as for Normal.

The speed with which the arrows travel also varies with character class. Below is given the speed of arrows for all characters as well as some other factors affecting the speed of an arrow. The actual value is just a value given for comparison with other traveling effects, such as spells. The higher the number, the faster it will be. Arrows from monsters will always have a speed of 32. For the speed of arrows from traps, see chapter 4.3.

Arrow or other effect	Warrior, Monk	Rogue	Sorcerer, Bard, Barbarian
Normal arrow	$32 + (\text{clvl}-1)/8$	$32 + (\text{clvl}-1)/4$	32
Fire and Lightning arrow	$31 + \text{clvl}/8$	$31 + \text{clvl}/4$	32
Random speed arrows	$16 + \text{Rnd}[32] + (\text{clvl}-1)/8$	$16 + \text{Rnd}[32] + (\text{clvl}-1)/4$	$16 + \text{Rnd}[32]$
readiness ¹	+1	+1	+1
swiftness ¹	+2	+2	+2

¹ Will only affect the arrow speed in Hellfire. In Diablo it will affect the weapon speed instead.

2.3 Timing information

This chapter summarizes all timing information for players. For blocking and hit recovery, this information can also be found in chapter 2.2, and for weapon speed, it can also be found in chapter 2.2.3. For monsters all timing information can be found in chapter 5.3. The table below summarizes all timing information for the different character classes.

Class	Walk speed	Hit recovery speed ¹	Blocking speed ¹	Swing speed	Hit time ²
Warrior	0.40	0.30	0.10	see chap. 2.2.3	swing speed ³
Rogue	0.40	0.35	0.20	see chap. 2.2.3	swing speed ³
Sorcerer	0.40	0.40	0.30	see chap. 2.2.3	swing speed ³
Monk	0.40	0.30	0.15	see chap. 2.2.3	swing speed ³
Bard	0.40	0.35	0.20	see chap. 2.2.3	swing speed ³
Barbarian	0.40	0.30 ⁴	0.10	see chap. 2.2.3	swing speed ³

1 For more information, see chapter 2.2.

2 The hit time (or rather the time at which the spell effect is initialized) for a player is identical to the swing speed (that is, at the last frame) except for non targeted spells (those for which you don't target a specific monster or player) which have a 0.05 seconds faster hit time.

3 The swing speed is of course the one for casting a spell.

4 The Barbarian has built it *stability* while using an axe or a club on top of this unless wearing an item that affects the hit recovery in a better way.

2.4 Skills

Each character class has a skill it can perform. For most classes, the skill improves as they gain levels. The various skills are summarized below.

Warrior:	Repair items (as your level goes up the durability loss decreases).
Rogue:	Disarm traps (as your Dexterity goes up the chance of successfully disarming the trap increases).
Sorcerer:	Recharge staves (as your level goes up the charge loss decreases).
Monk:	Search.
Bard:	Identify.
Barbarian:	Rage (as your level goes up, the improvement in stats during the rage is higher but so is the penalty during the lethargy phase).

Warrior

The skill of the Warrior works in the following way:

1. if current durability is equal to max durability, exit
2. $x = 0$
3. add $(clvl + \text{Rnd}[clvl])$ to x
4. $y = \lceil \text{MaxDur} / (clvl + 9) \rceil$, if less than 1 set to 1
5. decrease MaxDur by y
6. if $x + \text{CurDur} < \text{MaxDur}$, goto 3.
7. $\text{CurDur} = \text{MaxDur}$

If max durability ever reaches 0, the item is of course destroyed.

Rogue

The skill of the Rogue works in the following way:

1. $x = 2 \cdot \text{Dex} - 5 \cdot \text{dlvl}$
2. if $x > \text{Rnd}[100]$, trap is disarmed

Sorcerer

The skill of the Sorcerer works in the following way:

1. if current charges is equal to max charges or max charges is equal to 0, exit
2. $x = \text{Rnd}[clvl / qlvl(\text{book})] + 1$
3. decrease MaxChrg by 1
4. add x to CurChrg
5. if $\text{CurChrg} < \text{MaxChrg}$, goto 3.
6. $\text{CurChrg} = \text{MaxChrg}$

It seems strange that it is not the qlvl of the spell on a staff, and I wonder what happens for a spell like resurrect where the qlvl value is -1. Any information about this is appreciated.

Monk

The skill of the Monk is identical to the spell with the same name.

Bard

The skill of the Bard is identical to the spell with the same name.

Barbarian

The skill of the Barbarian works in the following way:

1. For 12 seconds it adds: 2-clvl to Strength and Vitality and 1.5-clvl to Dexterity.
2. For 12 more seconds, during a lethargy phase, it decreases Strength, Dexterity and Vitality by the same amount (counted from normal values).
3. Afterwards you lose 2-Vit life. There is a bug however so if you click on any item in your inventory your life is restored.

2.5 Starting equipment

All character classes start the game with some items. These items are listed in the table below. Note that the prices for these items sometimes differ from the ones of normal items of the same type. The sword that the Bard starts with seems not to be available otherwise in the game.

Class	Weapon	Price	Gold	Potions
Warrior	Short Sword	50	100	2 Potions of Healing
	Club	20		
	Buckler	50		
Rogue	Short Bow	100	100	2 Potions of Healing
Sorcerer (Diablo)	Short Staff of Charged Bolt ¹ (40 charges)	520	100	2 Potions of Mana
Sorcerer (Hellfire)	Short Staff of Mana ¹ (18 charges)	520	100	2 Potions of Healing
Monk	Short Staff	20	100	2 Potions of Healing
Bard	Sword	50	100	2 Potions of Healing
	Dagger	20		
Barbarian	Spiked Club	225	100	2 Potions of Healing
	Buckler	50		

¹ These starting staves are special in that they are *not* composed of a staff with a spell on it, but are special base items that have the spell built into them. The prices given are for those two base items and no additional cost is added for the actual spell.

2.6 Experience points

Each time you kill a monster you have a chance of receiving experience points. You receive experience for killing a monster as long as your own level is below the mlvl+10 (see chapter 5.2 and 5.6.3 for more information about mlvl and experience points). In multi player, each person that fulfills one of following requirements is entitled to receive experience points when a monster is killed.

- Killing the monster (both in melee and with spell).
- Dealing damage to the monster in either melee or with a bow (regardless of any extra fire or lightning damage even if the monster is resistant or immune to it).
- Dealing damage to the monster with a spell to which the monster is *not* resistant or immune.
- Having your golem kill or deal damage to the monster.
- Having used Telekinesis on the monster (Snotspill, Gharbad the Weak, Zhar the Mad, Warlord of Blood, Lachdanan, Arch-Bishop Lazarus, Blackjade and Red Vex are all immune to Telekinesis though).

In all cases you must be alive at the moment the monster dies and you must never have left the level in-between fulfilling any of the requirements above and the monster dying, or you will not receive any experience points. The requirement of dealing damage is fulfilled even if for some reason the damage itself is reduced to below 1 point of damage (theoretically even 0 damage will be enough). Stone Cursing a monster will *not* be enough to receive any experience points. A Guardian is treated as a normal fire spell for the purpose of deciding if the owning player is entitled to experience points. In Hellfire a Berserk monster will *not* give you experience points for the other monsters it kills.

In single player you are then rewarded the amount of experience points according to the formula below. In multi player the same formula applies, but the base experience points of the monster are first divided by the number of players that are entitled to receive experience points, which is not necessarily all players in the game.

$$\text{base} \cdot (1.0 + 0.1 \cdot (\text{mlvl} - \text{clvl}))$$

So when your clvl is 10 levels higher than the mlvl, you no longer receive any experience for killing it. *Base* refers to the base experience points found in chapter 5.2 modified for the number of players that are entitled for experience points according to the explanation above.

The maximum experience you can obtain for killing a monster in multi player (both in Diablo and Hellfire) is 200·clvl or the total experience points needed for advancing to the next clvl divided by 20, whichever is the lowest. In single player there is no such a cap. With the added possibility of difficulty levels in single player in Hellfire along with no character level requirements for harder difficulty levels, you can get quite a lot of experience points when killing monsters. In Hellfire, there are also some shrines that affect your experience points (see chapter 7).

Listed below are the required experience points for each level. You will also find the maximum experience point you can be given for a monster at that character level (see above for information about this cap). Listed is also the minimum number of monsters you need to kill to reach the next level assuming you get maximum experience for each kill. This is in practice impossible and even theoretically impossible at low levels. The *Total Kills* column is simply the total minimum number of monsters needed to kill to reach a specific level and is valid for Diablo only as there is no limit on the number of experience points given for killing a monster in Hellfire. Note that the numbers under *Increase*, *Increase %*, *Kills*, and *Total Kills* are all how much is needed for the *next* level.

Level	Experience	Increase	Increase in %	Max exp. ¹	Kills	Total Kills
1	0	2 000	n/a	100	20	20
2	2 000	2 620	131.0	231	12	32
3	4 620	3 420	74.0	402	9	41
4	8 040	4 449	55.3	624	7	48
5	12 489	5 769	46.2	912	7	55
6	18 258	7 454	40.8	1 200	6	61
7	25 712	9 597	37.3	1 400	7	68
8	35 309	12 313	34.9	1 600	8	76
9	47 622	15 742	33.1	1 800	9	84
10	63 364	20 055	31.7	2 000	11	95
11	83 419	25 460	30.5	2 200	12	106
12	108 879	32 207	29.6	2 400	14	120
13	141 086	40 597	28.8	2 600	16	135
14	181 683	49 392	27.2	2800	18	153
15	231 075	82 581	35.7	3 000	28	181
16	313 656	110 411	35.2	3 200	35	215
17	424 067	147 123	34.7	3 400	44	258
18	571 190	195 379	34.2	3 600	55	313
19	766 569	258 585	33.7	3 800	69	381
20	1 025 154	341 073	33.3	4 000	86	466
21	1 366 227	448 341	32.8	4 200	107	573
22	1 814 568	587 327	32.4	4 400	134	706
23	2 401 895	766 756	31.9	4 600	167	873
24	3 168 651	997 549	31.5	4 800	208	1 081
25	4 166 200	1 293 323	31.0	5 000	259	1 340

¹ This cap only applies to multi player. In single player, there is no such cap.

Level	Experience	Increase	Increase in %	Max exp. ¹	Kills	Total Kills
26	5 459 523	1 670 973	30.6	5 200	322	1 661
27	7 130 496	2 151 378	30.2	5 400	399	2 059
28	9 281 874	2 760 218	29.7	5 600	493	2 552
29	12 042 092	3 528 939	29.3	5 800	609	3 161
30	15 571 031	4 495 869	28.9	6 000	750	3 910
31	20 066 900	5 707 505	28.4	6 200	921	4 831
32	25 774 405	7 219 994	28.0	6 400	1 129	5 959
33	32 994 399	9 100 803	27.6	6 600	1 379	7 338
34	42 095 202	11 430 609	27.2	6 800	1 681	9 019
35	53 525 811	14 305 407	26.7	7 000	2 044	11 063
36	67 831 218	17 838 843	26.3	7 200	2 478	13 540
37	85 670 061	22 164 762	25.9	7 400	2 996	16 536
38	107 834 823	27 439 976	25.4	7 600	3 610	20 146
39	135 274 799	33 847 210	25.0	7 800	4 340	24 486
40	169 122 009	41 598 222	24.6	8 000	5 200	29 685
41	210 720 231	50 937 022	24.2	8 200	6 212	35 897
42	261 657 253	62 143 167	23.7	8 400	7 398	43 295
43	323 800 420	75 535 020	23.3	8 600	8 784	52 078
44	399 335 440	91 472 909	22.9	8 800	10 395	62 473
45	490 808 349	110 362 065	22.5	9 000	12 263	74 735
46	601 170 414	132 655 203	22.1	9 200	14 420	89 154
47	733 825 617	158 854 605	21.6	9 400	16 900	106 054
48	892 680 222	190 228 390	21.3	9 600	19 816	125 869
49	1 082 908 612	227 798 497	21.0	9 800	23 245	149 114
50	1 310 707 109	272 788 700	20.8	10 000	27 279	176 393
MAX	1 583 495 809					

¹ This cap only applies to multi player. In single player, there is no such cap.

Note that when you reach level 50, you don't get any life or mana. Your other stats are updated correctly, though. After reaching level 50, you still receive experience points for killing monsters until you reach enough experience points for MAX (see below). Reaching MAX has no effect at all (apart from not being able to get any more experience of course).

2.7 Character level restrictions

There are a few occasions in the game where you need to have a certain character level to be allowed to access a certain difficulty or dungeon level. This chapter gives you information about those restrictions and when they apply.

Dungeon levels

In single player you can only enter the church when you start a new game. To access the other dungeons you have to work your way down through the dungeon levels before the entrances to the catacombs, caves, and hell open up. In Hellfire, the game will remember when an area has been opened up, and thus it will be open even if you restart a game.

In multi player, all areas are accessible from town right away, but you can go down into them only if you have reached a certain character level. The table below summarizes at what character level you can access the different areas. Even if your level is too low, it is still possible to enter an area if someone opens a portal for you.

Dungeon area	lvl needed to enter ¹
Church	1
Catacombs	8
Caves	13
Hell	17
Hive	15
Crypt	15

¹ There is no requirement if you enter a level by going through a portal.

Difficulty levels

The table below summarizes at what character level you can enter different difficulty levels.

Game type	Normal	Nightmare	Hell
Diablo single player	1	n/a ¹	n/a ¹
Diablo multi player (IPX and Battle.net)	1	20	30
Diablo Modem and Direct connection game	1	20/1 ²	30/1 ²
Hellfire single player	1	1	1
Hellfire multi player (IPX and Kali)	1	20	30
Hellfire Modem and Direct connection game	1	20/1 ²	30/1 ²

1 It is available in the Playstation version. Also see chapter 2.7.1 for a way to play single player with different difficulties.

2 The creator must be of level 20 or 30 but anyone joining it can be of any level.

2.7.1 Single player difficulty levels

In Hellfire you can choose to play nightmare and hell difficulty games in single player as well as in multi player. In Diablo this is not possible. However, there is a way to make the game behave as if you are playing nightmare or hell difficulty even in single player. This way monsters, for example, will have multi player stats, gold, and items drop according to the higher difficulty and so on.

To do this, first start a multi player game with the chosen difficulty. Exit it, and then start a single player game without first quitting Diablo. It will be created according to the difficulty level you chose in your last multi player game.

2.8 Character names

When you create a character, you also have to give it a name. Depending on if it is a single or multi player character, the characters that are allowed to use in the name differ slightly. The table below summarize all allowed characters.

Game type	Allowed characters in name
Any	0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ
Single player	!@\$(){} +=~^~?;:_ '"/%&/?*,<> SPACE plus localized characters ¹
Multi player	!@\$(){} +=~^~?;:_

1 By localized characters are meant characters that are specific for various non English languages. Examples are: ääöüää, and many others. Such localized characters are still possible to enter when you create the character, but there will be an error message when you finish typing in the name.

3. Items

Items play a very important role in Diablo and come in many variants. This chapter will deal with the many aspects of items. Armor and weapons can generally be said to consist of a base item, and to it you can add a prefix and/or a suffix or nothing at all and leave it as a non magical item. The item can also be a unique item instead, in which case it can have up to 6 different properties but it is still based on one of the base items. Rings and amulets work in a similar way but must always have at least one prefix or suffix, or be unique. There exist no non magical rings or amulets. Books and oils also work in a similar way, as they consist of the base item *book of* and *oil of*, to which you then add either a spell or an oil type (for exceptions to oils see chapter 3.2.1). Scrolls, on the other hand, are each single base items and do not consist of the base item plus a spell as books do. Finally we have potions, elixirs, and runes that are all base items. In many tables in this chapter there is a reference to a qlvl. That level is used by the game when creating items; see chapter 3.8 and 3.9. Information about qlvl and occurrences of prefixes and suffixes initially came from Bostic.

3.1 Armor, weapons and jewelry

In the tables below are listed all the base items you can equip in the game. They can be found in the dungeons or bought from Griswold, Adria and Wirt. Jewelry can only be bought in single player, never in multi player. Listed are also all those base items upon which the quest items are based. Those special quest base items cannot be found otherwise in the game.

Armor ¹					
Type	Armor Class	Durability	Requirements	Price	qlvl
Rags	2 - 6	6		5	1
Cape	1 - 5	12		10	1
Cloak	3 - 7	18		40	2
Robe	4 - 7	24		75	3
Quilted Armor	7 - 10	30		200	4
Leather Armor	10 - 13	35		300	6
Hard Leather Armor	11 - 14	40		450	7
Studded Leather Armor	15 - 17	45	20 Str	700	9
Ring Mail	17 - 20	50	25 Str	900	11
Chain Mail	18 - 22	55	30 Str	1 250	13
Scale Mail	23 - 28	60	35 Str	2 300	15
Splint Mail	30 - 35	65	40 Str	3 250	17
Breast Plate	20 - 24	80	40 Str	2 800	16
Plate Mail ²	42 - 50	75	60 Str	4 600	19
Field Plate ²	40 - 45	80	65 Str	5 800	21
Gothic Plate	50 - 60	100	80 Str	8 000	23
Full Plate Mail	60 - 75	90	90 Str	6 500	25

1 Armor can be divided into three different categories, light, Rags - Studded Leather Armor, medium, Ring Mail - Splint Mail and heavy, Breast Plate - Full Plate Mail. Each of the three different types of armor will give your character a different look.

2 These items have the same picture.

Axes ¹					
Type	Damage	Durability	Requirements	Price	qlvl
Small Axe	2 - 10	24		150	2
Axe	4 - 12	32	22 Str	450	4
Large Axe	6 - 16	40	30 Str	750	6
Broad Axe	8 - 20	50	50 Str	1 000	8
Battle Axe	10 - 25	60	65 Str	1 500	10
Great Axe	12 - 30	75	80 Str	2 500	12

1 All axes are Two-handed.

Bows¹					
Type	Damage	Durability	Requirements	Price	qlvl
Short Bow	1 - 4	30		100	1
Long Bow ²	1 - 6	35	25 Str, 30 Dex	250	5
Hunter's Bow ²	2 - 5	40	20 Str, 35 Dex	350	3
Composite Bow	3 - 6	45	25 Str, 40 Dex	600	7
Short Battle Bow	3 - 7	45	30 Str, 50 Dex	750	9
Long Battle Bow ³	1 - 10	50	30 Str, 60 Dex	1 000	11
Short War Bow	4 - 8	55	35 Str, 70 Dex	1 500	15
Long War Bow ³	1 - 14	60	45 Str, 80 Dex	2 000	19

1 All bows are Two-handed.

2 These items have the same picture.

3 These items have the same picture.

Clubs					
Type	Damage	Durability	Requirements	Price	qlvl
Club	1 - 6	20		20	1
Spiked Club	3 - 6	20	18 Str	225	4
Mace	1 - 8	32	16 Str	200	2
Morning Star	1 - 10	40	26 Str	300	3
Flail	2 - 12	36	30 Str	500	7
War Hammer	5 - 9	50	40 Str	600	5
Maul ¹	6 - 20	50	55 Str	900	10

1 This weapon is Two-handed except for the Barbarian.

Helms					
Type	Armor Class	Durability	Requirements	Price	qlvl
Cap	1 - 3	15		15	1
Skull Cap	2 - 4	20		25	4
Helm	4 - 6	30	25 Str	40	8
Full Helm	6 - 8	35	35 Str	90	12
Crown	8 - 12	40		200	16
Great Helm	10 - 15	60	50 Str	400	20

Shields					
Type	Armor Class	Durability	Requirements	Price	qlvl
Buckler	1 - 5	16		30	1
Small Shield	3 - 8	24	25 Str	90	5
Large Shield	5 - 10	32	40 Str	200	9
Kite Shield	8 - 15	40	50 Str	400	14
Gothic Shield	14 - 18	60	80 Str	2 300	23
Tower Shield	12 - 20	50	60 Str	850	20

Staves¹					
Type	Damage	Durability	Requirements	Price	qlvl
Short Staff ²	2 - 4	25		30	1
Long Staff	4 - 8	35		100	4
Composite Staff	5 - 10	45		500	6
Quarter Staff ²	6 - 12	55	20 Str	1 000	9
War Staff	8 - 16	75	30 Str	1 500	12

1 All staves are Two-handed.

2 These items have the same picture.

Swords					
Type	Damage	Durability	Requirements	Price	qlvl
Dagger	1 - 4	16		60	1
Sword ^{1,2}	1 - 5	8	15 Str, 20 Dex	50	n/a
Short Sword ²	2 - 6	24	18 Str	120	1
Sabre	1 - 8	45	17 Str	170	1
Scimitar	3 - 7	28	23 Str, 23 Dex	200	4
Blade	3 - 8	30	25 Str, 30 Dex	280	4
Falchion	4 - 8	20	30 Str	250	2
Long Sword	2 - 10	40	30 Str, 30 Dex	350	6
Claymore	1 - 12	36	35 Str	450	5
Broad Sword	4 - 12	50	40 Str	750	8
Bastard Sword	6 - 15	60	50 Str	1 000	10
Two-Handed Sword ³	8 - 16	75	65 Str	1 800	14
Great Sword ³	10 - 20	100	75 Str	3 000	17

1 Only available to the Bard as a starting weapon.

2 These items have the same picture.

3 These swords are Two-handed except for the Barbarian.

Jewelry ¹				
Type	Durability	Requirements	Price	qlvl
Ring	indestructible		1 000	5, 10, 15
Amulet	indestructible		1 200	8, 16

1 Jewelry always has a prefix and/or a suffix, unless being unique.

Quest Items ¹					
Type	Based on	Damage	Armor Class	Durability	Requirements
Arkaine's Valor	ring mail		0 - 0	40	
Bovine Plate	full plate mail		0 - 0	40	50 Str
Cleaver	axe	4 - 24		10	
Griswold's Edge	broad sword	4 - 12		50	40 Str
Harlequin Crest	cap		0 - 0	15	
The Undead Crown	crown		15 - 15	50	
Veil of Steel	great helm		18 - 18	60	

1 This is a list of the base items upon which quest items are based. It does not include rings or amulets as it would make no difference. Note that any of the above properties may be superseded by one of the unique properties of the quest item.

3.2 Other base items

This chapter will give you information about all those items in the game that you can't wear. It also has information about magic related items. However, for information about the actual spells, how they work and their use, see chapter 4. Books and most oils consist of a base item type, *book of* and *oil of* listed in the table below. Each book then has a spell assigned to it and oils have an oil type assigned.

Type	Price	qlvl
Book of	-	2, 8, 14, 20
Oil of	-	10

3.2.1 Runes and oils

Runes and oils were introduced in Hellfire and do not exist in Diablo. Runes are placed in the dungeons and when a monster or player walks over them the spell is released. They can also be used directly on a target. Oils are used on items to boost their properties. Note that only effects from oils that affect the durability are carried over when you start a new game.

Rune ¹	Cost	qlvl	Effect ²	Requirement
Rune of Fire	100	1	Casts Fireball	No requirement
Rune of Lightning	200	3	Casts Lightning Wall	Requires 13 magic
Rune of Stone	300	7	Casts Stone Curse	Requires 25 magic
Greater Rune of Fire	400	7	Casts Immolation	Requires 42 magic
Greater Rune of Lightning	500	7	Casts Nova	Requires 42 magic

1 Runes can be found in the dungeon or bought from Adria.

2 Actually not the exact spell but one that is similar to the listed one. It is the player's level that effects the damage/duration of the runes.

Oils might need some more explanation. They are created by the game in two different ways. You won't see that as a player and there is actually no difference in how they work depending on how they were created. The first three oils in the list below actually exist as a single base item. All other oils, including also versions of the first three ones, are created as a base item *oil of* to which an oil type is then assigned, just like spell books. They are listed below the thick line.

Oil ¹	Cost	qlvl	Effect ²
Blacksmith Oil ³	100	1	Restores 20% of durability or add 1 to max durability
Oil of Accuracy	500	1	Adds 1-2% To Hit (if < 50)
Oil of Sharpness	500	1	Adds 1 to max damage (if < 30)
Blacksmith ³	100	1	Restores 20% of durability or add 1 to max durability (if < 100)
Fortitude ³	2 500	5	Adds 10-50 to max and current durability (if < 200)
Permanence ^{3,4}	15 000	17	Makes an item indestructible
Accuracy ⁴	500	1	Adds 1-2% To Hit (if < 50)
Mastery ⁴	2 500	10	Adds 3-5% To Hit (if < 100)
Hardening ⁴	2 500	1	Adds 1-2 AC (if < 60)
Imperviousness ⁴	2 500	10	Adds 3-5 AC (if < 120)
Sharpness ⁴	500	1	Adds 1 to max damage (if max-min < 30) ⁵
Death ⁴	2 500	10	Adds 1 to min damage and 2 to max damage (if max-min < 30) ⁵
Skill ⁴	1 500	4	Decreases all requirement to use by 5-10 (may reach 0) ⁶

1 Oils cannot be bought, only found in the dungeons.

2 Only affects the item it is used on.

3 Effect is permanent and carries over when you restart a new game.

4 Only exists in single player.

5 It is the difference between min and max damage that must be less than 30.

6 All requirements are lowered by the same amount.

3.2.2 Potions and elixirs

The tables below hold information about potions and elixirs. As always, the prices are buying prices.

Potion	Cost	qlvl	Effect
Potion of Healing ¹	50	1	Restores some of your life
Potion of Full Healing	150	1	Restores all of your life
Potion of Mana ¹	50	1	Restores some of your mana
Potion of Full Mana	150	1	Restores all of your mana
Potion of Rejuvenation ¹	120	3	Restores some of your life and mana
Potion of Full Rejuvenation	600	7	Restores all of your life and mana

1 See below for information on how much mana/life is restored.

Elixir ¹	Cost	qlvl	Effect
Elixir of Strength	5 000	15	Increases strength by one
Elixir of Magic	5 000	15	Increases magic by one ³
Elixir of Dexterity	5 000	15	Increases dexterity by one
Elixir of Vitality	5 000 ²	20	Increases vitality by one ⁴

1 In multi player elixirs can be bought from Adria once your character reaches level 26. In single player they can be bought from both Adria and Pepin once you have been on dlvl 13 or in the Hive or the Crypt in Hellfire.

2 Elixirs of Vitality cannot be bought, only found in the dungeons.

3 In Hellfire it also restores all of your mana.

4 In Hellfire it also restores all of your life.

Spell	Book		Scroll		Staff		
	Price	qlvl	Price	qlvl	Multiplier (P)	Charges	qlvl
Berserk	3 000	3	-	-	40	8 - 12	3
Immolation	21 000	14	-	-	260	16 - 32	10
Jester	-	-	-	-	40	15 - 30	4
Lightning Wall	6 000	3	-	-	80	8 - 16	2
Magi	-	-	-	-	40	15 - 30	20
Mana	-	-	-	-	10	12 - 24	5
Reflect	3 000	3	-	-	40	8 - 12	3
Ring of Fire	6 000	5	-	-	80	8 - 16	5
Search	3 000	1	50	3	40	8 - 12	3
Warp	3 000	3	-	-	40	8 - 12	3

3.3 Quest items

In the table below is listed all the various special items you will find in various quests (with the exception of the ear and the heart). They will only appear in single player and have no purposes outside the specific quest. As for the special reward items you get from various quests, they are all found in the chapter 3.5.

Item in Diablo	Quest	Item in Hellfire ¹	Quest
Anvil of Fury	Anvil of Fury	Brown Suit	The Jersey's Jersey
Black Mushroom	Black Mushroom	Cathedral Map	Grave Matters
Blood Stone ²	Valor	Grey Suit	The Jersey's Jersey
Brain	Black Mushroom	Reconstructed Note	Torn Notes
Ear ³	n/a	Rune Bomb	Farmer's Orchard
Fungal Tome	Black Mushroom	Theodore	Little Girl
Golden Elixir	Lachdanan	Torn Note 1	Torn Notes
Heart ^{3,4}	n/a	Torn Note 2	Torn Notes
Magic Rock	The Magic Rock	Torn Note 3	Torn Notes
Spectral Elixir	Black Mushroom		
Staff of Lazarus	Archbishop Lazarus		
Tavern Sign	Ogden's Sign		

1 All quest items in Diablo are also present in Hellfire.

2 There are three of them.

3 Adria will buy ears and hearts. Their buying price is equal to the qlvl of the character they belonged to.

4 An ear turns into a heart if you identify it. It will always return into an ear in the next game.

3.4 Prefixes and suffixes

All equipable items can have a prefix and/or a suffix. In the tables below, you can see the effects of each prefix and suffix in the game. The tables also provide information about the qlvl of each prefix and suffix, as well as information for calculating the price of any magical item (steps, base-max, range and multiplier). See chapter 3.6 for formulas to calculate prices of items. The prefixes and suffixes are grouped according to what type of effect they have. Unless otherwise stated, prefixes and suffixes are cumulative with others of the same type and also with effects on unique items that are of the same type. For information on how items are assigned prefixes and suffixes, see chapter 3.8 and 3.9.

Not all prefixes and suffixes can occur on all types of items. The tables also list on which type of items you will find each prefix and suffix. The following abbreviations are used:

A Armor and Helms

S Shields

W Weapons (Axes, Clubs and Swords)

T Staves

t Staves, but only in Hellfire

B Bows

J Jewelry

+ Strength							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
frailty	-10 - -6	ASW-BJ	3				-3
weakness	-5 - -1	ASWtBJ	1				-2
strength	1 - 5	ASWtBJ	1	4	200 - 1 000	800	2
might	6 - 10	ASW-BJ	5	4	1 200 - 2 000	800	3
power	11 - 15	ASW-BJ	11	4	2 200 - 3 000	800	4
giants	16 - 20	A-W-BJ	17	4	3 200 - 5 000	1 800	7
titans	21 - 30	--W--J	23	9	5 200 - 10 000	4 800	10

+ Magic							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
the fool	-10 - -6	ASWtBJ	3				-3
dyslexia	-5 - -1	ASWtBJ	1				-2
magic	1 - 5	ASWtBJ	1	4	200 - 1 000	800	2
the mind	6 - 10	ASWtBJ	5	4	1 200 - 2 000	800	3
brilliance	11 - 15	ASWtBJ	11	4	2 200 - 3 000	800	4
sorcery	16 - 20	A-WtBJ	17	4	3 200 - 5 000	1 800	7
wizardry	21 - 30	---T-J	23	9	5 200 - 10 000	4 800	10

+ Dexterity							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
paralysis	-10 - -6	ASW-BJ	3				-3
atrophy	-5 - -1	ASWtBJ	1				-2
dexterity	1 - 5	ASWtBJ	1	4	200 - 1 000	800	2
skill	6 - 10	ASW-BJ	5	4	1 200 - 2 000	800	3
accuracy	11 - 15	ASW-BJ	11	4	2 200 - 3 000	800	4
precision	16 - 20	A-W-BJ	17	4	3 200 - 5 000	1 800	7
perfection	21 - 30	----BJ	23	9	5 200 - 10 000	4 800	10

+ Vitality							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
illness	-10 - -6	ASW-BJ	3				-3
disease	-5 - -1	ASWtBJ	1				-2
vitality	1 - 5	ASWtBJ	1	4	200 - 1 000	800	2
zest	6 - 10	ASW-BJ	5	4	1 200 - 2 000	800	3
vim	11 - 15	ASW-BJ	11	4	2 200 - 3 000	800	4
vigor	16 - 20	A-W-BJ	17	4	3 200 - 5 000	1 800	7
life	21 - 30	-----J	23	9	5 200 - 10 000	4 800	10

+ All Attributes							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
trouble	-10 - -6	ASWtBJ	12				-10
the pit	-5 - -1	ASWtBJ	5				-5
the sky	1 - 3	ASWtBJ	5	2	800 - 4 000	3 200	5
the moon	4 - 7	ASWtBJ	11	3	4 800 - 8 000	3 200	10
the stars	8 - 11	A-W-BJ	17	3	8 800 - 12 000	3 200	15
the heavens	12 - 15	--W-BJ	25	3	12 800 - 20 000	7 200	20
the zodiac	16 - 20	-----J	30	4	20 800 - 40 000	19 200	30

+ Life							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
the vulture	-25 - -11	AS---J	4				-4
the jackal	-10 - -1	AS---J	1				-2
the fox	10 - 15	AS---J	1	5	100 - 1 000	900	2
the jaguar	16 - 20	AS---J	5	4	1 100 - 2 000	900	3
the eagle	21 - 30	AS---J	9	9	2 100 - 4 000	1 900	5
the wolf	30 - 40	AS---J	15	10	4 100 - 6 000	1 900	7
the tiger	41 - 50	AS---J	21	9	6 100 - 10 000	3 900	9
the lion	51 - 60	A----J	27	9	10 100 - 15 000	4 900	11
the mammoth	61 - 80	A-----	35	19	15 100 - 19 000	3 900	12
the whale	81 - 100	A-----	60	19	19 100 - 30 000	10 900	13

+ Mana							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
corruption ¹	-all	ASW---	5		-1 000		2
hyena's	-25 - -11	---T-J	4	14	100 - 1 000	900	-2
frog's	-10 - -1	---T-J	1				-2
spider's	10 - 15	---T-J	1	5	500 - 1 000	500	2
raven's	15 - 20	---T-J	5	5	1 100 - 2 000	900	3
snake's	21 - 30	---T-J	9	9	2 100 - 4 000	1 900	5
serpent's	30 - 40	---T-J	15	10	4 100 - 6 000	1 900	7
drake's	41 - 50	---T-J	21	9	6 100 - 10 000	3 900	9
dragon's	51 - 60	---T-J	27	9	10 100 - 15 000	4 900	11
wyrm's ²	61 - 80	---t--	35	19	15 100 - 19 000	3 900	12
hydra's ²	81 - 100	---t--	60	19	19 100 - 30 000	10 900	13

1 A suffix.

2 Only available in Hellfire.

+% Armor Class¹							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
vulnerable	-100 - -51	AS-----	3				-3
rusted	-50 - -25	AS-----	1				-2
fine	20 - 30	AS-----	1	10	20 - 100	80	2
strong	31 - 40	AS-----	3	9	120 - 200	80	3
grand	41 - 55	AS-----	6	14	220 - 300	80	5
valiant	56 - 70	AS-----	10	14	320 - 400	80	7
glorious	71 - 90	AS-----	14	19	420 - 600	180	9
blessed	91 - 110	AS-----	19	19	620 - 800	180	11
saintly	111 - 130	AS-----	24	19	820 - 1 200	380	13
awesome	131 - 150	AS-----	28	19	1 220 - 2 000	780	15
holy	151 - 170	AS-----	35	19	5 200 - 6 000	800	17
godly	171 - 200	AS-----	60	29	6 200 - 7 000	800	20

1 There is a minimum increase of 1 in AC. That is, even if the percentage will give an increase to AC less than one, it will be increased by at least one. Due to a bug, any decrease in AC less than 1 will be transformed into a positive increase by 1.

+% To Hit							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
tin	-10 - -6	--W-BJ	3				-3
brass	-5 - -1	--W-BJ	1				-2
bronze	1 - 5	--W-BJ	1	4	100 - 500	400	2
iron	6 - 10	--W-BJ	4	4	600 - 1 000	400	3
steel	11 - 15	--W-BJ	6	4	1 100 - 1 500	400	5
silver	16 - 20	--W-BJ	9	4	1 600 - 2 000	400	7
gold	21 - 30	--W-BJ	12	9	2 100 - 3 000	900	9
platinum	31 - 40	--W-B-	16	9	3 100 - 4 000	900	11
mithril	41 - 60	--W-B-	20	19	4 100 - 6 000	1 900	13
meteoric	61 - 80	--W-B-	23	19	6 100 - 10 000	3 900	15
weird	81 - 100	--W-B-	35	19	10 100 - 14 000	3 900	17
strange	101 - 150	--W-B-	60	49	14 100 - 20 000	5 900	20

+% To Hit, +% Damage Done								
Prefix	To Hit	Damage	Occurrence	qlvl	Steps ¹	Base-Max	Range	Multiplier
clumsy	-10 - -6	-75 - -50	--WTB-	5				-7
dull	-5 - -1	-45 - -25	--WTB-	1				-5
sharp ²	1 - 5	20 - 35	--WTB-	1	15	350 - 950	600	5
fine	6 - 10	36 - 50	--WTB-	6	14	1 100 - 1 700	600	7
Warrior's	11 - 15	51 - 65	--WTB-	10	14	1 850 - 2 450	600	13
soldier's	16 - 20	66 - 80	--WT--	15	14	2 600 - 3 950	1 350	17
lord's	21 - 30	81 - 95	--WT--	19	14	4 100 - 5 950	1 850	21
knight's	31 - 40	96 - 110	--WT--	23	14	6 100 - 8 450	2 350	26
master's	41 - 50	111 - 125	--WT--	28	14	8 600 - 13 000	4 400	30
champion's	51 - 75	126 - 150	--WT--	40	24	15 200 - 24 000	8 800	33
king's	76 - 100	151 - 175	--WT--	28	24	24 100 - 35 000	10 900	38
doppelganger's ³	21 - 30	81 - 95	--Wt--	11	14	2 000 - 2 400	400	10

1 It is the damage value that is used for price calculations.

2 Is treated by the game as a cursed item during item creation so you will, for example, not be able to buy it in town.

3 Only available in Hellfire. Has 10% chance of duplicating any monster hit except Diablo and unique monsters.

+% Damage Done							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
useless	-100	--WtB-	5				-8
bent	-75 - -50	--WtB-	3				-4
weak	-45 - -25	--WtB-	1				-3
jagged	20 - 35	--WtB-	4	15	250 - 450	200	3
deadly	36 - 50	--WtB-	6	14	500 - 700	200	4
heavy	51 - 65	--WtB-	9	14	750 - 950	200	5
vicious	66 - 80	--WtB-	12	14	1 000 - 1 450	450	8
brutal	81 - 95	--WtB-	16	14	1 500 - 1 950	450	10
massive	96 - 110	--WtB-	20	14	2 000 - 2 450	450	13
savage	111 - 125	--W-B-	23	14	2 500 - 3 000	500	15
ruthless	126 - 150	--W-B-	35	24	10 100 - 15 000	4 900	17
merciless	151 - 175	--W-B-	60	24	15 000 - 20 000	5 000	20
decay ^{1,2}	150 - 250	--WtB-	1		200 - 200	0	2
crystalline ^{1,3}	200 - 280	--W----	5	79	1 000 - 3 000	2 000	3

1 Only available in Hellfire.

2 Bonus decreases by 5% each hit. When reaching -100%, the item is destroyed.

3 Also has from -30 to -70% lower durability.

+ Damage Done							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
quality	1 - 2	--WtB-	2	1	100 - 200	100	2
maiming	3 - 5	--WtB-	7	2	1 300 - 1 500	200	3
slaying	6 - 8	--W----	15	2	2 600 - 3 000	400	5
gore	9 - 12	--W----	25	3	4 100 - 5 000	900	8
carnage	13 - 16	--W----	35	3	5 100 - 10 000	4 900	10
slaughter	17 - 20	--W----	60	3	10 100 - 15 000	4 900	13

- Damage Taken¹							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
pain	+4 - +2	AS---J	4				-4
tears	+1	AS---J	2				-2
health	1	AS---J	2		200		2
protection	2	AS----	6		400		4
absorption	3	AS----	12		1 001		10
deflection	4	A-----	20		2 500		15
osmosis	5 - 6	A-----	50	1	7 500 - 10 000	2 500	20

1 Works for all type of damage, even from spells, but does not work against other players. The damage is reduced before any resistance is applied but after the thieves effect. The damage will never be reduced below 1.

+ Fire Damage¹							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
flame	1 - 3	----B-	1		2 000		2
fire	1 - 6	----B-	11		4 000		4
burning	1 - 16	----B-	35		6 000		6
flaming ²	1 - 10	--WT--	7		5 000		2

1 There are quite a few bugs associated with fire and lightning arrows which make them often deal erroneous damage (way too high or no additional damage at all).

2 A prefix.

+ Lightning Damage¹							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
shock	1 - 6	----B-	13		6 000		2
lightning	1 - 10	----B-	21		8 000		4
thunder	1 - 20	----B-	60		12 000		6
lightning ²	2 - 20	--WT--	18		10 000		2

1 There are quite a few bugs associated with fire and lightning arrows which make them often deal erroneous damage (way too high or no additional damage at all).

2 A prefix.

% Steal Life¹							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
the leech	3	--W----	8		7 500		3
blood	5	--W----	19		15 000		3

1 The amount is based on damage done even if the monster has less HP left. The amount is *not* cumulative if you have more than one item with the capability of stealing life (an item of blood will take precedence over an item of the leech). An exception is The Undead Crown which is cumulative with both an item of blood or an item of the leech for a total of 3% to 15.5% or 5% to 17.5% life stealing. The Helm of Sprits, Shadowhawk, and The Eater of Souls are all treated as items of blood. Does not work against players. See chapter 6.1.4 for more information.

% Steal Mana¹							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
the bat	3	--W----	8		7 500		3
vampires	5	--W----	19		15 000		3

1 The amount is based on damage done even if the monster has less HP left. The amount is *not* cumulative if you have more than one item with the capability of stealing mana (an item of vampires will take precedence over an item of the bat. The Eater of Souls is treated as an item of vampire. Does not work against players. See chapter 6.1.4 for more information.

+% Resist Magic¹							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
white	10 - 20	ASWTBJ	4	10	500 - 1 500	1 000	2
pearl	21 - 30	ASWTBJ	10	9	2 100 - 3 000	900	2
ivory	31 - 40	ASWTBJ	16	9	3 100 - 4 000	900	2
crystal	41 - 50	ASWTBJ	20	9	8 200 - 12 000	3 800	3
diamond	51 - 60	ASWTBJ	26	9	17 100 - 20 000	2 900	5

1 Is applied after any effects from thieves and -damage. It can reduce damage below 1.

+% Resist Fire¹							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
red	10 - 20	ASWTBJ	4	10	500 - 1 500	1 000	2
crimson	21 - 30	ASWTBJ	10	9	2 100 - 3 000	900	2
crimson	31 - 40	ASWTBJ	16	9	3 100 - 4 000	900	2
garnet	41 - 50	ASWTBJ	20	9	8 200 - 12 000	3 800	3
ruby	51 - 60	ASWTBJ	26	9	17 100 - 20 000	2 900	5

1 Is applied after any effects from thieves and -damage. It can reduce damage below 1.

+% Resist Lightning¹							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
blue	10 - 20	ASWTBJ	4	10	500 - 1 500	1 000	2
azure	21 - 30	ASWTBJ	10	9	2 100 - 3 000	900	2
lapis	31 - 40	ASWTBJ	16	9	3 100 - 4 000	900	2
cobalt	41 - 50	ASWTBJ	20	9	8 200 - 12 000	3 800	3
sapphire	51 - 60	ASWTBJ	26	9	17 100 - 20 000	2 900	5

1 Is applied after any effects from thieves and -damage. It can reduce damage below 1.

+% Resist All¹							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
topaz	10 - 15	ASWTBJ	8	5	2 000 - 5 000	3 000	3
amber	16 - 20	ASWTBJ	12	4	7 400 - 10 000	2 600	3
jade	21 - 30	ASWTBJ	18	9	11 000 - 15 000	4 000	3
obsidian	31 - 40	ASWTBJ	24	9	24 000 - 40 000	16 000	4
emerald	41 - 50	-SWTB-	31	9	61 000 - 75 000	14 000	7

1 Is applied after any effects from thieves and -damage. It can reduce damage below 1.

+ Spell Levels							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
angel's	1	---T--	15		25 000		2
arch-angel's	2	---T--	25		50 000		3

× Charges							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
plentiful	2	---T--	4		2 000		2
bountiful	3	---T--	9		3 000		3

Damage / Penetrate Armor¹								
Suffix	Value ²	Value ³	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
piercing	2 - 6	25 ⁴ %	--W-B-	1		1 000		3
puncturing	4 - 12	50 ⁴ %	--W-B-	9		2 000		6
bashing	8 - 24	75 ⁴ %	--W---	17		4 000		12

1 In Diablo these suffixes lower the AC of the target by a specific random amount in the range shown in the table. In Hellfire they reduce the AC of the target by a certain percentage shown in the table. It does not work against players. The exact value (in Diablo) is determined at the time of creation of the item and the extra To Hit is never shown on the character screen.

2 In Diablo.

3 In Hellfire.

4 Add 12.5 when used by a Barbarian.

+% Light Radius¹							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
the dark	-40	A-W-J	6				-3
the night	-20	A-W-J	3				-2
light	20	A-W-J	4		750		2
radiance	40	A-W-J	8		1 500		3

1 Also affects the distance at which you activate monsters. A higher value means at a greater distance. There is no additional effect of wearing more than +50% or less than -80% light radius. As a curiosity, the light radius is always one square less in the catacombs and it is always the highest light radius you have had on a level that counts, even if you later lower it.

Weapon Speed¹							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
readiness ^{2,3}	quick	--WTB-	1		2 000		2
swiftness ³	fast	--WTB-	10		4 000		4
speed	faster	--WT--	19		8 000		8
haste ⁴	fastest	--WT--	27		16 000		16

1 A Bard only benefits from the fastest weapon.

2 Has no effect in Diablo.

3 In Hellfire, it makes the arrows travel faster on bows instead of increasing the "swing" speed.

4 Has the same effect as speed despite what is said in the latest Diablo patch (1.07).

Hit Recovery¹							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
balance ¹	fast	A----J	1		2 000		2
stability ¹	faster	A----J	10		4 000		4
harmony ¹	fastest	A----J	20		8 000		8

1 A character only benefits from the fastest one, as they are not cumulative. The exception is if you have one of each in which case you will, in Diablo only, receive a further reduction in hit recovery time. See chapter 2.2.1 for more information.

+% Durability							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
fragility	=1	ASW---	3				-4
brittleness	-75 - -26	ASW---	1				-2
sturdiness	26 - 75	ASWt--	1		100		2
craftsmanship	51 - 100	ASWt--	6		200		2
structure	101 - 200	ASWt--	12		300		2
many	100	----B-	3		750		2
plenty	200	----B-	7		1 500		3
the ages	indestruct.	ASWt--	25		600		5

Other						
Suffix	Effect	Occurrence	qlvl	Base-Max	Multiplier	
the bear ²	knocks target back	--WTB-	5	750	2	
blocking ²	fast block	-S----	5	4 000	4	
thieves ^{1,2,3}	absorbs half trap damage	AS---J	11	1 500	2	
thorns ^{1,2}	attacker takes 1-3 damage	AS----	1	500	2	
devastation ^{1,2,4,5,6}	5% chance of doing x3 damage	--WtB-	1	1 200	3	
jester's ^{1,2,4,5,7}	each swing does x0-6 damage ⁹	--W---	7	1 200	3	
peril ^{1,2,4,6,8}	x2 damage to monster, x1 to user	--WtB-	5	500	1	

1 Does not work versus players.

2 These effects are not cumulative if you have them more than once. They are cumulative with other effects though.

3 In Hellfire it also absorbs half arrow and magical damage (magic, fire, lightning and apocalypse) from monster attacks. It is applied before both -damage and resistance.

4 Only available in Hellfire.

5 Damage bonus applies to total damage, not just weapon damage.

6 Does not work on bows.

7 A prefix.

8 Affects total damage versus monsters but only weapon damage and character damage versus user. This damage is modified by any -damage from enemies, though.

9 The game erroneously states it does x0-5. Average value is x2. For more details, see chapter 6.2.1. Does not work against Diablo or unique monsters.

3.5 Unique items

Unique items differ from normal magical items in that they have a special name and can have up to six different magical properties. You can still find more than one of each, even in the same game (in single player the game keeps track of what unique items exist in the current game, and will not create the same a second time). Having a different picture than that of the normal base item it is based upon is considered as one of the six special properties. All non quest unique items are based on a normal base item, and unless otherwise changed by the unique properties, retain all the stats of that normal base item. Unique quest items are based on special quest base items. Those special quest base items can be found in chapter 3.3. Such items are also noted by having n/a in the qlvl column.

If you are playing the Playstation version you should know that when you restart a new game, any unique item is transformed into gold, which is quite annoying.

3.5.1 Properties of unique items

In the tables below are listed all unique items in the game that you can equip, both the ones randomly generated and the ones given as part of quests. For special quest items that are unequipable, see chapter 3.3. The prices shown are the buying prices. You can never buy unique items however. The stated qlvl is used in item generation, see chapter 3.8. Please note that all items *below* a thick line are only available in Hellfire. The *Pic* column indicates whether the item has a unique picture or not.

Armor					
Name	Base item	Price	qlvl	Pic	Magical Effects
Arkaine's Valor ¹	Arkaine's Valor	42 000	n/a	Yes	AC 25, +10 vitality, -3 damage from enemies, fastest hit recovery
Demonspike Coat	full plate mail	251 175	25		AC 100, +10 strength, +50% resist fire, -6 damage from enemies, indestructible
The Gladiator's Bane	studded leather armor	3 450	6		AC 25, -3 all attributes, -2 damage from enemies, high durability (135)
Leather of Aut	leather armor	10 550	4		AC 15, +5 strength, -5 magic, +5 dexterity, indestructible
Naj's Light Plate	plate mail	78 700	19	Yes	+5 magic, +20 mana, +20% resist all, +1 spell level, no strength requirements
Nightscape	cape	11 600	16	Yes ²	AC 15, +3 dexterity, +20% resist all, faster hit recovery, -40% light radius
The Rainbow Cloak	cloak	4 900	2	Yes ²	AC 10, +1 all attributes, +5 life, +10% resist all, high durability (27)
Scavenger Carapace	breast plate	14 000	13		AC -6 - -10, +5 dexterity, +40% resist lightning, -15 damage from enemies
Sparking Mail	chain mail	15 750	9		AC 30, 1-10 lightning damage
Torn Flesh of Souls	rags	4 825	2	Yes	AC 8, +10 vitality, -1 damage from enemies, indestructible
Wisdom's Wrap	robe	6 200	5	Yes ²	AC 15, +5 magic, +10 mana, +25% resist lightning, -1 damage from enemies
Armor of Gloom	full plate mail	200 000	25	Yes	AC 225, all resistances=0%, -20% light radius, no strength requirements
Bone Chain Armor	chain mail	36 000	13	Yes	AC 40, AC 60 vs. Undead
Bovine Plate ³	Bovine Plate	400	n/a	Yes	AC 150, -50 mana, +30% resist all, -2 spell levels, +50% light radius, indestructible
Demon Plate Armor	full plate mail	80 000	25	Yes	AC 80, AC 120 vs. Demons

1 A quest item only available in single player.

2 These items have the same picture.

3 A quest item.

Axes					
Name	Base item	Price	qlvl	Pic	Magical Effects
Aguinara's Hatchet	small axe	24 800	12		+10 magic, +75% resist magic, +1 spell level,
Bloodslayer	broad axe	2 500	3	Yes ¹	-5 all attributes, +100% damage, +200% damage versus demons ² , -1 spell level
The Butcher's Cleaver ³	cleaver	3 650	n/a	Yes	+10 strength, unusual damage (4-24), altered durability (10)
The Celestial Axe	battle axe	14 100	4		-15 strength, +15 life, +15% to hit, no strength requirements
Hellslayer	battle axe	26 200	15		+8 strength, +8 vitality, +25 life, -25 mana, +100% damage
The Mangler	large axe	2 850	2	Yes ¹	-5 magic, -5 dexterity, -10 mana, +200% damage
Messerschmidt's Reaver	great axe	58 000	25	Yes	+5 all attributes, -50 life, +15 damage, +200% damage, 2-12 fire damage
Sharp Beak	large axe	2 850	2	Yes ⁴	-10 magic, +20 life, -10 mana
Stonecleaver	broad axe	23 900	7	Yes	+30 life, +20% to hit, +50% damage, +40% resist lightning
Wicked Axe	large axe	31 150	5	Yes ⁴	+10 dexterity, -10 vitality, +30% to hit, -1- -6 damage from enemies, indestructible

- 1 These items have the same picture and it is one of a normal axe.
- 2 Applies to the total damage
- 3 A quest item only available in single player.
- 4 These items have the same picture and it is one of a normal great axe.

Bows					
Name	Base item	Price	qlvl	Pic	Magical Effects
The Blackoak Bow	long bow	2 500	5		+10 dexterity, -10 vitality, +50% damage, -10% light radius
Bow of the Dead	composite bow	2 500	5	Yes ¹	-3 vitality, +4 dexterity, +10% to hit, -20% light radius, altered durability (30)
The Celestial Bow	long bow	1 200	2	Yes	AC 5, +2 damage, no strength requirement
Deadly Hunter	composite bow	8 750	3	Yes ¹	-5 magic, +20% to hit, +200% damage versus demons
Eaglehorn	long battle bow	42 500	26	Yes ¹	+20 dexterity, +50% to hit, +100% damage, indestructible
Flamedart	hunter's bow	14 250	10		+20% to hit, +40% resist fire, 1-6 fire arrows ²
Fleshstinger	long bow	16 500	13		+15 dexterity, +40% to hit, +80% damage, high durability (37)
The Needler	short/cross bow	8 900	2	Yes	+50% to hit, unusual item damage (1-3), fast attack
The Rift Bow	short bow	1 800	1		-3 dexterity, +2 damage, random speed arrows
Windforce	long war bow	37 750	17	Yes	+5 strength, +200% damage, knocks target back
Blitzen	composite bow	30 000	13	Yes	Lightning damage 10-15 ³ , unusual item damage (0), indestructible
Flambeau	composite bow	30 000	11	Yes	Fireball damage 15-20 ⁴ , unusual item damage (0), indestructible
Gnat Sting	hunter's bow	30 000	15	Yes	multiple arrows, unusual item damage (1-2), quick attack, indestructible

- 1 These items have the same picture.
- 2 The fire arrow damage is listed twice but the real fire damage is only applied once and is in the range 1-6.
- 3 Will cast a lightning spell when fired.
- 4 Will cast a fireball when fired.

Clubs					
Name	Base item	Price	qlvl	Pic	Magical Effects
Baranar's Star	morning star	6 850	5		-4 dexterity, +4 vitality, +12% to hit, +80% damage, quick attack, altered durability (60)
The Celestial Star	flail	7 810	2	Yes ¹	AC -8, +10 damage, +20% light radius, no strength requirement
Civerb's Cudgel	mace	2 000	1		-2 magic, -5 dexterity, +200% damage versus demons ²
Crackrust	mace	11 375	1		+2 all attributes, +15% resist all, +50% damage, -1 spell level, indestructible
The Cranium Basher	maul	36 500	12	Yes ¹	+15 strength, -150 mana, +20 damage, +5% resist all, indestructible
Dreamflange	mace	26 450	26		+30 magic, +50 mana, +50% resist magic, +1 spell levels, +20% light radius
Gnarled Root	club/spiked club	9 820	9		AC -10, +5 magic, +10 dexterity, +20% to hit, +10% resist all, +300% damage
Hammer of Jholm	maul	8 700	1		+3 strength, +4-10% damage, +15% to hit, indestructible
Lightforge ³	mace	26 675	1		+8 all attributes, +25% to hit, +150% damage, +10-20 fire damage, +40% light radius, indestructible
Schaefer's Hammer	war hammer	56 125	16		+50 life, +75% resist lightning, +30% to hit, -100% damage, 1-50 lightning damage, +10% light radius
Thunderclap	war hammer	30 000	13	Yes	+20 strength, +30% resist lightning, charged bolt (3-6 damage), +20% light radius, indestructible

- 1 These items actually have the unique picture of the same item they are based on, so for all practical reasons they don't really have a unique picture.
- 2 Applies to total damage.
- 3 Does not exist in Hellfire and is not possible to find in multi player in Diablo, only single player. Still very rare in single player, see chapter 3.5.2 for more information. It also seems that although findable in single player, it will morph as soon as a new game is started or loaded.

Helms					
Name	Base item	Price	qlvl	Pic	Magical Effects
Fool's Crest	helm	10 150	12	Yes	-4 all attributes, +100 life, +1- +6 damage from enemies, 1-3 damage to attacker
Gotterdamering	great helm	54 900	21	Yes ¹	AC 60, +20 all attributes, all resistances=0% ² , -4 damage from enemies, -40% light radius
Harlequin Crest ³	Harlequin Crest	4 000	n/a	Yes	AC -3, +2 all attributes, +7 mana, +7 life, -1 damage from enemies
Helm of Sprits	helm	7 525	1	Yes ⁴	5% steal life
Overlord's Helm	helm	12 500	7	Yes	+20 strength, -20 magic, +15 dexterity, +5 vitality, altered durability (15)
Royal Circlet	crown	24 875	27	Yes	AC 40, +10 all attributes, +40 mana, +10% light radius
Thinking Cap	skull cap	2 020	6	Yes	+30 mana, +20% resist all, +2 spell levels, altered durability (1)
The Undead Crown ³	Undead Crown	16 650	n/a	Yes ⁴	AC 8, 0-12.5% steal life
Veil of Steel ³	Veil of Steel	63 800	n/a	Yes ¹	+15 strength, +15 vitality, -30 mana, +60% armor, +50% resist all, -20% light radius

- 1 These items have the same picture.
- 2 If you wear both a Gotterdamering and a Constricting Ring, your resistance would still be 0%.
- 3 A quest item only available in single player.
- 4 These items have the same picture. The Helm of Sprits looks like a crown when on the ground.

Jewelry					
Name	Base item	Price	qlvl	Pic	Magical Effects
The Bleeder	ring	8 500	2	Yes	+30 mana, -10 life, +20% resist magic
Bramble	ring	1 000	1	Yes	-2 all attributes, +10 mana, +3 damage
Constricting Ring	ring	62 000	5	Yes	+75% resist all ¹ , causes continuous damage when worn (1.25 life/sec ²)
Empyrean Band ³	ring	8 000	n/a	Yes	+2 all attributes, fast hit recovery, absorbs half of trap damage, +20% light radius
Optic Amulet ³	amulet	9 750	n/a	Yes	+5 magic, +20% resist lightning, -1 damage from enemies, +20% light radius
Ring of Engagement	ring	12 476	11	Yes	AC 5, -1 or -2 damage from enemies, 1-3 damage to attacker, damages target's armor ⁴
Ring of Regha	ring	4 175	1	Yes	-3 strength, +10 magic, -3 dexterity, +10% resist magic, +10% light radius
Ring of Truth ³	ring	9 100	n/a	Yes	+10 life, +10% resist all, -1 damage from enemies
Amulet of Warding	amulet	30 000	12	Yes	-100 life, +40% resist all
Acolytes Amulet	amulet	10 000	10	Yes	50% of base mana moved to life
Auric Amulet ⁵	amulet	100	n/a	Yes	Allows you to carry piles of 10 000 gold
Giant's Knuckle	ring	8 000	8	Yes	+60 strength, -30 dexterity
Gladiators Ring	ring	10 000	10	Yes	40% of base life moved to mana
Karik's Ring	ring	8 000	8	Yes	-30 magic, +60 vitality
Mercurial Ring	ring	8 000	8	Yes	-30 strength, +60 dexterity
Ring of Magma	ring	8 000	8	Yes	-30% resist magic, +60% resist fire, -30% resist lightning
Ring of the Mystics	ring	8 000	8	Yes	+60% resist magic, -30% resist fire, -30% resist lightning
Ring of Thunder	ring	8 000	8	Yes	-30% resist magic, -30% resist fire, +60% resist lightning
Xorine's Ring	ring	8 000	8	Yes	-30 strength, +60 magic

- 1 The effect is +75%, *not* max resistance. If you wear both a Gotterdamering and a Constricting Ring, your resistance would still be 0%. Similarly, if you use some item that decreases any resistance, the final value may not be 75%.
- 2 If you are using Mana Shield, the damage will as any other damage be taken from your mana instead. Due to rounding errors with such small damage values, the actual value may not be correctly reduced by the Mana Shield. For more information about the Mana Shield, see chapter 6.1.1.
- 3 A quest item only available in single player.
- 4 Has the effect equivalent to "of Puncturing", that is, adds 4-12 to To Hit in Diablo. In Hellfire it reduces the AC by 87.5% (+12.5% if Barbarian making any AC of a monster equal 0) and is thus better than any of the suffixes with the same property.
- 5 A quest item. Not really a unique item.

Shields					
Name	Base item	Price	qlvl	Pic	Magical Effects
Blackoak Shield	small shield	5 725	4	Yes ¹	AC 18, +10 dexterity, -10 vitality, -10% light radius, high durability (60)
The Deflector	buckler	1 500	1	Yes ²	AC 7, +10% resist all, -20% damage, -5% to hit
Dragon's Breach	kite shield	19 200	2	Yes	AC 20, +5 strength, -5 magic, +25% resist fire, indestructible
Holy Defender	large shield	13 800	10	Yes ¹	AC 15, -2 damage from enemies, +20% resist fire, fast block, high durability (96)
Split Skull Shield	buckler	2 025	1	Yes	AC 10, +10 life, +2 strength, -10% light radius, altered durability (15)
Stormshield	gothic shield / tower shield ¹	49 000	24	Yes ³	AC 40, +4 damage from enemies, +10 strength, fast block, indestructible

- 1 These items have the same picture.
- 2 This item has a picture of a normal buckler.
- 3 Both versions have a picture of a normal gothic shield.

Staves					
Name	Base item	Price	qlvl	Pic	Magical Effects
Gleamsong	short staff	6 520	8		+25 mana, -3 strength, -3 vitality, 76 Phasing charges
Immolator	long staff	3 900	4		+10 mana, -5 vitality, +20% resist fire, 4 fire damage
Mindcry	quarter staff	41 500	20		+15 magic, +15% resist all, +1 spell level, 69 Guardian charges
Naj's Puzzler	long staff	34 000	18		+20 magic, +10 dexterity, +20% resist all, -25 life, 57 Teleport charges
The Protector	short staff	17 240	16	Yes ¹	AC 40, +5 vitality, -5 damage from enemies, 1-3 damage to attacker, 86 Healing charges
Rod of Onan	war staff	44 167	22		+5 all attributes, +100% damage, 50 Golem charges
Staff of Shadows	long staff	1 250	2		-10 magic +10% to hit, +60% damage, -20% light radius, quick attack
Storm Spire	war staff	22 500	8		+10 strength, -10 to magic, +50% resist lightning, 2-8 lightning damage
Thundercall	composite staff	22 250	14		+35% to hit, 1-10 lightning damage, +30% resist lightning, +20% light radius, 76 Lightning charges

1 Looks like a club when on the ground.

Swords					
Name	Base item	Price	qlvl	Pic	Magical Effects
Black Razor	dagger	2 000	1	Yes	+2 vitality, +150% damage, altered durability (5)
The Bonesaw	claymore	4 400	6		+10 strength, -5 dexterity, -5 magic, +10 life, -10 mana, +10 damage
The Defender	sabre	2 000	1		AC 5, +5 vitality, -5% to hit
Doombringer	bastard sword	18 250	19		-5 all attributes, -25 life, +25% to hit, +250% damage, -20% light radius
The Executioner's Blade	falchion	7 080	3	Yes	-10 life, +150% damage, -10% light radius, high durability (60)
The Falcon's Talon	scimitar	7 867	15	Yes ¹	+10 dexterity, +20% to hit, -33% damage, fastest attack
Gibbous Moon	broad sword	6 660	2		+2 all attributes, +15 mana, +25% damage, -30% light radius
Gonnagal's Dirk	dagger	7 040	1	Yes	-5 dexterity, +4 damage, +25% resist fire, fast attack
The Grandfather	great sword	119 800	27	Yes	+5 all attributes, +20 life, +20% to hit, +70% damage, only requires one hand
Griswold's Edge ²	Griswold's Edge	42 000	n/a	Yes ³	-20 life, +20 mana, +25% to hit, 1-10 fire damage, fast attack, knocks target back
The Grizzly	two-handed sword	50 000	23	Yes	+20 strength, -5 vitality, +200% damage, knocks target back, high durability (150)
Gryphons Claw	falchion	1 000	1	Yes ¹	-2 magic, -5 dexterity, +100% damage
Ice Shank	long sword	5 250	3		+5-10 strength, +40% resist fire, altered durability (15)
Inferno	long sword	34 600	17		+20 mana, +75% resist fire, 2-12 fire damage, +30% light radius
Lightsabre	sabre	19 150	13		+20% to hit, +50% resist lightning, 1-10 lightning damage, +20% light radius
Shadowhawk	broad sword	13 750	8		+15% to hit, +5% resist all, 5% steal life, -20% light radius
Wizardspike	dagger	12 920	11	Yes	+15 magic, +35 mana, +25% to hit, +15% resist all
Diamondedge	long sword	42 000	17	Yes	AC 10, +50% resist lightning, +50% to hit, +100% damage, altered durability (10)
Eater of Souls	two-handed sword	42 000	23	Yes	+50 life, 5% steal life, 5% steal mana, causes continuous damage when worn, indestructible
Shirotsuchi	great sword	36 000	21		+6 lightning damage, penetrates target's armor (half AC), fastest attack, one-handed

1 These items have the same picture.

2 A quest item only available in single player.

3 This item actually has the unique picture of the same item it is based on, so for all practical reasons it doesn't really have a unique picture.

3.5.2 Unfindable unique items in multi player

Due to the way the game generates unique items (see chapter 3.8), some unique items will never be found in *multi player*. The same items are findable in single player but only if you find another unique item of the same base item and qlvl first in the same game session. This phenomenon occurs when there are multiple items of the same base item and qlvl. The table below lists those items. Note that the list for Diablo is also applicable to Hellfire.

Diablo	Hellfire ¹
Bramble (ring)	Armor of Gloom (full plate mail)
Crackrust (mace)	Demonspike Coat (full plate mail)
The Deflector (buckler)	Giant's Knuckle (ring)
Gonnagal's Dirk (dagger)	The Grizzly (two-handed sword)
Lightforge ² (mace)	Inferno (long sword)
The Mangler (large axe)	Karik's Ring (ring)
	Mercurial Ring (ring)
	Ring of Magma (ring)
	Ring of the Mystics (ring)
	Xorine's Ring (ring)

- 1 In addition to the ones from Diablo.
- 2 It seems that although findable in single player, it will morph as soon as a new game is started or loaded.

The table below lists the order for those cases where more than two unique items have the same qlvl. All other cases only have two items with the same qlvl and it should be obvious that the unique item *not* in the table above is dropped first (and always dropped in multi player).

Base item	qlvl	Order, from first to last ¹
Full Plate Mail	25	Demon Plate Armor, Armor of Gloom and Demonspike Coat
Mace	1	Civerb's Cudgel, Crackrust and Lightforge
Ring	8	Ring of Thunder, Ring of the Mystics, Ring of Magma, Karik's Ring, Xorine's Ring, Mercurial Ring and Giant's Knuckle

- 1 In multi player only the first one is findable.

3.6 Prices of magical items

This chapter will describe how the price of magical items is calculated. Please note that much of the information in this chapter was initially compiled and collected by Ironbeard. I have rewritten it quite a bit to better fit with the rest of the guide and newer findings.

3.6.1 Formulas

The price of a magical item is affected by three elements: the base effect of a prefix/suffix, the quality effect of a prefix/suffix, and the item's base cost multiplied by the prefix/suffix intrinsic multiplier. On staves with spells there is an additional factor added to the item's base cost which depends on the spell type and number of charges. The formulas for calculating the price of all magical items are given below.

All magical items except staves with spells:

$$C = B_p + B_s + Q_p + Q_s + I \cdot (M_p + M_s) \quad \text{if } M_p + M_s \geq 0$$

$$C = B_p + B_s + Q_p + Q_s + I / (M_p + M_s) \quad \text{if } M_p + M_s < 0$$

Staves with spells:

$$C = B_p + Q_p + (I + H \cdot P) \cdot M_p \quad \text{if } M_p \geq 0$$

$$C = B_p + Q_p + (I + H \cdot P) / M_p \quad \text{if } M_p < 0$$

where:

C	=	Total cost
B _p	=	Base prefix effect
B _s	=	Base suffix effect
Q _p	=	Quality effect of the prefix
Q _s	=	Quality effect of the suffix
I	=	Cost of base item
H	=	Number of charges on staff
P	=	Spell multiplier
M _p	=	Prefix intrinsic multiplier
M _s	=	Suffix intrinsic multiplier

- On plentiful and bountiful staves, one should take the *base* amount of charges. That is, divide the number of charges shown by 2 for plentiful and 3 for bountiful staves.

Some prefixes/suffixes, like *speed* or *the ages*, do not have the Q to affect the price, and in such cases the price formulas would be simplified to:

All magical items except staves with spells:

$$C = B_p + B_s + I \cdot (M_p + M_s) \quad \text{if } M_p + M_s \geq 0$$

$$C = B_p + B_s + I / (M_p + M_s) \quad \text{if } M_p + M_s < 0$$

Staves with spells:

$$C = B_p + (I + H \cdot P) \cdot M_p \quad \text{if } M_p \geq 0$$

$$C = B_p + (I + H \cdot P) / M_p \quad \text{if } M_p < 0$$

Cursed and semi-cursed items

The lower formulas (if $M_p + M_s < 0$ or $M_p < 0$) only come into play when you have a prefix/suffix with a negative multiplier. Only cursed prefixes and suffixes have that. However, one suffix, *of corruption*, although being a cursed one, has a positive multiplier. On the other hand, it has a negative base suffix effect. For items that are all cursed, the sum is always negative. For semi cursed items, that is, those that have one cursed and one non cursed prefix and suffix, one has to first calculate the sum of the two multipliers to see which formula to use.

The quality effect, Q

Let's look into the somewhat trickier part, the Q thing. Some prefixes/suffixes have different levels of quality. For example, the suffix *vigor* can have an attribute boost on vitality ranging from 16 to 20 points. Or, the prefix *massive* can boost a weapon's damage from 96% to 110%. This has an effect on the cost.

Let's use the prefix *massive* as an example here. The lowest level of quality of that prefix is when it gives a weapon a damage boost of 96%. At that point, the prefix has the base effect B of 2000 and what is more, at that base level of quality, the prefix has no quality effect Q on the item's price. If we take the highest quality (110%), we will have a quality effect Q of 450 on the price. Putting it together we can see that the B + Q can range from 2000 (the base B value) to 2450 (the max value). Subtracting 2000 from 2450 we get 450, which is the quality range of the prefix, we shall call it R (range).

Now, how about the different quality levels in between the base and the max values? Starting from the base at 96% we go on to 97%, 98%,... until we reach the max Q value at 110%. And we took 14 steps to get there (110 - 96 = 14). The quality level on the first step (97%) is 1/14 or 0.071428. On the second step it is 2/14 or 0.142857 and so on until on the last step (at 110%) it is 14/14 or 1. The Q can now be counted with the values we have:

$$Q = L/S \cdot R$$

where:

L	=	Location or quality level
S	=	Total number of steps in the prefix/suffix
R	=	Range of the quality effect (Max - Base)

One important note here: When counting the value of L/S and you get something like 0.071428 or 0.777777 (7/9) you take into account only two digits after the decimal, meaning that in the first case we would have the L/S to yield 0.07 and in the second case 0.77. Alternatively one can use the formula below in which case the rounding is done automatically:

$$Q = [\{ [(100 \cdot (\text{Stat} - \text{MinStat})) / (\text{MaxStat} - \text{MinStat})] \cdot (\text{Max} - \text{Base}) \} / 100]$$

Unidentified magical item

An unidentified magical item has a price as given below.

All magical items except staves with spells:

$$C = I$$

Staves with spells:

$$C = I + H \cdot P$$

3.6.2 Additional notes on the prices

On any armor or helm, the actual armor class has no effect on the price, i.e. full plate (AC 74) of ages has the same price as full plate (AC 69) of ages. In the prefixes like *Warrior's* and *king's* which give weapons a boost both to the To Hit and damage, the To Hit does not affect the price, only the damage quality level has an effect on the price.

For items that are not cursed or semi cursed (or rather $M_p + M_s > 0$), one can calculate the price of an item having both a prefix and a suffix as two separate items, one having the prefix and one having the suffix, and simply add the prices together.

You can sell items to Griswold and Adria for one fourth of the item's price. Wirt's price is 150% times Griswold's price in Diablo and 75% times Griswold's price in Hellfire. Some items can be sold by both Griswold and Wirt and identical items can thus have different prices depending on where you bought it. Items found in dungeons always have Griswold prices. Any item bought at Wirt will have its price reset to the normal one, 100% of Griswold's price, as soon as you start a new game, give it away, or leave it on the ground and go to another dungeon level or town.

You can't sell an item at Griswold if you will be given more gold for it than can fit in your inventory. At Adria, however, any excess gold will simply be discarded.

3.6.3 Recharge cost

Staves can be recharged at Adria (or by a Sorcerer, see chapter 2.4). The cost to recharge a staff can be calculated using the formula below:

$$R_cC = FR_cC \cdot (1 - \text{CurCha}/\text{MaxCha})$$

where:

- R_cC = Recharge Cost
- FR_cC = Full Recharge Cost (see below)
- MaxDur = Maximum charges on item
- CurDur = Current charges on item

The Full Recharge Cost in the formula above can be calculated with:

$$FR_cC = 0.50 \cdot (I + 5 \cdot P) \quad \text{if unique or starting staff of the Sorcerer}$$

$$FR_cC = 0.50 \cdot (I + H \cdot P + 5 \cdot P) \quad \text{if not unique and not starting staff of the Sorcerer}$$

where:

- FR_cC = Full Recharge Cost
- I = Cost of base item (always a staff).
- H = Number of charges on staff.
- P = The spell multiplier.

- The base cost of the starting staff for Sorcerers can be found in chapter 2.5. For other staves, see chapter 3.1.
- On plentiful and bountiful staves, one should take the *base* amount of charges. That is divide the number of charges shown by 2 for plentiful and 3 for bountiful staves.
- As the recharge cost is not influenced by the prefix of the staff, there is no difference to the recharge cost between an identified and an unidentified staff.
- If a Sorcerer uses his recharge skill on a staff, one should still use the initial number of charges in the formula.

If the recharge cost is less than 1 gold (can happen if the ratio CurDur/MaxDur is less than 1%), Adria will actually recharge the staff for free, that is 0 gold.

Just as with the price of magical items, when counting the value of CurCha/MaxCha you take into account only two digits after the decimal. Alternatively one can use the formula below in which case the rounding is done automatically:

$$R_cC = [[\{ [(100 \cdot (\text{MaxCha} - \text{CurCha})) / \text{MaxCha}] \cdot (I + H \cdot P + 5 \cdot P) \} / 100] / 2]$$

- Of course, for unique staves and the starting staff of the Sorcerer, skip H·P in the formula above.

3.7 Durability of items

All unique items and staves with spells found in the dungeon have full durability. So do all items bought in town, of course. All other items found in the dungeon only have partial durability in the range below:

Durability of items found in dungeon: $(1 + \text{maxdur}/4)$ to $3 \cdot \text{maxdur}/4$

3.7.1 Losing durability

All items (except those that are indestructible) have a durability, which will, over time, decrease as you fight. The table below explains under what circumstances and with what chance the durability will go down. It will never go down by more than 1 at a time.

Item type	When durability may decrease	Chance of decreasing	
Armor ¹	Character is stunned	$3/4 \cdot 2/3 = 1/2^2$	50.0%
Helm ¹	Character is stunned	$3/4 \cdot 1/3 = 1/4^2$	25.0%
Shield	Character blocks an attack	1/10	10.0%
Melee weapon	Character hits	1/30	3.3%
Bow	Character fires	1/40	2.5%

1 If you don't wear both armor and helm but only one of them, the chance is 3/4 that its durability will be decreased.

2 You will never lose durability on both the armor and the helm in the same hit.

3.7.2 Repair cost

Repairs are done at Griswold (or by a Warrior, see chapter 2.4). Griswold uses the following formulas to calculate the cost:

$$R_pC = 0.15 \cdot \text{Price} \cdot (1 - \text{CurDur}/\text{MaxDur}) \quad \text{For magical and unique items}$$

$$R_pC = 0.50 \cdot \text{Price} \cdot (1 - \text{CurDur}/\text{MaxDur}) \quad \text{For non magical and unidentified items}$$

where:

R_pC = Repair Cost
 Price = Buying price of the item
 MaxDur = Maximum durability of item
 CurDur = Current durability of item

If the repair cost is less than 1 gold Griswold won't repair it. That makes many of the cursed items irreparable. There also seems to be a bug so that when the ratio CurDur/MaxDur is greater than 99%, the repair cost is rounded down to 0 along the way and is thus not repairable until it takes more damage.

Just as with the price of magical items, when counting the value of CurDur/MaxDur you take into account only two digits after the decimal. Alternatively one can use the formulas below (plus the step by step list following) in which case the rounding is done automatically:

For magical and unique items first calculate:

$$R_pC = [\{ [(100 \cdot (\text{MaxDur} - \text{CurDur})) / \text{MaxDur}] \cdot (30 \cdot \text{Price}) \} / 100]$$

For non magical and unidentified items first calculate:

$$R_pC = [\{ [(100 \cdot (\text{MaxDur} - \text{CurDur})) / \text{MaxDur}] \cdot \text{Price} \} / 100]$$

Then, do the following:

1. if $R_pC = 1$, then exit
2. if $R_pC > 1$, then $R_pC = [R_pC/2]$, that is, divide the repair cost by 2, then exit
3. if the item is a non magical and non unique item, set $R_pC = 1$, then exit
4. if the item is not identified, set $R_pC = 1$, then exit
5. at this point the item is an identified magical or unique item and R_pC is 0 or below 0; the item is in this case not repairable (this would be the case for identified cursed and some semi cursed items)

3.8 Item creation in dungeon

This chapter tries to explain how the game creates items and what factors affect the creation. Only items generated in the dungeon are discussed. Some of it applies to items created in town as well, but for more details about items created in town, see chapter 3.9. Most of this chapter will not refer specifically to the Hive or the Crypt, but as with much else, they should be equivalent to Caves and Hell. Some quests will give you special items (not counting the special quest items). For information about them, see each individual quest in chapter 8.

In most of the situations below the game has to pick a certain item, prefix/suffix, unique, spell, or other property of an item out of several possible ones or within a range. Unless otherwise noted the probability should be equal for all possible choices in that situation.

Base item in this chapter not only refers to the various equipable items, but also includes scrolls, potions, elixirs, runes, books of and oils of; see chapters 3.1 - 3.2.3 for information about them.

An item can come from many different sources in the dungeon, and depending on the source, the creation routine is a bit different. To facilitate the explanation below let us first define a new term, *ilvl*. It is defined for various sources in the table below. For information about a monsters *mlvl* or *mlvl_{item}*, see chapters 5.2 and 5.4.

Source of item	Definition of ilvl
normal monster	$mlvl^1$
unique monster and special monster ²	$mlvl_{item}^3$
decapitated body, sarcophagus, on the ground ⁴ , bookcase, skeleton tome, library book and racks	$2 \cdot dlvl^5$
chest, barrel, pod, urn	$2 \cdot dlvl$ or $dlvl^{5,6}$

1 Use the *mlvl* for normal difficulty regardless of what difficulty you are playing on.

2 Note that for the purpose of dropping items, Diablo is neither a special nor a unique monster but a normal one.

3 The +4 bonus will be found in the appropriate steps below.

4 You will often find potions of various sorts on the ground; they are specially placed there and are not generated according to normal rules.

5 The Hive levels are numbered 9-12 and the Crypt levels are numbered 13-16.

6 Most chests, barrels, pods and urns have an *ilvl* equal to $2 \cdot dlvl$, although some have it equal to *dlvl*. Those that have the *ilvl* equal to *dlvl* will only generate potions and scrolls (and oils in Hellfire). See chapter 3.8.1 for more information. Items created with an *ilvl* = *dlvl* are referred to as *special items* in this chapter.

Special items

Special items appear on those occasions where the item created will not follow normal procedures. Such special items will normally only generate potions and scrolls (in Hellfire it also includes oils). For more information about what base items are possible for special items, see chapter 3.8.3.

3.8.1 What is dropped?

First the game has to decide if an item is to be dropped at all, if it is going to be gold or an item. The exact probabilities for these are greatly affected by the source of the item. Each source is explained below.

Normal monster

Gold:	30.3%
Item:	10.7%
Nothing:	59.0%

- Some monster types (Winged Fiends and Hork Spawns) never drop items.

Unique monster

Item:	100%
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- Unique monsters always drop an item, and it can either be a book or an item that can take on a prefix and/or suffix (or be unique).

Chest

Chests can have several possible amounts of items in them and the exact amount is also affected by the size of the chest. The number of *possible* items from a chest is explained in the table below.

Number of <i>possible</i> items	Small chest	Chest	Large chest
0	50 %	33.3 %	25 %
1	50 %	33.3 %	25 %
2	-	33.3%	25 %
3	-	-	25 %

For each chest the probability of the items in them being created with varying *ilvl* is:

Special item (<i>ilvl</i> = <i>dlvl</i>):	12.5%
Non special item (<i>ilvl</i> = 2· <i>dlvl</i>):	87.5%

All items in a chest will thus either be all special items or all non special items. For each *possible* item in a chest without special items, the probability is then as follows:

Gold:	75%
Item:	25%

If the chest is determined to have special items, all possible items will drop as special items. For information about items created by different *ilvl*, see chapter 3.8.2.

Chests only exist in church, catacombs, caves and hell.

Barrels, pods and urns

Pods and Urns are, for item creation, treated as barrels, so anything said about barrels below applies equally to pods and urns.

Barrels can be of two different types, exploding and non exploding. For information about exploding barrels, see chapter 4.3. Approximately 20% of all barrels are exploding ones. The information below will only apply to *non* exploding barrels. Exploding barrels will never have items in them.

Skeleton:	20%
Gold:	10%
Special item:	6.7%
Item:	3.3%
Nothing:	60%

- Barrels can only exist in church, catacombs, caves and hell.
- Pods can only exist in the Hive.
- Urns can only exist in the Crypt.

Sarcophagus

Skeleton:	20%
Gold:	22.5%
Item:	7.5%
Nothing:	50%

- Sarcophagi can only exist in church and in the crypt.

Decapitated bodies

Gold:	75%
Item:	25%

- Decapitated bodies can only exist in catacombs, caves and hell.

Weapon Rack

Axe:	25%
Bow:	25%
Club:	25%
Sword:	25%

- Weapon racks can never exist in church.

Armor Rack

dlvl 5:	light armor
dlvl 6-9:	medium armor
dlvl 10-15:	heavy armor

- See chapter 3.1 for a definition of light, medium and heavy armor.
- Armor racks can never exist in church.

Bookcase

Book:	100%
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- Bookcases can only exist in church and catacombs.

Library book and Skeleton Tome

Book:	20%
Scroll:	80%

- Only scrolls of Apocalypse, Healing, Identify, Infravision, Nova, Mana Shield, Phasing, Teleport, and Town Portal are possible.
- Library books and Skeleton Tomes can only exist in church and catacombs.

3.8.2 Item type

Next, the item type that is to be generated is determined, and the procedure is as follows (this step is skipped for gold and special items).

Determination of base item

First, it has to be determined what the base item should be. For information about base items, see chapters 3.1 and 3.2. Each base item has a qlvl, and those within the ranges below can be dropped. Depending on the source of the item some base items are, of course, excluded (see chapter 3.8.1).

Normal and special monster:	1 to mlvl
Unique monster:	1 to mlvl _{battle}
Other:	1 to ilvl

- Note that the mlvl is the one modified for difficulty level when the item comes from a monster.

Of all the possible base items, one is chosen at random with an equal probability for all items. Bows, however, are actually counted twice if the item is dropped by a normal (non unique or special) monster, and thus have a double chance of being created. Note that some base items like rings, amulets, and books have several different base items with different qlvl. You will never notice any difference when playing other than them being more common as the ilvl and mlvl go up (as more of each type is possible at higher ilvl and mlvl). See chapter 3.13.1. for a list of base items in the order of their qlvl.

Is it magical?

Now it is time to determine if the item is magical or not. Only items that can have a prefix/suffix (or be unique) can be magical. For other items this test is not done. The probability of being magical is as follows depending on the source of the item:

Unique monster:	100%
On the ground:	100%
Weapon rack:	100%
Armor rack on dlvl 5 and 13-15:	100%
Armor rack on dlvl 6-9:	$(55.5 + 0.445 \cdot (\text{ilvl} + 1))\%$
Armor rack on dlvl 10-12:	$(11 + 0.89 \cdot (\text{ilvl} + 1))\%$
Monster:	$(11 + 0.89 \cdot (\text{ilvl} + 1))\%$
Other:	$(11 + 0.89 \cdot (\text{ilvl} + 1))\%$

- Only equipable items can be magical; for other base items this step is not performed.
- Rings and amulets are always magical.
- Staves are always magical if they have no spell, see chapter 3.8.3 under *Staff* for more information.
- On the ground only refers to equipable items found, often in special rooms, in the dungeon. It is quite possible that the probability of those items being magical is less than 100% outside of Hell.

Is it unique?

If the item was determined to be magical it is next checked for to see if it is unique. The probability of being unique is listed below depending on source. Note that the probability to be unique is applied for this step only. The total probability of an item to be unique is of course less as not all items are magical or even could be magical.

Unique monster:	16%
Other:	2%

3.8.3 Item properties

Once the base item has been determined, the properties of the item are to be decided. In many cases the item can't have additional properties. That is the case for scrolls, potions, non magical items (as determined by the step above), runes, and some oils (see chapter 3.2.1). If so, this step is not performed. Otherwise, the properties have to be determined, and the procedure depends a bit on what type of item it is. Thus, each item type will be dealt with separately.

Gold

The amount of gold dropped or found on the dungeon floor is determined by the formulas below:

Normal difficulty:	$5 \cdot \text{dlvl} \text{ to } 15 \cdot \text{dlvl} - 1$
Nightmare difficulty:	$5 \cdot (16 + \text{dlvl}) \text{ to } 15 \cdot (16 + \text{dlvl}) - 1$
Hell difficulty:	$5 \cdot (32 + \text{dlvl}) \text{ to } 15 \cdot (32 + \text{dlvl}) - 1$

- The Hive levels are numbered 9-12 and the Crypt levels are numbered 13-16.

Furthermore, on any hell dungeon level (dlvl 13-16) or Crypt dungeon level (dlvl 13-16) the amount of gold is increased by:

Hell or Crypt dungeon level: amount · 1.125

- The amount is taken from the appropriate formula above depending on the difficulty level.

Unique item

If the item is determined to be unique, the game will drop the unique item that is of the correct base item (determined above) and that has a qlvl according to below:

Unique and special monster: 1 to ilvl+4
All other sources: 1 to ilvl

If several unique items are possible, the one with the highest qlvl will be dropped. If several unique items that are possible have the same qlvl, the one that happens to be first in the list will be dropped. This is the reason that some unique items will never be dropped as there is always another unique item with the same qlvl (and being of the same base item) that will be dropped instead. See chapter 3.5.2 for a list of such unique items.

In single player (but not in multi player) the game keeps track of what unique items have been dropped (or recreated at game start in a characters inventory) and if the same item is determined to be dropped again (or regenerated at game start), the next one with the same qlvl or the one with the next lower qlvl will instead be dropped. Thus in single player you can actually find those "unfindable" unique items but you must find at least one other unique item of the same base item first. The game will forget the list of found unique items when you restart a new game however. The list is saved when you save the game in single player but not restored upon load except for those items you have equipped.

A unique item has up to 6 special properties, which are described in more detail in chapter 3.5. If for any reason the game fails to select a unique item (for example if there is no unique item with a low enough qlvl), the game will then proceed to create the item as a normal magical item instead.

Magical item

A magical item has a prefix and/or a suffix (it can of course also be unique but that is covered above). Below are the probabilities for an item having a prefix, a suffix, or both of them.

Prefix only: 20.8%
Suffix only: 62.5%
Prefix and suffix: 16.7%

The qlvl of the prefix and/or suffix must be within the range given below:

Unique and special monster: $[(ilvl+4)/2]$ to $ilvl+4$
All other sources: $[ilvl/2]$ to $ilvl$

- Round down the minimum level. If it is higher than 25, it is set to 25.
- The actual value of the prefix or suffix is chosen randomly within its range.
- Some prefixes has a double chance of being picked, see below.

The range above means that unless the lower limit is set to 25, the highest qlvl of an item with both a prefix and a suffix can't be more than twice the level of the lower one. This rule is good to know when you want to see if a prefix and a suffix can coexist on an item. It is also worth noticing that as the range above is based on the mlvl, *not* modified for difficulty level (or 2·dlvl), so the prefix and suffix with the highest qlvl you will ever find in the dungeon has qlvl 34. There is no prefix or suffix in the range of 32-34, so qlvl 31 is the highest one you will find, and only emerald has that qlvl. In Hellfire (but not Diablo), Diablo is level 45, so he can drop items with prefixes and suffixes of qlvl up to 45. Similarly, Na-Krul can drop items with prefixes and suffixes of qlvl up to 44 as he is level 40, and the +4 bonus for being a unique monster applies to him. If for any reason the game fails to select a prefix and/or a suffix, the game will then proceed to create the item as a normal non magical item instead. See chapter 3.13.3 for a list of prefixes and suffixes in the order of their qlvl.

Some prefixes actually has a double chance of being chosen. The table below list all prefixes that has a double chance of being chosen.

+% Armor Class	+% To Hit	+% To Hit / +% Damage Done	+% Damage Done
vulnerable ¹	tin ¹	clumsy ¹	useless ¹
rusted ¹	brass ¹	dull ¹	bent ¹
fine	bronze	sharp ¹	weak
strong	iron	fine	jagged
grand	steel	Warrior's	deadly
valiant	silver	soldier's	heavy
glorious	gold	lord's	vicious
blessed	platinum	knight's	brutal
saintly	mithril	master's	massive
awesome	meteoric	champion's	savage
holy	weird	king's	ruthless
godly	strange		merciless

¹ A cursed prefix. See below for more information when possible.

Despite what has been said above, there are some combinations of prefixes and suffixes that can-not exist on the same item. The table below list all combinations that are. As the game always picks the prefix first, it is always the suffix that will be discarded; this can be important to know if one wants to figure out exactly what items are possible and the probabilities of them.

None of the combinations below can exist on the same item					
angel's	trouble	gold	pain	silver	corruption
arch-angel's	trouble	gold	the dark	silver	pain
blessed	trouble	gold	the bear	silver	the dark
frog's	vitality	mithril	trouble	silver	the bear
glorious	trouble	platinum	trouble	spider's	vitality
gold	pit	saintly	trouble	vicious	vim
gold	the vulture	silver	pit	vicious	vigor
gold	corruption	silver	the vulture	vicious	radiance

Cursed prefixes and suffixes are those who give some sort of drawback to your character when you wear them. It is quite obvious for most prefixes and suffixes. For the ones affecting the light radius, the ones decreasing it are considered as cursed ones. The prefix *sharp* is also treated as cursed, most likely due to a bug. Cursed items are not allowed to appear when the item comes from certain sources. Below is listed if a source can give out cursed items, and if it can, how large the chance is compared to non cursed prefixes and suffixes.

Unique monsters:	No
Weapon Rack:	No
Armor Rack on dvl 5 and 13-15:	No
Armor Rack on dvl 6-9:	16.5%
Armor Rack on dvl 10-12:	33.0%
Adria, Griswold, Pepin and Wirt:	No
On the ground:	No
Other:	33.0%

- Sources that will not produce equipable items can never produce cursed items.
- If possible, a cursed prefix will, if it is found in the table above with prefixes with a double chance of being chosen, have a double chance compared to other cursed prefixes.

Staff

Staves can either have a spell or be normal magical items (of course, they can also be plain staves but that is very rare). The chances for what type the staff will be is as follows:

Chance for having spell:	75%
Chance for having prefix if it has a spell:	10%

- Staves from a location that has a 100% chance of being magical will, if they have a spell, always have a prefix. as staves with spells without a prefix will not be considered as magical by the game.

Staves that do not have a spell, are treated the same way as any other magical item; see above. However, if they have a spell, they are created a bit differently. For the spell and the prefix they follow the ranges below:

Range of qlvl for spell on staves from unique and special monster:	1 to $[(\text{ilvl}+4)/2]$
Range of qlvl for spell on staves from all other sources:	1 to $\text{ilvl}/2$
Range of qlvl for prefix on staff with spell from unique and special monster:	1 to $\text{ilvl}+4$
Range of qlvl for prefix on staff with spell from all other sources:	1 to ilvl

- Note that the qlvl of a spell is different depending on whether it appears on a staff or on a book.

When found in the dungeon, all non unique staves with spells have full charges. Unique staves has a specific number of current charges according to the table below. All staves bought in town have full charges, of course.

Unique staff	Number of charges when found ¹
Gleamsong	10
Mindery	13
Naj's Puzzler	23
The Protector	2
Rod of Onan	21
Thundercall	3

¹ I would say this is a bug and the intention was to make unique staves also have full charges when found. As it is now, the number of charges is the same as the slot number in which you find the spell on the item in the internal spell table.

Due to the way the game picks a random spell, some spells have a higher chance to be selected than others at a given situation. As the probabilities are different for different ilvl, it is hard to give exact numbers. The general procedure is as follows:

1. calculate $x = \text{Rnd}[37] + 1$ (in Hellfire, calculate $x = \text{Rnd}[52] + 1$)
 2. start with the first spell in the internal list of spells
 3. step forward until a spell that exists on staves (or books if it is for a book) and has low enough ilvl is found (if you ever reach the end, restart from the beginning)
 4. decrease x by one
 5. if x is not 0, goto step 3
 6. the last spell found in step 3, is the one chosen to appear on the staff (or book)
- In single player, the spells Heal Other and Resurrect are automatically skipped and do not count even if their ilvl is high enough.
 - Spells at the start of the list will have a higher probability than those later in the list. The exact cut off depends on the ilvl. This means that there will be two different levels of probabilities for the spells, a higher one for spells at the start of the list and a lower one for spells at the end of the list. At rare occasions all spells will have the same probability.
 - The order of the spells is *not* the same as in your spell book or any of the other lists in this Guide. The table below lists the order of the spells for the purpose of selecting a spell for a staff or a book.

Position ¹	Spell	Book	Staff	Position ¹	Spell	Book	Staff
1	Firebolt	Yes	Yes	19	Charged Bolt	Yes	Yes
2	Healing	Yes	Yes	20	Holy Bolt	Yes	Yes
3	Lightning	Yes	Yes	21	Ressurrect ³	-	Yes
4	Flash	Yes	Yes	22	Telekinesis	Yes	Yes
5	Fire Wall	Yes	Yes	23	Heal Other ³	Yes	Yes
6	Town Portal	Yes	Yes	24	Blood Star	Yes	Yes
7	Stone Curse	Yes	Yes	25	Bone Spirit	Yes	Yes
8	Phasing	Yes	Yes	26	Mana	-	Yes
9	Mana Shield	Yes	Yes	27	Magi	-	Yes
10	Fireball	Yes	Yes	28	Jester	-	Yes
11	Guardian	Yes	Yes	29	Lightning Wall	Yes	Yes
12	Chain Lightning	Yes	Yes	30	Immolation	Yes	Yes
13	Flame Wave	Yes	Yes	31	Warp	Yes	Yes
14	Nova	Yes ²	Yes	32	Reflect	Yes	Yes
15	Golem	Yes	Yes	33	Berserk	Yes	Yes
16	Teleport	Yes	Yes	34	Ring of Fire	Yes	Yes
17	Apocalypse	Yes ²	Yes	35	Search	Yes	Yes
18	Elemental	Yes	Yes				

1 Position 26 to 35 only exist in Hellfire.

2 Only exists as books in Hellfire.

3 In single player, the spells Heal Other and Resurrect are automatically skipped and do not count even if the ilvl is high enough.

Book

If the item type is a *book of*, the game then attaches a spell to the book. The qlvl of the spell can be in the range given below. For a list of qlvl of spells on books see chapter 3.2.3.

Range of qlvl for spell on books: 1 to ilvl/2

- Note that the qlvl of a spell is different depending on whether it appears on a book or on a staff.

For information about how the spell is chosen, see above under Staff.

Oil

Oils can, as noted in chapter 3.2.1, be of two types; either the oil together with its type is treated as a base item, just like a potion and thus no further processing of the oil is needed, or it can be created as the base item *oil of*, to which an oil type is then attached. See chapter 3.2.1 for more information on which oils can be created in which way. If the case is the latter one, the oil type attached to the oil follows the range below:

Range of qlvl for oil type: 1 to ilvl

Special item

A special item can only be of a limited number of base items. In Diablo, the list below shows what base items are possible and their probabilities.

Scroll of Town Portal	33.3%
Potion of Healing	33.3%
Potion of Mana	33.3%

In Hellfire the list is slightly modified and depends on the dlvl. For dlvl 1 the list of probabilities is:

Potion of Healing	42.9%
Potion of Mana	42.9%
Blacksmith Oil	14.3%

For any dlvl higher than 1 in Hellfire, the list of probabilities is:

Scroll of Town Portal	28.6%
Potion of Healing	28.6%
Potion of Mana	28.6%
Blacksmith Oil	14.3%

3.9 Item creation in town

For many parts, the creation of items in town is the same as that in the dungeon, but there are several differences and they are explained in this chapter. In the table below are listed what type of items you can buy from each person in town.

Person	Items sold ¹
Adria	staves ² , books, scrolls, mana potions, rejuvenation potions and elixirs ³
Griswold	weapons (excluding staves ⁴), armor, helms, shields and jewelry ⁵
Pepin	healing potions, rejuvenation potions, scroll of resurrect, scroll of healing and elixirs ^{3,5}
Wirt ⁶	weapons (excluding staves ⁴), armor, helms, shields and jewelry ⁵

1 Only Griswold and Adria will buy items.

2 In Hellfire only with spells.

3 Once you are level 26 in multi player or have been to Hell, Crypt, or Hive in single player.

4 In Hellfire he does sell staves.

5 In single player only.

6 For special exceptions regarding Wirt, see chapter 3.9.4.

Just as for item creation in the dungeon we start by defining the ilvl for each person that you can shop from in town. It is done in the table below.

Source of item	Definition of ilvl
Adria	special ¹
Griswold basic items	special ¹
Griswold premium items	varying from clvl-1 to clvl+2 ²
Pepin	special ¹
Wirt	clvl

1 See table below for how clvl is converted to ilvl in special cases.

2 Maximum ilvl is 30 in all cases, though. In Hellfire it varies from clvl-1 to clvl+3. See table below for exact variation.

As noted in the table above, ilvl is in many cases derived in a special way; the table below explains how it is derived for Adria's, Pepin's and Griswold's basic items. In multi player it depends on your character level. In single player it depends on what dungeon level you have been to in the current game. Difficulty does not affect it in any way.

Definition of ilvl at Adria, Pepin and for Griswold's basic items		
Single Player	Multi Player	
dlvl	clvl	ilvl
1 - 4	1 - 9	6
5	10 - 11	7
6	12 - 13	8
7	14 - 15	9
8	16 - 17	10
9	18 - 19	11
10	20 - 21	12
11	22 - 23	13
12	24 - 25	14
13	26 - 27	15
14 - 16	28 - 50	16
Hive / Crypt ¹		16

1 Only available in Hellfire.

For Griswold's premium items the ilvl varies depending on what slot the items is created in (in his list of items). The table below explains exactly how.

Definition of ilvl for Griswold's premium items		
slot ¹	Diablo	Hellfire
	ilvl	ilvl
1	clvl - 1	clvl - 1
2	clvl - 1	clvl - 1
3	clvl	clvl - 1
4	clvl	clvl
5	clvl + 1	clvl
6	clvl + 2	clvl
7		clvl
8		clvl + 1
9		clvl + 1
10		clvl + 1
11		clvl + 1
12		clvl + 2
13		clvl + 2
14		clvl + 3
15		clvl + 3

¹ There are only six slots in Diablo.

When you gain a level, the items in slot 1 and 2 (and 3 in Hellfire) are removed and items are pushed upwards so that slot 4 and 6 becomes empty (slot 11, 13 and 15 in Hellfire). Those empty slots are then refilled with new items of the appropriate ilvl matching the slot.

It is worth noticing that even if two characters are the same level they will be offered different items in town even if they are in the same game. Thus, it can be rewarding to ask others to check for any item you might want if you are playing multi player.

3.9.1 Adria

Adria has an unlimited supply of Potions of Mana, Potions of Full Mana and scrolls of Town Portal. In addition to those, Adria offers 7 to 14 random base items with a qlvl in the range below. She will renew her inventory each time you come back up from the dungeons or reload the game in single player.

Range of qlvl for base item: 1 to ilvl

The prefix, suffix and spell on the appropriate item is then chosen according to the ranges below:

Range of qlvl for spell (staff or book): 1 to ilvl
 Range of qlvl for prefix on staff with spell: 1 to 2·ilvl
 Range of qlvl for prefix and suffix on staff without spell: ilvl to 2·ilvl

As the ilvl at Adria can never be higher than 16 (see table in chapter 3.9), there is a cap at qlvl 32 for prefixes and suffixes at Adria. For spells and base items the cap is at 16.

3.9.2 Griswold

Griswold has two types of items: basic ones that are not magical, and premier ones that are always magic.

Basic items

For the basic items he offers 10 to 19 random items with a qlvl in the range below.

Range of qlvl for base item: 1 to ilvl

As with items from normal monsters, bows has a double chance of being selected. He will renew his inventory of basic items each time you come back up from the dungeons or reload the game in single player.

Premier items

For the premier items, Griswold sells base items with a qlvl that follow the range listed below. He will offer 6 items in Diablo and 15 items in Hellfire. The qlvl of the prefix and suffix of magical items also follows the same range.

Range of qlvl for base item:	ilvl/4 to ilvl
Range of qlvl for prefixes and suffixes:	ilvl/2 to ilvl

- Maximum level of prefixes and suffixes at Griswold is 30.
- As already described, the ilvl varies a bit from item to item.
- Griswold will add a new item to his inventory as soon as you buy one of them. He will not change his inventory when you come back up from the dungeons but will change some of them when you gain a level.
- The exact procedure of choosing item type and prefixes and suffixes are the same as for magical items in the dungeon. See chapter 3.8 for more information.

In Hellfire there is an additional factor to consider. If possible he will try to sell items that are better (more expensive than 80% of your most expensive item) than the ones you are already carrying (both equipped ones and not equipped ones). The test is done separately for each item type group (amulet, armor, axe, bow, club, helm, ring, shield, staff and sword). If you don't have any item of a type, any other item of that type is considered to be better. Thus to get progressively better items you should keep the most expensive item of each item type in your inventory. This check for better items is also done for items that are created to fill up a slot after you have leveled or bought one of his items. Also note that this works in Hellfire only. Sometimes you will see an item "violating" this rule in Hellfire, as the game only tries a specific number of times, and if it has not found an item that matches in those tries it sticks with whatever item it generates next.

3.9.3 Pepin

Pepin has unlimited supply of Potions of Healing, Potions of Full Healing and scrolls of Resurrect (in multi player only). In addition to those, Pepin offers 7 to 14 random base items with a qlvl in the range below. He will renew his inventory each time you come back up from the dungeons or reload the game in single player.

Range of qlvl for base item:	1 to ilvl
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3.9.4 Wirt

Wirt will only offer one item for sale and you have to pay 50 gold just to see it. The maximum qlvl of prefixes and suffixes is 60, which means he could theoretically sell any type of item otherwise possible in the game (of the types listed in the table in chapter 3.9) if it were not for the price limit (see chapter 3.10). He offers items whose base item has a qlvl in the range below.

Range of qlvl for base item:	1 to ilvl
------------------------------	-----------

The prefixes and suffixes are then chosen with a qlvl in the following range:

Range of qlvl for prefixes and suffixes:	ilvl to 2*ilvl
--	----------------

- If lower limit is higher than 25, it is set to 25.
- He seems to love items *of ages*. The reason for this is that there are not many suffixes of level 25 or above and most of them can exist on a very limited number of items or would make items too expensive.

He will renew the item only if you have bought the previous one and then gone into the dungeons or when you gain a new character level that is even.

In Hellfire, Wirt will only sell certain item types to you depending on your character class. The table below summarizes what items he will sell to each character class. Wirt will, in Hellfire, also try to offer you better (more expensive than 80% of your most expensive item) items than what you already have (both equipped ones and not equipped ones).

Class	Items never sold at Wirt in Hellfire
Warrior	bows and staves
Rogue	axes, clubs, swords, staves and shields
Sorcerer	axes, clubs, bows and staves
Monk	clubs, bows, shields and medium armor (see chapter 3.1 for definition of medium armor)
Bard	axes, clubs and staves
Barbarian	bows and staves

3.10 General remarks on possible items

As can be seen in the wealth of information about items, finding out what items are really possible can be hard. In this chapter I will try to explain some simple ways of finding out if that particular item you are looking for can really be found or bought. Let's go through what affects what items can really be found or bought in the game. Mostly the discussion will be about prefixes and suffixes.

Occurrence of prefix and suffix

Most prefixes and suffixes can only exist on certain base items. This information can be found in chapter 3.3 and in summary in chapter 3.13.6. A quick look can rule out the possibility of an item like an emerald ring. As the base item is determined by the modified for difficulty mlvl, there should be no restrictions on what base item a prefix or suffix can occur on within a certain item type. That is, if it can occur on a dagger, it can also occur on a bastard sword. An exception to this is Griswold's premium items that have a lower limit of ilvl/4 for the qlvl on base items.

qlvl of prefix and suffix

Just because both a prefix and a suffix can exist on a base item does not mean you can find them both on the same item. As explained in chapter 3.8, the qlvl of a prefix and a suffix must be in the range of:

ilvl/2 - ilvl:	for non Wirt and Adria items, including items from the dungeons
ilvl - 2·ilvl:	for Wirt and Adria items

Items from Adria only follow Wirt if they are staves without spells. From this it follows that the prefix or suffix with the lowest qlvl on an item can never be higher than half (rounded down except for Wirt and some Adria items) the qlvl of the higher one (the other way around the higher level can never be higher than 2 times the lower one, plus one if odd, (except for Wirt and some Adria items) the plus one due to rounding effects if the item does not come from Wirt or Adria). As noted in the same chapter the exception for this is that if the highest limit of the qlvl is higher than 50 the lower limit is always 25. This rule can quickly rule out an item like obsidian shield of brilliance as impossible as the qlvl of the prefix and suffix is 24 and 11. This only has importance if an item has both a prefix and a suffix.

There are no restrictions on the relationship between the qlvl of the base item and the qlvl of any additional attributes of the item such as prefixes, suffixes, spells and uniques. Thus, a godly cap of the whale is a completely valid item (you will only be able to buy it at Wirt though).

Restrictions in the dungeon

As explained in chapter 3.8, prefixes and suffixes are assigned to items based on a monster's unmodified mlvl. This means that no prefix or suffix with a qlvl higher than 30 (34 when a unique monster drops it as they have a +4 bonus) can be found in the dungeons, except from Diablo and Na-Krul in Hellfire, which have a maximum limit of 45 and 44. This rules out quite a few of the best prefixes and suffixes such as a godly plate of whale, even if they would be possible according to what was said above under occurrences and level differences. Similarly, items from non monsters have a limit of 30 in Diablo and 34 in Hellfire (2·dlvl). Note, this is true for any version of Diablo, even 1.00. Wirt (but not Griswold) can still sell those prefixes and suffixes impossible to find in the dungeons.

Restrictions at Griswold and Adria

The same restriction mentioned above for the dungeon also applies to Griswold and Adria. They will never sell you any item with a prefix or suffix with a qlvl higher than 30 (32 at Adria). This again rules out the best prefixes and suffixes even if they would be possible according to what was said above under occurrences and qlvl differences.

Restrictions on the price

Even if an item would be possible according to anything that has been said above, when the item is sold in town it cannot be more expensive than the price maximum. This maximum is 140 000 (90 000 at Wirt) gold in Diablo and 200 000 gold in Hellfire (150 000 gold in version 1.00 of Hellfire). Any item more expensive than that will never be sold. This will also rule out several items such as a merciless long war bow of heavens or an awesome full plate of the lion, especially at Wirt who could otherwise have sold any item that met the occurrence and level requirements explained above. Note that the price of items at Wirt is capped *before* they are modified by 150% in Diablo and 75% in Hellfire. This makes the effective cap at Wirt to be 135 000 in Diablo and 150 000 in Hellfire (112 500 in version 1.00 of Hellfire). This makes some items that are not available in Diablo available in Hellfire. On rare occasions it seems that the price, at least in Hellfire, can be slightly higher than the cap.

Other restrictions

Just a few other words on what is possible and not. A unique item can only be of the base item listed in chapter 3.5. A Dreamflange can, for example, only be a mace and, nothing else.

The difficulty you play on only affects the base item, but as a consequence of this some unique items are only findable on specific difficulties as both the qlvl of the base item and the qlvl of the unique item have to be fulfilled for a monster to drop it. An example of this is the Helm of Sprits, which can only be found in nightmare and hell difficulty. I leave it as an exercise to the reader to figure out why!

As the highest qlvl of a base item is 25, any monster with an mlvl equal to that or above can drop the same items regardless of difficulty. This is true for almost all monsters in hell and the Crypt. Thus item drops in hell and the Crypt should be the same regardless of difficulty. For other dungeons you will find better base items in harder difficulty levels, but it should not affect what prefixes and suffixes you find.

What affects item creation

As can be seen from the information in chapter 3, the only things that affect what items one can find in the dungeon and can buy in town are the mlvl and dlvl in dungeons and the clvl (or dlvl visited in single player) in town. Thus, item creation is not affected by anything else. There is *no* influence caused by what you are carrying (except in Hellfire for Griswold's and Wirt's items), your character class, what items you use, who created the game, or other similar things. The only thing that will affect the creation is the initial seed used by the game in generating random numbers, and in both Diablo and Hellfire, the initial seed is generated out of the time when the game is created (and for items in town, the time when you shop; this is to avoid the chance that all players in the game see the same items, as they would then be treated by the game as duplicates).

3.11 Probabilities of finding unique items

As with all other items in the game with the exception of quest related items, which only exists in single player, unique items are created randomly by the game. In the table below are shown the rarity of all the unique items. The values have been calculated taking into account all the relevant information and formulas found in this Guide as well as all of the following:

- You would have to kill all monsters, break all barrels, open all chests and so on.
- Each monster is modeled with the probabilities found in chapter 5.3.2.
- There are assumed to exist 185 monsters on all levels with the exception of level 1 and 2 that are a bit smaller and thus has a somewhat less monsters.
- On appropriate levels, the following number of item sources have been assumed (usually the average number of them on each level): 7 small chests, 4 chests, 2.5 large chests, 5 patches of 6 barrels, 14.5 sarcophagus and 3.5 decapitated bodies. For the calculations it does not matter if the numbers are decimals instead of integers.
- For various reasons, mostly due to the difficulties in making good estimates of the frequencies, no considerations have been made to those items sometimes appearing directly on the ground or appearing on weapon or armor racks. This should not affect the final probabilities much though. If anyone has any more information on the frequencies of them, please feel free to tell me.
- The values are only valid for multi player. In single player some quest monsters will drop a quest item instead of a random magical item. Also, dungeon levels normally has less monsters than in single player. Finally, unique items are picked slightly different in single player than multi player meaning some of the unique items marked as Impossible ones, actually has a very small chance of appearing in a single player game (but very

small, typically square the number for the uniques being second in the order and raise it to the power of three for the third one in the list. For the drop order of such unique items, see chapter 3.5.2. It is my belief that the values should be more or less accurate for single player as well though.

The value given is an estimate of how many games it takes on average to find a specific unique. To find the probability of a specific unique to exist in a game, simply divide 1 by the number given. Given are also numbers telling on what dlvl the unique item has the highest overall chance (includes all sources) to be found. It is very important to realize that the number given here are necessarily *not* the same as the typical player will find. A typical player will for example not play in all areas equally much. Also, even though the chances are over all greater for monsters than for unique monsters, you need to kill a lot more of them. So if you are hunting for specific unique items, it is normally a much faster method to kill, say only bosses on level 13-15 than killing all monsters on the same levels. Never the less, the numbers below should give a rough estimate on how rare or common a specific unique item is. If an item is impossible to generate for some reason, it will say "impossible".

3.11.1 Probabilities in Diablo

Armor Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Demonspike Coat	56	15	51	15	51	15
The Gladiator's Bane	23	15	21	15	21	15
Leather of Aut	16	15	19	15	19	15
Naj's Light Plate	40	15	38	15	38	15
Nightscape	32	15	34	15	34	15
The Rainbow Cloak	13	2	19	15	19	15
Scavenger Carapace	35	15	28	15	28	15
Sparking Mail	29	15	24	15	24	15
Torn Flesh of Souls	13	2	19	15	19	15
Wisdom's Wrap	14	2	19	15	19	15

Axes Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Aguinara's Hatchet	24	15	27	15	27	15
Bloodslayer	impossible	-	150	2	160	2
The Celestial Axe	90	5	46	2	47	2
Hellslayer	31	15	33	15	33	15
The Mangler	impossible	-	impossible	-	impossible	-
Messerschmidt's Reaver	51	15	51	15	51	15
Sharp Beak	impossible	-	1 200	2	1 300	2
Stonecleaver	20	15	22	15	22	15
Wicked Axe	16	15	19	15	19	15

Bows Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
The Blackoak Bow	41	3	60	2	62	2
Bow of the Dead	20	15	19	15	20	15
The Celestial Bow	impossible	-	1 200	2	1 300	2
Deadly Hunter	impossible	-	2 100	2	2 300	2
Eaglehorn	54	15	54	15	54	15
Flamedart	21	15	24	15	24	15
Fleshstinger	26	15	28	15	28	15
The Needler	13	2	19	15	19	15
The Rift Bow	480	1	2 500	1	2 900	1
Windforce	40	15	35	15	35	15

Clubs Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Baranar's Star	14	2	19	15	20	15
The Celestial Star	20	15	19	15	20	15
Civerb's Cudgel	18	2	29	2	29	2
Crackrust	impossible	-	impossible	-	impossible	-
The Cranium Basher	25	15	27	15	27	15
Dreamflange	54	15	54	15	54	15
Gnarled Root, Club	20	15	24	15	24	15
Gnarled Root, Spiked Club	20	15	24	15	24	15
Hammer of Jholm	340	5	62	2	65	2
Lightforge	impossible	-	impossible	-	impossible	-
Schaefer's Hammer	32	15	34	15	34	15

Helms Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Fool's Crest	24	15	27	15	27	15
Gotterdamung	43	15	43	15	43	15
Helm of Sprits	impossible	-	130	2	140	2
Overlord's Helm	120	4	120	4	120	4
Royal Circlet	56	15	56	15	56	15
Thinking Cap	16	15	21	15	21	15

Jewelry Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
The Bleeder	impossible	-	59	2	65	2
Bramble	impossible	-	impossible	-	impossible	-
Constricting Ring	28	2	16	2	17	2
Ring of Engagement	6	15	6	15	6	15
Ring of Regha	impossible	-	110	1	120	1

Shields Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Blackoak Shield	16	15	19	15	19	15
The Deflector	impossible	-	impossible	-	impossible	-
Dragon's Breach	29	15	19	15	19	15
Holy Defender	23	15	24	15	24	15
Split Skull Shield	13	2	19	15	19	15
Stormshield, Gothic Shield	48	15	48	15	48	15
Stormshield, Tower Shield	50	15	48	15	48	15

Staves Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Gleamsong	41	3	66	3	66	3
Immolator	22	2	40	2	41	2
Mindcry	41	15	41	15	41	15
Naj's Puzzler	35	15	36	15	36	15
The Protector	32	15	34	15	34	15
Rod of Onan	44	15	45	15	45	15
Staff of Shadows	impossible	-	2 000	2	2 200	2
Storm Spire	64	6	45	3	45	3
Thundercall	29	15	31	15	31	15

Swords	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Black Razor	31	2	75	2	79	2
The Bonesaw	18	15	21	15	21	15
The Defender	25	2	55	2	57	2
Doombringer	38	15	38	15	38	15
The Executioner's Blade	14	2	19	15	19	15
The Falcon's Talon	31	15	33	15	33	15
Gibbous Moon	impossible	-	120	2	130	2
Gonnagal's Dirk	impossible	-	impossible	-	impossible	-
The Grandfather	56	15	56	15	56	15
The Grizzly	46	15	46	15	46	15
Gryphons Claw	630	1	1 200	1	1 400	1
Ice Shank	30	3	41	2	42	2
Inferno	34	15	35	15	35	15
Lightsabre	26	15	28	15	28	15
Shadowhawk	20	15	23	15	23	15
Wizardspike	22	15	25	15	25	15

3.11.2 Probabilities in Hellfire

The reason most unique items are more likely in a Hellfire game than in a Diablo game is of course due to the fact that a Hellfire game has two additional dungeons with lots of more monsters and other sources for items.

Armor	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Demonspike Coat	impossible	-	impossible	-	impossible	-
The Gladiator's Bane	20	15	18	15	18	15
Leather of Aut	15	15	17	15	17	15
Naj's Light Plate	30	15	29	15	29	15
Nightscape	26	15	27	15	27	15
The Rainbow Cloak	12	2	17	15	17	15
Scavenger Carapace	28	15	23	15	23	15
Sparking Mail	impossible	-	140	4	140	4
Torn Flesh of Souls	12	2	19	17	17	15
Wisdom's Wrap	13	2	17	15	17	15
Armor of Gloom	impossible	-	impossible	-	impossible	-
Bone Chain Armor	24	15	23	15	23	15
Demon Plate Armor	46	15	42	15	42	15

Axes	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Aguinara's Hatchet	20	15	22	15	22	15
Bloodslayer	impossible	-	150	2	160	2
The Celestial Axe	92	5	47	2	48	2
Hellslayer	25	15	26	15	26	15
The Mangler	impossible	-	impossible	-	impossible	-
Messerschmidt's Reaver	24	15	42	15	42	15
Sharp Beak	impossible	-	1 300	2	1 500	2
Stonecleaver	18	15	19	15	19	15
Wicked Axe	15	15	17	15	17	15

Bows Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
The Blackoak Bow	42	3	60	2	62	2
Bow of the Dead	240	4	84	2	88	2
The Celestial Bow	impossible	-	1 300	2	1 500	2
Deadly Hunter	impossible	-	2 300	2	2 600	2
Eaglehorn	45	15	45	15	45	15
Flamedart	65	5	96	5	97	5
Fleshstinger	22	15	23	15	23	15
The Needler	12	2	17	15	17	15
The Rift Bow	600	1	2 800	1	3 100	1
Windforce	30	15	28	15	28	15
Blitzen	22	15	23	15	23	15
Flambeau	130	4	210	5	210	5
Gnat Sting	25	15	26	15	26	15

Clubs Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Baranar's Star	13	2	17	15	17	15
The Celestial Star	17	15	17	15	17	15
Civerb's Cudgel	17	2	26	2	26	2
Crackrust	impossible	-	impossible	-	impossible	-
The Cranium Basher	21	15	22	15	22	15
Dreamflange	45	15	45	15	45	15
Gnarled Root, Club	17	15	20	15	20	15
Gnarled Root, Spiked Club	17	15	20	15	20	15
Hammer of Jholm	350	5	63	2	66	2
Lightforge	impossible	-	impossible	-	impossible	-
Schaefer's Hammer	26	15	27	15	27	15
Thunderclap	130	3	170	3	170	3

Helms Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Fool's Crest	20	15	22	15	22	15
Gotterdamerung	32	15	32	15	32	15
Helm of Sprits	impossible	-	130	2	140	2
Overlord's Helm	120	4	120	4	120	4
Royal Circlet	47	15	47	15	47	15
Thinking Cap	15	15	18	15	18	15

Jewelry Name	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
The Bleeder	impossible	-	65	2	71	2
Bramble	impossible	-	impossible	-	impossible	-
Constricting Ring	28	2	16	2	17	2
Ring of Engagement	4	15	4	15	4	15
Ring of Regha	impossible	-	120	1	130	1
Amulet of Warding	2	H3	2	H3	2	H3
Acolytes Amulet	110	4	83	4	83	4
Giant's Knuckle	impossible	-	impossible	-	impossible	-
Gladiators Ring	190	7	150	4	160	4
Karik's Ring	impossible	-	impossible	-	impossible	-
Mercurial Ring	impossible	-	impossible	-	impossible	-
Ring of Magma	impossible	-	impossible	-	impossible	-
Ring of the Mystics	impossible	-	impossible	-	impossible	-
Ring of Thunder	86	3	52	3	53	3
Xorine's Ring	impossible	-	impossible	-	impossible	-

Shields	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Blackoak Shield	15	15	17	15	17	15
The Deflector	impossible	-	impossible	-	impossible	-
Dragon's Breach	24	15	17	15	17	15
Holy Defender	20	15	21	15	21	15
Split Skull Shield	12	2	17	15	17	15
Stormshield, Gothic Shield	38	15	38	15	38	15
Stormshield, Tower Shield	39	15	38	15	38	15

Staves	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Gleamsong	42	3	67	3	67	3
Immolator	22	2	41	2	42	2
Mindcry	31	15	31	15	31	15
Naj's Puzzler	27	15	28	15	28	15
The Protector	26	15	27	15	27	15
Rod of Onan	5	C4	5	C4	5	C4
Staff of Shadows	impossible	-	2 200	2	2 400	2
Storm Spire	65	6	45	3	45	3
Thundercall	24	15	25	15	25	15

Swords	Normal		Nightmare		Hell	
	Probability	dlvl	Probability	dlvl	Probability	dlvl
Black Razor	33	2	77	2	80	2
The Bonesaw	16	15	18	15	18	15
The Defender	26	2	56	2	58	2
Doombringer	29	15	29	15	29	15
The Executioner's Blade	12	2	17	15	17	15
The Falcon's Talon	25	15	26	15	26	15
Gibbous Moon	impossible	-	120	2	130	2
Gonnagal's Dirk	impossible	-	impossible	-	impossible	-
The Grandfather	47	15	47	15	47	15
The Grizzly	impossible	-	impossible	-	impossible	-
Gryphons Claw	760	1	1 300	1	1 500	1
Ice Shank	31	3	42	2	43	2
Inferno	impossible	-	impossible	-	impossible	-
Lightsabre	22	15	23	15	23	15
Shadowhawk	18	15	19	15	19	15
Wizardspike	19	15	21	15	21	15
Diamondedge	27	15	28	15	28	15
Eater of Souls	35	15	35	15	36	15
Shirotachi	100	11	100	11	100	11

3.12 Probabilities of finding magical items

It would of course be possible to do similar tables for magical items, as for unique items. However, due to the almost infinite number of possible magical items as well as severe problems to do any probabilities for such items that are sold in town (especially in Hellfire), it is my decision to not have any such information in this guide.

3.13 Summary of various item properties

This chapter summarizes various properties of items and lets you review them without being confused by other non related properties. All data below can of course be found in the complete tables in chapter 3.1 - 3.5. To make it as convenient as possible, I have tried to have each summary on its own page or opening.

3.13.1 Levels of base items

Below is a list of all the base items in the game. It has been divided into two different tables: equipable items (excluding jewelry) and other items. The items are sorted by their qlvl.

Armor and Weapons					
Item	qlvl	Item	qlvl	Item	qlvl
Buckler	1	Spiked Club	4	Ring Mail	11
Cap	1	Claymore	5	Full Helm	12
Cape	1	Long Bow	5	Great Axe	12
Club	1	Small Shield	5	War Staff	12
Dagger	1	War Hammer	5	Chain Mail	13
Rags	1	Composite Staff	6	Kite Shield	14
Sable	1	Large Axe	6	Two-Handed Sword	14
Short Bow	1	Leather Armor	6	Scale Mail	15
Short Staff	1	Long Sword	6	Short War Bow	15
Short Sword	1	Composite Bow	7	Breast Plate	16
Cloak	2	Flail	7	Crown	16
Falchion	2	Hard Leather Armor	7	Great Sword	17
Mace	2	Broad Axe	8	Splint Mail	17
Small Axe	2	Broad Sword	8	Long War Bow	19
Hunter's Bow	3	Helm	8	Plate Mail	19
Morning Star	3	Large Shield	9	Great Helm	20
Robe	3	Quarter Staff	9	Tower Shield	20
Axe	4	Short Battle Bow	9	Field Plate	21
Blade	4	Studded Leather Armor	9	Gothic Plate	23
Long Staff	4	Bastard Sword	10	Gothic Shield	23
Quilted Armor	4	Battle Axe	10	Full Plate Mail	25
Scimitar	4	Maul	10		
Skull Cap	4	Long Battle Bow	11		

Other base items					
Item	qlvl	Item	qlvl	Item	qlvl
Blacksmith Oil ¹	1	Rune of Lightning ¹	4	Scroll of Golem	10
Oil of Accuracy ¹	1	Scroll of Town Portal	4	Scroll of Chain Lightning	10
Oil of Sharpness ¹	1	Ring	5	Scroll of Flame Wave	10
Potion of Full Healing	1	Scroll of Flash	6	Scroll of Guardian	12
Potion of Full Mana	1	Scroll of Stone Curse	6	Book of	14
Potion of Healing	1	Scroll of Phasing	6	Scroll of Nova	14
Potion of Mana	1	Greater Rune of Fire ¹	7	Scroll of Teleport	14
Rune of Fire ¹	1	Greater Rune of Lightning ¹	7	Elixir of Dexterity	15
Scroll of Healing	1	Potion of Full Rejuvenation	7	Elixir of Magic	15
Scroll of Identify	1	Rune of Stone ¹	7	Elixir of Strength	15
Scroll of Inferno	1	Amulet	8	Ring	15
Scroll of Resurrect	1	Book of	8	Amulet	16
Book of	2	Scroll of Fireball	8	Book of	20
Potion of Rejuvenation	3	Scroll of Infravision	8	Elixir of Vitality	20
Scroll of Lightning	3	Scroll of Mana Shield	8	Scroll of Apocalypse	22
Scroll of Search ¹	3	Oil of ¹	10		
Scroll of Fire Wall	4	Ring	10		

¹ Only available in Hellfire.

3.13.2 Levels of spells on books and staves

When spells are attached to books and staves (they never exist on scrolls as each scroll is a separate base item), they also have a qlvl, and that differs between books and staves. Below are listed the qlvl for both types sorted in qlvl order.

On books		On books		On staves		On staves	
Spell	qlvl	Spell	qlvl	Spell	qlvl	Spell	qlvl
Charged Bolt	1	Ring of Fire ¹	5	Charged Bolt	1	Mana Shield	5
Fire Bolt	1	Mana Shield	6	Fire Bolt	1	Resurrect	5
Healing	1	Stone Curse	6	Healing	1	Ring of Fire ¹	5
Heal Other	1	Phasing	7	Heal Other	1	Stone Curse	5
Holy Bolt	1	Chain Lightning	8	Holy Bolt	1	Elemental	6
Search ¹	1	Elemental	8	Inferno	1	Phasing	6
Telekinesis	2	Fireball	8	Fire Wall	2	Chain Lightning	7
Fire Wall	3	Bone Spirit	9	Lightning Wall ¹	2	Fireball	7
Inferno	3	Flame Wave	9	Telekinesis	2	Bone Spirit	7
Town Portal	3	Guardian	9	Berserk ¹	3	Flame Wave	8
Berserk ¹	3	Golem	11	Reflect ¹	3	Guardian	8
Lightning Wall ¹	3	Blood Star	14	Warp ¹	3	Golem	9
Reflect ¹	3	Immolation ¹	14	Lightning	3	Immolation ¹	10
Warp ¹	3	Nova ¹	14	Search ¹	3	Nova	10
Lightning	4	Teleport	14	Town Portal	3	Teleport	12
Flash	5	Apocalypse ¹	19	Flash	4	Blood Star	13
				Jester ¹	4	Apocalypse	15
				Mana ¹	5	Magi ¹	20

¹ Only available in Hellfire.

3.13.3 Levels of prefixes and suffixes

The tables below list all prefixes and suffixes according to their qlvl. All the prefixes are found in one table while all the suffixes are found in another table.

Prefix	qlvl	Prefix	qlvl	Prefix	qlvl	Prefix	qlvl	Prefix	qlvl
brass	1	red	4	crimson	10	lightning	18	dragon's	27
bronze	1	white	4	pearl	10	blessed	19	awesome	28
dull	1	clumsy	5	valiant	10	lord's	19	king's	28
fine	1	crystalline ¹	5	Warrior's	10	cobalt	20	master's	28
frog's	1	raven's	5	doppelgang. ¹	11	crystal	20	emerald	31
rusted	1	useless	5	amber	12	garnet	20	holy	35
sharp	1	deadly	6	gold	12	massive	20	ruthless	35
spider's	1	fine	6	vicious	12	mithril	20	weird	35
weak	1	grand	6	glorious	14	drake's	21	wyrm's ¹	35
bent	3	steel	6	angel's	15	knight's	23	champion's	40
strong	3	flaming	7	serpent's	15	meteoric	23	godly	60
tin	3	jester's ¹	7	soldier's	15	savage	23	hydra's ¹	60
vulnerable	3	topaz	8	brutal	16	obsidian	24	merciless	60
blue	4	bountiful	9	crimson	16	saintly	24	strange	60
hyena's	4	heavy	9	ivory	16	arch-angel's	25		
iron	4	silver	9	lapis	16	diamond	26		
jagged	4	snake's	9	platinum	16	ruby	26		
plentiful	4	azure	10	jade	18	sapphire	26		

¹ Only available in Hellfire.

Suffix	qlvl	Suffix	qlvl	Suffix	qlvl	Suffix	qlvl	Suffix	qlvl
atrophy	1	quality	2	skill	5	thieves	11	the tiger	21
balance	1	tears	2	zest	5	vim	11	life	23
brittleness	1	the fool	3	the sky	5	absorption	12	perfection	23
decay ¹	1	fragility	3	craftman.	6	structure	12	titans	23
dexterity	1	frailty	3	the dark	6	trouble	12	wizardry	23
devastation ¹	1	illness	3	protection	6	shock	13	the ages	25
disease	1	many	3	maiming	7	slaying	15	gore	25
dyslexia	1	the night	3	plenty	7	the wolf	15	the heavens	25
flame	1	paralysis	3	the bat	8	the stars	17	haste	27
the fox	1	light	4	the leech	8	vigor	17	the lion	27
the jackal	1	pain	4	radiance	8	bashing	17	the zodiac	30
magic	1	the vulture	4	the eagle	9	giants	17	burning	35
piercing	1	the bear	5	puncturing	9	precision	17	carnage	35
readiness	1	blocking	5	stability	10	sorcery	17	the mammoth	35
strength	1	corruption	5	swiftness	10	blood	19	osmosis	50
sturdiness	1	the jaguar	5	accuracy	11	speed	19	slaughter	60
thorns	1	might	5	brilliance	11	vampires	19	thunder	60
vitality	1	the mind	5	fire	11	deflection	20	the whale	60
weakness	1	peril ¹	5	the moon	11	harmony	20		
health	2	the pit	5	power	11	lightning	21		

¹ Only available in Hellfire.

3.13.4 Levels of unique items

The table below lists all unique items according to their qlvl. As quest items are only dropped in special occasions during the quests, they have no qlvl. I have listed them in a separate table below.

Unique Item	qlvl	Unique Item	qlvl	Unique Item	qlvl
Black Razor	1	The Blackoak Bow	5	Bone Chain Armor ¹	13
Bramble	1	Bow of the Dead	5	Fleshstinger	13
Civerb's Cudgel	1	Constricting Ring	5	Lightsabre	13
Crackrust	1	Wicked Axe	5	Scavenger Carapace	13
The Defender	1	Wisdom's Wrap	5	Thunderclap ¹	13
The Deflector	1	The Bonesaw	6	Thundercall	14
Gonnagal's Dirk	1	Gladiator's Bane	6	The Falcon's Talon	15
Gryphons Claw	1	Thinking Cap	6	Gnat Sting ¹	15
Hammer of Jholm	1	Overlords Helm	7	Hellslayer	15
Helm of Sprints	1	Stonecleaver	7	Nightscape	16
Lightforge	1	Giant's Knuckle ¹	8	The Protector	16
The Rift Bow	1	Gleamsong	8	Schaefer's Hammer	16
Ring of Regha	1	Karik's Ring ¹	8	Diamondedge ¹	17
Split Skull Shield	1	Mercurial Ring ¹	8	Inferno	17
The Bleeder	2	Ring of Magma ¹	8	Windforce	17
The Celestial Bow	2	Shadowhawk	8	Naj's Puzzler	18
The Celestial Star	2	Storm Spire	8	Doombringer	19
Dragon's Breach	2	Ring of the Mystics ¹	8	Naj's Light Plate	19
Gibbous Moon	2	Ring of Thunder ¹	8	Mindcry	20
The Mangler	2	Xorine's Ring ¹	8	Gotterdamerung	21
The Needler	2	Gnarled Root	9	Shirotachi ¹	21
The Rainbow Cloak	2	Sparkling Mail	9	Rod of Onan	22
Sharp Beak	2	Acolytes Amulet ¹	10	Eater of Souls ¹	23
Staff of Shadows	2	Flamedart	10	The Grizzly	23
Thorn Flesh of Souls	2	Gladiators Rings ¹	10	Stormshield	24
Bloodslayer	3	Holy Defender	10	Armor of Gloom ¹	25
Deadly Hunter	3	Ring of Engagement	11	Demon Plate Armor ¹	25
The Executioner's Blade	3	Flambeau ¹	11	Demonspike Coat	25
Ice Shank	3	Wizardspike	11	Messerschmidt's Reaver	25
Blackoak Shield	4	Aguinara's Hatchet	12	Dreamflange	26
The Celestial Axe	4	Amulet of Warding ¹	12	Eaglehorn	26
Immolator	4	The Cranium Basher	12	The Grandfather	27
Leather of Aut	4	Fool's Crest	12	Royal Circlet	27
Baranar's Star	5	Blitzen ¹	13		

¹ Only available in Hellfire.

Unique Item	qlvl	Unique Item	qlvl	Unique Item	qlvl
Arkaine's Valor	n/a	Empyrean Band	n/a	Ring of Truth	n/a
Auric Amulet ¹	n/a	Griswold's Edge	n/a	The Undead Crown	n/a
Bovine Plate ¹	n/a	Harlequin Crest	n/a	Veil of Steel	n/a
The Butcher's Cleaver	n/a	Optic Amulet	n/a		

¹ Only available in Hellfire.

3.13.5 Effects of prefixes and suffixes

The tables below are extracted from the more comprehensive ones above and summarize the effects of each prefix and suffix.

+ Strength		+ Magic		+ Dexterity		+ Vitality		+ All Attributes	
frailty	-10 - -6	the fool	-10 - -6	paralysis	-10 - -6	illness	-10 - -6	trouble	-10 - -6
weakness	-5 - -1	dyslexia	-5 - -1	atrophy	-5 - -1	disease	-5 - -1	the pit	-5 - -1
strength	1 - 5	magic	1 - 5	dexterity	1 - 5	vitality	1 - 5	the sky	1 - 3
might	6 - 10	the mind	6 - 10	skill	6 - 10	zest	6 - 10	the moon	4 - 7
power	11 - 15	brilliance	11 - 15	accuracy	11 - 15	vim	11 - 15	the stars	8 - 11
giants	16 - 20	sorcery	16 - 20	precision	16 - 20	vigor	16 - 20	the heavens	12 - 15
titans	21 - 30	wizardry	21 - 30	perfection	21 - 30	life	21 - 30	the zodiac	16 - 20

+ Life	+ Mana	+ Damage Done	- Damage Taken¹	% Steal Life²	
	corruption	-all		the leech	3
the vulture	-25 - -11	hyena's	-25 - -11	pain	+4 - +2
the jackal	-10 - -1	frog's	-10 - -1	tears	+1
the fox	10 - 15	spider's	10 - 15	quality	1 - 2
the jaguar	16 - 20	raven's	15 - 20	maiming	3 - 5
the eagle	21 - 30	snake's	21 - 30	slaying	6 - 8
the wolf	30 - 40	serpent's	30 - 40	gore	9 - 12
the tiger	41 - 50	drake's	41 - 50	carnage	13 - 16
the lion	51 - 60	dragon's	51 - 60	slaughter	17 - 20
the. mam.	61 - 80	wyrm's ³	61 - 80	absorption	3
the whale	81 - 100	hydra's ³	81 - 100	deflection	4
				osmosis	5 - 6
					% Steal Mana²
				the bat	3
				vampires	5

- 1 Works for all type of damage, even from spells, but does not work against other players. The damage is reduced before any resistance is applied but after the thieves effect. The damage will never be reduced below 1.
- 2 The amount is based on damage done even if the monster has less HP left. Note that two items of life stealing, or two items of mana stealing are not cumulative with each other. An item of blood/vampire will take precedence over an item one of the leech/the bat. An exception is The Undead Crown which is cumulative with both an item of blood or an item of the leech for a total of 3% to 15.5% or 5% to 17.5% life stealing. The Helm of Sprits, Shadowhawk, and The Eater of Souls are treated as items of blood. The Eater of Souls are treated as an item of vampire. Does not work against players. See chapter 6.1.4 for more information.
- 3 Only available in Hellfire.

+% To Hit / +% Damage Done		+% To Hit	+% Damage Done	+% Armor Class⁶	
			useless	-100	
clumsy	-10 - -6 / -75 - -50	tin	-10 - -6	bent	-75 - -50
dull	-5 - -1 / -45 - -25	brass	-5 - -1	weak	-45 - -25
sharp ¹	1 - 5 / 20 - 35	bronze	1 - 5	jagged	20 - 35
fine	6 - 10 / 36 - 50	iron	6 - 10	deadly	36 - 50
Warrior's	11 - 15 / 51 - 65	steel	11 - 15	heavy	51 - 65
soldier's	16 - 20 / 66 - 80	silver	16 - 20	vicious	66 - 80
lord's	21 - 30 / 81 - 95	gold	21 - 30	brutal	81 - 95
knight's	31 - 40 / 96 - 110	platinum	31 - 40	massive	96 - 110
master's	41 - 50 / 111 - 125	mithril	41 - 60	savage	111 - 125
champion's	51 - 75 / 126 - 150	meteoric	61 - 80	ruthless	126 - 150
king's	76 - 100 / 151 - 175	weird	81 - 100	merciless	151 - 175
doppelganger's ^{2,3}	21 - 30 / 81 - 95	strange	101 - 150	decay ^{2,4}	150 - 250
				crystalline ^{2,5}	200 - 280

- 1 Is treated by the game as a cursed item during item creation so you will, for example, not be able to buy it in town.
- 2 Only available in Hellfire.
- 3 Has a 5% chance of duplicating any monster hit except Diablo and unique monsters.
- 4 Bonus decreases by 5% each hit. When reaching -100%, the item is destroyed.
- 5 Also has from -30 to -70% lower durability.
- 6 There is a minimum increase of 1 in AC. That is, even if the percentage will give an increase to AC less than one, it will be increased by at least one. Due to a bug, any decrease in AC less than 1 will be transformed into a positive increase by 1.

+% Resist Magic ¹		+% Resist Fire ¹		+% Resist Light. ¹		+% Resist All ¹		+ Spell Levels	
white	10 - 20	red	10 - 20	blue	10 - 20	topaz	10 - 15	angel's	1 lvl
pearl	21 - 30	crimson	21 - 30	azure	21 - 30	amber	16 - 20	arch-angel's	2 lvls
ivory	31 - 40	crimson	31 - 40	lapis	31 - 40	jade	21 - 30		
crystal	41 - 50	garnet	41 - 50	cobalt	41 - 50	obsidian	31 - 40		
diamond	51 - 60	ruby	51 - 60	sapphire	51 - 60	emerald	41 - 50		

1 Is applied after any effects from thieves and -damage. It can reduce damage below 1.

+ Fire Damage ¹		+ Lightning Damage ¹		Damage / Penet. Armor ²		× Charges	
flame	1 - 3	shock	1 - 6	piercing	2 - 6 / 25 ⁴ %	plentiful	2
fire	1 - 6	lightning	1 - 10	puncturing	4 -12 / 50 ⁴ %	bountiful	3
flaming ³	1 - 10	lightning ³	2 - 20	bashing	8 -24 / 75 ⁴ %		
burning	1 - 16	thunder	1 - 20				

1 There are quite a few bugs associated with fire and lightning arrows which make them often deal erroneous damage (way too high or no additional damage at all).

2 In Diablo these suffixes lower the AC of the target by a specific random amount in the range shown in the table. In Hellfire they reduce the AC of the target by a certain percentage shown in the table. It does not work against players. The exact value (in Diablo) is determined at the time of creation of the item and the extra To Hit is never shown on the character screen.

3 A prefix on non bow weapons. All others are suffixes on bows only.

4 Add 12.5 when used by a Barbarian.

+% Light Radius ¹		Weapon Speed ²		Hit Recovery ³		+% Durability	
the dark	-40					fragility	=1
the night	-20					brittleness	-26 - -75
light	20	readiness ^{4,5}	quick	balance	fast	sturdiness	26 - 75
radiance	40	swiftness ⁵	fast	stability	faster	craftsmanship	51 - 100
		speed	faster	harmony	fastest	structure	101 - 200
		haste ⁶	fastest			many ⁷	100
						plenty ⁷	200
						the ages	indestructible

1 Also affects the distance at which you activate monsters. A higher value means at a greater distance. There is no additional effect of wearing more than +50% or less than -80% light radius. As a curiosity, the light radius is always one square less in the catacombs and it is always the highest light radius you have had on a level that counts, even if you later lower it.

2 A Bard only benefits from the fastest weapon.

3 A character only benefits from the fastest one, as they are not cumulative. The exception is if you have one of each in which case you will, in Diablo only, receive a further reduction in hit recovery time. See chapter 2.2.1 for more information.

4 Has no effect in Diablo.

5 In Hellfire, it makes the arrows travel faster on bows instead of decreasing the "swing" speed.

6 Has the same effect as speed despite what is said in the latest Diablo patch (1.07).

7 Suffix for bows only. All others are suffixes for non bow weapons.

Other Prefixes/Suffixes	Magical Effect
the bear ²	knocks target back
blocking ²	fast block
thieves ^{1,2,3}	absorbs half of trap damage
thorns ^{1,2}	attacker takes 1-3 damage
devastation ^{1,2,4,5,6}	5% chance of doing ×3 damage
jester's ^{1,2,4,5,7}	each swing do 0-×6 damage ⁹
peril ^{1,2,4,6,8}	×2 damage to monster, ×1 damage to user

1 Does not work versus players.

2 These effects are not cumulative if you have them more than once. They are cumulative with other effects though.

3 In Hellfire it also absorbs half arrow and magical damage (magic, fire, lightning and apocalypse) from monster attacks. It is applied before both -damage and resistance.

4 Only available in Hellfire.

5 Damage bonus applies to total damage, not just weapon damage.

6 Does not work on bows.

7 A prefix.

8 Affects total damage versus monsters but only weapon damage and character damage versus user. This damage is modified by any -damage from enemies, though.

9 The game erroneously states it does ×0-5. Average value is ×2. For more details, see chapter 6.2.1. Does not work against Diablo or unique monsters.

3.13.6 Occurrence of prefixes and suffixes

The tables below are extracted from the more comprehensive ones above and summarize the occurrences of prefixes and suffixes. The following abbreviations are used:

- A Armor and Helms
- S Shields
- W Weapons (Axes, Clubs and Swords)
- T Staves
- t Staves in Hellfire only
- B Bows
- J Jewelry

+ Strength		+ Magic		+ Dexterity		+ Vitality		+ All Attributes	
frailty	ASW-BJ	the fool	ASWTBJ	paralysis	ASW-BJ	illness	ASW-BJ	trouble	ASWtBJ
weakness	ASWtBJ	dyslexia	ASWTBJ	atrophy	ASWtBJ	disease	ASWtBJ	the pit	ASWtBJ
strength	ASWtBJ	magic	ASWTBJ	dexterity	ASWtBJ	vitality	ASWtBJ	the sky	ASWtBJ
might	ASW-BJ	the mind	ASWTBJ	skill	ASW-BJ	zest	ASW-BJ	the moon	ASWtBJ
power	ASW-BJ	brilliance	ASWTBJ	accuracy	ASW-BJ	vim	ASW-BJ	the stars	A-WtBJ
giants	A-W-BJ	sorcery	A-WTBJ	precision	A-W-BJ	vigor	A-W-BJ	the heav.	--W-BJ
titans	--W--J	wizardry	---T-J	perfection	----BJ	life	-----J	the zodiac	-----J

+ Life		+ Mana		+ Damage Done		- Damage Taken		% Steal Life	
		corruption	ASW---					the leech	--W---
the vult.	AS---J	hyena's	---T-J			pain	AS---J	blood	--W---
the jackal	AS---J	frog's	---T-J			tears	AS---J		
the fox	AS---J	spider's	---T-J	quality	--WtB-	health	AS---J		
the jaguar	AS---J	raven's	---T-J	maiming	--WtB-	protection	AS-----		
the eagle	AS---J	snake's	---T-J	slaying	--W---	absorption	AS-----	% Steal Mana	
the wolf	AS---J	serpent's	---T-J	gore	--W---	deflection	A-----	the bat	--W---
the tiger	AS---J	drake's	---T-J	carnage	--W---	osmosis	A-----	vampires	--W---
the lion	A-----J	dragon's	---T-J	slaughter	--W---				
the mam.	A-----	wyrm's ¹	---t-J						
the whale	A-----	hydra's ¹	---t-J						

¹ Only available in Hellfire

+% To Hit / +% Damage Done		+% To Hit		+% Damage Done		+% Armor	
				useless	--WtB-		
clumsy	--WTB-	tin	--W-BJ	bent	--WtB-	vulnerable	AS-----
dull	--WTB-	brass	--W-BJ	weak	--WtB-	rusted	AS-----
sharp	--WTB-	bronze	--W-BJ	jagged	--WtB-	fine	AS-----
fine	--WTB-	iron	--W-BJ	deadly	--WtB-	strong	AS-----
Warrior's	--WTB-	steel	--W-BJ	heavy	--WtB-	grand	AS-----
soldier's	--WT--	silver	--W-BJ	vicious	--WtB-	valiant	AS-----
lord's	--WT--	gold	--W-BJ	brutal	--WtB-	glorious	AS-----
knight's	--WT--	platinum	--W-B-	massive	--WtB-	blessed	AS-----
master's	--WT--	mithril	--W-B-	savage	--WtB-	saintly	AS-----
champion's	--WT--	meteoric	--W-B-	ruthless	--WtB-	awesome	AS-----
king's	--WT--	weird	--W-B-	merciless	--WtB-	holy	AS-----
doppelganger's ¹	--Wt--	strange	--W-B-	decay ¹	--WtB-	godly	AS-----
				crystalline ¹	--W---		

¹ Only available in Hellfire

+ % Resist Magic		+ % Resist Fire		+ % Resist Light.		+ % Resist All		+ Spell Levels	
white	ASWTBJ	red	ASWTBJ	blue	ASWTBJ	topaz	ASWTBJ	angel's	---T--
pearl	ASWTBJ	crimson	ASWTBJ	azure	ASWTBJ	amber	ASWTBJ	arch-angel's	---T--
ivory	ASWTBJ	crimson	ASWTBJ	lapis	ASWTBJ	jade	ASWTBJ		
crystal	ASWTBJ	garnet	ASWTBJ	cobalt	ASWTBJ	obsidian	ASWTBJ		
diamond	ASWTBJ	ruby	ASWTBJ	sapphire	ASWTBJ	emerald	-SWTB-		

+ Fire Damage		+ Lightning Damage		Damage / Penet. Armor		× Charges	
flame	----B-	shock	----B-	piercing	--W-B-	plentiful	----T--
fire	----B-	lightning	----B-	puncturing	--W-B-	bountiful	----T--
flaming	--WT--	lightning	--WT--	bashing	--W---		
burning	----B-	thunder	----B-				

+% Light Radius		Weapon Speed		Hit Recovery		Durability	
the dark	A-W--J					fragility	ASW---
the night	A-W--J					brittleness	ASW---
light	A-W--J	readiness	--WTB-	balance	A----J	sturdiness	ASW---
radiance	A-W--J	swiftness	--WTB-	stability	A----J	craftsmanship	ASW---
		speed	--WT--	harmony	A----J	structure	ASW---
		haste	--WT--			many	----B-
						plenty	----B-
						the ages	ASWt--

Other Prefixes/Suffixes in Diablo		Other Prefixes/Suffixes in Hellfire	
the bear	--WTB-	devastation	--WtB-
blocking	-S----	jester's	--W---
thieves	AS----J	peril	--WtB-
thorns	AS----		

4. Magic

This chapter will explain the details of all spells in the game. It will, of course, include information about those "spells" monsters use, as well as information about traps, which are often of a magical nature. It will not, however, cover magical effects from shrines. Generally, such magical effects from shrines are dependent on the lvl they are found on. For an explanation of skills, see chapter 2.4. For a detailed information about how spells attack and also some explanation in general about spells, see chapter 5.6.5.

4.1 Spells available to players

All spells in Diablo and Hellfire are equally learnable for all character classes. To learn them to a high lvl one needs a high magic attribute, and not all character classes have the ability to reach the needed 255 magic attribute that is needed for the highest spell levels.

4.1.1 List of spells and spell effects

Below is a summary of all spells you will find in Diablo and Hellfire. They are arranged in the same way they appear in your spell book. Page 5, Jester, Magi and Mana only exist in Hellfire.

Page One	Page Two	Page Three	Page Four	Page Five ⁵	Not in Book
<i>Skill</i>	Resurrect ^{1,2}	Phasing	Nova ²	Lightning Wall	Identify ³
Firebolt	Fire Wall	Mana Shield	Golem	Immolation	Infravision ³
Charged Bolt	Telekinesis	Elemental	Teleport	Warp	Jester ^{4,5}
Holy Bolt	Lightning	Fireball	Apocalypse ²	Reflect	Magi ^{4,5}
Healing	Town Portal	Flame Wave	Bone Spirit	Berserk	Mana ^{4,5}
Heal Other ¹	Flash	Chain Lightning	Blood Star	Ring of Fire	
Inferno	Stone Curse	Guardian	-	Search	

1 Only appear in multi player games.

2 Only appear on scrolls or staves. In Hellfire you can learn Nova and Apocalypse normally though.

3 Only appear on scrolls.

4 Only appear on staves.

5 Found in Hellfire only.

4.1.2 Details about spells

Now follows some details about each spell. Not all types of data are applicable for each spell. Below is an explanation of what is told about most spells. If no information type is given for a specific spell, it is either due to it not applying (for example the speed of a stationary effect), or due to it not being known to me. For more details about how spells attack, see chapter 5.6.5 and more specifically chapter 6.1.8.

In previous versions there existed information for spells if they had any distance factor included in their To Hit calculation. From what I have found, no spell has a distance factor; or rather, it is always 0. Only arrows (including fire and lightning arrows and arrows from traps and monsters) have a distance factor. As a consequence, I have removed any reference to a distance in the detailed list of spells.

Type: Magic, fire or lightning. Some spells are not of one of the three main types and are listed as n/a.

Damage: Stated damage in spell book (see below for more details), can be split up into min. and max. damage where appropriate.

Quick Damage: A quicker way to calculate damage but not as accurate. Can be split up into min. and max. damage where appropriate.

Real Damage: The real damage as used by the game. This is not necessarily the same as the stated damage, especially for non missile spells, as they instead can often attack several times. If no real damage is stated, it is identical to the damage stated. Also, if the real damage distribution is linear within the range given, it is not

shown either. All this is done to reduce the amount of data presented, as it is already extensive.

- Duration: This is how long each spell lasts. The time given is always in seconds unless otherwise stated. Moving spells will generally be terminated if they hit any dungeon feature, such as a wall.
- Speed: This is the speed at which the spell effect travels. It is a relative number used for comparison between different spells and normal arrows, and is not to be confused with walk speed for players and monsters. The higher the value, the faster it is. For information about the speed of arrows, see chapter 2.2.3.
- Blockable: This will tell if a spell is blockable or not. In Diablo, you will only block if you have 0% resistance. In Hellfire, you will block anything blockable regardless of your resistance.

Damage

Some spells use a recursive formula to calculate damage. The notation for these spells was introduced by Sourceror and I have used it here too. Here follows an explanation on how it works. To make it easier to write damage formulas for spells using multiple random numbers, I have also added a notation for that.

- [] round down
- Rnd[x] is a random number in the range 0 to x-1
- Rec(slv1, slv0) recursive function, defined as follows:
 Rec(0, slv0): [slv0]
 and for slv1>0; Rec(slv1, slv0): [Rec(slv1-1, slv0) · 9/8]
- Itt(nbr, value) iterative function, defined as follows:
 Itt(0, value): value
 and for nbr>0; Itt(nbr, value): Itt(nbr-1, value) + value

The easiest way to understand how the recursive function works is to make an example. A Fireball's maximum damage for a level 30 character is:

1. Rec(slv1, 40 + 2·clvl); clvl=30
2. First calculate damage for spell level 0: 40 + 2·clvl = 100
3. Damage for spell level 1 can then be calculated as: [100 · 9/8] = 112
4. Damage for spell level 2 can then be calculated as: [112 · 9/8] = 126
5. and so on...

Note that it is very important to round down. For those spells using this recursive formula I have also given a quick formula. For a Fireball's maximum damage it is:

$$(40 + 2 \cdot clvl) \cdot (9/8)^{slvl}$$

Note that this formula does not round down and you will therefore get a damage a bit too high, but it will still be more or less accurate. For a level 20 fireball from a level 50 character the correct maximum damage is 1442, while this quick method gives 1476. In the table below, I have listed values for use with the quick formula.

Summary for quick damage							
(9/8) ¹	1.125	(9/8) ⁶	2.027	(9/8) ¹¹	3.653	(9/8) ¹⁶	6.583
(9/8) ²	1.266	(9/8) ⁷	2.281	(9/8) ¹²	4.110	(9/8) ¹⁷	7.406
(9/8) ³	1.424	(9/8) ⁸	2.566	(9/8) ¹³	4.624	(9/8) ¹⁸	8.332
(9/8) ⁴	1.602	(9/8) ⁹	2.887	(9/8) ¹⁴	5.202	(9/8) ¹⁹	9.373
(9/8) ⁵	1.802	(9/8) ¹⁰	3.247	(9/8) ¹⁵	5.852	(9/8) ²⁰	10.545

Lets make an example for the iterative function as well. Take the damage of the flash spell (case 1). It uses a recursive formulas where the slv0 (see above) is actually first calculated using an iterative formula. Lets calculate slv0 for a level 30 character:

$$\text{slvl}0 = \text{Itt}(\text{clvl}, \text{Rnd}[20] + 1); \text{clvl}=30$$

This means we should, 30 times, calculate $\text{Rnd}[20] + 1$ and add all those 30 values together. For each value, a new random number should be created, for if the same random number would be used, it would have been written as $\text{clvl} \cdot (\text{Rnd}[20] + 1)$ instead. This sum of 30 values, ranging from 1 to 20 in the example, is the $\text{slvl}0$ which is then used in the recursive formula. It is worth noticing that if there is any random number used in the iterative formula, the result would typically be a distribution of the values as in a bell curve.

Splash damage

Some spells do additional splash damage. Splash damage is always considered a separate attack and thus does its own to hit check and can hit or miss independently from the initial attack. Of course, there need to be some hit before the splash damage is applied. Such a hit can be either a normal target or such a thing as a wall. As an example a fireball will cause splash damage to all adjacent locations when it hits a wall.

4.1.3 Spells available in Diablo

The spells below are listed in alphabetical order and are available in both Diablo and Hellfire. For skills, see chapter 2.4. In those cases a spell can be used by a monster, see chapter 0.

<p>Apocalypse</p> <p>Type: n/a Min. Damage: clvl Max. Damage: $6 \cdot \text{clvl}$ Real damage: $\text{Itt}(\text{clvl}, \text{Rnd}[6] + 1)$ Blockable: Yes</p> <p>Note: * Works against all monsters, even triple immune ones. * In Hellfire, this spell only works on monsters you have a line of sight to.</p>	<p>Blood Star</p> <p>Type: magic Damage: $3 \cdot \text{slvl} + [\text{Mag}/2] - [\text{Mag}/8]$ Speed: 16 Blockable: Yes</p> <p>Note: * Costs 5 life to cast or 5 extra mana if you use Mana Shield. This cost is applied even if the spell is cast from a staff.</p>
<p>Bone Spirit</p> <p>Type: magic Damage against monster: 1/3 of targets HP Damage against player: 1/6 of targets life Speed: 16 Blockable: Yes * Note that the damage value given above is still subject to reduction due to resistance.</p> <p>Note: * Costs 6 life to cast or 6 extra mana if you use Mana Shield. This cost is applied even if the spell is cast from a staff.</p>	<p>Chain Lightning</p> <p>Type: lightning Min. Damage: 4 Max. Damage: $4 + 2 \cdot \text{clvl}$ Real Damage: $\text{Rnd}[\text{clvl}] + \text{Rnd}[2] + 2$ Bolts: 1 + numbers of monsters in range Range: $2 + \text{slvl}$ (max 18) Speed: 32 Duration: $([\text{slvl}/2] + 6)/20$ seconds Blockable: No</p> <p>Note: * You get one bolt in the direction where you aim with your mouse and one additional bolt for each monster in range. * This spell is well known for causing gaps at high levels and/or when there are many monsters within range. * The lightning is actually a stationary effect, but the initiation will be delayed the further away it appears, thus giving an appearance of moving. This delay "travels" with a speed of 32. * The bolt will try to hit once each 0.05 seconds for a total of $[\text{slvl}/2] + 6$ times.</p>

Charged Bolt	Elemental
Type: lightning Min. Damage: 1 Max. Damage: $1 + [\text{Mag}/4]$ Number of bolts: $4 + [\text{slvl}/2]$ Speed: 8 Blockable: Yes	Type: fire Min. Damage: $\text{Rec}(\text{slvl}, 4 + 2\cdot\text{clvl})$ Max. Damage: $\text{Rec}(\text{slvl}, 40 + 2\cdot\text{clvl})$ Quick Min. Damage: $(4 + 2\cdot\text{clvl}) \cdot (9/8)^{\text{slvl}}$ Quick Max. Damage: $(40 + 2\cdot\text{clvl}) \cdot (9/8)^{\text{slvl}}$ Real Damage: $\text{Rec}(\text{slvl}, 2\cdot(\text{Rnd}[10] + \text{Rnd}[10] + \text{clvl}) + 4)/2$ Speed: 16 Blockable: Yes
	Note: * This is basically a fireball that has some homing abilities. * It does half the damage of a fireball, but can hit two targets. * Splash damage is $1/64^{\text{th}}$ of the damage and is applied for 0.7 seconds and will try to hit every 0.05 second (for a total of 14 times) and is not blockable.

Fireball	Firebolt
Type: fire Min. Damage: $\text{Rec}(\text{slvl}, 4 + 2\cdot\text{clvl})$ Max. Damage: $\text{Rec}(\text{slvl}, 40 + 2\cdot\text{clvl})$ Quick Min. Damage: $(4 + 2\cdot\text{clvl}) \cdot (9/8)^{\text{slvl}}$ Quick Max. Damage: $(40 + 2\cdot\text{clvl}) \cdot (9/8)^{\text{slvl}}$ Real Damage: $\text{Rec}(\text{slvl}, 2\cdot(\text{Rnd}[10] + \text{Rnd}[10] + \text{clvl}) + 4)$ Speed: $16 + 2\cdot\text{slvl}$ (max 50) Blockable: Yes	Type: fire Min. Damage: $1 + \text{slvl} + [\text{Mag}/8]$ Max. Damage: $10 + \text{slvl} + [\text{Mag}/8]$ Real Damage: $\text{Rnd}[10] + \text{slvl} + [\text{Mag}/8] + 1$ Speed: $16 + 2\cdot\text{slvl}$ Blockable: Yes
Note: * A fireball cause splash damage in adjacent hexes as well as in the target hex. Splash damage is equal to the damage of the fireball itself. * If the fireball has traveled over some obstacle on its way to its target, the splash damage normally does not occur. * You can block either the fireball or the splash, but not both.	

Fire Wall	Flame Wave
Type: fire Min. Damage: $4 + 2\cdot\text{clvl}$ Max. Damage: $40 + 2\cdot\text{clvl}$ Real Damage: $(\text{Rnd}[10] + \text{Rnd}[10] + \text{clvl} + 2)/8$ Duration: $8 + 8\cdot\text{slvl}$ seconds ($12 + 8\cdot\text{slvl}$ in Hellfire) Number of flames: 11 Blockable: No	Type: fire Min. Damage: $6 + 6\cdot\text{clvl}$ Max. Damage: $60 + 6\cdot\text{clvl}$ Real Damage: $\text{Rnd}[10] + \text{clvl} + 1$ Speed: 16 Number of flames: $5 + [\text{slvl}/2]$ Blockable: Yes
Note: * The central fire wall flame actually consists of two flames on top of each other, with the result of a damage for that "flame" being double. * The Fire Wall will disappear immediately if you gain any level in the spell. * Fire Walls are treated as traps against players, including the caster. * The flame will try to hit once every 0.05 seconds for a total of $160 + 160\cdot\text{slvl}$ times ($240 + 160\cdot\text{slvl}$ times in Hellfire).	* Flame Waves are treated as traps against players, including the caster.

<p>Flash</p> <p>Type: magic (but uses same animation as lightning) Min. Damage: $[3 \cdot \text{Rec}(\text{slvl}, \text{clvl}) / 2]$ Max. Damage: $2 \cdot [3 \cdot \text{Rec}(\text{slvl}, \text{clvl}) / 2]$ Quick Min. Damage: $3 \cdot \text{clvl} / 2 \cdot (9/8)^{\text{slvl}}$ Quick Max. Damage: $3 \cdot \text{clvl} \cdot (9/8)^{\text{slvl}}$ Real Damage 1: $[3 \cdot \text{Rec}(\text{slvl}, \text{Itt}(\text{clvl}, \text{Rnd}[20] + 1)) / 2] / 64$ Real Damage 2: $[3 \cdot \text{Rec}(\text{slvl}, \text{Itt}(\text{clvl}, \text{Rnd}[2] + 1)) / 2] / 64$ Duration: 0.95 seconds Blockable: No</p>	<p>Golem</p> <p>Type: n/a (but uses same animation as fire) Stated damage: 11-17 (quite meaningless number) The golem has the following stats: HP: $2 \cdot \text{maxmana} / 3 + 10 \cdot \text{slvl}$ AC: 25 To Hit: $40 + 2 \cdot \text{clvl} + 5 \cdot \text{slvl}$ Min. Damage: $8 + 2 \cdot \text{slvl}$ Max. Damage: $16 + 2 \cdot \text{slvl}$ mlvl: 12 (modified for difficulty) HP regeneration: 1.9, 4.1 and 6.6 each second on normal, nightmare and hell difficulty (same as for normal monster) Resistances: None Immunities: Apocalypse, Stone Curse and Telekinesis</p>
<p>Note:</p> <ul style="list-style-type: none"> * The Flash spell is actually composed of two different effects, the two different Real Damages given are for the two different effects. The first hit in front of you and to the sides, the other behind you. * You seem to be able to do two flashes in a row, then you have to wait for them to finish. Don't know how this affects damage though. * While casting Flash, you are temporarily invulnerable and can't access the normal GUI. * The flash will try to hit once every 0.05 seconds for a total of 19 times. 	<p>Note:</p> <ul style="list-style-type: none"> * Each player can have only one golem alive at a time. If you cast the spell again, the first golem will be destroyed. * If more than one player casts golem, they will seek each other out and fight until one of them is destroyed. * You will get normal experience for any monster that your golem kills. * If no monster is close enough to the golem, he will walk in the same direction the owning player is facing.
<p>Guardian</p> <p>Type: fire Min. Damage: $\text{Rec}(\text{slvl}, 1 + [\text{clvl} / 2])$ Max. Damage: $\text{Rec}(\text{slvl}, 10 + [\text{clvl} / 2])$ Quick Min. Damage: $(1 + \text{clvl} / 2) \cdot (9/8)^{\text{slvl}}$ Quick Max. Damage: $(10 + \text{clvl} / 2) \cdot (9/8)^{\text{slvl}}$ Duration: $4 \cdot \text{slvl} / 5 + 2 \cdot \text{clvl} / 5$ seconds (maximum 24 seconds, minimum 0.8 seconds) Fire frequency: every 0.8 second Blockable: Yes</p>	<p>Healing</p> <p>Type: n/a Mana Cost: $8 + 2 \cdot \text{clvl} - 3 \cdot \text{slvl}$ Min. Healing: $\text{bonus} \cdot (1 + \text{clvl} + \text{slvl})$ Max. Healing: $\text{bonus} \cdot (10 + 4 \cdot \text{clvl} + 6 \cdot \text{slvl})$ Real Healing: $\text{bonus} \cdot (\text{Rnd}[10] + \text{Itt}(\text{clvl}, \text{Rnd}[4] + 1) + \text{Itt}(\text{slvl}, \text{Rnd}[6] + 1) + 1)$ Bonus: Warrior, Monk and Barbarian: 2.0 Rogue and Bard: 1.5 Sorcerer: 1.0</p>
<p>Note:</p> <ul style="list-style-type: none"> * The fire bolts shot by a Guardian are determined by the slvl of your Firebolt spell, so the shown damage is actually bogus. * You will get normal experience for any monster that your guardians kill. 	<p>Note:</p> <ul style="list-style-type: none"> * The actual distribution of the healing is bell curve shaped.

Heal Other	Holy Bolt
Type: n/a Mana Cost: $8 + 2 \cdot \text{clvl} - 3 \cdot \text{slvl}$ Min. Healing: $\text{bonus} \cdot (1 + \text{clvl} + \text{slvl})$ Max. Healing: $\text{bonus} \cdot (10 + 4 \cdot \text{clvl} + 6 \cdot \text{slvl})$ Real Healing: $\text{bonus} \cdot (\text{Rnd}[10] + \text{Itt}(\text{clvl}, \text{Rnd}[4]+1) + \text{Itt}(\text{slvl}, \text{Rnd}[6]+1) + 1)$ Bonus: Monk: 3.0 Warrior and Barbarian: 2.0 Rogue and Bard: 1.5 Sorcerer: 1.0	Type: n/a Min. Damage: $9 + \text{clvl}$ Max. Damage: $18 + \text{clvl}$ Speed: $16 + 2 \cdot \text{slvl}$
Note: * The actual distribution of the healing is bell curve shaped.	Note: * This spell only works on undead monsters and Diablo. See chapter 5.2 for information about which monsters are undead. It does not work against players. * In Hellfire, Diablo and Bone Demons are resistant to Holy Bolt.

Identify	Inferno
Type: n/a	Type: fire Min. Damage: 3 Max. Damage: $6 + 3 \cdot \text{clvl} / 2$ Real Damage: $(3 \cdot (\text{Rnd}[\text{clvl}] + \text{Rnd}[2]) + 6) / 16$ Range: 3 Duration: 1, 1.25 and 1.50 seconds Blockable: No
Note: * Identifies magical and unique items.	Note: * This spell always affect the same area and has the same duration, regardless of spell level. * The three values for duration are for the three target locations starting with the one closest to the caster. * The flame will try to hit once each 0.05 second for a total of 20, 25 and 30 times.

Infravision	Lightning
Type: n/a Duration: $\text{Rec}(\text{slvl}, 79.2)$ seconds Murky pools: Church: $\text{slvl} = 2$ Catacombs: $\text{slvl} = 4$ Caves: $\text{slvl} = 6$ Hell: $\text{slvl} = 8$	Type: lightning Min. Damage: 4 Max. Damage: $4 + 2 \cdot \text{clvl}$ Real Damage: $\text{Rnd}[\text{clvl}] + \text{Rnd}[2] + 2$ Speed: 32 Duration: $(\lfloor \text{slvl} / 2 \rfloor + 6) / 20$ seconds Blockable: No
Note: * Lets you see a "heat" image of monsters and players outside of your normal view and through walls. * As far as I know, you will never find Murky Pools in the Hive or in the Crypt.	* The lightning is actually a stationary effect, but the initiation will be delayed the further away it appears, thus giving an appearance of moving. This delay "travels" with a speed of 32. * The bolt will try to hit once every 0.05 seconds for a total of $\lfloor \text{slvl} / 2 \rfloor + 6$ times.

Mana Shield	Nova
Type: n/a Damage reduction in Diablo: 33% Damage reduction in Hellfire: see below Duration: until mana reaches 0 or you leave the current dlvl	Type: lightning Min. Damage: $5 \cdot \text{Rec}(\text{slvl}, 2 + \lfloor \text{clvl}/2 \rfloor)$ Max. Damage: $5 \cdot \text{Rec}(\text{slvl}, 15 + \lfloor \text{clvl}/2 \rfloor)$ Quick Min. Damage: $5 \cdot (2 + \text{clvl}/2) \cdot (9/8)^{\text{slvl}}$ Quick Max. Damage: $5 \cdot (15 + \text{clvl}/2) \cdot (9/8)^{\text{slvl}}$ Real Damage: $\text{Rec}(\text{slvl}, (\text{Int}(5, \text{Rnd}[6]) + \text{clvl} + 5)/2)$ Number of bolts: 92 Speed: 16 Blockable: No
Note for Hellfire only: * A Mana shield decreases the damage taken, but due to a bug the reduction actually decreases as slvl goes up. The damage is reduced by the following amount: $100/(3 \cdot \text{slvl})\%$ * If slvl is higher than 7, set slvl to 7. Note for both Diablo and Hellfire: * For slvl 0 there is never any reduction of the damage. * Due to a bug you will neither be stunned nor pushed back by <i>the bear</i> or Diablo if you receive damage (before modification by the Mana Shield) greater than your current life.	

Phasing	Resurrect
Type: n/a	Type: n/a
Note: * Due to being a non targeting spell, it is slightly faster than Teleport and it may thus be easier to escape with this spell than with Teleport.	Note: * Brings another player back to life. The player will have 10 life (or his max life if it is less than 10) and 0 mana.

Stone Curse	Telekinesis
Type: n/a Duration: $4.8 + 0.8 \cdot \text{slvl}$ seconds (max 12 seconds)	Type: n/a
Note: * Stone Curse works on all monsters except Diablo and Na-Krul. * Stone Curse does not work on other players. * Any monster already stoned, charging, phasing in or phasing out is temporary immune to Stone Curse.	Note: * Can be used to open doors, chests, bookcases, shrines etc. from a distance. * Can also be used to pick up items from a distance. * Can be used to "knock" monsters back. This "attack", although it does not inflict any damage, is sufficient for receiving full experience points when the monster later dies. The following Unique or Special monsters are immune to Telekinesis: Snotspill, Gharbad the Weak, Zhar the Mad, Warlord of Blood, Lachdanan, Arch-Bishop Lazarus, Blackjade and Red Vex. * A monster will immediately lose any Stone Curse status if it is targeted with Telekinesis.

Teleport	Town Portal
Type: n/a	Type: n/a
Note: * You can teleport to anywhere within the screen. I have noticed that if you quickly move your cursor before teleporting you often end up teleporting to where your cursor was just before you moved it.	Note: * Makes a portal to town and disappears when the caster uses it to go down to the dungeon.

4.1.4 New spells in Hellfire

The spells in the table below are new spells in Hellfire. Apocalypse and Nova, although new as learnable spells in Hellfire, exist in Diablo and no changes have been done to them. See chapter 4.1.3 for information about Apocalypse and Nova.

Berserk	Immolation
Type: magic	Type: fire Min. Damage: $5 \cdot \text{Rec}(\text{slvl}, 2 + \text{clvl}/2)$ Max. Damage: $5 \cdot \text{Rec}(\text{slvl}, 15 + \text{clvl}/2)$ Quick Min. Damage: $5 \cdot (2 + \text{clvl}/2) \cdot (9/8)^{\text{slvl}}$ Quick Max. Damage: $5 \cdot (15 + \text{clvl}/2) \cdot (9/8)^{\text{slvl}}$ Real Damage: $\text{Rec}(\text{slvl}, (\text{Itt}(5, \text{Rnd}[6]) + \text{clvl} + 5)/2)$ Number of bolts: 92 Speed: $16 + \text{slvl}$
Note: * All unique and special monsters are immune to Berserk. * Any monster charging, phasing in or phasing out is temporary immune to Berserk. * When cast on a monster, it will consider other monsters as possible targets too. * It will increase the damage done by the monster by between 20 and 30%, plus the level of the spell (possible problem with overflow if value gets higher than 255). * You will not receive any experience for monsters killed by a berserk monster. * Monsters resistant to Magic, will have a 50% chance of escaping the spell. Monsters immune to Magic are of course immune to this spell.	Note: * Does the same damage as Nova. * Immolation will use bolts that are basically fireballs (including splash damage), they just has a different damage and speed compared to normal fireballs.

Jester	Lightning Wall																		
Type: random The following spells are cast by a staff of jester: <table style="width: 100%; border: none;"> <tr><td>Firebolt</td><td style="text-align: right;">20%</td></tr> <tr><td>Apocalypse</td><td style="text-align: right;">10%</td></tr> <tr><td>Chain lightning</td><td style="text-align: right;">10%</td></tr> <tr><td>Fireball</td><td style="text-align: right;">10%</td></tr> <tr><td>Fire Wall</td><td style="text-align: right;">10%</td></tr> <tr><td>Guardian</td><td style="text-align: right;">10%</td></tr> <tr><td>Teleport</td><td style="text-align: right;">10%</td></tr> <tr><td>Town Portal</td><td style="text-align: right;">10%</td></tr> <tr><td>Stone Curse</td><td style="text-align: right;">10%</td></tr> </table>	Firebolt	20%	Apocalypse	10%	Chain lightning	10%	Fireball	10%	Fire Wall	10%	Guardian	10%	Teleport	10%	Town Portal	10%	Stone Curse	10%	Type: lightning Min. Damage: $4 + 2 \cdot \text{clvl}$ Max. Damage: $40 + 2 \cdot \text{clvl}$ Real Damage: $(\text{Rnd}[10] + \text{Rnd}[10] + \text{clvl} + 2)/4$ Duration: $12.75 + 12.75 \cdot \text{slvl}$ seconds Number of bolts: 11 Blockable: No
Firebolt	20%																		
Apocalypse	10%																		
Chain lightning	10%																		
Fireball	10%																		
Fire Wall	10%																		
Guardian	10%																		
Teleport	10%																		
Town Portal	10%																		
Stone Curse	10%																		
Note: * This spell can only occur on staves and casts a random spell.	Note: * The central lightning wall bolt actually consists of two bolts on top of each other, with the result of a damage for that "bolt" being double. * Does twice the damage of a Fire Wall and lasts longer. * The flame will try to hit once every 0.05 seconds for a total of $255 + 255 \cdot \text{slvl}$ times.																		

Magi	Mana
Type: n/a	Type: n/a Min. Mana: $\text{bonus} \cdot (1 + \text{clvl} + \text{srlvl})$ Max. Mana: $\text{bonus} \cdot (10 + 4 \cdot \text{clvl} + 6 \cdot \text{srlvl})$ Real Mana restore: $\text{bonus} \cdot (\text{Itt}(\text{clvl}, \text{Rnd}[4] + 1) + \text{Itt}(\text{srlvl}, \text{Rnd}[6] + 1) + \text{Rnd}[10] + 1)$ Bonus: Sorcerer: 2.0 Rogue and Bard: 1.5 Warrior, Monk and Barbarian: 1.0
Note: * Completely restores mana.	Note: * The actual distribution of healing is bell curve shaped. * This spell works like Healing but affects your mana instead of your life.

Reflect	Ring of Fire
Type: n/a Duration: $\text{srlvl} \cdot \text{clvl}$ hits	Type: fire Min. Damage: $4 + \text{clvl} \cdot 2$ Max. Damage: $40 + \text{clvl} \cdot 2$ Duration: $12 + 8 \cdot \text{srlvl}$ seconds Real Damage: $(\text{Rnd}[10] + \text{Rnd}[10] + \text{clvl} + 2) / 8$ Duration: $8 + 8 \cdot \text{srlvl}$ seconds ($12 + 8 \cdot \text{srlvl}$ in Hellfire) Number of flames: 22 Blockable: No
Note: * Reduces melee damage by 20-29% and reflects it back to the attacking monster. Spell level determines number of hits it lasts. * Even if you block an attack, 20-29% of the damage is reflected back to the attacking monster. * An attack counts as a hit even if you block it as it will reflect some damage. * The Reflect will be terminated if you die or leave the current dlvl.	Note: * Does the same damage as a Fire Wall and lasts the same amount of time. * The Ring of Fire will disappear immediately if you gain any level in the spell. * Fire Walls are treated as traps against players, including the caster. * The flame will try to hit once every 0.05 seconds for a total of $160 + 160 \cdot \text{srlvl}$ times.

Search	Warp
Type: n/a Duration: $12.25 + 10 \cdot \text{srlvl} + \text{clvl}$ seconds	Type: n/a
Note: * Makes items on the ground shine. * Makes items show up on the map.	Note: * Teleports you to the nearest stair.

4.1.5 Mana cost and magic requirements for spells

Casting spells costs mana and each spell has an initial mana cost at slvl 1. For each slvl the mana cost then decreases by a certain amount specific for each spell until it reaches its minimum mana cost. The table below shows the mana cost for each spell as well as the slvl you reach the minimum mana cost (unless stated otherwise, use the 100% value in the table unless stated otherwise for a character class). Note that Rogues, Monks and Bards only pay 75% of the mana cost (use the 75% value in the table). In Hellfire (after patch 1.01) the Sorcerer only pays 50% of the mana cost (use the 50% value in the table for Hellfire and the 100% value for Diablo). However, no character class ever pays less than the minimum mana cost. Casting spells from scrolls and staves do not cost any mana, but you have to have the required magic to do so.

For staves, the required magic to cast a spell from it is the same as it is to learn the same spell to the first slvl. For scrolls, the mana required to cast a spell is normally a bit less. The table below also shows those required magic levels. For information about prices and slvl of books, scrolls, and staves with spells, see chapter 3.2.3.

Name of Spell	Mana cost				Magic requirement	
	Initial ¹	Decrease per slvl	Minimum	slvl you reaches minimum (100%/75%/50%)	Staff ² and slvl 1	Scroll
Apocalypse ³	150	6	90	11 / 6 / 1	149	117
Blood Star	25	2	14	7 / 5 / 1	70	-
Bone Spirit	24	1	12	13 / 9 / 1	34	-
Chain Lightning	30	1	18	13 / 7 / 1	54	35
Charged Bolt	6	0	6	1 / 1 / 1	25	-
Elemental	35	2	20	9 / 6 / 1	68	-
Fireball	16	1	10	7 / 4 / 1	48	31
Firebolt	6	0.5	3	7 / 5 / 1	15	-
Fire Wall	28	2	16	7 / 5 / 1	27	17
Flame Wave	35	3	20	6 / 4 / 1	54	29
Flash	30	2	16	8 / 6 / 1	33	21
Golem	100	6	60	8 / 5 / 1	81	51
Guardian	50	2	30	11 / 6 / 1	61	47
Healing	special ⁴				17	0
Heal Other	special ⁴				17	-
Holy Bolt	7	1	3	5 / 4 / 2	20	-
Identify	-	-	-	- / - / -	-	0
Inferno	11	1	6	6 / 4 / 1	20	19
Infravision	-	-	-	- / - / -	-	23

1 This is also the amount of mana you receive when you read a book of the spell.

2 There is no requirement to cast a spell from a unique staff.

3 You can only learn this spell in Hellfire.

4 Heal and Heal Other cost $8 + 2 \cdot \text{clvl} - 3 \cdot \text{slvl}$ mana to cast.

Name of Spell	Mana cost				Magic requirement	
	Initial ¹	Decrease per slvl	Minimum	slvl you reaches minimum (100%/75%/50%)	Staff ² and slvl 1	Scroll
Lightning	10	1	6	5 / 3 / 1	20	0
Mana Shield	33	0	33	1 / 1 / 1	25	0
Nova ³	60	3	35	10 / 6 / 1	87	57
Phasing	12	2	4	5 / 5 / 3	39	25
Resurrect	-	-	-	- / - / -	30	0
Stone Curse	60	3	40	8 / 4 / 1	51	33
Telekinesis	15	2	8	5 / 4 / 1	33	-
Teleport	35	3	15	8 / 6 / 3	105	81
Town Portal	35	3	18	7 / 5 / 1	20	0
Berserk	35	3	15	8 / 6 / 3	35	-
Immolation	60	3	35	10 / 5 / 1	87	-
Jester	-	-	-	- / - / -	30	-
Lightning Wall	28	2	16	7 / 5 / 1	27	-
Magi	-	-	-	- / - / -	45	-
Mana	-	-	-	- / - / -	17	-
Reflect	35	3	15	8 / 6 / 3	25	-
Ring of Fire	28	2	16	7 / 5 / 1	27	-
Search	15	1	1	15 / 15 / 14	25	0
Warp	35	3	18	7 / 5 / 1	25	0

1 This is also the amount of mana you receive when you read a book of the spell.

2 There is no requirement to cast a spell from a unique staff.

3 You can only learn this spell in Hellfire.

The table above has the magic requirement to learn a spell to level 1. For each additional spell level the magic requirement is 20% higher to learn. To make it easier for you, the table below lists the magic requirement for each spell and spell level. Note that if the magic requirement is 213 or higher, it is always adjusted to 255.

Name of Spell	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Blood Star	70	84	100	120	144	172	206	255	255	255	255	255	255	255	255
Bone Spirit	34	40	48	57	68	81	97	116	139	166	199	255	255	255	255
Chain Lightning	54	64	76	91	109	130	156	187	255	255	255	255	255	255	255
Charged Bolt	25	30	36	43	51	61	73	87	104	124	148	177	212	255	255
Elemental	68	81	97	116	139	166	199	255	255	255	255	255	255	255	255
Fireball	48	57	68	81	97	116	139	166	199	255	255	255	255	255	255
Firebolt	15	18	21	25	30	36	43	51	61	73	87	104	124	148	177
Fire Wall	27	32	38	45	54	64	76	91	109	130	156	187	255	255	255
Flame Wave	54	64	76	91	109	130	156	187	255	255	255	255	255	255	255
Flash	33	39	46	55	66	79	94	112	134	160	192	255	255	255	255
Golem	81	97	116	139	166	199	255	255	255	255	255	255	255	255	255
Guardian	61	73	87	104	124	148	177	212	255	255	255	255	255	255	255
Healing	17	20	24	28	33	39	46	55	66	79	94	112	134	160	192
Heal Other	17	20	24	28	33	39	46	55	66	79	94	112	134	160	192
Holy Bolt	20	24	28	33	39	46	55	66	79	94	112	134	160	192	255
Inferno	20	24	28	33	39	46	55	66	79	94	112	134	160	192	255
Lightning	20	24	28	33	39	46	55	66	79	94	112	134	160	192	255
Mana Shield	25	30	36	43	51	61	73	87	104	124	148	177	212	255	255
Phasing	39	46	55	66	79	94	112	134	160	192	255	255	255	255	255
Stone Curse	51	61	73	87	104	124	148	177	212	255	255	255	255	255	255
Telekinesis	33	39	46	55	66	79	94	112	134	160	192	255	255	255	255
Teleport	105	126	151	181	255	255	255	255	255	255	255	255	255	255	255
Town Portal	20	24	28	33	39	46	55	66	79	94	112	134	160	192	255
Apocalypse	149	178	255	255	255	255	255	255	255	255	255	255	255	255	255
Berserk	35	42	50	60	72	86	103	123	147	176	211	255	255	255	255
Immolation	87	104	124	148	177	212	255	255	255	255	255	255	255	255	255
Lightning Wall	27	32	38	45	54	64	76	91	109	130	156	187	255	255	255
Nova	87	104	124	148	177	212	255	255	255	255	255	255	255	255	255
Reflect	30	36	43	51	61	73	87	104	124	148	177	212	255	255	255
Ring of Fire	27	32	38	45	54	64	76	91	109	130	156	187	255	255	255
Search	25	30	36	43	51	61	73	87	104	124	148	177	212	255	255
Warp	25	30	36	43	51	61	73	87	104	124	148	177	212	255	255

4.1.6 Spell level of cast spells

When you cast a spell, it will always be cast at the slvl you know the spell plus any additional levels you get from items. As your slvl can go down (by hitting an Enchanted shrine, for example), it is possible to get a known spell to slvl 0. When this happens, you can no longer use the spell, unless some items you are wearing raise the slvl above 0. The slvl can never be negative. Maximum base slvl is 15. With the correct items equipped, the modified slvl can be brought to a maximum of 20.

When casting a spell from a scroll or staff, it will have the same slvl as the slvl you know the spell (including any modifications from items). If you don't know the spell it will be cast at slvl 1 (plus any modifications from items). There is a bug, however. If you cast a spell from a scroll and currently have another spell hot keyed, it will use the slvl of the hot keyed spell instead of the spell you are casting. This is true even if you don't know the spell.

4.1.7 Targeting of spells

The casting of spells in Diablo and Hellfire is normally easy to do. Just click on the mouse. Some spells need to be targeted, some change the cursor, and others just cast no matter where you are targeting it. The table below is a summary of how different spells behave.

It is worth noticing that there can be a small delay between the time you click on the mouse and the actual cast of the spell. If you change the cursor position during the time in between, or change the spell, you will normally cast the new spell and the target will be the new position of the cursor. Another side effect of this is that the actual mana reduction is done when the spell is cast which may at times lead to mana reaching negative values (the check for enough mana to cast the spell is done when you click the mouse, while the actual reduction is done when it is cast; due to this effect, one can, if one clicks fast enough, end up with negative mana, or be able to cast a spell twice from a scroll, or squeeze out an extra spell from a staff).

Area

The spell does not target in any way and normally affects a larger area. It does not matter where on the screen you position the cursor when you cast this spell. Nova is such a spell.

Cursor

The spell will, when cast, change the cursor. You will then have to click on the desired target to be affected by the spell. It does not matter where on the screen you position the cursor when you cast the spell initially. A good example of a spell that affects the cursor is Telekinesis.

Direction

The spell is only controllable in that you can affect in what direction from your character the spell will go. Flame Wave is such a spell.

Target

The effect of the spell will target the location (or monster) on the screen where the cursor is positioned at the time you cast the spell. Lightning is such a spell.

Auto

This spell targets a monster but you do not have to actually point the cursor on the monster, since it will automatically target a specific monster (normally the one closest to the cursor). Some spells are both targeted and automatically seek up a target. This is true for spells like Elemental and Bone Spirit, they are cast at the position you cursor is at but will then automatically seek out a target as well.

Self

The spell affects your character directly. Infravision is such a spell.

Spell	Behavior	Spell	Behavior	Spell	Behavior
Apocalypse	Area	Healing	Self	Teleport	Target
Blood Star	Target	Heal Other	Cursor	Town Portal	Target
Bone Spirit	Target/Auto	Holy Bolt	Target	Berserk ²	Target/Auto
Chain Lightning	Target/Auto ¹	Identify	Cursor	Immolation	Area
Charged Bolt	Direction	Inferno	Direction	Jester ³	n/a
Elemental	Target/Auto	Infravision	Self	Lightning Wall	Target ⁴
Fireball	Target	Lightning	Target	Magi	Self
Firebolt	Target	Mana Shield	Self	Mana	Self
Fire Wall	Target ⁴	Nova	Area	Reflect	Self
Flame Wave	Direction	Phasing	Self/Auto	Ring of Fire	Area
Flash	Area	Resurrect	Cursor	Search	Self
Golem	Target/Auto	Stone Curse ²	Target/Auto	Warp	Self/Auto
Guardian	Target/Auto	Telekinesis	Cursor		

1 Chain Lightning will produce one lightning bolt that is targeted just as normal lightning. The other bolts are automatically targeted.

2 If there is no monster targeted, Stone Curse and Berserk will affect the monster closest to the cursor.

3 This spell casts another random spell. See each individual spell for the behavior.

4 The direction of the wall is always perpendicular to the caster.

4.2 Spell casting monsters

Some monsters have the ability to do magical attacks. Monsters in Diablo can only use spells that are available to the player (although they work a bit differently in regard to damage, for example), except for Spitting Terrors. In Hellfire, there are many new monsters that also have the ability to do magical attacks. Often those are new ones that are not available to the player in any way. The tables below summarize all monsters with magical attacks as well as what type of magic it is (not always obvious).

Type	Monster	Spell/Attack
Magic	Succubi	Blood Star
	Blightfire (Unique Goat Man)	Blood Star
	All Mages	Flash
	Spitting Terrors	Spit ¹
	Psychorb	Magic Attack ¹
	Necromorb	Magic Attack ¹
	Spider Lord	Spit ¹
	Bone Demon	Magic Attack ¹
	Lich	Magic Attack ¹
	Arch Lich	Magic Attack ¹

¹ These monsters cast spells that are not available to characters.

Type	Monster	Spell/Attack
Fire	Counselor	Firebolt
	Advocate	Fireball
	Balrog	Inferno
	Torchant	Fireball
	Fire Bat	Firebolt
	Hell Bat	Fireball

Type	Monster	Spell/Attack
Lightning	Familiars	Single stationary Charged Bolt
	Magistrate	Charged Bolt
	Lightning Demons	Lightning
	Cabalist	Lightning

Type	Monster	Spell/Attack
Other	Diablo	Apocalypse
	Skeleton Archer	Arrow ¹
	Goat Archer	Arrow ¹

¹ Arrows is of course not a spell, but is in many ways technically handled as a spell (with some special cases) by the game. For ease of use together with other parts of this Guide, it is thus useful to list arrow attacks here.

4.2.1 Details about monster spells in Diablo

Below are listed all those spells that monsters are able to use. In most cases they are identical to the ones used by players, although some differences can exist. If the damage is stated as *min - max*, the damage is identical to the one listed for melee damage in chapter 5. Note that the charge attacks some monsters can do are, in fact, treated by the game as a type of "spell," where the monster itself is the "spell" projectile. Upon hitting it will do normal melee damage. See chapter 6.1.7 for more information.

Apocalypse	Arrow
Type: n/a Damage: 40 Blockable: Yes	Type: n/a Damage: min - max Speed: 32 Blockable: Yes
Note: * Only Diablo can cast apocalypse.	Note: * See chapter 5.2.1 for information about min and max damage for monsters. * Arrow is of course not a spell, but is in many ways technically handled as a spell (with some special cases) by the game. For ease of use together with other parts of this Guide, it is thus useful to list arrow attacks here.

Blood Star	Charged Bolt
Type: magic Damage: min - max Speed: 16 Blockable: Yes	Type: lightning Damage Magistrate: 15 Damage Familiars: 1 - 10 Number of bolts: Speed: 8 Blockable: Yes
Note: * See chapter 5.2.1 for information about min and max damage for monsters.	

Fireball	Firebolt
Type: fire Damage: min - max Speed: 16 Blockable: Yes	Type: fire Damage: min - max Speed: 16 Blockable: Yes
Note: * See chapters 5.2.1 and 5.2.3 for information about min and max damage for monsters.	Note: * See chapters 5.2.1 and 5.2.3 for information about min and max damage for monsters.

Flash	Inferno
Type: magic Damage 1: mvl/32 Damage 2: 4/64 Duration: 0.95 seconds Blockable: No	Type: fire Damage: min/64 - max/64 Range: 3 Duration: 1, 1.25 and 1.50 seconds Blockable: No
* The Flash spell is actually composed of two different effects, the two different Damages given are for the two different effects. The first hit in front of the monster and to the sides, the other behind the monster. * The flash will try to hit once every 0.05 seconds for a total of 19 times.	Note: * See chapter 5.2.1 for information about min and max damage for monsters. * The three values for duration are for the three target locations, starting with the one closest to the caster. * The flame will try to hit once every 0.05 seconds for a total of 20, 25 and 30 times.

Lightning	Magma Ball
Type: lightning Damage: min/32 - max/32 Speed: 32 Duration: 0.5 seconds Blockable: No	Type: fire Damage: min - max Speed: 16 Blockable: Yes
* The lightning is actually a stationary effect, but the initiation will be delayed the further away it appears, thus giving an appearance of moving. This delay "travels" with a speed of 32. * The bolt will try to hit once every 0.05 seconds for a total of 10 times.	Note: * See chapters 5.2.1 and 5.2.3 for information about min and max damage for monsters.

Spit Attack	Spit Puddle
Type: magic Damage: min - max Speed: 16 Duration: 20 + Intf:5 Blockable: Yes	Type: magic Damage (spit attack): 1/32 Damage (dead Acid Beasts): (Intf + 1)/64 Duration: 2·(Intf + 1) + Rnd[15]/20 seconds Blockable: No
Note: * See chapters 5.2.1 and 5.2.3 for information about min and max damage for monsters. * See chapter 5.3.3 for information about intelligence factors (Intf) for monsters. * The duration is actually what determines the distance a monster can spit.	Note: * See chapter 5.3.3 for information about intelligence factors (Intf) for monsters. * The puddle will try to hit once each 0.05 second for a total of (Intf + 1)·2 + Rnd[15] times.

4.2.2 Details about new monster spells in Hellfire

Most new monsters in Hellfire that can use spells have new special spells not available to players, although some use "old" spells. Below are listed all new spells monsters in Hellfire can use. If the damage given is stated as *min - max*, the damage is identical to the one listed for melee damage in chapter 5.

Arch Lich attack	Bone Demon attack
Type: magic Damage: min - max Speed: 16 Blockable: Yes	Type: magic Damage: min - max Speed: 16 Blockable: Yes
Note: * See chapters 5.2.1 and 5.2.3 for information about min and max damage for monsters.	Note: * See chapters 5.2.1 and 5.2.3 for information about min and max damage for monsters.

Lich attack	Necromorb attack
Type: magic Damage: min - max Speed: 16 Blockable: Yes	Type: magic Damage: min - max Speed: 16 Blockable: Yes
Note: * See chapters 5.2.1 and 5.2.3 for information about min and max damage for monsters.	Note: * See chapters 5.2.1 and 5.2.3 for information about min and max damage for monsters.

Psychorb attack	
Type: magic Damage: min - max Speed: 16 Blockable: Yes	
Note: * See chapters 5.2.1 and 5.2.3 for information about min and max damage for monsters.	

4.3 Traps

Most traps are of magical nature, and thus it is appropriate to explain how they work here. Traps can be set off when you open chests, sarcophagi, barrels, or doors. There are 7 different types of traps (including skeletons) in the original Diablo. Three new ones were added in Hellfire. The probability of a trap is shown in the table below. Traps originating from shrines are not covered by this guide.

Origin	Probability of traps ⁵			
	Church	Catacombs	Caves and Hive	Hell and Crypt
Chest in Diablo	trap: 0 %	arrow: 5 % fire arrow: 5 %	arrow: 3.3 % fire arrow: 3.3 % nova: 3.3 %	arrow: 3.3 % fire arrow: 3.3 % nova: 3.3 %
Chest in Hellfire	trap: 0 %	arrow: 5 % fire arrow: 5 %	arrow: 1.7 % fire arrow: 1.7 % nova: 1.7 % ring of fire: 1.7 % mana drain: 1.7 % disenchant: 1.7 %	arrow: 1.7 % fire arrow: 1.7 % nova: 1.7 % ring of fire: 1.7 % mana drain: 1.7 % disenchant: 1.7 %
Sarcophagus	skeleton: 20 %	n/a	n/a	n/a
Barrel, Pods and Urns outside rooms	explosion: 20 % ² skeleton: 16 % ³	explosion: 20 % ² skeleton: 16 % ³	explosion: 20 % ² skeleton: 0 %	explosion: 20 % ² skeleton: 0 %
Barrels, Pods and Urns inside rooms ⁶	explosion: 50 % skeleton: 0 %	explosion: 83 % skeleton: 0 %	explosion: 75 % skeleton: 0 %	explosion: 88 % skeleton: 0 %
Origin	dlvl 1-2	dlvl 3-5	dlvl 6-8	dlvl 9-16 ⁴
Doors ⁵	arrow: 100 %	arrow: 50 % firebolt: 50 %	arrow: 33.3 % firebolt: 33.3 % lightning: 33.3 %	n/a

1 Sarcophagi only exist in the Crypt, never in Hell.

2 In each cluster of barrels, pods and urns, the first barrel placed has a 25% chance having an explosion trap. All subsequent barrels have a 20% chance. As the number of barrels in a cluster is very hard to calculate accurately, I have used the value of 20% for all barrels. This will also affect the value for skeletons slightly, as it is 20% for a *non* exploding barrel.

3 Skeleton traps are, of course, only available if there are skeletons on the same level.

4 Hell and Crypt can't have traps form doors.

5 The probabilities for doors apply to doors that *do* have traps. It seems that the probability to have traps is linked to the actual dungeon layout for doors in that it needs a wall opposite to it.

6 Rooms also includes the fenced locations in caves. A room does not necessarily need to have a door, in cats and especially in hell, many rooms just have an opening.

For damage and other information about the traps, see below. For damage, when two values or formulas are given, the top one is minimum damage and the bottom one is maximum damage. With fire arrows, the maximum damage might at times be less than the minimum damage (possible on dlvl 1-8). In that case, the actual damage done is always identical to the minimum damage. The table also list some dungeon features that while not being traps, still deal damage to players.

Trap	Damage	Speed/Duration	Other
Arrow	Min: dlvl Max: 2·dlvl	32	Will fire an arrow, originating from the nearest wall. ¹
Burning cross	Church: 6/64 Catacombs: 8/64 Caves: 10/64 Hell: 12/64	n/a	The flame will hit once every 0.05 seconds for as long as you are standing in it.
Fire Arrow	Min: dlvl + Rnd[10] + 1 Max: 2·dlvl + Rnd[10] + 1	32	Will fire an arrow, originating from the nearest wall. ¹
Firebolt	dlvl + Rnd[2·dlvl]	26	Will cast the spell Firebolt, originating from the nearest wall. ¹
Lightning	(dlvl + Rnd[dlvl])/32	32 / 0.4 seconds ²	Will cast the spell Lightning, originating from the nearest wall. ¹
Nova	Itt(3, Rnd[3]) + dlvl/2	32	Will cast the spell Nova, originating from the chest.
Exploding barrel	Min: 8 Max: 16	n/a	An exploding barrel does fire damage and is treated like a Firebolt hitting.
Skeleton	n/a	n/a	Will create a random skeleton of those present on the same dlvl.
Ring of Fire	(Rnd[10] + Rnd[10] + dlvl + 2)/8	Unknown	Will cast the spell Ring of Fire, originating from the chest.
Mana Drain	n/a	n/a	Will drain you of all current mana. This trap has the ability to affect other players on the same dlvl.
Disenchant potions	Full Healing: Full Mana: Full Rejuvenation: Healing: Mana: Rejuvenation:	Healing Mana Rejuvenation - 33% Full Healing - 33% Full Mana - 33% destroyed destroyed Healing - 50% Mana - 50%	For each potion in your belt, there is a 50% chance that it will be replaced with another potion according to the left. If several possibilities exist, the chance is equal for all possibilities and shown after the potion. This trap has the ability to affect other players on the same dlvl.

1 In caves, hell, the Hive, and the Crypt it will originate from the chest, pod or urn.

2 The bolt will try to hit once every 0.05 seconds.

To Hit

To Hit for traps is calculated according to the formulas below.

To Hit for an arrow trap: $100 - AC/2$

To Hit for a magic trap: 40

As with attacks from monsters, there is also an automatic chance of hitting for traps, and it is listed below. Of course, the auto To Hit for magic traps is 40%, even on dungeon levels 14 to 16.

arrow trap: 10%

magic trap: 40%

on dungeon level 14: 20%

on dungeon level 15: 25%

on dungeon level 16: 30%

- magic traps includes Fire Wall, Flame Wave and Ring of Fire attacks from other players.

5. Monsters

This chapter deals with all the monsters you will face in the dungeons. As there are both many monsters and much data about each of them, it has been divided into several different types of tables for easier use. First are the tables with complete data about most things that affect combat for each monster on all difficulty levels (except for timing data). Then you will find tables with all data that is normally common for within each monster type (this includes things such as monster size, timing data, occurrence and attack type). Finally, monster AI has its own section. In the end I have made a few summary tables with selected data and some additional information. They have been constructed for ease of use during play. In them you can quickly check for example what monsters can be on a level, what resistances they have, and if you will get any experience. Included in this chapter are also special tables for the unique monsters. Note that although they are "unique", data about Diablo, Skeleton King, and The Butcher from Diablo, and Hork Demon, The Defiler, and Na-Krul from Hellfire are presented among the normal monsters (in their own table). The reasons for this are several but are mainly due to the fact that they are truly unique and not based on any other monster type.

5.1 How to calculate monster data

Data for nightmare and hell difficulties is calculated from the data for normal difficulty, and here follows information on how that is done as well as some description of the actual data. All data in the tables for nightmare and hell have been calculated using these formulas. Unique monsters generally follow the same formulas but more detailed information about data for unique monsters is found in chapter 5.4.

Monster type

Each monster can be one of three types: Undead, Animal or Demon. The type they are affects how much damage you do to them. It is summarized in the table below provided by Da O'Toth. The modifiers apply to the whole damage, that is, both to character and weapon damage. If a Bard is holding one sword and one club, the club takes precedence and it counts as having a club, *not* a sword. The modifications below are done even if the weapon equipped is red, and thus unusable, due to the requirements not being met.

Weapon type	Undead	Animal	Demon
Swords	× 0.5	× 1.5	× 1.0
Clubs	× 1.5	× 0.5	× 1.0
Axes/Bows/Staves/Hands/Feet	× 1.0	× 1.0	× 1.0

In addition to the above, monster type also affects if a monster will take damage from the spell Holy Bolt. Only undead monsters take damage from it. The only exception is Diablo who is a demon but yet takes damage from Holy Bolt. There are a few magical effects on items that are also dependent on monster type (+200% damage versus demons, extra AC versus undead, and extra AC versus demons, the last two only available in Hellfire). There are no other effects of the monster type.

Dungeon Level

This tells on what dungeon level the monster can occur on. This does not differ between difficulty levels. For more information about probabilities of monsters occurring on a specific dungeon level, see chapter 5.3.2.

Monster level

Nightmare:	normal + 15
Hell:	normal + 30

A monster's level affects many things, including To Hit and experience points given. It also affects how fast it regenerates hit points, what treasures it can drop, and many other things. For some unique monsters, one should add +30/+60 instead of the normal +15/+30. For information about this, see chapter 5.4.

Hit points

First note that all data for hit points is based on the value for normal multi player (even in Hellfire). To calculate the hit points for normal single player, divide the hit points for normal multi player by 2 and round down (1 minimum though). For higher difficulty levels then use:

Nightmare: $3 \cdot \text{normal} + 1$ (+50 in Hellfire single player and +100 in Hellfire multi player)
 Hell: $4 \cdot \text{normal} + 3$ (+100 in Hellfire single player and +200 in Hellfire multi player)

Note that there is a bug in Diablo previous to v1.07 and in the unpatched Hellfire (v1.00). This bug was "corrected" differently in Hellfire and Diablo. In the tables the hit points for single player are correct for both Diablo and Hellfire (remember that in Diablo, only normal difficulty exists for single player). For multi player, the shown hit points are for Diablo; for Hellfire, you need to add 99 and 197 hit points in nightmare and hell difficulties respectively.

All monsters regenerate hit points. The rate is about $10 \cdot \text{mlvl} / 64$ hit points per second. Some monsters might regenerate it faster in some circumstance. Gargoyles, Scavengers and Grave Diggers will all, after having taken a certain amount of damage, move away and start *healing*. Gargoyles do so when in their stone form, while the other two need a carcass of a monster to eat or dig upon. The table below summarize monster regeneration of hit points.

Monster type	When to start healing	When to stop healing	Rate ¹
Scavenger	HP < maxHP/2	HP > 3·maxHP/4	1.82 hit points per second.
Gargoyle	HP < maxHP/2	HP = maxHP	random between $20 \cdot \text{maxHP} / 64$ and $20 \cdot \text{maxHP} / 128$ hit points per second ² .
Grave Digger	HP < maxHP/2	HP > 3·maxHP/4	1.25 hit points per second.

1 Note that they still get the normal regeneration rate on top of the faster one.

2 The time to completely regenerate HP is thus fixed to between 3.2 and 6.4 seconds.

Regeneration of hit points, as well as any other activity on a dungeon level, only works when the level is "active", that is, when at least one character is present on the level. When a level is later reactivated by any character entering it, monsters will have the exact same number of hit points as when the last character left the level.

Armor Class

Nightmare: normal + 50
 Hell: normal + 80

Note that there is a bug in Hellfire that causes any monster having an AC above 127 to instead have a very low, or even negative, AC.

Attacks

All data for To Hit in the tables are for the physical attacks only. Magic attacks do not use any base To Hit. The damage value is usually used both for melee and magic attacks. For magic attacks, see chapter 4.2. Some monsters have more than one melee attack. Sometime they are connected in the way that each attack animation (that is each attack) has two chances of hitting at different times of the animation. They can hit with both their hands. An example of this is the Lightning Demons. In the other cases it is two different attacks (with two different animations) and the monster can only do one of them at a time. An example of this is the Overlords which can attack with either hand or the Spitting Terrors which can either attack in melee or cast a spell (spit). The table will only hold information about the main melee attack while information about the second melee attack or the spell attack is given in the notes. Often the second melee attack is sort of crippled in that the base To Hit and damage are both 0 on normal difficulty (and upgraded normally for difficulty) which make it more or less ineffective as it hardly ever hit and when it do it, it do none or neglectable damage.

To Hit

Nightmare: normal + 85
 Hell: normal + 120

Note that the To Hit values shown in the tables are the *base* To Hit chance a monster has. The formula for a monster hitting a player is:

To Hit with melee attack:	$30 + \text{base} + 2 \cdot (\text{mlvl} - \text{clvl})$
To Hit with arrow attack:	$30 + \text{base} + 2 \cdot (\text{mlvl} - \text{clvl}) - 2 \cdot \text{distance}$
To Hit with magic attack:	$40 + 2 \cdot (\text{mlvl} - \text{clvl})$

- The term *base* refers to the To Hit values found in the tables. For charges, it is always 500.
- All magic attacks will always check for To Hit, even for spells like Lightning and Inferno.
- Distance is actually a time count. It goes up by 20 each second. Arrows always have a distance factor, even if they have extra fire or lightning damage. For more information see chapters 4.1.2.
- To get the final chance of hitting, you subtract the AC of the enemy (normally a player) except if it is a magic attack, of course.
- For more detailed information about battle between players and monsters, see chapter 6.

Each monster also has an automatic To Hit value, just like players (monsters don't have any chance to automatically miss unless fighting other monsters; in that case, they use the same chance to automatically hit or miss as players do). This indicates the chance of a hit regardless of the player's AC. So even with an AC of 500, monsters will sometimes hit you. The attack can still be blocked, however. The auto To Hit values are listed below.

melee:	15%
arrow:	10%
magic:	10%
on dungeon level 14:	20%
on dungeon level 15:	25%
on dungeon level 16:	30%

- The auto To Hit values for special dungeon levels apply to all types of attack (melee, arrow and magic).
- In multi player the game uses a rather bad way to keep the computers in synchronization with each other, this may at times lead to strange results as far as monsters attacking are concerned. It may for example seem that the monster get "stuck" and misses the player for way to long time. For more information, see chapter 5.5.8.

Damage

Nightmare:	$2 \cdot \text{normal} + 4$
Hell:	$4 \cdot \text{normal} + 6$

Resistance and immunity

Nightmare:	same as in normal
Hell:	different resistances and immunities, but normally they gain extra resistances and/or immunities and some of the resistances are turned into immunities. Exceptions exist, though. Unique monsters have the same resistances and immunities as in normal difficulty.

- When a monster is resistant to a spell type the damage is always reduced by 75%.
- All monsters, except undead ones and Diablo, are immune to Holy Bolt.
- In Hellfire, Diablo and Bone Demons are resistant to Holy Bolt.
- Diablo and Na-Krul are immune to Stone Curse.
- No monster is immune or resistant to Apocalypse.

Experience points

The experience points gained for killing a monster is explained in chapter 2.6. The base experience points used for those calculations are adjusted according to:

Nightmare:	$2 \cdot \text{normal} + 2000$
Hell:	$4 \cdot \text{normal} + 4000$

5.2 Monster data

Each monster type is presented in its own table below. In Diablo, each monster type has four subtypes of monsters that differ in color and stats. The monsters in Hellfire do not follow this pattern, and have instead been grouped into

two sections: monsters found in the Hive and monsters found in the Crypt. Finally, there is a table for the special monsters: Diablo, Skeleton King and The Butcher in Diablo, and Hork Demon, The Defiler and Na-Krul in Hellfire. Data for unique monsters is presented in chapter 5.4.

In each table, each monster has data in three lines corresponding to the three difficulty levels. The top line is for normal, the middle one for nightmare and the bottom line for hell. As the resistances and immunities are the same for nightmare as for normal they are only given once for normal. Dungeon levels are the same regardless of difficulty level and are thus only given once for each monster.

Resistances and immunities are given in the following way. In the top of the column it says MFL. That corresponds to Magic, Fire, and Lightning, in that order. Below are then listed if the monsters are resistant, R, or immune, I. If there is no letter or there is a "-", it means the monster is neither resistant nor immune.

5.2.1 Monsters in Diablo

Zombies - Undead									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Zombie	1- 2	1	2- 3	4- 7	5	10	2- 5	I--	54
		16	56- 59	13- 22	55	95	8- 14		2 108
		31	108- 112	19- 31	85	130	14- 26	I--	4 216
Ghoul	2- 3	2	3- 5	7- 11	10	10	3- 10	I--	58
		17	59- 65	22- 32	60	95	10- 24		2 116
		32	112- 120	31- 47	90	130	18- 46	I--	4 232
Rotting Carcass	2- 4	4	7- 12	15- 25	15	25	5- 15	I--	136
		19	71- 86	46- 76	65	110	14- 34		2 272
		34	128- 148	63- 103	95	145	26- 66	IR-	4 544
Black Death ¹	3- 5	6	12- 20	25- 40	20	30	6- 22	I--	240
		21	86- 110	76- 121	70	115	16- 48		2 480
		36	148- 180	103- 163	100	150	30- 94	I-R	4 960

¹ Black Deaths have the ability to lower your life *permanently* by 1 when they hit you.

Fallen Ones with spear¹ - Animals									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Fallen One	1- 3	1	1- 2	1- 4	0	15	1- 3		46
		16	53- 56	4- 11	50	100	6- 10		2 092
		31	104- 108	7- 19	80	135	10- 18		4 184
Carver	2- 3	3	2- 4	4- 8	5	20	2- 5		80
		18	56- 62	13- 25	55	105	8- 14		2 160
		33	108- 116	19- 35	85	140	14- 26		4 320
Devil Kin	2- 4	5	6- 12	12- 24	10	25	3- 7		155
		20	68- 86	37- 71	60	110	10- 18		2 310
		35	124- 148	51- 99	90	145	18- 34	-R-	4 620
Dark One	3- 5	7	10- 18	20- 36	15	30	4- 8		255
		22	80- 104	61- 109	65	115	12- 20		2 510
		37	140- 172	83- 147	95	150	22- 38	--R	5 020

¹ When you kill any monster, Fallen Ones will walk away from you for a short while, see chapter 5.5.9 under Fallen One.

Fallen Ones with sword¹ - Animals									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Fallen One	1- 3	1	1- 2	2- 5	10	15	1- 4		52
		16	53- 56	7- 16	60	100	6- 12		2 104
		31	104- 106	11- 23	90	135	10- 22		4 208
Carver	2- 3	3	2- 4	5- 9	15	20	2- 7		90
		18	56- 62	16- 28	65	105	8- 8		2 180
		33	108- 116	23- 39	95	140	14- 34		4 360
Devil Kin	2- 4	5	8- 12	16- 24	20	25	4- 10		180
		20	74- 86	49- 73	70	110	12- 24		2 360
		35	132- 148	67- 99	100	145	22- 46	-R-	4 720
Dark One	3- 5	7	12- 18	24- 36	25	30	4- 12		280
		22	86- 106	73- 109	75	115	12- 28		2 560
		37	148- 172	99- 147	105	150	22- 54	--R	5 120

¹ When you kill any monster, Fallen Ones will walk away from you for a short while, see 5.5.9 under Fallen One.

Skeletons - Undead									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Skeleton	1- 2	1	1- 2	2- 4	0	20	1- 4	I--	64
		16	53- 56	7- 13	50	105	6- 12		2 128
		31	104- 108	9- 19	80	140	10- 22	I--	4 256
Corpse Axe	2- 3	2	2- 3	4- 7	0	25	3- 5	I--	68
		17	56- 59	13- 22	50	110	10- 14		2 136
		32	108- 112	19- 31	80	145	18- 26	I--	4 272
Burning Dead	2- 4	4	4- 6	8- 12	5	30	3- 7	IR-	154
		19	62- 68	25- 37	55	115	10- 18		2 308
		34	116- 124	35- 51	85	150	18- 34	II-	4 616
Horror	3- 5	6	6- 10	12- 20	15	35	4- 9	I-R	264
		21	68- 80	37- 61	65	120	12- 22		2 528
		36	124- 140	51- 83	95	155	22- 42	I-R	5 056

Skeleton Archers¹ - Undead									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Skeleton Archer	2- 3	3	1- 2	2- 4	0	15	1- 2	I--	110
		18	53- 56	7- 13	50	100	6- 8		2 220
		33	104- 108	11- 19	80	135	10- 14	I--	4 440
Corpse Bow	2- 4	5	4- 8	8- 16	0	25	1- 4	I--	210
		20	62- 66	25- 33	50	110	6- 12		2 420
		35	116- 132	35- 67	80	145	10- 22	I--	4 840
Burning Dead Archer	3- 5	7	5- 12	10- 24	5	30	1- 6	IR-	364
		22	65- 86	31- 73	55	115	6- 16		3 728
		37	120- 148	43- 99	85	150	10- 30	II-	5 456
Horror Archer	4- 6	9	7- 22	15- 45	15	35	2- 9	I-R	594
		24	71- 116	46- 136	65	120	8- 22		3 188
		39	128- 190	63- 183	95	155	14- 42	I-R	6 376

¹ They can fire arrows at a golem regardless of the distance (assuming they have a line of sight to it) but will not be activated unless the golem is adjacent to them.

Skeleton Captains - Undead									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Skeleton Captain	1- 3	2	1- 3	3- 6	10	20	2- 7	I--	90
		17	53- 59	10- 19	60	105	8- 18		2 180
		32	104- 112	15- 27	90	140	14- 34	I--	4 360
Corpse Captain	2- 4	4	6- 10	12- 20	5	30	3- 9	I--	200
		19	68- 80	37- 61	55	115	10- 22		2 400
		34	124- 140	51- 83	85	150	18- 42	I--	4 800
Burning Dead Captain	3- 5	6	8- 15	16- 30	15	35	4- 10	IR-	393
		21	74- 95	49- 91	65	120	12- 24		2 786
		36	132- 160	67- 123	95	155	22- 46	II-	5 472
Horror Captain	4- 6	8	17- 25	35- 50	30	40	5- 14	I-R	604
		23	101- 125	106- 151	80	125	14- 32		3 208
		38	168- 200	143- 203	110	160	26- 62	I-R	6 416

Scavengers¹ - Animals									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Scavenger	1- 3	2	1- 3	3- 6	10	20	1- 5		80
		17	53- 59	10- 19	60	105	6- 14		2 160
		32	104- 112	15- 27	90	140	10- 26	-R-	4 320
Plague Eater	2- 4	4	6- 12	12- 24	20	30	1- 8		188
		19	68- 86	37- 73	70	115	6- 20		2 376
		34	124- 148	51- 99	100	150	10- 38	--R	4 752
Shadow Beast	3- 5	6	12- 18	24- 36	25	35	3- 12		375
		21	86- 104	73- 109	75	120	10- 28		2 750
		36	148- 172	99- 147	105	155	18- 54	-R-	5 500
Bone Gasher	4- 6	8	14- 20	28- 40	30	35	5- 15	R--	552
		23	92- 110	85- 121	80	120	14- 34		3 104
		38	156- 180	115- 163	110	155	26- 66	--R	6 208

1 Scavengers have the ability to regenerate hit points faster while feasting on dead monsters.

Winged Fiends¹ - Animals (Familiars are demons)									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Fiend	2- 3	3	1- 3	3- 6	0	35	1- 6		102
		18	53- 59	10- 19	50	120	6- 16		2 204
		33	104- 112	15- 27	80	155	10- 30		4 408
Blink ²	3- 5	7	6- 14	12- 28	15	45	1- 8		340
		22	68- 92	37- 85	65	130	6- 20		2 680
		37	124- 156	51- 115	95	165	10- 38		5 360
Gloom ³	4- 6	9	14- 18	28- 36	35	70	4- 12	R--	509
		24	92- 104	85- 109	85	155	12- 28		3 018
		39	156- 172	115- 147	115	190	22- 54	R--	6 036
Familiar ⁴	6- 8	13	10- 17	20- 35	35	50	4- 16	R-I	448
		28	80- 101	61- 106	85	135	12- 36		2 896
		43	140- 168	83- 143	115	170	22- 70	R-I	5 792

1 Winged Fiends never drop any items or gold. A unique Winged Fiend does, however.

2 Blinks have the ability to Teleport to a square next to you when they are hit and go into hit recovery. The teleportation can thus be said to be their hit recovery.

3 Glooms have the ability to charge, like the Horned Demons, but will never attack with it. It is just a way for them to move around.

4 Familiars have the ability to cast a stationary charged bolt when attacking you.

The Hiddens¹ - Demons									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Hidden	2- 5	5	4- 12	8- 24	25	35	3- 6		278
		20	62- 86	25- 73	75	120	10- 16		2 556
		35	116- 148	35- 99	105	155	18- 30		5 112
Stalker	5- 7	9	15- 22	30- 45	30	40	8- 16		630
		24	95- 116	91- 136	80	125	20- 36		3 260
		39	160- 188	123- 183	110	160	28- 70		6 520
Unseen	6- 8	11	17- 25	35- 50	30	45	12- 20	R--	935
		26	101- 100	106- 151	80	130	28- 44		3 870
		41	168- 200	143- 203	110	165	54- 86	I--	7 740
Illusion Weaver ²	8-10	13	20- 30	40- 60	30	60	16- 24	RR-	1 500
		28	110- 140	121- 181	80	145	36- 52		5 000
		43	180- 220	163- 243	110	180	70-102	IR-	10 000

- The Hiddens have the ability to disappear. They are always active and can always see you, even with max reduced light radius, regardless of whether or not you have a line of sight to them and regardless of the distance. They will fade in at a distance of 4-Intf and fade away at a distance of 6-Intf. See chapter 5.3.3 for information about the intelligence factor (Intf).
- While moving away from you (after getting hit), the Illusion Weavers are impossible to hit.

Goat Men² - Demons									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Flesh Clan	2 ¹ 4- 6	8	15- 22	30- 45	40	50	4- 10		460
		23	95- 116	91- 136	90	135	12- 24		2 920
		38	160- 188	123- 183	120	170	22- 46		5 840
Stone Clan	5- 7	10	20- 27	40- 55	40	60	6- 12	R--	685
		25	110- 131	121- 166	90	145	16- 28		3 370
		40	180- 208	163- 223	120	180	30- 54	I--	6 740
Fire Clan	6- 8	12	25- 32	50- 65	45	70	8- 16	-R-	906
		27	125- 146	151- 196	95	155	20- 36		3 812
		42	200- 228	203- 263	125	190	38- 70	-I-	7 624
Night Clan	7- 9	14	27- 35	55- 70	50	80	10- 20	R--	1 190
		29	131- 155	166- 211	100	165	24- 44		4 380
		44	208- 240	223- 283	130	200	46- 86	I--	8 760

- They only appear on level 2 as part of the Poisoned Water quest.
- Goat Men have a second spinning attack. They will only perform this attack once their HP gets low (see chapter 5.5.9). Flesh, Stone and Fire Clan have a base To Hit of 0, 85 and 120 for the three difficulty levels while the damage is 0-0, 4-4 and 6-6. Night Clan have a base To Hit of 15, 100 and 135 while the damage is 30-30, 64-64 and 126-126.

Goat Men Archers¹ - Demons									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Flesh Clan Archer	2 ² 4- 6	8	10- 17	20- 35	35	35	1- 7		448
		23	80- 101	61- 106	85	120	6- 18		2 896
		38	140- 168	83- 143	115	155	10- 34		5 792
Stone Clan Archer	5- 7	10	15- 20	30- 40	35	40	2- 9	R--	645
		25	95- 110	91- 121	85	125	8- 22		3 290
		40	160- 180	123- 163	115	160	14- 42	I--	6 580
Fire Clan Archer	6- 8	12	20- 25	40- 50	35	45	3- 11	-R-	822
		27	110- 125	121- 151	85	130	10- 26		3 644
		42	180- 200	163- 203	115	165	18- 50	-I-	7 288
Night Clan Archer	7- 9 10 ³	14	25- 32	50- 65	40	50	4- 13	R--	1 092
		29	125- 146	151- 196	90	135	12- 30		4 184
		44	200- 228	203- 263	120	170	22- 58	I--	8 368

- They can fire arrows at a golem regardless of the distance (assuming they have a line of sight to it) but will not be activated unless the golem is adjacent to them.
- They only appear on level 2 as part of the Poisoned Water quest.
- They only appear on level 10 as part of the Anvil of Fury quest.

Overlords¹ - Demons									
Name	dvl	mvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Overlord	4 ² 5- 7	10	30- 40	60- 80	55	55	6- 12		635
		25	140- 170	181- 241	105	140	16- 28		3 270
		40	220- 260	243- 323	135	175	30- 54	-R-	6 540
Mud Man	7- 9	14	50- 62	100- 125	60	60	8- 16		1 165
		29	200- 236	301- 376	110	145	20- 36		4 330
		44	300- 348	403- 503	140	180	38- 70	--I	8 660
Toad Demon	8-10	16	67- 80	135- 160	65	70	8- 16	I--	1 380
		31	251- 270	406- 441	115	155	20- 36		4 760
		46	368- 420	543- 643	145	190	38- 70	I-R	9 520
Flayed One	10-12	20	80- 100	160- 200	70	85	10- 20	RI-	2 058
		35	290- 350	481- 601	120	170	24- 44		6 116
		50	420- 500	643- 803	150	205	48- 86	II-	12 232

- Overlords have a second melee attack. Overlord, Mud Man and Flayed One have a base To Hit of 0, 85 and 120 for the three difficulty levels while the damage is 0-0, 4-4 and 6-6. Toad Demon have a base To Hit of 40, 125 and 160 while the damage is 8-20, 20-44 and 38-86.
- They only appear on level 4 as part of the Tavern Sign quest.

Gargoyles^{1,2} - Demons									
Name	dvl	mvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Winged-Demon	5- 7	9	22- 30	45- 60	45	50	10- 16	IR-	662
		24	116- 140	136- 181	95	135	24- 36		3 324
		39	188- 220	183- 243	125	170	48- 70	II-	6 648
Gargoyle	7- 9	13	30- 45	60- 90	45	65	10- 16	I-R	1 205
		28	140- 185	181- 271	95	150	24- 36		4 410
		43	220- 280	243- 363	125	185	48- 70	I-I	8 820
Blood Claw	9-11	19	37- 62	75- 125	50	80	14- 22	II-	1 873
		34	161- 236	226- 376	100	165	32- 48		5 746
		49	248- 348	303- 503	130	200	62- 94	IIR	11 492
Death Wing	10-12	23	45- 75	90- 150	60	95	16- 28	I-I	2 278
		38	185- 275	271- 451	110	180	36- 60		8 556
		53	280- 400	363- 603	140	215	70- 90	IRI	13 112

- Gargoyles have the ability to regenerate hit points faster while in stone form.
- If you leave a level all Gargoyles are active when you come back.

Magma Demons^{1,2} - Demons									
Name	dvl	mvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Magma Demon	8- 9	13	25- 35	50- 70	45	45	2- 10	IR-	1 076
		28	125- 155	151- 211	95	130	8- 24		4 152
		43	200- 240	203- 283	125	165	14- 48	II-	8 304
Blood Stone	8-10	14	28- 37	55- 75	45	50	2- 12	II-	1 309
		29	134- 161	166- 226	95	135	8- 28		4 618
		44	212- 248	223- 303	125	170	14- 54	II-	9 236
Hell Stone	9-11	16	30- 40	60- 80	50	60	2- 20	II-	1 680
		31	140- 170	181- 241	100	145	8- 44		5 360
		46	220- 260	243- 323	130	180	14- 86	II-	10 720
Lava Lord	9-11	18	35- 42	70- 85	60	75	4- 24	II-	2 124
		33	155- 176	211- 256	110	160	12- 52		6 248
		48	240- 268	283- 343	140	195	22-102	II-	12 496

- Magma demons may hit with their second hand as well. Such an attack has the To Hit increased by 10% and the damage decreased by 2.
- Magma Demons have the ability to cast magma balls, which do fire damage.

Horned Demons¹ - Animals									
Name	dvl	mvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Horned Demon	5 ² 7- 9	13	20- 40	40- 80	40	60	2- 16		1 172
		28	110- 170	121- 241	90	145	8- 36		5 344
		43	180- 260	163- 323	120	180	14- 70	-R-	8 688
Mud Runner	8-10	15	25- 45	50- 90	45	70	6- 18		1 404
		30	125- 185	151- 271	95	155	16- 40		4 808
		45	200- 280	203- 363	125	190	30- 78	-R-	9 616
Frost Charger	9-11	17	30- 50	60- 100	50	80	8- 20	I-R	1 720
		32	140- 200	181- 301	100	165	20- 44		5 440
		47	220- 300	243- 403	130	200	38- 86	I-R	10 880
Obsidian Lord	10-12	19	35- 55	70- 110	55	90	10- 22	I-R	1 809
		34	155- 215	211- 331	105	175	24- 48		5 618
		49	240- 320	283- 443	135	210	46- 94	III	11 236

- Horned Demons have the ability to charge. Their charges have a base To Hit of 500%, so you'd better move out of the way. The damage of such a charge is - Horned Demon: 5-32 / 12-68 / 26-134, Mud Runner: 12-36 / 28-76 / 54-150, Frost Charger: 20-40 / 44-84 / 86-166 and Obsidian Lord: 20-50 / 44-104 / 86-206.
- They only appear on level 5 as part of the Valor quest.

Spitting Terrors¹ - Animals									
Name	dvl	mvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Acid Beast	6- 8	11	20- 33	40- 66	30	40	4- 12		846
		26	110- 149	121- 199	80	125	12- 28		3 692
		41	180- 232	163- 267	110	160	22- 54	I--	7 384
Poison Spitter	8-10	15	30- 42	60- 85	30	45	4- 16		1 248
		30	140- 176	181- 256	90	130	12- 36		4 496
		45	220- 268	243- 343	110	165	22- 70	I--	8 992
Pit Beast	10-12	21	40- 55	80- 110	35	55	8- 18	R--	2 060
		36	170- 215	241- 331	85	140	20- 40		6 120
		51	260- 220	323- 443	115	175	38- 78	I-R	12 240
Lava Maw	12-14	25	50- 75	100- 150	35	65	10- 20	RI-	2 940
		40	200- 275	301- 451	85	150	24- 44		7 880
		55	300- 400	403- 603	115	185	46- 86	II-	15 760

- Spitting Terrors have the ability to spit, which does magic damage.

Lightning Demons^{1,2} - Demons									
Name	dvl	mvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Red Storm	9-11	18	27- 55	55- 110	30	80	8- 18	I-R	2 160
		33	131- 215	166- 331	80	165	20- 40		6 320
		48	208- 320	223- 443	110	200	36- 78	I-I	12 640
Storm Rider	10-12	20	30- 60	60- 120	30	80	8- 18	R-I	2 391
		35	140- 230	181- 361	80	165	20- 40		6 782
		50	220- 340	243- 483	110	200	36- 78	I-I	13 564
Storm Lord	11-13	22	37- 67	75- 135	35	85	12- 24	R-I	2 775
		37	161- 251	226- 406	85	170	28- 52		7 550
		52	248- 368	303- 543	115	205	54-102	I-I	16100
Maelstorm	12-14	24	45- 75	90- 150	40	90	12- 28	R-I	3 177
		39	185- 275	271- 451	90	175	28- 62		8 354
		54	280- 400	363- 603	120	210	54-118	I-I	16 708

- Lightning demons may hit with their second hand as well. Such an attack has the To Hit decreased by 20% and the damage increased by 4.
- Lightning demons have the ability to cast Lightning.

Balrogs¹ - Demons									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Slayer	10-12	20	60- 70	120- 140	60	100	12- 20	RI-	2 300
		35	230- 260	361- 421	110	185	28- 44		6 600
		50	340- 380	483- 563	140	220	54- 86	RI-	13 200
Guardian	11-13	22	70- 80	140- 160	65	110	14- 22	RI-	2 714
		37	260- 290	421- 481	115	195	32- 48		7 428
		52	380- 420	563- 643	145	230	62- 94	RI-	14 856
Vortex Lord	12-14	24	80- 90	160- 180	70	120	18- 24	RI-	3 252
		39	290- 320	481- 541	120	205	40- 52		8 504
		54	420- 460	643- 723	150	240	78-102	RIR	17 008
Balrog	13-15	26	90- 100	180- 200	75	130	22- 30	RI-	3 643
		41	320- 350	541- 601	125	215	48- 64		9 286
		56	460- 500	723- 803	155	250	94-126	RIR	18 572

1 Balrogs have the ability to cast Inferno.

Vipers¹ - Demons									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Cave Viper	11-13	21	50- 75	100- 150	60	90	8- 20	I--	2 725
		36	200- 275	301- 451	110	175	20- 44		7 450
		51	300- 400	403- 603	140	210	38- 86	I--	14 900
Fire Drake	12-14	23	60- 85	120- 170	65	105	12- 24	IR-	3 139
		38	230- 305	361- 311	115	190	28- 52		8 278
		53	340- 440	483- 683	145	225	54-102	II-	16 556
Gold Viper	13-14	25	70- 80	140- 180	70	120	15- 26	I-R	3 484
		40	260- 320	421- 541	120	205	34- 56		8 968
		55	380- 460	563- 723	150	240	66-110	I-R	17 936
Azure Drake	15-15	27	80- 100	160- 200	75	130	18- 30	-RR	3 791
		42	290- 350	481- 601	125	215	40- 64		9 582
		57	420- 500	643- 803	155	250	78-126	IRI	19 164

1 Vipers have the ability to do a short range charge attack with a To Hit of 500. This short ranged charge will have a base damage of 0-0 / 4-4 / 6-6, and will be in addition to their normal attack.

Succubi¹ - Demons²									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Succubus	12-14	24	60- 75	120- 150	60	100	1- 20	R--	3 696
		39	230- 275	361- 451	110	185	6- 44		9 392
		54	340- 400	483- 603	140	220	10- 86	IR-	18 784
Snow Witch	13-15	26	67- 87	135- 175	65	110	1- 24	--R	4 084
		41	251- 311	406- 526	115	195	6- 52		10 168
		56	368- 448	543- 703	145	230	10-102	I-R	20 336
Hell Spawn	14-15	28	75- 100	150- 200	75	115	1- 30	R-I	4 480
		43	275- 350	451- 601	125	200	6- 64		10 960
		58	400- 500	603- 803	155	235	10-126	IIR	21 920
Soul Burner	15-15	30	70- 112	140- 225	85	120	1- 35	RIR	4 644
		45	260- 386	421- 676	135	205	6- 74		11 288
		60	380- 548	563- 903	165	240	10-146	III	22 576

1 Succubi have the ability to cast Blood Stars. They can also see and fire Blood Stars at a golem regardless of the distance (assuming they have a line of sight to it) but will not be activated unless the golem is adjacent to them.

2 In Hellfire, Hell Spawns are animals, not demons.

Knights - Demons									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Black Knight	12-14 16 ¹	24	75- 75	150- 150	75	110	15- 20	R-R	3 360
		39	275- 275	451- 451	125	195	34- 44		8 720
		54	400- 400	603- 603	155	230	66- 86	R-I	17 440
Doom Guard	13-15	26	82- 82	165- 165	75	130	18- 25	RR-	3 650
		41	296- 296	496- 496	125	215	40- 54		9 300
		56	428- 428	663- 663	155	250	78-106	RI-	18 600
Steel Lord	13 ² 14-15	28	90- 90	180- 180	80	120	20- 30	RIR	4 252
		43	320- 320	541- 541	130	205	44- 64		10 504
		58	460- 460	723- 723	160	240	86-126	IIR	21 008
Blood Knight	13-14 16	30	100- 100	200- 200	85	130	25- 35	IRI	5 130
		45	350- 350	601- 601	135	215	54- 74		12 260
		60	500- 500	803- 803	165	250	106-146	IRI	24 520

- 1 One Black Knight is always present in Diablo's room. Otherwise they don't appear on level 16.
- 2 They only appear on level 13 as part of the Warlord of Blood quest.

Mages¹ - Demons									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Counselor ²	13-14	25	35- 35	70- 70	0	90	8- 20	RRR	3 876
		40	155- 155	211- 211	50	175	20- 44		9 752
		55	190- 190	283- 283	80	210	38- 86	RRR	19 504
Magistrate ³	14-15	27	42- 42	85- 85	0	100	10- 24	RIR	4 478
		42	176- 176	256- 256	50	195	24- 52		10 956
		57	268- 268	343- 343	80	220	46-102	IIR	21 912
Cabalist ⁴	15-15	29	60- 60	120- 120	0	110	14- 30	RRR	4 929
		44	230- 230	361- 361	50	205	32- 64		11 858
		59	340- 340	483- 483	80	230	62-126	IRI	23 716
Advocate ⁵	15 ⁶ 16-16	30	72- 72	145- 145	0	120	15- 25	IRI	4 968
		45	266- 266	436- 436	50	215	34- 54		11 936
		60	388- 388	583- 583	80	240	66-106	III	23 872

- 1 All mages have the ability to cast Flash.
- 2 Counselors have the ability to cast Firebolt.
- 3 Magistrates have the ability to cast Charged Bolt.
- 4 Cabalists have the ability to cast Lightning.
- 5 Advocates have the ability to cast Fireball.
- 6 They only appear on level 15 as part of the Arch-Bishop Lazarus quest.

5.2.2 Special monsters in Diablo

In the table below are listed the special monsters in Diablo. They are truly unique and are not based on any monster type. They are all treated by the game as unique monsters, except for Diablo, who is treated as a normal monster (but with some special abilities). Thus you can see some of Diablo's stats when you have killed him a number of times just as for any other normal monster. Diablo will also for this reason drop items like a normal monster.

Like unique monsters, the special monsters have two different mlvl as well. One is used for combat and experience point award (battle) and one is used for item generation of items dropped by the unique monster (item). Both are given below.

Special Monsters in Diablo - Demons (Skeleton King is Undead)										
Name	dlvl	mlvl battle	mlvl items	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
The Butcher	2	6	1	110	220	50	50	6- 12	-RR	710
		36	1	380	661	100	130	16- 28		3 420
		66	1	540	883	130	170	30- 54	-RR	6 840
Skeleton King ¹	3	14	9	120	240	70	60	6- 16	IRR	570
		44	9	410	721	120	140	16- 36		3 140
		74	9	580	963	150	180	30- 70	IRR	6 280
Diablo ² (Diablo)	16	30	30	833	1 666	70	220	30- 60	IRR	31 666
		45	30	2 549	4 999	120	300 ⁴	64-124		65 332
		60	30	3 432	6 667	150	340 ⁴	126-246	IRR	130 664
Diablo ^{2,3} (Hellfire)	16	45	45	1 666	3 333	90	220	30- 60	IRR	31 666
		60	45	5 048	10 199	140	300 ⁴	64-124		65 332
		75	45	6 764	13 532	170	340 ⁴	126-246	IRR	130 664

- 1 In single player, the Skeleton King has the ability to raise dead skeletons. In multi player, the Skeleton King has the ability to steal life. He steal 100% life, that is, all the damage he inflicts is added to his current HP. His current HP may go above his maximum HP this way. He is also referred to as Leoric.
- 2 Diablo is immune to Stone Curse and has the ability to cast Apocalypse, regardless of distance, and do Knock Back attacks. Although being a demon, he take damage from Holy Bolt. He is also referred to as The Dark Lord.
- 3 In Hellfire, Diablo is resistant to Holy Bolt.
- 4 Due to a bug, base To Hit for Diablo will be 44% on nightmare and 84 on hell.

5.2.3 Monsters in Hellfire

Contrary to the original Diablo monsters, most Hellfire monsters do not have subtypes within a specific type. Some of the monsters do exist in two different variants though. For formatting reasons, the Hellfire monsters are grouped into monsters found in the Hive and monsters found in the Crypt. They are further grouped into monsters that have subtypes and monsters that have no subtypes.

The Hive - monsters with subtypes, U - Undead, A - Animals, D - Demons										
Name	dlvl	mlvl	HP-single	HP-multi	AC	To Hit%	Damage	MFL	Base Exp	
Stinger (A)	1- 2	22	15- 20	30- 40	50	85	1- 20		500	
		37	95- 110	190- 220	100	170	6- 44		3 000	
		52	160- 180	320- 360	130	205	10- 86	--R	6 000	
Venomtail (A)	3- 4	24	20- 25	40- 50	60	85	1- 30	--R	1 000	
		39	110- 125	220- 250	110	170	6- 64		4 000	
		54	180- 200	360- 400	140	205	10-126	-RI	8 000	
Psychorb ¹ (A)	1- 2	22	10- 15	20- 30	40	80	10- 10		450	
		37	80- 95	160- 190	90	165	24- 24		2 900	
		52	140- 160	280- 320	120	200	46- 46	-R-	5 800	
Necromorb ¹ (A)	3- 4	24	15- 20	30- 40	50	80	20- 20	-R-	1 100	
		39	95- 110	190- 220	100	165	44- 44		4 200	
		54	160- 180	320- 360	130	200	86- 86	-IR	8 400	
Arachnon (A)	1- 2	22	30- 40	60- 80	50	50	5- 15		500	
		37	140- 170	280- 340	100	135	14- 34		3 000	
		52	220- 260	440- 520	130	170	26- 66	--R	6 000	
Spider Lord ² (A)	3- 4	24	40- 50	80- 100	60	60	8- 20	--R	1 250	
		39	170- 200	340- 400	110	145	20- 44		4 500	
		54	260- 300	520- 600	140	180	38- 86	-RI	9 000	

- 1 Psychorbs and Necromorbs have the ability to cast magical bolts, which do magic damage.
- 2 Spider Lords have the ability to spit, which does magic damage.

The Hive - monsters without subtypes, U - Undead, A - Animals, D - Demons									
Name	dlvl	mlvl	HP-single	HP-multi	AC	To Hit%	Damage	MFL	Base Exp
The Shredded (U)	1- 2	23	35- 45	70- 90	65	75	4- 12	-RR	900
		38	155- 185	310- 370	115	160	10- 28		3 800
		53	240- 280	480- 560	145	195	22- 54	-RR	7 600
Felltwin (D)	1- 2	22	25- 35	50- 70	50	70	10- 18		600
		37	125- 155	250- 310	100	155	24- 40		3 200
		52	200- 240	400- 480	130	190	46- 78	IR-	6 400
Hellboar ¹ (D)	1- 2	23	40- 50	80- 100	60	70	16- 24		750
		38	170- 200	340- 400	110	155	36- 52		3 500
		53	260- 300	520- 600	140	190	70-102	-RR	7 000
Hork Spawn ² (D)	2- 3	22	15- 15	30- 30	25	60	10- 25	I--	250
		37	95- 95	190- 190	75	145	24- 54		2 500
		52	160- 160	320- 320	105	180	46-106	I--	5 000
Lashworm (A)	3- 4	20	15- 15	30- 30	50	90	12- 20		600
		35	95- 95	190- 190	100	175	28- 44		3 200
		50	160- 160	320- 320	130	210	54- 86	-R-	6 400
Torchant ³ (A)	3- 4	22	30- 40	60- 80	70	75	20- 30	-I-	600
		37	140- 170	280- 340	120	160	44- 64		3 200
		52	220- 260	440- 520	150	195	86-126	RIR	6 400

1 Hellboars have the ability to Knock Back.

2 Hork Spawns never drop any items or gold.

3 Torchants have the ability to cast Fireball.

The Crypt - monsters with subtypes, U - Undead, A - Animals, D - Demons									
Name	dlvl	mlvl	HP-single	HP-multi	AC	To Hit%	Damage	MFL	Base Exp
Firebat ¹ (A)	1- 2	24	30- 40	60- 80	70	100	15- 20	-I-	2 400
		39	140- 170	280- 340	120	185	34- 44		6 800
		54	220- 260	440- 520	150	220	66- 86	RIR	13 600
Hellbat ² (D)	3- 4	29	50- 70	100- 140	80	110	30- 30	RIR	3 600
		44	200- 260	400- 520	130	195	64- 64		9 200
		59	300- 380	600- 760	160	230	126-126	RII	18 400
Skullwing (U)	1- 2	27	35- 35	70- 70	80	75	15- 20	-RR	3 000
		42	155- 155	310- 310	130	160	34- 44		8 000
		57	240- 240	480- 480	160	195	66- 86	-RR	14 000
Bone Demon ³ (U)	3- 4	30	120- 140	240- 280	50	100	40- 50	-II	5 000
		45	410- 470	820- 940	100	185	84-104		12 000
		60	530- 660	1 160-1 320	130	220	166-206	-II	24 000
Lich ⁴ (U)	1- 2	25	40- 50	80- 100	60	100	15- 20	--R	3 000
		40	170- 200	340- 400	110	185	34- 44		8 000
		55	260- 300	520- 600	140	220	66- 86	RRI	16 000
Arch Lich ⁴ (U)	3- 4	30	90- 100	180- 200	75	120	30- 30	RRI	4 000
		45	320- 350	640- 700	125	205	64- 64		10 000
		60	460- 500	920-1000	155	240	126-126	III	20 000

1 Firebats have the ability to cast Firebolt.

2 Hellbats have the ability to cast Fireball.

3 Bone Demons have the ability to cast magical bolts, which do magic damage. Bone Demons are also resistant to Holy Bolt.

4 Liches and Arch Liches have the ability to cast magical bolts, which do magic damage.

The Crypt - monsters without subtypes, U - Undead, A - Animals, D - Demons									
Name	divl	mlvl	HP-single	HP-multi	AC	To Hit%	Damage	MFL	Base Exp
Gravedigger ¹ (U)	1- 1	26	60- 120	120- 240	20	80	2- 12	-- I	2 000
		41	230- 410	460- 820	70	165	8- 28		6 000
		56	340- 580	680- 1160	100	200	12- 54	RRI	12 000
Tomb Rat (A)	1- 2	24	40- 60	80- 120	30	120	12- 25		1 800
		39	170- 230	340- 460	80	205	28- 54		5 600
		54	260- 340	520- 680	110	240	56-106	-RR	11 200
Devil Kin Brute (A)	1- 2	27	60- 80	120- 160	70	100	18- 24	-RR	2 400
		42	230- 290	460- 580	120	185	40- 52		6 800
		57	340- 460	680- 840	150	220	78-102	RRR	13 600
Satyr Lord (A)	1- 2	28	80- 100	160- 200	70	90	20- 30	-RR	2 800
		43	290- 350	580- 700	120	175	44- 64		7 600
		58	420- 500	840-1 000	150	210	86-126	RII	15 200
Crypt Demon (D)	2- 3	28	100- 120	200- 240	85	100	20- 40	IRR	3 200
		43	350- 410	700- 820	135	185	44- 84		8 400
		58	500- 580	1 000-1 160	165	220	86-166	IIR	16 800
Biclops ³ (D)	3- 4	30	100- 120	200- 240	80	90	40- 50	-- R	4 000
		45	350- 410	700- 820	130	175	84-104		10 000
		60	500- 580	1 000-1 160	160	210	166-206	-RR	20 000
Flesh Thing (D)	3- 4	28	150- 200	300- 400	70	150	12- 18	RRR	4 000
		43	500- 650	1 000-1 300	120	235	28- 40		10 000
		58	700- 900	1 400-1 800	150	270 ³	54- 76	RRR	20 000
Reaper (D)	3- 4	30	130- 150	260- 300	90	120	30- 35	IIR	6 000
		45	440- 500	880-1000	140	205	64- 74		14 000
		60	620- 700	1 240-1 400	170	240	126-146	III	28 000

1 Gravediggers have the ability to regenerate hit points faster while digging on dead monsters.

2 Biclops have the ability to Knock Back.

3 Due to a bug, the base To Hit for Flesh Thing will be 14% on hell difficulty.

5.2.4 Special monsters in Hellfire

In the table below are listed the special monsters in Hellfire. They are truly unique and are not based on any monster type. They are all treated by the game as unique monsters. Like unique monsters, the special monsters have two different mlvl as well. One is used for combat and experience point award (battle) and one is used for item generation of items dropped by the unique monster (item). Both are given below. For information about the modified data for Diablo in Hellfire, see chapter 5.2.2.

Special Monsters in Hellfire - Demons										
Name	divl	mlvl battle	mlvl items	HP-single	HP-multi	AC	To Hit%	Damage	MFL	Base Exp
Hork Demon ¹	H 3	38	27	60- 70	120- 140	80	60	20- 35	--R	2 000
		53	27	230- 260	460- 520	130	145	44- 74		6 000
		68	27	340- 380	680- 760	160	180	86-146	R-I	10 000
The Defiler	H 4	40	30	120	240	80	110	20- 30	RRI	5 000
		55	30	410	820	130	195	44- 64		12 000
		70	30	580	1 160	160	230	86-126	RII	24 000
Na-Krul ² (by lever)	C 4	45	40	666	1 332	125	150	40- 50	III	6 000
		75	40	2 048	4 096	175	235	84-104		14 000
		105	40	2 764	5 528	205	270 ³	166-206	III	28 000
Na-Krul ² (by book)	C 4	45	40	333	666	75	150	40- 50		6 000
		75	40	1 049	2 098	125	235	84-104		14 000
		105	40	1 432	2 864	155	270 ³	166-206		28 000

1 Hork Demon has the ability to spawn Hork Spawns

2 Na-Krul is immune to Stone Curse.

3 Due to a bug, the base To Hit for Na-Krul will be 14% on hell difficulty.

5.3 Monster properties

Apart from the data given in earlier chapters, monsters have other properties that are often shared within a monster type. This chapter will list such properties, which might be of interest in various ways. Currently the information includes monster size and how it affects selection of monsters for a specific dungeon level, attack types (for information in more detail about the behavior of the monsters according to attack type, see chapter 5.5), intelligence factor, abilities to open doors and follow target around corners, and timing information.

5.3.1 Monster size

Each monster type has a size associated with it. That size is used when selecting monsters for a specific level of the dungeon. Maximum total size of all monsters types on a level is 4000. Most monsters in the church, for example, have small sizes, and that is the reason why you will see many different monsters on each level. Monsters in hell and the Crypt normally have large sizes and thus you will only see two or three different monster types at once. In the tables below you can find the size of all monster types in the game. Note that golems also have a size, which is important for monster selection (see below).

Monsters in Diablo					
Monster type	Size	Monster type	Size	Monster type	Size
Zombies	799	Goat Men	1 030	Vipers	1 270
Fallen One, spear	543	Goat Men Archers	1 040	Succubi	980
Fallen One, sword	623	Overlords	1 130	Knights	2 120
Skeletons	553	Gargoyles	1 650	Mages	2 000
Skeleton Archers	567	Magma Demons	1 680		
Skeleton Captains	575	Horned Demons	1 630	Golem	386
Scavengers	410	Spitting Terrors	716	The Butcher	980
Winged Fiends	364	Lightning Demons	1 740	Skeleton King	1 010
The Hiddens	992	Balrogs	2 200	Diablo	2 000

New monsters in Hellfire					
Monster type	Size	Monster type	Size	Monster type	Size
The Shredded	484	Lashworm	800	Arch Lich	800
Felltwin	800	Torchant	800	Satyr Lord	800
Hellboar	800	Gravedigger	800	Crypt Demon	800
Hork Spawn	520	Tomb Rat	550	Biclops	800
Stinger	305	Devil Kin Brute	800	Flesh Thing	800
Venomtail	305	Firebat	550	Reaper	800
Psychorb	800	Hellbat	550		
Necromorb	800	Skullwing	1 740	Hork Demon	800
Arachnon	800	Bone Demon	1 740	The Defiler	800
Spider Lord	800	Lich	800	Na-Krul	1 200

5.3.2 Monster occurrences in the dungeons

The process of selecting monsters for a dungeon level is as follows:

1. Subtract the golem's size from the total size as it can always exist on every level.
2. If there are any special quest monsters on a dungeon level (like Snotspill, The Butcher, Lachdanan, Hork Demon and so on) subtract the size of that monster type. That monster type will also appear, if possible, on that dungeon level of course.
3. In Hellfire, if the dungeon level is level 2 or 3 of the Hive, subtract the size of the Hork Spawn. That monster type will also appear on those dungeon levels of course.
4. In Hellfire, if the dungeon level is level 4 of the Crypt, subtract the size of the Arch Lich. That monster type will also appear on that dungeon level of course.
5. In multi player, if it is the same dungeon level as the Skeleton King appears on (dvl 3), pick a random skeleton type that can appear on that dungeon level. Subtract its size. It can now appear on that dungeon level and will be the skeleton type that appears around the Skeleton King.
6. If possible, pick a random monster type of the ones that has not yet been picked that can appear on the dungeon level in question, and whose size is equal or less than the size left. Subtract that monster's size; it can now appear on the level.

7. If there are still monsters that have a size less than the size left, go to step 6. Otherwise, end monster type selection.
8. If any monster type that was picked has a unique monster set to appear on the dlvl in question, that unique monster will always appear.

All special mini levels found in single player are created by special code and thus are not created according to the above. The same is true for dlvl 16. Which is also created by special code and does not follow the above steps. In the same way, the monsters in Arch-Bishop Lazarus' room on dlvl 15 in multi player are not counted toward the size limit. They are considered when the game picks possible unique monsters for the dungeon level, though. That is the reason you will always see Bloodlust on dlvl 15 in multi player.

With the algorithm above and the monster size also from the tables above, it is quite easy to calculate the probability of a specific monster appearing on a dlvl. The table below has been calculated using the above information. For information about on what dlvl monsters can occur, see chapter 5.2.1 and 5.2.3.

dlvl 1 - Church	%	dlvl 3 - Church	%	dlvl 4 - Church	%
Zombie	100	Ghoul	13	Rotting Carcass	24
Fallen One (spear)	100	Rotting Carcass	13	Black Death	24
Skeleton	100	Black Death	13	Devil Kin (spear)	26
Fallen One (sword)	100	Carver (spear)	15	Dark One (spear)	26
Scavenger	100	Devil Kin (spear)	15	Devil Kin (sword)	26
Skeleton Captain	100	Dark One (spear)	15	Dark One (sword)	26
dlvl 2 - Church	%	Carver (sword)	14	Burning Dead	26
Zombie	18	Devil Kin (sword)	14	Horror	26
Ghoul	18	Dark One (sword)	14	Corpse Bow	26
Rotting Carcass	18	Corpse Axe	24	Burning Dead Archer	26
Fallen One (spear)	20	Burning Dead	24	Horror Archer	26
Carver (spear)	20	Horror	24	Corpse Captain	26
Devil Kin (spear)	20	Skeleton Archer	24	Burning Dead Captain	26
Fallen One (sword)	20	Corpse Bow	24	Horror Captain	26
Carver (sword)	20	Burning Dead Archer	24	Plague Eater	31
Devil Kin (sword)	20	Skeleton Captain	24	Shadow Beast	31
Skeleton	20	Corpse Captain	24	Bone Gasher	31
Corpse Axe	20	Burning Dead Captain	25	Blink	34
Burning Dead	20	Scavenger	20	Gloom	34
Skeleton Archer	20	Plague Eater	20	Hidden	22
Corpse Bow	20	Shadow Beast	20	Flesh Clan	22
Skeleton Captain	20	Fiend	23	Flesh Clan Archer	22
Corpse Captain	20	Blink	23		
Scavenger	28	Hidden	11		
Plague Eater	28				
Fiend	35				
Hidden	16				

dlvl 5 - Catacombs	%	dlvl 6 - Catacombs	%	dlvl 7 - Catacombs	%
Black Death	23	Horror Archer	31	Familiar	75
Dark One (spear)	26	Horror Captain	31	Stalker	20
Dark One (sword)	26	Bone Gasher	44	Unseen	20
Horror	26	Gloom	47	Stone Clan	20
Burning Dead Archer	26	Familiar	47	Fire Clan	20
Horror Archer	26	Stalker	23	Night Clan	20
Burning Dead Captain	25	Unseen	23	Stone Clan Archer	20
Horror Captain	25	Flesh Clan	22	Fire Clan Archer	20
Shadow Beast	32	Stone Clan	22	Night Clan Archer	20
Bone Gasher	32	Fire Clan	22	Overlord	19
Blink	36	Flesh Clan Archer	22	Mud Man	19
Gloom	36	Stone Clan Archer	22	Winged-Demon	15
Hidden	21	Fire Clan Archer	22	Gargoyle	15
Stalker	21	Overlord	22	Horned Demon	15
Flesh Clan	20	Winged-Demon	17	Acid Beast	34
Stone Clan	20	Acid Beast	28		
dlvl 8 - Catacombs	%	dlvl 8 - Catacombs	%	dlvl 8 - Catacombs	%
Flesh Clan Archer	20	Familiar	49	Toad Demon	18
Stone Clan Archer	20	Unseen	19	Gargoyle	15
Overlord	20	Illusion Weaver	19	Magma Demon	14
Winged-Demon	16	Fire Clan	18	Blood Stone	14
		Night Clan	18	Horned Demon	14
		Fire Clan Archer	18	Mud Runner	14
		Night Clan Archer	18	Acid Beast	33
		Mud Man	18	Poison Spitter	33

dlvl 9 - Caves	%	dlvl 10 - Caves	%	dlvl 11 - Caves	%
Illusion Weaver	16	Illusion Weaver	19	Flayed One	31
Night Clan	16	Toad Demon	19	Blood Claw	14
Night Clan Archer	16	Flayed One	19	Death Wing	14
Mud Man	16	Blood Claw	13	Hell Stone	14
Toad Demon	16	Death Wing	13	Lava Lord	14
Gargoyle	13	Blood Stone	13	Frost Charger	14
Blood Claw	13	Hell Stone	13	Obsidian Lord	14
Magma Demon	13	Lava Lord	13	Pit Beast	31
Blood Stone	13	Mud Runner	13	Red Storm	14
Hell Stone	13	Frost Charger	13	Storm Rider	14
Lava Lord	13	Obsidian Lord	13	Storm Lord	14
Horned Demon	13	Poison Spitter	31	Slayer	9
Mud Runner	13	Pit Beast	31	Guardian	9
Frost Charger	13	Red Storm	13	Cave Viper	19
Poison Spitter	56	Storm Rider	13		
Red Storm	13	Slayer	8		
dlvl 12 - Caves	%	dlvl 12 - Caves	%	dlvl 12 - Caves	%
		Flayed One	22	Slayer	9
		Death Wing	13	Guardian	9
		Obsidian Lord	13	Vortex Lord	9
		Pit Beast	29	Cave Viper	18
		Lava Maw	29	Fire Drake	18
		Storm Rider	13	Succubus	23
		Storm Lord	13	Black Knight	9
		Maelstorm	13		

dlvl 13 - Hell	%	dlvl 14 - Hell	%	dlvl 15 - Hell¹	%
Lava Maw	27	Lava Maw	26	Balrog	17
Storm Lord	11	Maelstorm	10	Azure Drake	33
Maelstorm	11	Vortex Lord	9	Snow Witch	33
Guardian	9	Balrog	9	Hell Spawn	33
Vortex Lord	9	Fire Drake	21	Soul Burner	33
Balrog	9	Gold Viper	21	Doom Guard	17
Cave Viper	21	Succubus	22	Steel Lord	17
Fire Drake	21	Snow Witch	22	Magistrate	17
Gold Viper	21	Hell Spawn	22	Cabalist	17
Succubus	23	Black Knight	10	dlvl 16 - Hell	%
Snow Witch	23	Doom Guard	10	Black Knight	100
Black Knight	10	Steel Lord	10	Blood Knight	100
Doom Guard	10	Blood Knight	10	Advocate	100
Steel Lord	10	Counselor	10		
Blood Knight	10	Magistrate	10		
Counselor	9				

1 Not including Arch-Bishop Lazarus' room in multi player.

dlvl H1 - Hive	%	dlvl H2 - Hive	%	dlvl H3 - Hive	%
The Shredded	80	The Shredded	70	Hork Spawn	100
Felltwin	80	Felltwin	65	Venomtail	100
Hellboar	80	Hellboar	65	Necromorb	50
Stinger	100	Hork Spawn	100	Spider Lord	50
Psychorb	80	Stinger	70	Lashworm	50
Arachnon	80	Psychorb	65	Torchant	50
		Arachnon	65		
dlvl H4 - Hive	%	dlvl C1 - Crypt	%	dlvl C2 - Crypt	%
Venomtail	100	Gravedigger	58	Tomb Rat	67
Necromorb	75	Tomb Rat	67	Devil Kin Brute	58
Spider Lord	75	Devil Kin Brute	58	Firebat	67
Lashworm	75	Firebat	67	Skullwing	43
Torchant	75	Skullwing	43	Lich	58
		Lich	58	Satyr Lord	58
		Satyr Lord	58	Crypt Demon	58
dlvl C3 - Crypt	%	dlvl C4 - Crypt	%		
Hellbat	53	Hellbat	55		
Bone Demon	43	Bone Demon	40		
Arch Lich	53	Arch Lich ¹	100		
Crypt Demon	52	Biclops	55		
Biclops	52	Flesh Thing	55		
Flesh Thing	52	Reaper	55		
Reaper	52				

1 There will always be Arch Liches on level 4 of the Crypt.

5.3.3 Attack types

Most monster types have their own unique way of attacking and moving. However, some of the monster types share some common attack types. The table below lists the various attack types that exist. I have used the name of the first monster type that uses that attack type. For example, skeletons and knights use the same attack type, but I have called it *skeleton* because they appear first. All monsters of a monster type share the same attack type, so I have only listed attack types for monster types. Since Hellfire does not have monster types, I have listed the attack type for each monster.

When a unique monster is present, it and its mob may have a different attack type than the normal one for that monster type. See chapter 5.4 for information about such attack type changes.

Monsters in Diablo					
Monster type	Attack type	Monster type	Attack type	Monster type	Attack type
Zombies	Zombie	Goat Men	Goat Man	Vipers	Viper
Fallen One, spear	Fallen One	Goat Men Archers	Goat Archer	Succubi	Goat Archer
Fallen One, sword	Fallen One	Overlords	Overlord	Knights	Skeleton
Skeletons	Skeleton	Gargoyles	Gargoyle	Mages	Mage
Skeleton Archers	Skeleton Archer	Magma Demons	Magma Demon		
Skeleton Captains	Skeleton	Horned Demons	Horned Demon	Golem	Golem
Scavengers	Scavenger	Spitting Terrors	Spit	The Butcher	Butcher
Winged Fiends	Winged Fiend	Lightning Demons	Magma Demon	Skeleton King	Skeleton King
The Hiddens	Hidden	Balrogs	Balrog	Diablo	Magma Demon

New monsters in Hellfire					
Monster type	Attack type	Monster type	Attack type	Monster type	Attack type
The Shredded	Skeleton	Lashworm	Skeleton	Arch Lich	Goat Archer
Felltwin	Skeleton	Torchant	Goat Archer	Satyr Lord	Skeleton
Hellboar	Skeleton	Gravedigger	Scavenger	Crypt Demon	Skeleton
Hork Spawn	Skeleton	Tomb Rat	Skeleton	Biclops	Skeleton
Stinger	Skeleton	Devil Kin Brute	Skeleton	Flesh Thing	Skeleton
Venomtail	Skeleton	Firebat	Goat Archer	Reaper	Skeleton
Psychorb	Goat Archer	Hellbat	Goat Archer		
Necromorb	Goat Archer	Skullwing	Skeleton	Hork Demon	Skeleton
Arachnon	Skeleton	Bone Demon	Magma Demon	The Defiler	Skeleton
Spider Lord	Spit	Lich	Goat Archer	Na-Krul	Skeleton

The attack type does not only affect the actual attack but also how the monsters move around. Many monsters that share a specific attack type still cast different spells as the attack type does not in itself include spell (or arrow) cast. For information about what spell specific monsters cast, see 4.2. Others may be similar at some parts; for example, at a distance greater than Inferno range (3 squares) a Balrog will behave like a Skeleton in its movements, and it is not until it gets closer that it will start to circle the player. There are many similar features between the different attack types. Most of them are also heavily triggered by the distance to the target; that is, the behavior of the monster changes as it gets to a specific distance(s) to the target. Monsters can also gain a different attack type if they are part of a mob of a unique monster with a different attack type. The way monsters behave is not affected by difficulty level. For a more detailed explanation of how the attack types work, see chapter 5.5.

It is worth noticing that within a certain monster type the various monsters normally have an increasing "intelligence". A good way to see this difference is to look at the various Goat Archers. Run up to them and you will see that a normal Flesh Clan Archer will not run away immediately while a Night Clan Archer will normally run away before you even get close. Similar differences can be seen for most monster types. The table below will list the intelligence factor (Intf) within each monster type. It is basically a number between 0 and 3 (inclusive). The higher the number, the higher the intelligence of the monster. For monster types with 4 subtypes in Diablo, I have listed the four values after each other. For monsters that have no subtypes, there is only one number. Otherwise, there is no value given. For information about what intelligence factor unique monsters have, see chapter 5.4.

Presented in the table below is also the ability to open doors and to follow characters around walls. If a character disappears from the line of visibility of a player, they will normally move to the last position where they saw the character. Some monsters have the improved ability to also find the way around obstacles and follow you even further. This makes it possible for them to even follow you around a wall should you just teleport to the other side of it. If they do not have that ability, they will normally end up where you teleported from. These abilities are also presented below in the same way as the intelligence factor. A *D* means the monster can open doors and an *F* that means they will follow you.

Monsters in Diablo					
Monster type	Intf	Behavior	Monster type	Intf	Behavior
Zombies	0 1 2 3		Horned Demons	0 1 2 3	DF DF DF DF
Fallen One, spear	0 2 2 3		Spitting Terrors	0 1 2 3	
Fallen One, sword	0 1 2 3		Lightning Demons	0 1 2 3	DF DF DF DF
Skeletons	0 1 2 3		Balrogs	0 1 2 3	DF DF DF DF
Skeleton Archers	0 1 2 3		Vipers	0 1 2 3	-F -F -F -F
Skeleton Captains	0 1 2 3	-- -- -- F-	Succubi	0 1 2 3	D- D- DF DF
Scavengers	0 1 2 3		Knights	0 0 1 1	-F -F -F -F
Winged Fiends	0 1 2 3	-- -- -F -F	Mages	0 1 2 3	D- D- D- D-
The Hiddens	0 1 2 3	-- -F -F -F			
Goat Men	0 1 2 3	DF DF DF DF	Golem	0	D-
Goat Men Archers	0 1 2 3	D- D- DF DF	The Butcher	3	
Overlords	0 1 2 3	-- -F -F -F	Skeleton King	3	DF
Gargoyles	0 1 2 3	D- D- D- D-	Diablo	3	DF
Magma Demons	0 1 2 3	DF DF DF DF			

New monsters in Hellfire					
Monster type	Intelligence factor	Behavior	Monster type	Intelligence factor	Behavior
The Shredded	3		Firebat	3	
Felltwin	3	DF	Hellbat	3	
Hellboar	2	-F	Skullwing	0	
Hork Spawn	3		Bone Demon	0	
Stinger	3		Lich	3	
Venomtail	3		Arch Lich	3	
Psychorb	3		Satyr Lord	3	
Necromorb	3		Crypt Demon	3	
Arachnon	3	-F	Biclops	3	D-
Spider Lord	3	-F	Flesh Thing	3	
Lashworm	3		Reaper	3	
Torchant	3				
Gravedigger	3	D-	Hork Demon	3	
Tomb Rat	3		The Defiler	3	-F
Devil Kin Brute	3		Na-Krul	3	DF

5.3.4 Timing information

This chapter deals with the time it takes for different monsters to do different things. The data given is explained below. In almost every case the data is the same for each monster type and thus is not given for each subtype (as it is the same). Note that for all the actions below, the time is only valid for the case when the monsters are actually walking, swinging and so on. Most monsters will, for example, make pauses occasionally when they walk, so that the average walking speed over a longer time is slower. The same applies for when monsters attack players. Sometimes they make pauses. Even monsters within a monster type may act differently as, for example, the duration of a pause is generally affected by the intelligence factor. The data below does *not* take such things into consideration. However, the actual time to do an action does not vary between different difficulty levels and subtypes of monsters. All times are given in seconds.

Walk time

This is the time it takes for the monster to walk one square. For a player, it takes 0.40 seconds. Due to the fact that many monsters make pauses in the walking, you can often outrun monsters with a walk speed of 0.40 seconds.

Hit recovery time

This is the time it takes for a monster to go through a hit recovery (stun). To stun lock a monster, you need to hit it again before it has finished its hit recovery and either hit you (hit time) or moved away (for information about entering a new location, see chapter 6.1.9). For the monster to actually go into a hit recovery, you have to hit it and do damage equal or exceeding $mlvl+3$ (monsters of The Hiddens go into hit recovery regardless of the damage as

long as they have no resistance to the attack type). Thanks to concrete for initial information about monsters and hit recoveries.

Attack time

This is the time it takes a monster to do a complete attack against you, in much the same way as the swing speed of the characters in chapter 2.2.3 works. Some monsters can actually hit you twice in one attack. Many monsters have more than one attack, in such cases, two times are given. The first attack will be the main attack, that is, the one that have data within the tables in chapter 5.2 while the second is the one explained in the foot notes. Usually the main attack will be the melee attack while the second attack is a spell attack.

Hit time

Within the swing this is the time it takes to reach the frame where the actual hit on a player occurs. This is of course always identical or shorter than the complete attack time. When there exist two attacks and thus two attack times, there will also be two hit times given. For Magma Demons and Lightning Demons there are actually three times given, where the first two relate to the melee attack which, as described above, can hit you twice in the same attack and the last number correspond to the spell attack.

Diablo				
Monster type	Walk time	Hit recovery time	Attack time	Hit time
Zombies	1.20	0.30	0.60	0.40
Fallen Ones with spear	0.55	0.55	0.65 / 0.65 ¹	0.35 / 0.25 ¹
Fallen Ones with sword	0.60	0.55	0.65 / 0.75 ¹	0.40 / 0.25 ¹
Skeletons	0.40 / 0.80 ²	0.30	0.65	0.40
Skeleton Archers	0.40 / 0.80 ²	0.25	0.80	0.60
Skeleton Captains	0.40 / 0.80 ²	0.35	0.60	0.40
Scavengers	0.40 / 0.55 ³	0.30	0.60	0.35
Winged Fiends	0.65	0.45	0.50	0.25
The Hiddens	0.40 / 0.55 ³	0.40	0.60	0.40
Goat Men	0.40	0.30	0.60 / 0.60	0.40 / 0.00
Goat Men Archers	0.40	0.30	0.80	0.65
Overlords	0.50	0.30	0.75 / 0.50	0.40 / 0.00
Gargoyles	0.70	0.50	0.70	0.35
Magma Demons	0.50	0.35	0.70 / 0.90	0.20 - 0.45 ⁴ / 0.70 ⁵

1 The second value is for the War Cry animation (see chapter 5.5.9 under Fallen One for more information).

2 The second value is for the fade in/out animation.

3 The second value is for the feasting upon a carcass animation.

4 Have two hits in one attack.

5 The Magma Demon actually hit at 0.65 while the other three types hit at 0.70.

Diablo				
Monster type	Walk time	Hit recovery time	Attack time	Hit time
Horned Demons	0.40	0.30	0.70	0.35
Spitting Terrors	0.40	0.40	0.60 / 0.20	0.40 / 0.00
Lightning Demons	0.40	0.20	0.90 / 0.70	0.25 - 0.65 ¹ / 0.40
Balrogs	0.35	0.05	0.70 / 1.00	0.40 / 0.15
Vipers	0.55	0.25	0.65	0.40
Succubi	0.40	0.35	0.80	0.50
Knights	0.40	0.20	0.80	0.40
Mages	0.05 / 1.00 ²	0.40	1.00	0.40
The Butcher	0.40	0.30	0.60	0.40
Skeleton King	0.30	0.30	0.80 / 0.30 ³	0.40 / 0.00 ³
Diablo (Diablo)	0.30	0.30	0.80 / 0.80	0.20 / 0.55
Diablo (Hellfire)	0.30	0.10	0.80 / 0.80	0.20 / 0.55
Golem	0.80 / 1.00 ⁴	0.00	0.60	0.35

1 Have two hits in one attack.

2 The second value is for the fade in/out animation.

3 The second value is for the revive skeleton animation.

4 The second value is for the fade in animation.

Hellfire - Hive				
Monster type	Walk time	Hit recovery time	Attack time	Hit time
The Shredded	0.50	0.25	0.60	0.35
Felltwin	0.65	0.55	0.75	0.40
Hellboar	0.50	0.30	0.75	0.35
Hork Spawn	0.60	0.55	0.70	0.40
Stinger	0.50	0.30	0.60	0.40
Venomtail	0.50	0.30	0.60	0.40
Psychorb	0.65	0.35	0.65	0.40
Necromorb	0.65	0.35	0.65	0.40
Arachnon	0.50	0.30	0.75	0.40
Spider Lord	0.50	0.30	0.75 / 0.50	0.40 / 0.40
Lashworm	0.65	0.30	0.75	0.40
Torchant	0.60	0.30	0.60	0.40
Hork Demon	0.40	0.30	0.80 / 0.45 ¹	0.40 / 0.40 ¹
The Defiler	0.40	0.30	0.70 / 0.60	0.40 / 0.40

¹ The second value is for the spawning Hell Spawn animation.

Hellfire - Crypt				
Monster type	Walk time	Hit recovery time	Attack time	Hit time
Gravedigger	1.20 / 0.80 ¹	0.30	0.60	0.30
Tomb Rat	0.40	0.30	0.60	0.40
Devil Kin Brute	0.40	0.40	0.55	0.30
Firebat	0.80	0.30	0.70	0.40
Hellbat	0.80	0.30	0.70	0.40
Skullwing	0.40	0.30	1.00	0.35
Bone Demon	0.40	0.30	1.00 / 0.80	0.40 / 0.60
Lich	0.50	0.35	0.50	0.40
Arch Lich	0.50	0.35	0.50	0.40
Satyr Lord	0.65	0.45	0.70	0.40
Crypt Demon	0.90	0.40	0.60	0.40
Biclops	0.55	0.30	0.80	0.40
Flesh Thing	1.20	0.30	0.75	0.40
Reaper	0.50	0.30	0.70	0.40
Na-Krul	0.30	0.15	0.80 / 0.80	0.35 / 0.25

¹ The second value is for the digging upon a carcass animation.

5.4 Unique monsters

Unique monsters always appear on a specific dlvl and are based on one of the normal monsters. They can also have a special ability (attack type) not normally available to that monster. Often, especially on the earlier levels, they have a group of normal monsters (a mob in the tables) around them. The monsters of that mob also have the same special ability as their boss and have their HP doubled (after any modification for difficulty level). Any stat not given in the unique monster tables is identical to that of the monster it is based on. Generally, any information given in chapter 5.1 also applies to unique monsters unless stated otherwise below.

I have tried to fit in all the data for each unique monster into the tables below, this means that it can at a first glance seem complicated and confusing but the alternative would have been to split up the data into several tables.

Type

This is the monster the unique monster is based on. Unless otherwise changed, it has all the stats and abilities of the monster it is based on.

Attack type

This will list the attack type of the unique monster (and its followers). It will be in *italics* if it differs from the normal attack type for that monster. For information about attack types, see chapter 5.3.3. Most unique monsters that appear

in quests have their own special attack type. It is normally related to the attack type the monster normally has but may have some differences. They are noted as *special* in the tables below.

Attack type and Intelligence factor

This list the intelligence factor for the unique monster (and its followers). For information about the intelligence factor, see chapter 5.3.3.

Mob

If the unique monster has a mob of normal monsters around it, it is listed here. Otherwise the unique monster will be alone.

Dungeon level

This is the dlvl the unique monster will appear on. It cannot appear on any other dlvl, and it will only (and always) appear if the monster it is based on is present on the dlvl.

Monster level

Note that unique monsters have two different mlvl. One is used for combat and experience point award (battle), and one is used for item generation of items dropped by the unique monster (item). The mlvl used for combat and experience points follow one of the following two formulas:

$$\text{mlvl}_{\text{unique}} = 2 \cdot \text{dlvl}$$

$$\text{mlvl}_{\text{unique}} = \text{mlvl}_{\text{normal}} + 5$$

The lower formula is only used for certain unique monsters in quests. It should be apparent from the table which of the two formulas was used. For item generation the mlvl of a unique monsters is equal to the mlvl of the monster it is based on. Both mlvl are listed in the tables below to avoid confusion.

Most unique monsters receive the normal +15/+30 addition to their mlvl on nightmare and hell difficulty. However, some special monsters receive this bonus twice. Apart from some of the special monsters (see chapter 5.2.2 and 5.2.4), this is also true for Arch-Bishop Lazarus, Blackjade and Red Vex).

Hit points

The HP in the tables below are for Diablo. For Hellfire, you should add 49 for nightmare and 97 for hell difficulty (99 and 197 in multi player). All unique monsters have more Hit Points than normal monsters of their type. The number of Hit Points for unique monsters is always the same and never varies within a range like for normal monsters.

Damage

All unique monsters do more damage than normal monsters. The listed value shows the range of the damage.

Resistance and immunity

Unlike normal monsters, unique monsters have the same resistances and immunities on all three difficulty levels. For an explanation on how resistance and immunity is shown, see chapter 5.1.

Experience points

Experience points given for killing a unique monster follows that of normal monsters (see chapter 5.1). The base experience for a unique monster is twice that of a normal monster. However, there seems to be a bug with experience points for unique monsters. The calculations for nightmare and hell difficulty increase and seem to be applied twice. This will in most cases mean the experience points will overflow and wrap around (maximum base experience points is 65535). For that reason, I have not given any base experience points for unique monsters.

Armor Class and To Hit

Generally, a unique monster has the same AC and To Hit as a normal monster. There are exceptions, though, where the unique monster can get a different AC *or* a different To Hit (but never both). Due to a bug, this changed AC and To Hit is not updated for difficulty level, and will thus be the same on all difficulties.

If the monster has any AC or To Hit that differs from the base monster, it will be noted in a note under the table.

Zombies										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Rotfeast the Hungry	Zombie	<i>Skeleton</i>	3	Yes	2	4	1	85	4 - 12	I - -
						19	1	256	12 - 28	
						34	1	343	22 - 54	
Soulpus	Zombie	Zombie	0		2	4	1	133	4 - 8	-RR
						19	1	400	12 - 20	
						34	1	535	22 - 38	
Rotcarnage ¹	Ghoul	Zombie	3	Yes	3	6	2	102	9 - 24	I-R
						21	2	307	22 - 52	
						36	2	411	42 - 102	
Goretongue	Rotting Carcass	<i>Skeleton</i>	1		3	6	4	156	15 - 30	I - -
						21	4	469	34 - 64	
						36	4	627	66 - 126	

1 Has an AC of 45 on all difficulty levels.

Fallen Ones with spear										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Pukerat the Unclean	Fallen One, spear	Fallen One	3		2	4	1	51	6 - 18	-R-
						19	1	154	16 - 40	
						34	1	207	30 - 78	
Bongo	Devil Kin, spear	Fallen One	3	Yes	3	6	5	178	9 - 21	
						21	5	535	22 - 46	
						36	5	715	42 - 90	
Snotspill ¹	Dark One, spear	<i>Special</i>	3		4	8	7	220	10 - 18	--R
						23	7	661	24 - 40	
						38	7	883	46 - 78	

1 Only appears in a quest in single player.

Fallen Ones with sword										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Bladeskin the Slasher ¹	Fallen One, sword	Fallen One	0		2	4	1	77	1 - 5	-R-
						19	1	232	6 - 14	
						34	1	311	10 - 26	
Gutshank the Quick	Carver, sword	<i>Winged Fiend</i>	2	Yes	3	6	3	66	6 - 16	-R-
						21	3	199	16 - 36	
						36	3	264	30 - 70	
Shadowcrow ²	Dark One, sword	<i>Hidden</i>	2	Yes	5	10	7	270	12 - 25	
						25	7	811	28 - 54	
						40	7	1 083	54 - 106	

1 Has an AC of 45 on all difficulty levels.

2 Has the ability to disappear, like The Hiddens.

Skeletons - Undead										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Boneripper	Skeleton	<i>Winged Fiend</i>	0	Yes	2	4 19 34	1 1 1	54 163 219	6 - 15 16 - 34 30 - 66	II-
Bonehead Keenaxe ¹	Corpse Axe	Skeleton	2	Yes	2	4 19 34	2 2 2	91 274 367	4 - 10 12 - 24 22 - 46	I--
Madeye the Dead ²	Burning Dead	<i>Winged Fiend</i>	0	Yes	4	8 23 38	4 4 4	75 226 303	21 - 24 46 - 52 90 - 102	II-

1 Has a base To Hit of 100 on all difficulty levels.

2 Has an AC of 30 on all difficulty levels.

Skeleton Archers										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Deadeye	Skeleton Archer	<i>Goat Archer</i>	0		2	4 19 34	3 3 3	49 148 199	6 - 9 16 - 22 30 - 42	IR-
Skullfire	Corpse Bow	<i>Goat Archer</i>	1		3	6 21 36	5 5 5	125 376 503	6 - 10 16 - 24 30 - 46	-I-
Blackash the Burning	Burning Dead Arch.	<i>Goat Archer</i>	0	Yes	4	8 23 38	7 7 7	120 361 483	6 - 16 16 - 36 30 - 70	II-

Skeleton Captains										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Brokenhead Bangshield	Corpse Captain	Skeleton	3	Yes	3	6 21 36	6 6 6	108 325 432	12 - 20 28 - 44 54 - 86	I-R
Shadowdrinker ¹	Horror Captain	<i>Hidden</i>	1	Yes	5	10 25 40	10 10 10	300 901 1 203	18 - 26 40 - 56 78 - 110	IRR

1 Has the ability to disappear, like The Hiddens. Has an AC of 45 on all difficulty levels.

Scavengers										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Shadowbite	Scavenger	<i>Skeleton</i>	3	Yes	2	4 19 36	2 2 2	60 181 243	3 - 20 10 - 44 18 - 86	-I-
El Chupacabras	Plague Eater	<i>Goat Man</i>	0	Yes	3	6 21 36	4 4 4	120 361 483	10 - 18 24 - 40 46 - 78	-R-
Pulsecrawler ¹	Shadow Beast	Scavenger	0	Yes	4	8 23 38	6 6 6	150 451 603	16 - 20 36 - 44 70 - 86	-IR
Spineeater	Bone Gasher	Scavenger	1	Yes	4	8 23 38	8 8 8	180 541 723	18 - 25 40 - 54 78 - 106	--I

1 Has an AC of 45 on all difficulty levels.

Winged Fiends										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Moonbender	Blink	Winged Fiend	0	Yes	4	8	7	135	9 - 27	- I -
						23	7	406	22 - 58	
						38	7	543	42 - 114	
Wrathraven	Blink	Winged Fiend	2	Yes	5	10	7	135	9 - 22	- I -
						25	7	406	22 - 48	
						40	7	543	42 - 94	
Foulwing ¹	Gloom	<i>Horned Demon</i>	3	Yes	5	10	9	246	12 - 28	- R -
						25	9	738	28 - 60	
						40	9	987	54 - 118	

- 1 Due to having the Horned Demon attack type, Foulwing and his mob will do full charged attacks with both damage (0-0 / 4-4 / 6-6) and putting the player into hit recovery. For more information, see chapter 6.1.7.

The Hiddens										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Warpskull	Hidden	Hidden	2	Yes	3	6	5	117	6 - 18	- RR
						21	5	352	16 - 40	
						36	5	471	30 - 78	

Goat Men										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Gharbad the Weak ¹	Flesh Clan	<i>Special</i>	3		4	8	7	120	6 - 16	-- I
						23	7	361	16 - 36	
						38	7	483	30 - 70	
Deathshade Fleshmaul ²	Stone Clan	<i>Horned Demon</i>	0		6	12	10	276	12 - 24	I R -
						27	10	829	28 - 52	
						42	10	1 107	54 - 102	
Bloodgutter	Fire Clan	<i>Winged Fiend</i>	1	Yes	6	12	12	315	24 - 34	- I -
						27	12	946	52 - 72	
						42	12	1 263	102 - 142	
Blighthorn Steelmace ³	Night Clan	<i>Horned Demon</i>	0	Yes	7	14	14	250	20 - 28	-- R
						29	14	751	44 - 60	
						44	14	1 003	86 - 118	

- 1 Only appears in quests in single player.
- 2 Due to having the Horned Demon attack type, Deathshade and its mobs will do full charged attacks with both damage (0-0 / 4-4 / 6-6) and putting the player into hit recovery. For more information, see chapter 6.1.7. Has an AC of 46 on all difficulty levels.
- 3 Due to having the Horned Demon attack type, Blighthorn and its mobs will do full charged attacks with both damage (30-30 / 64-64 / 126-126) and putting the player into hit recovery. For more information, see chapter 6.1.7. Has an AC of 45 on all difficulty levels.

Goat Men Archers										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Bloodskin Darkbow ¹	Flesh Clan Archer	Goat Archer	0	Yes	5	10	8	207	3 - 16	- RR
						25	8	622	10 - 36	
						40	8	831	18 - 70	
Blightfire ²	Fire Clan Archer	Goat Archer	2	Yes	7	14	12	321	13 - 21	- I -
						29	12	964	30 - 46	
						44	12	1 287	58 - 90	
Gorestone ³	Night Clan Archer	Goat Archer	1	Yes	7	14	14	303	15 - 28	-- R
						29	14	910	34 - 60	
						44	14	1 215	66 - 118	

- 1 Has an AC of 55 on all difficulty levels.
- 2 Has the ability to fire Blood Stars instead of arrows, like Succubi.
- 3 Has a base To Hit of 70 on all difficulty levels.

Overlords										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Bilefroth the Pit Master	Overlord	<i>Winged Fiend</i>	1	Yes	6	12	10	210	16 - 23	IIR
						27	10	631	36 - 50	
						42	10	843	70 - 68	
Baron Sludge ¹	Mud Man	<i>Hidden</i>	3	Yes	8	16	14	315	24 - 35	IRR
						31	14	946	52 - 74	
						46	14	1 263	102 - 146	
Oozedrool	Toad Demon	Overlord	3	Yes	9	18	16	483	25 - 30	--R
						33	16	1 450	54 - 64	
						48	16	1 935	106 - 126	

1 Has the ability to disappear, like The Hiddens. Has an AC of 75 on all difficulty levels.

Gargoyles										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Nightwing the Cold	Gargoyle	<i>Winged Fiend</i>	1	Yes	7	14	13	342	18 - 26	I-R
						29	13	1 027	40 - 56	
						44	13	1 371	78 - 114	
Goldblight of the Flame ¹	Blood Claw	Gargoyle	0	Yes	10	20	19	405	15 - 35	II-
						35	19	1 216	34 - 74	
						50	19	1 623	66 - 146	
Viletouch	Death Wing	Gargoyle	3	Yes	12	24	23	525	20 - 40	--I
						39	23	1 576	44 - 84	
						54	23	2 103	86 - 166	

1 Has an AC of 80 on all difficulty levels.

Magma Demons										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Firewound the Grim	Magma Demon	Magma Demon	0	Yes	8	16	13	303	18 - 22	IR-
						31	13	910	40 - 48	
						46	13	1 215	78 - 94	

Horned Demons										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Breakspine	Mud Runner	Horned Demon	0	Yes	9	18	15	351	25 - 34	-R-
						33	15	1 054	54 - 72	
						48	15	1 407	106 - 142	
Blackstorm ¹	Obsidian Lord	Horned Demon	3	Yes	10	20	19	525	20 - 40	I-I
						35	19	1 576	44 - 84	
						50	19	2 103	86 - 166	
Bluehorn ¹	Frost Charger	Horned Demon	1	Yes	11	22	17	477	25 - 30	IR-
						37	17	1 432	54 - 64	
						53	17	1 911	106 - 126	

1 Has an AC of 90 on all difficulty levels.

Acid Beasts										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Deathspit ¹	Acid Beast	<i>Fast Spit</i>	0	Yes	6	12	11	303	12 - 32	-RR
						27	11	910	28 - 68	
						42	11	1 215	54 - 134	
Chaoshowler ¹	Poison Spitter	<i>Fast Spit</i>	0	Yes	8	16	15	240	12 - 20	
						31	15	721	28 - 44	
						46	15	963	54 - 86	
Plaguewrath ¹	Poison Spitter	<i>Fast Spit</i>	2	Yes	10	20	15	450	20 - 30	IR-
						35	15	1 351	44 - 64	
						50	15	1 803	86 - 126	

1 Never attacks in melee but always uses fast spit instead.

Lightning Demons										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Brokenstorm	Red Storm	Magma Demon	2	Yes	9	18	18	411	25 - 36	--I
						33	18	1 234	54 - 76	
						48	18	1 647	106 - 150	
The Flyer	Storm Rider	Magma Demon	1	Yes	10	20	20	501	20 - 35	RRI
						35	20	1 504	44 - 74	
						50	20	2 007	86 - 146	
Doomcloud	Maelstorm	Magma Demon	1		13	26	24	612	1 - 60	-RI
						41	24	1 837	6 - 124	
						56	24	2 451	10 - 246	

Balrogs										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Windspawn ¹	Vortex Lord	<i>Skeleton</i>	1	Yes	12	24	24	711	35 - 40	II-
						39	24	2 134	74 - 84	
						54	24	2 847	146 - 166	
Gorefeast ¹	Vortex Lord	<i>Skeleton</i>	3		13	26	24	771	20 - 55	-R-
						41	24	2 314	44 - 114	
						56	24	3 087	86 - 226	
Blackskull ¹	Balrog	<i>Skeleton</i>	3	Yes	13	26	26	750	25 - 40	I-R
						41	26	2 251	54 - 84	
						56	26	3 003	106 - 166	

1 Never casts Inferno but always attacks by melee instead.

Vipers										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Fangspeir ¹	Cave Viper	<i>Skeleton</i>	1	Yes	11	22	21	444	15 - 32	-I-
						37	21	1 333	34 - 68	
						52	21	1 779	66 - 134	
Viperflame ¹	Fire Drake	<i>Skeleton</i>	1	Yes	12	24	23	570	25 - 35	-IR
						39	23	1 711	54 - 74	
						54	23	2 283	106 - 146	
Fangskin ¹	Gold Viper	<i>Skeleton</i>	2	Yes	14	28	25	681	15 - 50	I-R
						43	25	2 044	34 - 104	
						58	25	2 727	66 - 206	

1 Will never do the short range Viper charge.

Succubi										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Witchfire the Unholy	Succubus	Goat Archer	3	Yes	12	24	24	444	10 - 20	I I R
						39	24	1 333	24 - 44	
						54	24	1 779	46 - 86	
Witchmoon	Snow Witch	Goat Archer	3		13	26	26	310	30 - 40	- - R
						41	26	931	64 - 84	
						56	26	1 243	126 - 166	
Stareye the Witch	Hell Spawn	Goat Archer	2		14	28	28	726	30 - 50	- I -
						43	28	2 179	64 - 104	
						58	28	2 907	126 - 206	
Bloodlust ¹	Hell Spawn	Goat Archer	1		15	30	28	825	20 - 55	I - I
						45	28	2 476	44 - 114	
						60	28	3 303	86 - 223	
Blackjade ²	Hell Spawn	<i>Special</i>	3		15	33	28	400	30 - 50	I - R
						63	28	1 201	64 - 104	
						93	28	1 603	126 - 206	
Red Vex ²	Hell Spawn	<i>Special</i>	3		15	33	28	400	30 - 50	I R -
						63	28	1 201	64 - 104	
						93	28	1 603	126 - 206	

1 Always appears in every multi player game.

2 Always appears in Arch-Bishop Lazarus' room.

Knights										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Lionskull the Bent	Black Knight	Skeleton	2	Yes	12	24	24	525	25 - 25	I I I
						39	24	1 576	54 - 54	
						54	24	2 103	106 - 106	
Rustweaver	Doom Guard	Skeleton	3		13	26	26	400	1 - 60	I I I
						41	26	1 201	6 - 124	
						56	26	1 603	10 - 246	
Warlord of Blood ¹	Steel Lord	<i>Special</i>	3		13	26	28	850	35 - 50	I I I
						41	28	2 551	74 - 104	
						56	28	3 403	146 - 206	
Graywar the Slayer	Doom Guard	Skeleton	1		14	28	26	672	30 - 50	- - R
						43	26	2 017	64 - 104	
						58	26	2 691	126 - 206	
Steelskull the Hunter	Steel Lord	Skeleton	3		14	28	28	831	40 - 50	- - R
						43	28	2 494	84 - 104	
						58	28	3 327	166 - 206	
Lachdanan ^{1,2}	Blood Knight	<i>Special</i>	3		14	28	30	500	0 - 0	
						43	30	1 501	4 - 4	
						58	30	2 003	6 - 6	
Sir Gorash ³	Blood Knight	Skeleton	1		16	32	30	1 050	20 - 60	
						47	30	3 151	44 - 124	
						62	30	4 203	86 - 246	

1 Only appears in a quest in single player.

2 His stats are actually uninteresting as you will never fight against him.

3 Always appear in every game.

Mages										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Zhar the Mad ¹	Counselor	<i>Special</i>	3		8	16 31 46	25 25 25	360 1 081 1 440	16 - 40 36 - 84 70 - 166	IRR
Dreadjudge	Magistrate	Mage	1	Yes	14	28 43 58	27 27 27	540 1 621 2 163	30 - 40 64 - 84 126 - 166	IRR
The Vizier	Cabalist	Mage	2	Yes	15	30 45 60	29 29 29	850 2 551 3 403	25 - 40 54 - 84 106 - 166	- I -
Arch-Bishop Lazarus ²	Advocate	<i>Special</i>	3		15	35 65 95	30 30 30	600 1 801 2 403	30 - 50 64 - 104 126 - 206	IRR

1 Has the ability to fire Fireballs instead of Firebolts, like Advocates. Only appears in a quest in single player.

2 Always appears in every game.

5.5 Monster AI

In this chapter, a more detailed explanation of the monster's AI, artificial intelligence, is given. That is, it will explain how the monster decide what to do. It will also explain in more detail how monsters act in general. Basically one can say that a monster can do 3 different things; move in some way, attack in some way or stand still in some way.

5.5.1 General information

Just like a player, a monster will always have a specific action which it will be doing. Also, just as players, it must finish the current action before it can chose to do a new action. Some outside events may sometimes force a monster into a new specific action. Such events be the monster being hit and set into hit recover, a Fallen One retreating due to having a companion killed.

As explained in chapter 6, monsters, players and other things in the game are updated in a specific order and once every 0.05 seconds. During the update of each monster it will typically continue with the monster's current action and if it during the update reaches the end of that action it terminates it.

When a monster terminates an action, it will be set into *stand* mode. Stand mode is basically the monster doing nothing (note *delaying* is basically standing but for a predetermined time). The first thing that happens when a monster is set to *stand* mode is that it will check for a target. Thus, a monster always has a target, even if it is not activated and no enemy is in sight. For a description of target selection, see chapter 5.5.6. When a monster is in *stand* mode it will check for a new action by following a special script specific for the attack type the monster has. Note that a unique monster, and its mob if any, may have its attack type changed, see chapter 5.4, it will then follow the script of the new attack type. For a list of attack type for each monster, see chapter 5.3.3. The script may either end up in the monster being set into a new action type, or remaining in *stand* mode.

At any time, the game, for each monster, thus has complete knowledge of what target the monster has. It also knows where the target is and will as appropriate, calculate the distance to the target. It also always know what action the monster performed previous to being set to *stand* mode. In addition, while in stand mode, a special counter will keep track of how long the monster have been in *stand* mode. All this may often be important when going through the various scripts to decide the next action.

Within the scripts, some common tasks are very often performed either at the start or at the end. One of them is calculate the distance to its target. The game will also check the direction in which the target is located. This is usually used to determine in what direction the monster will walk. This chapter will *not* deal with path algorithms used, or explain how a monster walk. Many monsters will walk towards the target in the closest possible way, others will (at times depending on the distance to the target) instead walk around the target and so on. This chapter will generally just tell that the monster will chose to *walk* as its next action. Usually at the end of the script, if the monster is still in *stand* mode, it will turn around towards it target if necessary.

5.5.2 Activating monsters

All monsters on a new level starts in a non active state (monsters with the Hidden attack type are an exception as they are always active, see chapter 5.5.9 under the *Hidden* subsection). As soon as a monster is within a players light radius and the view between the monster and the player is not obstructed by walls, the monster will be activated. While not activated, most monsters will not act although some exceptions exists, see chapter 5.5.7. Examples of such exceptions are archers and Succubi still being able to fire at golems or if a monster is attacked in any way. When a monster leaves the light radius of a player, it will continue to act for 12.75 seconds until it is set into non active status again unless it during that time, again enter the light radius of a player or is "activated" again. Some monsters with the capability of following players outside their current view will try to walk around possible obstacles to get to the former target when it get out of the light radius. See chapter 5.3.3 for more information about which monsters have this capability.

5.5.3 About walking

There are several different ways monsters walk in the game. The exact nature of how monster walking is done will not always be described in detail. Some general comments is needed though. Below are given very general description of some common walk behavior. They are given as a general information. Changes and diversions may exists. Also, if while walking the path is blocked, monsters may behave slightly different. Some times it will try alternative paths and other times abort its walk and reconsider its action. Some monsters have very specific walk behavior and those will be described within the actual AI script.

- Walking towards target: This means the monster will generally walk towards the target in the closes possible way. It will typically walk around smaller obstacles. Example of this walk type are The Hiddens and Skeletons.
- Walking towards last seen position: Same as walking towards target, but the game will unless the target is within line of sight, walk towards the location where the target was last seen. This is not the same as having the ability to follow the target when it is out of line of sight. A monster will always walk towards the last seen position first before it tries to find a path to a target outside its current line of sight. If there is no such path it will simply walk around the last seen location until it is deactivated due to time. Example of this walk behavior is Balrogs, Gargoyles and Scavengers.
- Walk away from target: Will try to walk away from target, this includes walking sideways if the path is blocked directly away from target. It will however not include walking past the target. A good example of this behavior is mages trying to escape from a player. This is also the reason why it is possible to trap monsters in corners. This type of walking is usually used for monsters retreating. Examples of monsters using this walk type is Hidden, Succubi, Archers and Mages.
- Walk in circle: Many monsters uses the circling type of walk. It basically means the monster walks in a circular path around the target, often without either increasing nor decreasing the distance. Usually the monster using circular walk will once it has started that type of walking, do it until it has walked a distance equal to twice the current max distance to the target (max distance being the higher of the two distance values x and y in a coordinate system). It will also terminate the circle walk if it enters a new area or the distance to the target is reduced to 1. The direction will typically be chosen with a 50/50 chance for clockwise and counter clockwise. Examples of this walk type is Balrogs, Lightning Demons, Spitters, Diablo and Skeleton King.

5.5.4 About charging

If a monster has the possibility to charge and it has been decided that it should charge, the game will check if there is really a path along which to charge that is not blocked by for example lava or a fence. If that is the case, the script will generally continue finding another action to perform as if it was decided to not charge.

5.5.5 About ranged attack

When the game has decided to do a ranged attack, it will check if line of sight is blocked. If that is the case, the script will generally continue finding another action to perform as if it was decided to not do a ranged attack. Note however, that this check many times will not detect all hindrance which may result in the ranged attack being performed but yet hit an obstacle before reaching the target.

5.5.6 Target selection

When a monster is to choose which player character to attack (if there is more than one present in the game) it will generally chose the one that is closest. However, the process of finding out who is the closest is somewhat non intuitive as the game does not calculate the true distance, but separates distances for the 2 main axis of the dungeon. This is most easily explained with an example.

1. The dungeon is divided into several "squares" of which each square can hold a monster, player, or some dungeon inventory. Call the axis of squares running from the upper left to the lower right X, and the one running from lower left to the upper right Y.
2. The game will then calculate the distance to each character separately for X and Y direction.
3. It will then for each character use the largest distance of X and Y.
4. Comparing the distance got from step 3, it will attack the one with the shortest distance.
5. If two characters are equally close, the one that has first entered the game will be the target. It is thus wise to have Warriors enter and create a game, then have the Rogues enter it and finally the Sorcerers. If someone leaves the game, the next person to enter the game will take the place of the character that just left, *not* the last place.

A monster will, of course, only consider those characters, including golems, that are within its current visible range and are not out of sight due to a wall or other obstacle. Golems are only targeted if adjacent to the monster or if the monster is a skeleton archer, goat archer or succubi at any distance.

If the target ever disappears form the sight of the monster, it tends to walk up to the last position the target was seen. If the target is still not visible, it will try to pick a new target. Some monsters, as noted in chapter 5.3.3, have the ability to follow a target even if it is out of sight. In that case, they will not walk up to the last position of the target or stop, but will instead find the closest way to the target if it is not too far away.

5.5.7 Non even distributed random numbers

Diablo and Hellfire uses a pretty good algorithm for random numbers, unfortunately it is at times used improperly which result in somewhat non random results at time. One of those cases exists in the AI scripts of Spitters, Magma Demons, Lightning Demons, Bone Demons and Diablo. Contrary to other AI scripts they use Rnd[10000] in some cases. Unfortunately the algorithm for random numbers only use 15 bits to calculate random numbers (it uses 32 bits internally but the random number is based on 15 bits only). This has the side effect that large values used in Rnd[x] will not be evenly distributed. In the case of Rnd[10000] lower values will be more common as there are really only 32 768 possible random integers. This is further complicated by the fact that the game then as a second random number in those AI scripts mentioned above uses a Rnd[100] but still compare the result as if it was a Rnd[10000] meaning the result will always default as if it was a low random number.

A further problem is the fact that the game reseeds the random number generator before processing the monsters. This is done to keep the game better in synch in multi player. Unfortunately this also cause problems in that monsters will not always act as they are supposed to, cause long streaks of the same result. An example is a monster missing continuously for almost an infinite time when they in fact should hit way more often due to having a auto To Hit for example (see chapter 5.1 under To Hit). This only affect monster behavior though, nothing else like item drops or the behavior of spells.

5.5.8 Reseed bug

In an attempt to keep monsters more in synch between computers in a multi player game, Blizzard has unfortunately used a rather strange and incorrect way of reseeding the random number generator in Diablo right before processing monsters (technically each monster has its own seed used for its behavior and it is the seeds of the monsters that are reseeded). This may cause the familiar result of a monster getting "stuck" with a particular behavior or result both when acting and when attacking. This is unfortunate.

5.5.9 AI scripts

Here each of the different attack types will be described. Many monsters, but not all, have special behavior types of an overreaching nature. Often composed of several actions performed in succession either until completed or aborted for some reason. They will be explained separately at the start of each script. A *general* section describes things usually performed every time. This includes a monster under an overreaching behavior.

The step by step instructions to follow are divided into several sections depending on the distance to the target. Use the appropriate one. Some times further conditions may also be given. For the specific step by step, you should use them in the following way. Always start at number 1. If at anytime it says *goto #*, where # is a number, immediately move to that line and continue from there. If it at any time says *exit*, the script has finished and you should not read any more. If you exit or reach the end without a new action being set, the monster will continue to stand and will check again 0.05 seconds later, that is during the next update, see chapter 6.1 for more information about how the game updates monsters and other things.

The scripts will only refer to attack options such as melee attack or ranged attack. For information about what type of ranged attack monsters have, see chapter 4.2.

Finally note that although quite detailed, there might still be many special cases, exceptions and other smaller facts omitted. It is still my belief that it is a comprehensive explanation of each attack type that will cover almost all cases.

Some common abbreviations are used in this chapter:

- D Distance to target. A distance of 1 means the target is adjacent (see chapter 6.1.9 for a description on how to calculate distance to a walking target).
- R Usually a random number, the specific script will tell exactly how the random number is achieved.
- Intf Intelligence factor, see chapter 5.3.3 and 5.4.
- light Refers to the light radius of players.

Zombie

General

1. if out of light, exit
2. $R = \text{Rnd}[100]$

Distance = 1

1. if $R < 2 \cdot \text{Intf} + 10$, do melee attack, exit
2. continue to stand still

Distance = 2 to $2 \cdot \text{Intf} + 3$

1. if $R < 2 \cdot \text{Intf} + 10$, walk towards target, exit
2. continue to stand still

Distance $> 2 \cdot \text{Intf} + 3$

1. if $R \geq 2 \cdot \text{Intf} + 10$, continue to stand still, exit
2. calculate new $R = \text{Rnd}[100]$
3. if $R < 2 \cdot \text{Intf} + 20$, walk in random direction (if blocked, continue to stand still), exit
4. continue to walk in the same direction as last time (if blocked, continue to stand still)

Fallen One

When a monster is killed, any Fallen Ones within 5 squares will be set into *retreat* mode. Depending on what subtype the monster is the distance it will retreat is as explained in the table below. The distance is the distance it will walk, not necessarily the final distance to the target if the target has moved since the start of the retreat.

Fallen Ones	Retreat distance
Fallen One	7
Carver	5
Devil Kin	3
Dark One	2

Occasionally a Fallen One will do a war cry. It is recognized by the monster jumping up and screaming. When that happens any Fallen One within range (see table below), unless using another attack type, will be set into war cry

mode. The war cry mode last for a specific time depending on the subtype doing the actual war cry, see table below. During the war cry mode, they will walk straight for the closest target and attack. If adjacent it will continue to attack without pausing until the time runs out for the war cry mode. Unfortunately the war cry mode also ends as soon as any close by monster is killed and the fallen one is set into retreat mode.

Fallen Ones	Distance	Time (sec)
Fallen One	4	5.25
Carver	5	6.75
Devil Kin	6	8.25
Dark One	7	9.75

When doing a war cry, the monster will gain $2 \cdot \text{Intf} + 2$ hit points. The current hit points will never go above the maximum value though.

War cry

1. if $D = 1$, do melee attack, exit
2. walk towards target

Retreating

1. Walk away from target until distance achieved

General

1. if not active, exit
2. if the monster has been standing for an even multiple of 0.55 seconds (0.60 if using a sword) and $\text{Rnd}[4] = 0$, do war cry, exit
3. if not active, exit
4. $R = \text{Rnd}[100]$

Distance = 1

1. if last action was delay, do melee attack, exit
2. if $R < 2 \cdot \text{Intf} + 20$, do melee attack, exit
3. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf}) / 20$ seconds

Distance > 1

1. if last action was delay, walk towards last seen position of target, exit
2. if $R < 4 \cdot \text{Intf} + 65$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 15 - 2 \cdot \text{Intf}) / 20$ seconds

Skeleton

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1

1. if last action was delay, do melee attack, exit
2. if $R < 2 \cdot \text{Intf} + 20$, do melee attack, exit
3. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf}) / 20$ seconds

Distance > 1

1. if last action was delay, walk towards last seen position of target, exit
2. if $R < 4 \cdot \text{Intf} + 65$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 15 - 2 \cdot \text{Intf}) / 20$ seconds

Skeleton Archer

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1 to 3

1. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 63$, walk away from target, exit
2. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 13$, walk away from target, exit

Distance > 3

1. if $R < 2 \cdot \text{Intf} + 3$, do ranged attack

Scavenger

The Scavenger AI has a special eating/digging mode activated when their HP reaches a low enough value. It will then seek the closes carcass of a dead monster within sight and walk up to it to eat/dig. While eating/digging, it will generate HP faster than normally, see chapter 5.1 under Hit Points for more information.

Eating/Digging

1. if monster is part of a unique monsters mob, remove it from mob
2. if at carcass, go into eat/dig mode, exit
3. walk towards closest carcass

General

1. if $\text{curHP} < \text{maxHP}/2$, set eating/digging mode, exit
2. if not active, exit
3. $R = \text{Rnd}[100]$

Distance = 1

1. if last action was delay, do melee attack, exit
2. if $R < 2 \cdot \text{Intf} + 20$, do melee attack, exit
3. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf})/20$ seconds

Distance > 1

1. if last action was delay, walk towards last seen position of target, exit
2. if $R < 4 \cdot \text{Intf} + 65$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 15 - 2 \cdot \text{Intf})/20$ seconds

Winged Fiends

The Winged Fiend AI has a special retreat mode activated after having done a melee attack. It consists of walking away from the target on location and then walking into new adjacent location of the target. The result is a sort of V shaped walk.

Retreat

1. if last volunteer action, except walk, was not attack, exit from Retreat mode
2. if last walk was away from target, randomly walk either to the right or the left of target, exit
3. walk away from target

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1

1. if $R < 4 \cdot \text{Intf} + 8$, do melee attack
2. if $R < 4 \cdot \text{Intf} + 8$ and the monster is a familiar, spawn lightning bolt attack

Distance = 2 to 3

1. if last action was walking and standtime is 0 and $R < \text{Intf} + 63$, walk towards target, exit
2. if standtime is greater than 1 second and $R < \text{Intf} + 13$, walk towards target

Distance > 3

1. if $R < 4 \cdot \text{Intf} + 33$ and the monster is a Gloom, do charge
2. if last action was walking and standtime is 0 and $R < \text{Intf} + 63$, walk towards target, exit
3. if standtime is greater than 1 second and $R < \text{Intf} + 13$, walk towards target

Hidden

As soon as a monster having the Hidden attack type, even if it is not a The Hiddens monster type, is stunned, it will retreat. Usually away from the player but the Unseen will instead move diagonally away. The distance it will retreat is explained in the table below. If the current target is a monster, away is defined as away form the controlling player.

Intelligence factor	Retreat distance
0	8
1	7
2	6
3	5

Hiddens are always active, that is, they move around regardless if you have activated them or not.

Retreat

1. if the monster is an Unseen, retreat diagonally randomly to the right or left, away from the target, exit
2. retreat straight away from target

General

1. $R = \text{Rnd}[100]$
2. if $D < 5 - \text{Intf}$ and not visible, fade in, exit
3. if $D > 5 - \text{Intf}$ and visible, fade out, exit

Distance = 1

1. if $R < 4 \cdot \text{Intf} + 10$, do melee attack

Distance > 1

1. if last action was walking and standtime is 0 and $R < \text{Intf} + 64$, walk towards target, exit
2. if standtime is greater than 1 second and $R < \text{Intf} + 14$, walk towards target

Goat Man

When finishing a circle walk, a monster using the Goat Man attack type will start walking towards the last seen position of the target.

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1

1. if $R \geq 2 \cdot \text{Intf} + 23$, exit
2. if $\text{curHP} \geq \text{maxHP}/2$, do melee attack, exit
3. if $\text{Rnd}[2] = 0$, do melee attack, exit
4. do special spin attack

Distance > 1, out of light

1. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
2. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Distance = 1 to 3, in light

1. if target is in another area, use out of light AI
2. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
3. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Distance > 3, in light

1. if target is in another area, use out of light AI
2. if $D > 3$ and $\text{Rnd}[4] = 0$, start circle walk, exit

3. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
4. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Overlord

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1

1. if $R < 4 \cdot \text{Intf} + 15$, do melee attack, exit
2. if $R < 4 \cdot \text{Intf} + 20$, do second melee attack

Distance > 1

1. if last action was walking and standtime is 0 and $R < \text{Intf} + 70$, walk towards target, exit
2. if standtime is greater than 1 second and $R < \text{Intf} + 20$, walk towards target

Gargoyle

By stone *state* is meant when in actual stone form. By stone *mode* is meant both when in stone state and while moving away from a target due to low HP. While in stone state, Gargoyles will heal faster than usual, see chapter 5.1.

When finishing a circle walk, a monster using the Gargoyle attack type will start walking towards the last seen position of the target.

Stone mode

1. if $D < \text{Intf} + 2$, mark as not in stone mode
2. if $\text{curHP} \geq \text{maxHP}/2$, mark as not in stone mode
3. if $D \geq \text{Intf} + 2$, go into stone state, exit
4. walk away from target

General

1. if not active, exit
2. $R = \text{Rnd}[100]$
3. if $\text{curHP} < \text{maxHP}/2$, go into stone mode

Distance = 1

1. if $R \geq 2 \cdot \text{Intf} + 23$, exit
2. do melee attack

Distance > 1, out of light

1. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
2. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Distance 1 to 3, in light

1. if target is in another are, use out of light AI
2. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
3. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Distance > 1, in light

1. if target is in another are, use out of light AI
2. if $D > 3$ and $\text{Rnd}[4] = 0$, start circle walk, exit
3. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
4. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Goat Archer

General

1. if not active, exit
2. if out of sight of target and it is a player, walk towards last seen position of target, exit
3. $R = \text{Rnd}[100]$
4. if last action was a ranged attack, do delay for $\text{Rnd}[20]/20$ seconds, exit

Distance = 1 to 3

1. if $R < 10 \cdot \text{Intf} + 70$, walk away from target, exit

Distance > 3

1. do ranged attack

Fast Spit

General

1. if not active, exit
2. if out of sight of target and it is a player, walk towards last seen position of target, exit
3. $R = \text{Rnd}[100]$

Distance = 1 to 3

1. if $R < 10 \cdot \text{Intf} + 70$, walk away from target, exit

Distance > 3

1. do ranged attack

Magma Demon

When finishing a circle walk, a monster using the Magma Demon attack type will start walking towards the last seen position of the target.

Circle Walk

1. If $R < 100 \cdot (5 \cdot \text{Intf} + 5)$, do ranged attack, exit (after this ranged attack, the monster will resume circle walk)
2. continue with circle walk

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. if $R < 100 \cdot (5 \cdot \text{Intf} + 5)$, do ranged attack, exit
2. if $R < 100 \cdot (10 \cdot \text{Intf} + 60)$, do attack, exit
3. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance > 1, out of light

1. calculate new $R = \text{Rnd}[100]$
2. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
3. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
4. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance = 2, in light

1. if target is in another area, use out of light AI
2. if $R < 100 \cdot (5 \cdot \text{Intf} + 5)$, do ranged attack, exit
3. calculate new $R = \text{Rnd}[100]$
4. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
5. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
6. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance > 2, in light

1. if target is in another area, use out of light AI
2. if $Rnd[4] = 0$, start circle walk, exit
3. if $R < 100 \cdot (5 \cdot Intf + 10)$, do ranged attack, exit
4. calculate new $R = Rnd[100]$
5. if $R < 100 \cdot (10 \cdot Intf + 50)$, walk towards last seen position of target, exit
6. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot Intf + 80)$, walk towards last seen position of target, exit
7. do delay for $(Rnd[10] + 5)/20$ seconds

Due to using $Rnd[10000]$, the random number will not be evenly distributed, see chapter 5.5.7. In the steps where a new $R = Rnd[100]$ is calculated, it is not a typo of mine, but most likely a bug and should have read $R = Rnd[10000]$

Viper

Monsters with the Viper attack type will not walk straight towards the location of the monster as most other monsters. Instead, it will use a sort of winding walk. It will go through a cycle and the walk direction it aims for is slightly of either clockwise or counterclockwise (if the correct direction is north, it will aim for a direction either northwest or northeast). If the monster is then not facing this new direction, it will turn one step towards it and walk in that direction. The table below summarize how the cycle of aimed direction is done.

Cycle step	change of direction	New aimed direction							
		N	NE	E	SE	S	SW	W	NW
1	counterclockwise	NW	N	NE	E	SE	S	SW	W
2	counterclockwise	NW	N	NE	E	SE	S	SW	W
3	none	N	NE	E	SE	S	SW	W	NW
4	clockwise	NE	E	SE	S	SW	W	NW	N
5	clockwise	NE	E	SE	S	SW	W	NW	N
6	none	N	NE	E	SE	S	SW	W	NW

General

1. if not active, exit
2. $R = Rnd[100]$

Distance = 1

1. if last action was delay or charge, do attack, exit
2. if $R < Intf + 20$, do attack, exit
3. do delay for $(Rnd[10] + 10 - Intf)/20$ seconds

Distance = 2

1. if last action was charge, act as distance > 2
2. if charge is not possible, act as distance > 2
3. do charge

Distance > 2

1. if last action was delay, walk, exit
2. if $R < 2 \cdot Intf + 65$, walk, exit
3. do delay for $(Rnd[10] + 15 - Intf)/20$ seconds

Spit

When finishing a circle walk, a monster using the Spit attack type will start walking towards the last seen position of the target.

Circle Walk

1. If $R < 100 \cdot (5 \cdot Intf + 5)/2$, do ranged attack, exit (after this ranged attack, the monster will resume circle walk)
2. continue with circle walk

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. if $R < 100 \cdot (5 \cdot \text{Intf} + 5) / 2$, do ranged attack, exit
2. if $R < 100 \cdot (10 \cdot \text{Intf} + 60)$, do attack, exit
3. do delay for $(\text{Rnd}[10] + 5) / 20$ seconds

Distance > 1, out of light

1. calculate new $R = \text{Rnd}[100]$
2. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
3. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
4. do delay for $(\text{Rnd}[10] + 5) / 20$ seconds

Distance = 2, in light

1. if target is in another area, use out of light AI
2. if $R < 100 \cdot (5 \cdot \text{Intf} + 5) / 2$, do ranged attack, exit
3. calculate new $R = \text{Rnd}[100]$
4. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
5. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
6. do delay for $(\text{Rnd}[10] + 5) / 20$ seconds

Distance > 2, in light

1. if target is in another area, use out of light AI
2. if $\text{Rnd}[8] = 0$, start circle walk, exit
3. if $R < 100 \cdot (5 \cdot \text{Intf} + 10) / 2$, do ranged attack, exit
4. calculate new $R = \text{Rnd}[100]$
5. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
6. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
7. do delay for $(\text{Rnd}[10] + 5) / 20$ seconds

Due to using $\text{Rnd}[10000]$, the random number will not be evenly distributed, see chapter 5.5.7. In the steps where a new $R = \text{Rnd}[100]$ is calculated, it is not a typo of mine, but most likely a bug and should have read $R = \text{Rnd}[10000]$

Butcher

1. if not active, exit
2. if $D = 1$, attack, exit
3. walk towards target

Balrog

When finishing a circle walk, a monster using the Balrog attack type will start walking towards the last seen position of the target.

General

1. if not active, exit
2. if $D > 4$, continue with skeleton AI, exit
3. $R = \text{Rnd}[10000]$

Distance = 1

1. if $R < 5 \cdot \text{Intf} + 5$, do spell attack, exit
2. calculate new $R = \text{Rnd}[100]$
3. if $R \geq 10 \cdot \text{Intf} + 40$, do delay for $(\text{Rnd}[10] + 5) / 20$ seconds, exit
4. if $\text{Rnd}[2] = 0$, do spell attack, exit
5. do melee attack

Distance > 1, out of light

1. if $R < 10 \cdot \text{Intf} + 50$, walk towards last seen position of target, exit
2. if last action was walk and $R < 10 \cdot \text{Intf} + 80$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance = 2, in light

1. if last action was circle walk, do spell attack, exit
2. if $R < 5 \cdot \text{Intf} + 5$, do spell attack, exit
3. calculate new $R = \text{Rnd}[100]$
4. if $R < (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
5. if last action was not walk, walk towards last seen position of target, exit
6. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance > 2, in light

1. if target is in same area, start circle walk, exit
2. if last action was circle walk, do spell attack, exit
3. if $R < 5 \cdot \text{Intf} + 10$, do spell attack, exit
4. calculate new $R = \text{Rnd}[100]$
5. if $R < (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
6. if last action was not walk, walk towards last seen position of target, exit
7. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Skeleton King

When finishing a circle walk, a monster using the Skeleton King attack type will start walking towards the last seen position of the target.

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. in single player, if $R < 5$, then do revive skeleton, exit
2. if $R < \text{Intf} + 20$, do melee attack

Distance > 1, out of light

1. if last action was walking and standtime is 0 and $R < \text{Intf} + 75$, walk towards last seen position of target, exit
2. if standtime is greater than 1 second and $R < \text{Intf} + 25$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Distance = 2, in light

1. in single player, if $R < 5$, then do revive skeleton, exit
2. if last action was walking and standtime is 0 and $R < \text{Intf} + 75$, walk towards last seen position of target, exit
3. if standtime is greater than 1 second and $R < \text{Intf} + 25$, walk towards last seen position of target, exit
4. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Distance > 2, in light

1. if target is in another area, use out of light AI
2. if $\text{Rnd}[4] = 0$, start circle walk, exit
3. in single player, if $4 \cdot \text{Intf} + 35$, then do revive skeleton, exit
4. if last action was walking and standtime is 0 and $R < \text{Intf} + 75$, walk towards last seen position of target, exit
5. if standtime is greater than 1 second and $R < \text{Intf} + 25$, walk towards last seen position of target, exit
6. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Horned Demon

When finishing a circle walk, a monster using the Horned Demon attack type will start acting normally but will not pick circle walk as its next action.

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. if $R < 2 \cdot \text{Intf} + 28$, do melee attack, exit

Distance = 2 to 4

1. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 33$, walk towards last seen position of target, exit
2. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 83$, walk towards last seen position of target
3. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Distance > 4

1. if target is in same area $\text{Rnd}[4] > 0$ then start circle walk
2. if $R < 2 \cdot \text{Intf} + 43$ and the line of sight is clear, do charge attack, exit
3. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 33$, walk towards last seen position of target, exit
4. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 83$, walk towards last seen position of target
5. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Mage

Mages have the ability to disappear (phase in and phase out), much like The Hiddens. They will phase out whenever they initiate any walking (including circle walk). When the walking is over, even if it is in the same location as they started the walk, they will phase in. Thus one can say that they are non visible while walking.

When finishing a circle walk, a monster using the Mage attack type will start walking towards the last seen position of the target.

Retreat mode

1. if $D < 3$, walk away from target

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. if $\text{curHP} < \text{maxHP}/2$, go into retreat mode
2. if last action was a delay, do flash attack, exit
3. if $R < 2 \cdot \text{Intf} + 20$, do flash attack, exit
4. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf})/20$ seconds

Distance > 1

1. if in light and $R < 5 \cdot \text{Intf} + 50$, do ranged attack, exit
2. calculate new $R = \text{Rnd}[100]$
3. if $R < 30$, enter circle walk, exit
4. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf})/20$ seconds

Special

Special AI scripts are used for most quest monsters. For those not mentioned specifically previously, the only difference from a normal AI script of that monster type is quest related things such as talking. The actual AI behavior when you fight those monsters are identical to the normal AI and is summarized in the table below.

Unique monster	AI script to use
Snotspill	Fallen One
Gharbad the Weak	Goat Man
Blackjade	Succubi
Red Vex	Succubi
Warlord of Blood	Skeleton
Lachdanan	n/a
Zhar the Mad	Mage
Arch-Bishop Lazarus	Mage

5.6 Summary of various monster stats

This chapter summarizes various properties of monsters and lets you review them without being confused by other non related properties. All data below can, of course, be found in the complete tables in chapter 5.2 -5.4.

5.6.1 Resistances, immunities and uniques for monsters

This is a summary of the resistance's and immunities of monsters, as well as on what level they appear. Good for a quick look when you first enter a level and see the monsters for the first time. It also lists on what level, if any, a unique monster might appear. For data on the unique monsters, see chapter 5.3. I have also added the ability to open doors, *Door*, and to follow you around walls, *Follow*, for each monster.

Dlvl	Name of Monster	MFL	MFL Hell	Door	Follow	Unique monsters, divl
1-2	Zombie	I - -	I - -			Rotfeast, 2, Soulpus, 2
2-3	Ghoul	I - -	I - -			Rotcarnage, 3
2-4	Rotting Carcass	I - -	IR-			Goretongue, 3
3-5	Black Death	I - -	I - R			
1-3	Fallen One, spear					Pukerat the Unclean, 2
2-3	Carver, spear					
2-4	Devil Kin, spear		- R-			Bongo, 3
3-5	Dark One, spear		- - R			Snotspill, 4
1-3	Fallen One, sword					Bladeskin the Slasher, 2
2-3	Carver, sword					Gutshank the Quick, 3
2-4	Devil Kin, sword		- R-			
3-5	Dark One, sword		- - R			Shadowcrow, 5
1-2	Skeleton	I - -	I - -			Boneripper, 2
2-3	Corpse Axe	I - -	I - -			Bonehead Keenaxe, 2
2-4	Burning Dead	IR-	II-			Madeye the Dead, 4
3-5	Horror	I - R	I - R			
2-3	Skeleton Archer	I - -	I - -			Deadeye, 2
2-4	Corpse Bow	I - -	I - -			Skullfire, 3
3-5	Burning Dead Archer	IR-	II-			Blackash the Burning, 4
4-6	Horror Archer	I - R	I - R			
1-3	Skeleton Captain	I - -	I - -			
2-4	Corpse Captain	I - -	I - -			Brokenhead Bangshield, 3
3-5	Burning Dead Captain	IR-	II-			
4-6	Horror Captain	I - R	I - R		Yes	Shadow Drinker, 5

dlvl	Name of Monster	MFL	MFL Hell	Door	Follow	Unique monsters, dlvl
1-3	Scavenger		-R-			Shadowbite, 2
2-4	Plague Eater		--R			El Chupacabras, 3
3-5	Shadow Beast		-R-			Pulsecrawler, 4
3-6	Bone Gasher	R--	--R			Spineeater, 4
2-3	Fiend	---	---			
3-5	Blink	---	---			Moonbender, 4, Wrathraven, 5
4-6	Gloom	R--	R--		Yes	Foulwing, 5
6-8	Familiar	R-I	R-I		Yes	
2-5	Hidden	---	---			Warpskull, 3
5-7	Stalker	---	---		Yes	
6-8	Unseen	R--	I--		Yes	
7,8-10	Illusion Weaver	RR-	IR-		Yes	
2,4-6	Flesh Clan	---	---	Yes	Yes	Gharbad the Weak, 4
5-7	Stone Clan	R--	I--	Yes	Yes	Deathshade Fleshmaul, 6
6-8	Fire Clan	-R-	-I-	Yes	Yes	Bloodgutter, 6
7-9	Night Clan	R--	I--	Yes	Yes	Blighthorn Steelmace, 7
2,4-6	Flesh Clan Archer	---	---	Yes		Bloodskin Darkbow, 5
5-7	Stone Clan Archer	R--	I--	Yes		
6-8	Fire Clan Archer	-R-	-I-	Yes	Yes	Blightfire, 7
7-9,10	Night Clan Archer	R--	I--	Yes	Yes	Gorestone, 7
4,5-7	Overlord	---	-R-			Bilefroth the Pit Master, 6
7-9	Mud Man	---	--I		Yes	Baron Sludge, 8
8-10	Toad Demon	I--	I-R		Yes	Oozedrool, 9
10-12	Flayed One	RI-	II-		Yes	

dlvl	Name of Monster	MFL	MFL Hell	Door	Follow	Unique monsters, dlvl
5-7	Winged-Demon	IR-	II-	Yes		
7-9	Gargoyle	I-R	I-I	Yes		Nightwing the Cold, 7
9-11	Blood Claw	II-	IIR	Yes		Goldblight of the Flame, 10
10-12	Death Wing	I-I	IRI	Yes		Viletouch, 12
8-9	Magma Demon	IR-	II-	Yes	Yes	Firewound the Grim, 8
8-10	Blood Stone	II-	II-	Yes	Yes	
9-11	Hell Stone	II-	II-	Yes	Yes	
9-11	Lava Lord	II-	II-	Yes	Yes	
5,7-9	Horned Demon	---	-R-	Yes	Yes	
8-10	Mud Runner	---	-R-	Yes	Yes	Breakspine, 9
9-11	Frost Charger	I-R	I-R	Yes	Yes	Bluehorn, 11
10-12	Obsidian Lord	I-R	III	Yes	Yes	Blackstorm, 10
6-8	Acid beast	---	I--			Deathspit, 6
8-10	Poison Spitter	---	I--			Chaoshowler, 8, Plaguewrath, 10
10-12	Pit Beast	R--	I-R			
12-14	Lava Maw	RI-	II-			
9-11	Red Storm	I-R	I-I	Yes	Yes	Brokenstorm, 9
10-12	Storm Rider	R-I	I-I	Yes	Yes	The Flayer, 10
11-13	Storm Lord	R-I	I-I	Yes	Yes	
12-14	Maelstorm	R-I	I-I	Yes	Yes	Doomcloud, 13
10-12	Slayer	RI-	RI-	Yes	Yes	
11-13	Guardian	RI-	RI-	Yes	Yes	
12-14	Vortex Lord	RI-	RI-	Yes	Yes	Windspawn, 12, Gorefeast, 13
13-15	Balrog	RI-	RIR	Yes	Yes	Blackskull, 13

dlvl	Name of Monster	MFL	MFL Hell	Door	Follow	Unique monsters, dlvl
11-13	Cave Viper	I - -	I - -		Yes	Fangspeir, 11
12-14	Fire Drake	IR -	II -		Yes	Viperflame, 12
13-14	Gold Viper	I - R	I - R		Yes	Fangskin, 14
15-15	Azure Drake	- RR	IRI		Yes	
12-14	Succubus	R - -	IR -	Yes		Witchfire the Unholy, 12
13-15	Snow Witch	- - R	I - R	Yes		Witchmoon, 13
14-15	Hell Spawn	R - I	IIR	Yes	Yes	Stareye the Witch, 14, Bloodlust, 15 ¹
15-15	Soul Burner	RIR	III	Yes	Yes	
12-14,16	Black Knight	R - R	R - I		Yes	Lionskull the Bent, 12
13-15	Doom Guard	RR -	RI -		Yes	Rustweaver, 13, Graywar, 14
13,14-15	Steel Lord	RIR	IIR		Yes	Warlord of Blood, 13, Steelskull, 14
13-14,16	Blood Knight	IRI	IRI		Yes	Lachdanan, 14, Sir Gorash, 16
13-14	Counselor	RRR	RRR	Yes		Zhar the Mad, 8
14-15	Magistrate	RIR	IIR	Yes		Dreadjudge, 14
15-15	Cabalist	RRI	IRI	Yes		The Vizier, 15
15,16-16	Advocate	IRI	III	Yes		Arch-Bishop Lazarus, 15

¹ Black Jade and Red Vex also appear on level 15 in Arch-Bishop Lazarus' chamber.

The new monsters in Hellfire do not have any unique monsters. That is the reason there is no such field in the table below.

Dlvl Hive	Name of Monster	MFL	MFL Hell	Door	Follow	dlvl Crypt	Name of Monster	MFL	MFL Hell	Door	Follow
1-2	The Shredded	- RR	- RR			1-1	Gravedigger	- - I	RRI	Yes	
1-2	Felltwin	- - -	IR -	Yes	Yes	1-2	Tomb Rat	- - -	- RR		
1-2	Hellboar	- RR	- - -		Yes	1-2	Devil Kin Brute	- RR	RRR		
2-3	Hork Spawn	I - -	I - -			1-2	Firebat	- I -	RIR		
1-2	Stinger	- - -	- - R			3-4	Hellbat	RIR	RII		
3-4	Venomtail	- - R	- RI			1-2	Skullwing	- RR	- RR		
1-2	Psychorb	- - -	- R -			3-4	Bone Demon	- II	- II		
3-4	Necromorb	- R -	- IR			1-2	Lich	- - R	RRI		
1-2	Arachnon	- - -	- - R		Yes	3-4	Arch Lich	RRI	III		
3-4	Spider Lord	- - R	- RI		Yes	1-2	Satyr Lord	- RR	RII		
3-4	Lashworm	- - -	- R -			2-3	Crypt Demon	IRR	IIR		
3-4	Torchant	- I -	RIR			3-4	Biclops	- - R	- RR	Yes	
						3-4	Flesh Thing	RRR	RRR		
						3-4	Reaper	IIR	III		

5.6.2 Resistances, immunities and mob for unique monsters

This is a summary of the unique monsters sorted by dlvl instead of monster type. This makes it very easy to quickly see what potential unique monsters can appear on a dlvl, especially if you have seen what monster types are present, as a unique monster will always appear if its monster type is present on the dungeon level.

Divl	Name	Type	Mob	MFL	New attack type
2	Bladeskin the Slasher	Fallen One, sword		-R-	
	Bonehead Keenaxe	Corpse Axe	Yes	I - -	
	Boneripper	Skeleton	Yes	II -	Winged Fiend
	Deadeye	Skeleton Archer		IR -	Goat Archer
	Pukerat the Unclean	Fallen One, spear	Yes	-R-	
	Rotfeast the Hungry	Zombie	Yes	I - -	Skeleton
	Shadowbite	Scavenger	Yes	- I -	Skeleton
	Soulpus	Zombie		-RR	
	3	Bongo	Devil Kin, spear	Yes	
Brokenhead Bangshield		Corpse Captain	Yes	I - R	
El Chupacabras		Plague Eater	Yes	-R-	Goat Man
Goretongue		Rotting Carcass		I - -	Skeleton
Gutshank the Quick		Carver, sword	Yes	-R-	Winged Fiend
Rotcarnage		Ghoul	Yes	I - R	
Skullfire		Corpse Bow		- I -	Goat Archer
Warpskull		Hidden	Yes	-RR	
4		Blackash the Burning	Burning Dead Archer	Yes	II -
	Gharbad the Weak ¹	Flesh Clan		- - I	
	Madeye the Dead	Burning Dead	Yes	II -	Winged Fiend
	Moonbender	Blink	Yes	- I -	
	Pulsecrawler	Shadow Beast	Yes	- IR	
	Snotspill ¹	Dark One, spear		- - R	Special
	Spineeater	Bone Gasher	Yes	- - I	

1 Only appears in quests in single player.

Divl	Name	Type	Mob	MFL	New attack type
5	Bloodskin Darkbow	Flesh Clan Archer	Yes	-RR	
	Foulwing	Gloom	Yes	-R-	Horned Demon
	Shadowcrow ¹	Dark One, sword	Yes		Hidden
	Shadowdrinker ¹	Horror Captain	Yes	IRR	Hidden
	Wrathraven	Blink	Yes	- I -	
6	Bilefroth the Pit Master	Overlord	Yes	I IR	Winged Fiend
	Bloodgutter	Fire Clan	Yes	- I -	Winged Fiend
	Deathshade Fleshmaul ²	Stone Clan	Yes	IR -	Horned Demon
	Deathspit ³	Acid Beast	Yes	-RR	Fast Spit
7	Blightfire ⁴	Fire Clan Archer	Yes	- I -	Succubi
	Blighthorn Steelmace ²	Night Clan	Yes	- - R	Horned Demon
	Gorestone	Night Clan Archer	Yes	- - R	
	Nightwing the Cold	Gargoyle	Yes	I - R	Winged Fiend
8	Baron Sludge ¹	Mud Man	Yes	IRR	Hidden
	Chaoshowler ³	Poison Spitter	Yes		Fast Spit
	Firewound the Grim	Magma Demon	Yes	IR -	
	Zhar the Mad ⁵	Counselor		IRR	Special

1 Has the ability to disappear, like The Hidden.

2 Has the ability to charge, like Horned Demons.

3 Never attacks in melee but always uses fast spit instead.

4 Has the ability to fire Blood Stars instead of arrows, like Succubi.

5 Has the ability to fire Fireballs instead of Firebolts, like Advocates. Only appears in quests in single player.

Divl	Name	Type	Mob	MFL	New attack type
9	Breakspine	Mud Runner	Yes	-R-	
	Brokenstorm	Red Storm	Yes	--I	
	Oozedrool	Toad Demon	Yes	--R	
10	Blackstorm	Obsidian Lord	Yes	I-I	
	The Flayer	Storm Rider	Yes	RRI	
	Goldblight of the Flame	Blood Claw	Yes	II-	
	Plaguwraith ¹	Poison Spitter	Yes	IR-	Fast Spit
11	Bluehorn	Frost Charger	Yes	IR-	
	Fangspeir ²	Cave Viper	Yes	-I-	Skeleton
12	Lionskull the Bent	Black Knight	Yes	III	
	Viletouch	Death Wing	Yes	--I	
	Viperflame ²	Fire Drake	Yes	-IR	Skeleton
	Windspawn ³	Vortex Lord	Yes	II-	Skeleton
	Witchfire the Unholy	Succubus	Yes	IIR	

- 1 Never attacks in melee but always uses fast spit instead.
- 2 Will never do the short range Viper charge.
- 3 Never casts Inferno but always attacks by melee instead.

Divl	Name	Type	Mob	MFL	New attack type
13	Blackskull ¹	Balrog	Yes	I-R	Skeleton
	Doomcloud	Maelstorm		-RI	
	Gorefeast	Vortex Lord		-R-	Skeleton
	Rustweaver	Doom Guard		III	
	Warlord of Blood ²	Steel Lord		III	Special
	Witchmoon	Snow Witch		--R	
14	Dreadjudge	Magistrate	Yes	IRR	
	Fangskin ³	Gold Viper	Yes	I-R	Skeleton
	Graywar the Slayer	Doom Guard		--R	
	Lachdanan ²	Blood Knight			Special
	Stareye the Witch	Hell Spawn		-I-	
	Steelskull the Hunter	Steel Lord		--R	
15	Blackjade ⁴	Hell Spawn		I-R	Special
	Bloodlust ⁵	Hell Spawn		I-I	
	Arch-Bishop Lazarus ⁶	Advocate		IRR	Special
	Red Vex ⁴	Hell Spawn		IR-	Special
	The Vizier	Cabalist	Yes	-I-	
16	Sir Gorash ⁶	Blood Knight			

- 1 Never casts Inferno but always attacks by melee instead.
- 2 Only appears in quests in single player.
- 3 Will never do the short range Viper charge.
- 4 Always appears in Arch-Bishop Lazarus' room.
- 5 Always appears in every multi player game.
- 6 Always appears in every game.

5.6.3 Experience points from monsters

Chapter 5.2 listed the base number of experience points you receive for a monster, as well as the formula for calculating how much you actually get depending on your current level. The tables below list the last level your character will receive full experience (200-clvl or the total experience points needed for advancing to the next clvl divided by 20, whichever is the lowest, see chapter 2.6 for more information) for killing a monster.. It will also list the last level you receive any experience at all for killing a monster (always at a level 9 higher than the monsters level). It gives you those levels for all three difficulty settings. As there is no cap on experience points awarded for killing a monster in single player, that information only applies to multi player.

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
1-2	Zombie	-	10	13	25	27	40
2-3	Ghoul	-	11	13	26	28	41
2-4	Rotting Carcass	1	13	15	28	30	43
3-5	Black Death	2	15	17	30	32	45
1-3	Fallen One, spear	-	10	13	25	27	40
2-3	Carver, spear	-	12	14	27	29	42
2-4	Devil Kin, spear	1	14	16	29	31	44
3-5	Dark One, spear	2	16	17	31	33	46
1-3	Fallen One, sword	-	10	13	25	27	40
2-3	Carver, sword	1	12	14	27	29	42
2-4	Devil Kin, sword	2	14	16	29	31	44
3-5	Dark One, sword	2	16	17	31	33	46
1-2	Skeleton	-	10	13	25	27	40
2-3	Corpse Axe	-	11	13	26	28	41
2-4	Burning Dead	1	13	15	28	30	43
3-6	Horror	2	15	17	30	32	45
2-3	Skeleton Archer	1	12	14	27	29	42
2-4	Corpse Bow	2	14	16	29	31	44
3-5	Burning Dead Archer	3	16	18	31	34	46
3-6	Horror Archer	4	18	20	33	37	48
1-2	Skeleton Captain	-	11	14	26	28	41
2-4	Corpse Captain	2	13	15	28	31	43
3-5	Burning Dead Captain	3	15	18	30	33	45
4-6	Horror Captain	4	17	20	32	36	47

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
1-3	Scavenger	-	11	14	26	28	41
2-4	Plague Eater	1	13	15	28	30	43
3-5	Shadow Beast	3	15	17	30	33	45
3-5	Bone Gasher	4	17	20	32	36	47
2-3	Fiend	1	12	14	27	29	42
3-5	Blink	3	16	18	31	34	46
4-6	Gloom	4	18	20	33	36	48
5-8	Familiar	4	22	22	37	39	-
2-5	Hidden	2	14	16	29	32	44
5-7	Stalker	4	18	21	33	37	48
6-8	Unseen	6	20	23	35	40	-
7,8-10	Illusion Weaver	9	22	27	37	44	-
2,3-6	Flesh Clan	4	17	19	32	35	47
5-7	Stone Clan	5	19	21	34	38	49
6-8	Fire Clan	6	21	24	36	41	-
7-9	Night Clan	8	23	26	38	43	-
2,3-6	Flesh Clan Archer	4	17	19	32	35	47
5-7	Stone Clan Archer	5	19	21	34	38	49
6-8	Fire Clan Archer	6	21	23	36	40	-
7-10	Night Clan Archer	8	23	26	38	43	-
4,5-7	Overlord	5	19	21	34	38	49
7-9	Mud Man	8	23	26	38	43	-
8-10	Toad Demon	10	25	28	40	46	-
10-12	Flayed One	15	29	33	44	50	-

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
5-6	Winged-Demon	5	18	21	33	37	48
7-9	Gargoyle	8	22	26	37	43	-
9-11	Blood Claw	14	28	32	43	50	-
10-11	Death Wing	17	32	36	47	50	-
7-9	Magma Demon	8	22	25	37	42	-
7-10	Blood Stone	9	23	27	38	44	-
9-11	Hell Stone	11	25	29	40	47	-
8-12	Lava Lord	14	27	32	42	49	-
5,6-9	Horned Demon	8	22	26	37	43	-
8-10	Mud Runner	10	24	28	39	45	-
9-11	Frost Charger	12	26	30	41	48	-
10-12	Obsidian Lord	13	28	32	43	50	-
6-8	Acid beast	6	20	23	35	40	-
8-10	Poison Spitter	9	24	27	39	44	-
10-12	Pit Beast	15	30	34	45	50	-
12-14	Lava Maw	20	34	39	49	50	-
9-11	Red Storm	14	27	32	42	50	-
10-12	Storm Rider	16	29	34	44	50	-
11-13	Storm Lord	18	31	37	46	50	-
12-14	Maelstorm	20	33	39	48	50	-
10-12	Slayer	16	29	34	44	50	-
11-13	Guardian	18	31	37	46	50	-
12-14	Vortex Lord	21	33	39	48	50	-
13-15	Balrog	23	35	41	-	50	-

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
11-13	Cave Viper	17	30	36	45	50	-
12-14	Fire Drake	20	32	38	47	50	-
13-14	Gold Viper	22	34	40	49	50	-
14-15	Azure Drake	24	36	43	-	50	-
10-14	Succubus	22	33	40	48	50	-
13-15	Snow Witch	24	35	42	-	50	-
14-15	Hell Spawn	26	37	44	-	50	-
14-15	Soul Burner	27	39	46	-	50	-
12-14,16	Black Knight	21	33	39	48	50	-
13-15	Doom Guard	23	35	41	-	50	-
13-15	Steel Lord	25	37	44	-	50	-
12-16	Blood Knight	28	39	47	-	50	-
13-14	Counselor	23	34	41	49	50	-
14-15	Magistrate	25	36	43	-	50	-
14-15	Cabalist	27	38	46	-	50	-
15-16	Advocate	28	39	47	-	50	-

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
1-2	The Shredded	10	32	31	47	49	-
1-2	Felltwin	7	31	28	46	47	-
1-2	Hellboar	9	32	30	47	49	-
2-3	Hork Spawn	4	31	26	46	44	-
1-2	Stinger	6	31	28	46	46	-
3-4	Venomtail	11	33	32	48	50	-
1-2	Psychorb	5	31	27	46	46	-
3-4	Necromorb	12	33	33	48	50	-
1-2	Arachnon	6	31	28	46	46	-
3-4	Spider Lord	13	33	33	48	50	-
3-4	Lashworm	6	29	27	44	45	-
3-4	Torchant	12	31	32	46	50	-

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
1	Gravedigger	18	35	38	-	50	-
1-2	Tomb Rat	16	33	36	48	50	-
1-2	Devil Kin Brute	20	36	40	-	50	-
1-2	Firebat	18	33	37	48	50	-
3-4	Hellbat	25	38	44	-	50	-
1-2	Skullwing	22	36	41	-	50	-
3-4	Bone Demon	28	39	47	-	50	-
1-2	Lich	21	34	40	49	50	-
3-4	Arch Lich	26	39	45	-	50	-
1-2	Satyr Lord	22	37	41	-	50	-
2-3	Crypt Demon	23	37	42	-	50	-
3-4	Biclops	26	39	45	-	50	-
3-4	Flesh Thing	25	37	44	-	50	-
3-4	Reaper	30	39	48	-	50	-

5.6.4 Monster levels

Below follows lists of all monsters in the order of their mlvl. Of course, on nightmare difficulty all mlvl are 15 higher and on hell difficulty they are 30 higher.

Diablo							
Monster	mlvl	Monster	mlvl	Monster	mlvl	Monster	mlvl
Fallen One	1	Shadow Beast	6	Magma Demon	13	Death Wing	23
Skeleton	1	Blink	7	Blood Stone	14	Fire Drake	23
Zombie	1	Burning Dead Ar.	7	Mud Man	14	Black Knight	24
Corps Axe	2	Dark One	7	Night Clan	14	Maelstorm	24
Ghoul	2	Bone Gasher	8	Mud Runner	15	Succubus	24
Scavenger	2	Flesh Clan	8	Poison Spitter	15	Vortex Lord	24
Skeleton Captain	2	Horror Captain	8	Hell Stone	16	Counselor	25
Carver	3	Gloom	9	Toad Demon	16	Gold Viper	25
Fiend	3	Horror Archer	9	Frost Charger	17	Lava Maw	25
Skeleton Archer	3	Stalker	9	Lava Lord	18	Balrog	26
Burning Dead	4	Winged-Demon	9	Red Storm	18	Doom Guard	26
Corpse Captain	4	Overlord	10	Blood Claw	19	Snow Witch	26
Plague Eater	4	Stone Clan	10	Obsidian Lord	19	Azure Drake	27
Rotting Carcass	4	Acid Beast	11	Flayed One	20	Magistrate	27
Corps Bow	5	Unseen	11	Slayer	20	Hell Spawn	28
Devil Kin	5	Fire Clan	12	Storm Rider	20	Steel Lord	28
Hidden	5	Familiar	13	Cave Viper	21	Cabalist	29
Black Death	6	Gargoyle	13	Pit Beast	21	Advocate	30
Burning Dead Cp.	6	Horned Demon	13	Guardian	22	Blood Knight	30
Horror	6	Illusion Weavers	13	Storm Lord	22	Soul Burner	30

Hellfire							
Monster	lvl	Monster	lvl	Monster	lvl	Monster	lvl
Lashworm	20	Hellboar	23	Lich	25	Hellbat	29
Arachnon	22	The Shredded	23	Gravedigger	26	Arch Lich	30
Felltwin	22	Firebat	24	Devil Kin Brute	27	Biclops	30
Hork Spawn	22	Necromorb	24	Skullwing	27	Bone Demon	30
Psychorb	22	Spider Lord	24	Crypt Demon	28	Reaper	30
Stinger	22	Tomb Rat	24	Flesh Thing	28		
Torchant	22	Venomtail	24	Satyr Lord	28		

5.6.5 Monster types

In the table below is listed in summary what type of monster, animal, undead or demon, each monster in the game belong to.

Animals	Undead	Demons
Fallen Ones	Skeletons	Balrogs
Hell Spawns ¹	Skeleton Archers	The Butcher
Horned Demons	Skeleton Captains	Diablo
Scavengers	Skeleton King	Familiars ²
Spitting Terrors	Zombies	Gargoyles
Winged Fiends ³	Arch Lich	Goat Men
Arachnon	Bone Demons	Goat Men Arch.
Devil Kin Brute	Gravedigger	The Hiddens
Firebat	Lich	Knights
Hellbat	The Shredded	Lightning Demons
Lashworm	Skullwings	Mages
Necromorb		Magma Demons
Psychorb		Overlords
Satyr Lord		Succubbi ⁴
Spider Lord		Vipers
Stinger		Biclops
Tomb Rat		Crypt Demon
Torchant		The Defiler
Venomtail		Felltwin
		Flesh thing
		Hellboar
		Hork Demon
		Hork Spawn
		Na-Krul
		Reaper

1 In Hellfire only, in Diablo they are demons. All other type of Succubi are demons.

2 All other Winged Fiends are animals.

3 With the exception of Familiars which are demons.

4 With the exception of Hell Spawns in Hellfire which are animals.

6. Battle

This chapter will try to explain in more detail all the steps of combat between players and monsters. It will thus also serve as a summary of all the various information and formulas throughout the guide that handle combat.

Information in this chapter can generally all be found in other chapters. It is thus advisable to read this chapter together with the rest of the guide, as other chapters may have additional information that clarifies any situation.

As melee is treated differently than other attacks by the game, so will this chapter do (normal arrows are treated the same as spells). There is also quite a difference in who is the attacker and who is the target. There are four different situations, and this chapter will try to explain each of them.

Player versus Monster
Monster versus Player
Player versus Player
Monster versus Monster

Monster versus Monster is mainly about the golem, but in Hellfire it also takes care of berserk monsters. Traps are also treated as monsters in this chapter; that is, if a trap hits a player, it is explained under Monster versus Player.

As players are always updated before monsters, the player will always get in a hit first, should a monster and a player both hit at the same time. For players, the order would be in the order they have entered a game (with the exception that if someone leaves a game, a new player will take that one's place in the order). The order of updating is as follows:

1. Players
2. Monsters
3. Magical effects (includes arrows)

The update is done once every 0.05 seconds which explains why all timing information is given in steps of 0.05 seconds.

6.1 General information

Before we start discussing the actual combat, it is good to know some basic information about how players and monsters function. Each monster and player can exist in one of several possible states. Such states include things like walking, standing, attacking, casting spells, doing a hit recover, being stoned, and dying. A character or monster must finish the current action before it can start a new one. An exception to this is when you get hit. A hit will generally abort your or the monster's current action, and if the damage is high enough, put the victim into hit recovery (or if even greater into dying mode). Players, but never monsters, can also be put into a blocking state if carrying a shield. For information about how long it takes to do various actions, see chapter 2.3 for players and chapter 5.3.4 for monsters.

The detailed information below will generally be given as a numbered list which one steps through, step by step. At some points there will be notes that certain steps are skipped under some conditions or are only done in specific cases. It is therefore wise to read through all of the part that applies to the situation before drawing any conclusions as some actions are only valid if some specific conditions, which may be presented later, are met.

Most combat situations can be divided into a few specific main steps:

- A. Pre-hit
- This checks for things like if the target in question is really possible as a target. A player is, for example, mostly immune to attacks from himself, and monsters are similarly also immune to attacks from other monsters. It also includes checks if a target is available at all. For example, a bow may lose durability even if there is no target present, but for a melee weapon to lose durability it actually needs to hit something. This step will generally *not* be discussed here as it is quite uninteresting as a player of the game, but some things actually done in this step have instead been included in other steps.

- | | |
|---------------------|--|
| B. To Hit | Here the game checks for the probability of hitting to see if a hit is really acquired. If no hit is acquired, the next steps are generally not done. |
| C. Blocking | When a player is hit, the game will check if he or she managed to block the attack or not. If a block was done, the Damage step is generally skipped. |
| D. Damage | Here the game will calculate the damage and take into consideration all the applicable modifications. It will also deal the damage to the target. |
| E. Hit consequences | This will do all the necessary checks for things that will affect both the target and the attacker if a hit occurs. This includes checks for hit recovery, life and mana stealing, death, and so on. |

Some or all the steps above may be performed when an attack is done, and there might be additional steps not mentioned above under some circumstances.

There are also some steps done only in Hellfire or only in Diablo, in that case this is clearly mentioned at the start of the step in *italic*.

6.1.1 Mana Shield

Mana Shield is a spell that causes damage to your life to be taken instead from your mana. In the process it will also reduce the amount of damage taken. To avoid confusion on how the Mana Shield spell affects combat, it will be described in detail here. For information about such things like mana cost and requirements to read books, see chapter 4.

As already said, Mana Shield is a magical effect, and as such, it is handled in the step when all other magical effects are handled (see above) although it is processed after all other effects. It is very important to realize that the Mana Shield *never* affects any combat directly; that is, any attack, be it magical or melee, will be carried out normally and *will* do any damage to your life. Any attack will also put the target into any applicable status such as hit recovery or dying. It is not until the game processes the magical effects and reaches the Mana Shield that it actually changes the normal course of action. Unfortunately, as explained below, this will result in some bugs regarding the player status.

So, lets see in more detail how the Mana Shield works.

1. check if the player's current life has changed since last time; if not, exit
2. if the current life has increased since last time, set the new increased life as the value to be checked for in the future and then exit
3. calculate the decrease in life since last time, this is the damage taken since last time
4. if $slvl=0$, skip step 5 and 6
5. *in Diablo*, calculate damage - $[damage/3]$
6. *in Hellfire*, calculate damage - $[damage/(3:slvl)]$ (if $slvl$ is higher than 7, set $slvl$ to 7)
7. restore current life to its initial value
8. remove the amount calculated in step 5 or 6 from current mana
9. if mana has not reached 0, then if the player was previously in dying mode, set player into standing mode, finally exit
10. if mana has reached 0 or gone below 0, set it to 0 and reduce life with the amount that was below 0
11. terminate the Mana Shield
12. if life has not reached 0, then if the player was previous in dying mode set player into standing mode, finally exit
13. set player into dying mode

As can be seen from the above, if the player was set to dying mode during the normal attacks, it will be put into standing mode by the Mana Shield, and thus avoid, for example, hit recovery, which would in some cases had been the more correct mode. It also prevents knock backs as it is not checked in the normal attack routines if the player died. Finally, it avoids any further attacks done in the last turn while the player was dead. An example of this would be if 3 monsters hit you all at the same time; the first one kills you, and the other two monsters' attacks are then not done as you are already dead. Later in the turn when the magical effects are processed, the Mana Shield restores your life, reduces the damage from mana instead, and puts you back into life. You have then effectively avoided the attack from the last two monsters. This does not happen too often, as the attacks of the monsters need to be done at the *exact* same time.

In Hellfire, there are some additional bugs related to the Mana Shield (those bugs were fixed in Diablo, version 1.07). When you run out of mana, and the Mana Shield is terminated, you will take excessive damage (up to twice the damage of the latest attack). It is also possible to cast more than one Mana Shield and although this will not affect the efficiency of the Mana Shield, you will take excessive damage from *each* Mana Shield when you run out of mana and all the Mana Shields are terminated.

6.1.2 Fire Wall, Flame Wave and Ring of Fire

Fire Wall and Flame Wave are special in that they are the only spells that can hurt the caster of the spells. They are also special in that when attacking players (including the caster), they will attack as if they were magic traps, that is, the To Hit is always 40%. When attacking monsters, they will use the normal To Hit calculations.

6.1.3 Reflect

Actually, the Reflect spell is handled properly in the step by step lists later on. I just wanted to mention that Reflect, contrary to Mana Shield, is handled within the actual damage routines by a flag set on the character. If set, the damage will be reduced properly and reflected back to the monster. This is how the Mana Shield should have been implemented to avoid all the problems and bugs associated with it.

6.1.4 Life and Mana stealing

Items with the effect of life stealing and mana stealing work independently of each other. An item with the 5% stealing will always supersede the 3% stealing and they are thus *not* cumulative (you can still have one item with 3% mana stealing and one with 5% life stealing though). Similarly, two items with 3% stealing or two with 5% stealing are not cumulative either.

The random life stealing effect only found on The Undead Crown *is* cumulative with other life stealing though as it is handled separately from normal life stealing. Life and mana stealing only work against monsters, never against players (the exception is the random life stealing, but as The Undead Crown only exists in single player it doesn't matter).

The table below summarizes the end result when you have two items of life or mana stealing. If there is any way to get three items with life or mana stealing, simply do it as a two step process, first checking two of the items, then take the end result and check it with the third effect.

	3% mana	5% mana	3% life	5% life	random life¹
3% mana	3% mana	5% mana	3% mana 3% life	3% mana 5% life	3% mana 0-12.5% life
5% mana	5% mana	5% mana	5% mana 3% life	5% mana 5% life	5% mana 0-12.5% life
3% life	3% mana 3% life	5% mana 3% life	3% life	5% life	3-15.5% life
5% life	3% mana 5% life	5% mana 5% life	5% life	5% life	5-17.5% life
random life¹	3% mana 0-12.5% life	5% mana 0-12.5% life	3-15.5% life	5-17.5% life	0-12.5% life

¹ Steals a random amount of life between 0 and 12.5% each time you hit.

6.1.5 Fire and Lightning damage on melee weapons

When you do an attack that does additional fire or lightning damage, this will be handled by the game separately. Upon hit (even if the actual attack misses), the game will spawn an additional magical effect of the appropriate type, which will then be handled normally during the magical effect update. When hitting, the effect will use normal magical To Hit, and all resistance and other effects that normally work against magic apply normally. It will then deal the amount of fire or lightning damage your character currently does. The magical effect will only hit once but it will try to hit up to 7 times (9 if fire) before it ends.

6.1.6 Fire and Lightning damage on bows

Fire and lightning attacks on bows work pretty much the same as the ones on melee weapons. There are some exceptions. As arrows to start with are already effects, there is no need to spawn a special effect for the extra fire and lightning damage like there is for melee weapons. Instead, as soon as the fire or lightning arrow hits and has done its non magical damage, the effect will switch into a fire or lightning damage attack, quite similar to the one spawned for melee attacks. This extra fire or lightning attack will, as opposed to with melee attacks, hit more than once and will try 7 times (9 if fire) before it ends. Any extra fire or lightning damage from any item other than the bow will be added despite the fact that this is a ranged attack.

Fire and lightning arrows are quite buggy and the list below tries to summarize some of the bugs related to them.

- The to hit calculations for the fire and lightning attack part, although magical, still use normal arrow to hit formulas.
- The fire and lightning damage is *not* halved for player versus player like all other magical damage is.
- Unlike melee fire and lightning damage, they can hit and deal damage more than once. This might not be a bug but probably is.
- Damage calculations for the fire and lightning part still include the normal character damage and will even apply such modifiers as +% damage to the fire and lightning damage. Basically, the damage range of the fire and lightning damage is treated as the "bow damage range" and thus modified as appropriately for a normal arrow attack.
- Despite what is said above, both monsters and players *will* resist the damage if they have resistance to the appropriate magic type (fire or lightning).
- The actual fire and lightning damage will often not hit the same place as the arrow did, meaning one will often escape the extra high damage caused by fire and lightning bows. {blockable?}

Note that in the chapters below, the bugs regarding fire and lightning arrows will not be mentioned. The list above should be sufficient for knowing the end effects.

6.1.7 Charge attacks

Charges are special in that they are treated as magical effects while the actual charge is conducted; that is, the monster moves during the effect update phase, but as soon as it hits, it turns into an almost normal melee attack. Below are listed what special conditions apply to Charge attacks.

- A Gloom will never attack with its charge, it simply uses it as a mean of transportation.
- The base to hit of the monster charge attack is 500%, this is then modified normally according to chapter 6.2.3.
- Blocking is handled normally for a charge attack, and so is damage.
- Vipers will never put a target into hit recovery.
- Horned Demons and other monsters that get the special charge ability (unique monsters and their party) will automatically put a target into hit recovery upon hit and will also knock back the target.

Either intentionally or due to a bug, monsters that are charging, can at times cross lava that is otherwise impassable in the caves.

6.1.8 How spells really work

Before we go into detail about the actual attacks, it might be good to learn some basic information on how the game handles spells. This chapter will try to briefly explain this so that it not only gets easier to understand the chapter about non-melee attacks, but also how spells really work. Non-melee attacks are basically magic in nature. An exception is arrows, but think of them as any other projectile, like fireball, and you will see that there is really not much difference. Each spell or missile in the game is an effect, and in the effect update procedure each effect is processed and can do a number of things.

Easiest to understand are the missile spells, the ones like Fireball, Charged Bolt, or Holy Bolt. They are basically an effect that moves around in the dungeon at a certain speed and often in a straight line. As soon as it enters a location it checks if it contains a potential target (monsters are immune to other monsters and players are often immune to their own spells and so on). If there is a potential target, it will try to attack, and it is this attack this chapter on Battle will explain in more detail. It will also check if it has hit a wall or some other dungeon feature and, if so, terminate.

Some spells like Elemental and Flame Wave (which are in fact several flames, each an effect, moving side by side) will not terminate if they hit a target like a Fireball does. They will, regardless of if they hit or not, continue to move, and can thus hit multiple targets. Some spells consist of multiple missiles, such as Nova and Charged bolt. A Fire Wall is a typical example of a spell that can hit a target repeatedly.

Sometimes a spell can actually consist of several effects. The Lightning spell is such an example. The main spell is totally invisible and starts at the position of the source and travels away at a certain speed (see chapter 4.1.2). Each time it enters a new location it will spawn a new effect, a non moving lightning bolt with a certain duration that will sit in the location and try to hit anything in the location until its duration is over at which time it is removed. As the individual bolts are spawned with a certain delay the further away they are from the original source, they will also disappear with the same delay. The total effect is a seemingly moving stream of lightning bolts when in fact it is stationary bolts, where the duration of the individual bolts determines what looks like the length of the lightning stream. The speed of the stream is actually the speed of the initial invisible moving spell effect that spawns the bolts. Many other spells work in a similar way.

As already said, a spell can either be terminated upon hitting or go on even if it hits. In addition to that, most spells have a duration after which they will also be terminated. Most missile spells will also be terminated when they hit a wall or other dungeon feature. In addition to the above, each effect, when it attacks, can be set to be blockable or not. The check for blocking will only be done for those spells that are blockable. See chapter 4.1.2 for information about blockable spells. Finally, each effect can be either Fire, Lightning, Magic, or other (arrows are special).

Some effects will, of course, never attack; examples of such effects are Mana Shield and Infravision.

6.1.9 Possible targets of attacks

As already explained, an attack will typically always hit a specific location (with some exceptions). Normally, only a single monster or player can occupy a location at any time (although, due to bug, at times a monster and a player may end up in the same location, this is usually due to using the Teleport or Phasing spell). As long as a monster or a player is not moving between locations, it is always attackable in the location it occupies, regardless of what it do. Some activities will make the monster or player not hitable, but that is a different matter, examples of such things are an Illusion Weaver retreating, a player during the first 0.5 seconds upon entry of a new dungeon level. But what about when a monster or a player is walking between two locations. Where can it be attacked? The answer is that it depends on the type of attack and the direction of the walk. In the table below are listed all the various cases that may exist. It also tells in what location the monster or player is put in case the walk is interrupted, that is, when the target go into a hit recovery.

Situation	Target locations depending on direction of walk of target ¹		
	NW, N or NE ²	SW, S or SE ²	W or E ²
Player attack monster in melee	Both	Both	Both
Player attack player in melee	Both	Both	Both
Monster attack player in melee	Special	Special	Special
Monster attack monster in melee	Both ³	Both ³	Both ³
Spells ⁴ attacking player	Leaving	Entering	None
Spells ⁴ attacking monsters not Stone Cursed	Both	Both	Both
Spells ⁴ attacking monsters Stone Cursed	Leaving	Entering	None
Fire Wall, Flame Wave or Ring of Fire attacking player or monster	Leaving	Entering	None
Hit recovery location for player	Leaving	Entering	Leaving
Hit recovery location for monster	Leaving	Leaving	Leaving
Location used for distance calculations	Leaving	Entering ⁵	Leaving

1 *Both* means that the target can be hit in both the location he is leaving and the location he is entering, *leaving* means that the target can only be hit in the location it is leaving, *entering* means that the target can only be hit in the location it is entering, *none* means that it can't be hit in any of the locations. Monsters attacking players are handled in a special way explained below.

2 For the definition of north, see chapter 1.3.

3 A monster that attack another monster will always check for To Hit no matter where the target is at the time to check for To Hit. A monster will never initiate a melee attack unless the target at that time is in an adjacent location which means that usually it can hit in both locations and in addition further away in the rare occasions that the target has managed to get further away.

4 Excluding Fire Wall, Flame Wave and Ring of Fire.

5 Distance to a golem is measured to the Leaving location.

Monsters attacking players in melee does not specifically check for the location of the attack. Instead, upon attack it will check for the distance from the monster to the player. The locations used to calculate the distance is for the monster the location it is occupying and for the player it depends on the direction it is walking. When walking W, NW, N, NE or E, it is always the location the player is leaving and while walking SW, S or SE it is always the location the player is entering.

This has some important consequences that it is good to know about. When walking away from a monster it will thus always miss the check for the To Hit is done after you have started walking downwards on the screen and it will always have a normal chance of hitting you until you have completely reach your new location while walking upwards or sideways from the monster. Further more, if the walk is aborted by an attack, the player will be put in the location as indicated in the table above which means if you walk downwards, you will in such cases always be "pushed" downwards (regardless of the direction of the attacker) but when walking in other directions, you will be "pushed" back into the location you were leaving. Further more, when deciding upon what action to perform, see chapter 5.5 the distance is similarly always calculated in the same way. This result in the situation that when you are walking towards a monster it will only initiate a melee attack while you are walking, if you are walking SW, S or SE. If you walk in any other direction towards the monster it will consider you non adjacent up until you have reached the location adjacent to the monster.

Finally, as it is the distance from the monster to the player that counts when a monster attack a player, a monster will always check for To Hit against a player in those cases they occupy the same locations (can happen due to a bug) but a player will only be able to hit an adjacent location when doing a melee attack and can thus not attack the monster within its location.

6.1.10 Spell and arrow speeds

In the rest of the Guide, the speed of spells and arrows are given with a number in the 16 - 63 range (rarely going below 8). Here, a brief description is made in an attempt to convert those speeds to real speeds in the dungeon measured in reference to the tiles in the dungeon. This is also useful for estimating the distance penalty of arrows.

Any missile in the game (be it an arrow or a spell) will use true trigonometrical calculations for its movement, both for location and speed. Thus, it takes a missile longer to move through a location diagonally than straight along a side (roughly 40% longer) as opposed to character and monster movement which takes the same time regardless of it being diagonally or not. In addition, missiles actually move in small jumps each frame. That is, depending on their speed, they will move a certain distance each frame. For the purpose of keeping track of missiles, the game actually uses 22 extra bits of precision for its location, think of it as each location actually being divided in roughly 92 680 times 92 680 smaller locations. This higher precision is used for smooth movement *only*, for actual To Hit purposes the missile is simply considered to be in one location, regardless of where in the location it is. This have a few implications though. If the distance a missile is moved each frame is smaller than a location, it may end up staying in a location for more than one frame. In addition, it may, when not moving in straight angles along the locations, only enter the corner of some locations and may thus never really exist in a location that it in fact should pass through (for movement straight along the locations, this should never happen as it requires a speed value above 64 which does not exists in the game).

Some missile types prevents trying to hit the same location more than once (should it not manage to move into a new location when updated each frame) while most do not and may thus try to hit a target in a location more than once. This will of course make the total chance of hitting a target somewhat higher than it should be. This phenomenon is not that uncommon but extremely hard to predict or give exact numbers on as it depends both on the exact speed of the missile and in what direction you fire it. As you can virtually fire a missile in any direction, the possibilities are numerous. One should be aware of this phenomenon though as it might affect the result if anyone would actually measure the actual hit percentages of missiles.

To calculate the distance a missile of a specific speed travels, only examples of movement straight along the locations in the dungeon will be considered. It should be easy to apply to movement in any direction with true trigonometry. A missile with a speed value of 64, will travel exactly diagonally through one location each frame. This corresponds to traveling 1.4 locations in a straight line along the locations side. Alternatively you may say that a speed of 45.3 travels a location in one frame straight along the side of a location. The distance traveled per second can thus easily be calculated as:

Locations a missile travel per second: $25 \cdot \text{speed} / 45.3$

As the distance penalty of an arrow is increased by 1 each frame, the total distance penalty per location (see chapter 2.1.4 and 5.1 for more information) can be calculated as:

For characters: $\text{distance} \cdot \text{distance} / 2 = (45.3 / \text{speed}) \cdot (45.3 / \text{speed}) / 2 = 1\,048 / (\text{speed} \cdot \text{speed})$

For monsters: $\text{distance} \cdot \text{distance} = (45.3 / \text{speed}) \cdot (45.3 / \text{speed}) = 2\,048 / (\text{speed} \cdot \text{speed})$

As noted, for some locations, the fact that the missile will try to hit more than once may make the actual To Hit be slightly different. Also note that a missile will actually start traveling in the location where the player or monster it originates from is currently standing in. It may at times take more than one frame to reach the next location but in no case will a missile make a To Hit check in its location of origin.

6.1.11 Some general notes about the formulas

In most cases it should be obvious from whom the stat in a formula should be taken. Monsters do not have Dex or clvl for example. In some cases, for example with players attacking players or when there is some bonus, it might not be so obvious and there is an additional note telling if it is from the target or the attacker (or if it is for the monster or player as appropriate). This is also done when it is not obvious what value should be used, for example if it is a base To Hit or a modified To Hit.

Any part of the formula that is only applicable in Hellfire is shown in *italic*.

6.2 Melee attacks

Here we will only discuss melee attacks; this does *not* apply to attacks with bows, and is always done to an adjacent target.

6.2.1 Player versus Monster

To Hit

1. if the target monster is an Illusion Weaver that is currently running away, exit as it is at the moment immune to any attack
2. if the target monster is Stone Cursed, the attack is an automatic hit, go directly to damage calculations
3. calculate $50 + \text{Dex}/2 + \text{ToHit}_{\text{items}} + \text{clvl} + \text{bonus}_{\text{player}}$
4. *in Hellfire*, if the player has any item with the "penetrate armor" effect, temporarily reduce $\text{Ac}_{\text{monster}}$ as appropriate
5. subtract $\text{Ac}_{\text{monster}}$
6. *in Hellfire*, if the attack is an adjacent quarter damage attack, subtract $70 - 2 \cdot \text{clvl}$ (minimum 30)
7. if the value calculated is below 5, set it to 5
8. if the value calculated is above 95, set it to 95
9. the value now achieved is the final chance to hit (FTH)
10. a hit is secured if $\text{Rnd}[100] < \text{FTH}$

The steps 3-8 above can be summarized to:

$$\text{FTH} = 50 + \text{Dex}/2 + \text{ToHit}_{\text{items}} + \text{clvl} + \text{bonus}_{\text{player}} - \text{Ac}_{\text{monster}} - \textit{penalty}_{\text{quarter damage}}$$

- *In Diablo*, $\text{ToHit}_{\text{items}}$ includes the effect of items with the "penetrate armor" effect.
- The $\text{bonus}_{\text{player}}$ is 20 for Warriors and 0 for all other classes.
- $\textit{penalty}_{\text{quarter damage}}$ only apply to certain attacks in Hellfire, see chapter 2.2.2 for more information.
- Note that if FTH is below 5 or above 95 it is adjusted to 5 and 95. This is commonly referred to as the auto hit and auto miss of a character.

Damage

1. calculate $\text{Rnd}[\text{max}_{\text{base weapon damage}} - \text{min}_{\text{base weapon damage}} + 1] + \text{min}_{\text{base weapon damage}}$ (this is basically a random value within the weapons base damage range)
2. add +% damage

3. add +damage
4. add character damage
5. if the attacker is a Warrior or Barbarian then double damage if $\text{Rnd}[100] < \text{clvl}$ (critical hit)
6. if the monster is undead or an animal, adjust the damage according to the table in chapter 5.1 under monster type, that is, under certain circumstances multiply damage by 1.5 or divide damage by 2
7. if the monster is a demon, triple the damage if the player is carrying any item with the "+200% damage versus demons" effect
8. *in Hellfire*, if the attacker has an item with the devastation effect and $\text{Rnd}[100] < 5$, triple the damage
9. *in Hellfire*, if the attacker has an item with the jester's effect 50% of the time multiply damage by $\text{Rnd}[100]/100$, the other 50% multiply damage by $5 \cdot (\text{Rnd}[100] + 20) / 100$
10. *in Hellfire*, if the attack is an adjacent "quarter" damage attack, divide the damage by 4 (hence the "quarter" damage)
11. *in Hellfire*, if the attacker has an item with the peril effect, double the damage
12. the value now achieved is the final damage (FD)
13. deal FD to the target

Steps 1-4 above will generate a damage value that is within the range shown for damage on the character screen.

Steps 5-12 above will further modify the damage by factors that will not be shown on the character screen.

Step 9 above is actually done as:

1. calculate $\text{Rnd}[200]$
2. if the value is below 100 multiply the damage by this value and then divide by 100
3. otherwise subtract 80 and multiply by 5, then multiply the damage by this value and divide by 100

Hit consequences

1. *in Hellfire*, if the attacker has an item of doppelganger's effect and the monster is not Diablo or an unique monster, duplicate the monster if $\text{Rnd}[100] < 5$
2. *in Hellfire*, if the attacker has an item with the peril effect, take the damage from step 3 under Damage above, modify it for the -damage effect and deal it to the attacker
3. if the attacker has an item equipped that has the "random life stealing" effect, calculate $\text{Rnd}[\text{FD}/8]$ and add this to current life (while checking so that current life never exceeds max life)
4. if the attacker has an item equipped that has 3% mana stealing, calculate $0.03 \cdot \text{FD}$
5. if the attacker has an item equipped that has 5% mana stealing, calculate $0.05 \cdot \text{FD}$
6. if the attacker do *not* have any item of *corruption* add the amount calculated in step 4 or 5 to the current mana (while checking so that current mana never exceeds max mana)
7. if the attacker has an item equipped that has 3% life stealing, calculate $0.03 \cdot \text{FD}$
8. if the attacker has an item equipped that has 5% life stealing, calculate $0.05 \cdot \text{FD}$
9. add the amount calculated in step 7 or 8 to the current life (while checking so that current life never exceeds max life)
10. *in Hellfire*, if the attacker hit and has an item equipped with the decay effect, subtract 5 from its To Hit bonus, if it reaches -100%, destroy the item
11. if the attacker hit, check for weapon durability loss
12. if the monster was *not* Stone Cursed and the player had an item with the "knock back" effect, move the monster one step backwards (backwards is defined according to the monster's facing)
13. mark the attacker to be entitled to experience points when the monster dies
14. if the target was not a golem and it was not resistant to the spell and $\text{FD} \geq \text{mlvl} + 3$, put monster into hit recovery; a Scavenger or Grave Digger will also be set in a mode to find a carcass to feast/dig upon
15. if the target was a Hidden type of monster and it was not resistant to the spell, put monster into hit recovery as well as in retreat mode (see chapter 5.5.9 under Hidden).
16. if the monster died, check for any item dropping (see chapter 3.8) and add any experience to the players that are eligible for it (see chapter 2.6)
17. if the monster died and it was Diablo, terminate game and show ending movie for players on dlvl 16

6.2.2 Player versus Player

To Hit

1. calculate $50 + \text{Dex}_{\text{attacker}}/2 + \text{ToHit}_{\text{items,attacker}} + \text{clvl}_{\text{attacker}} + \text{bonus}_{\text{attacker}}$
2. calculate $\text{Dex}_{\text{target}}/5 + \text{AC}_{\text{items,target}} + \text{bonus}_{\text{target}}$
3. subtract the value in step 2 from the value in step 1

4. if the value calculated is below 5, set it to 5
5. if the value calculated is above 95, set it to 95
6. the value now achieved is the final chance to hit (FTH)
7. a hit is secured if $\text{Rnd}[100] < \text{FTH}$

The steps 1-6 above can be summarized to:

$$\text{FTH} = 50 + \text{Dex}_{\text{attacker}}/2 + \text{ToHit}_{\text{items,attacker}} + \text{clvl}_{\text{attacker}} + \text{bonus}_{\text{attacker}} - \text{Dex}_{\text{target}}/5 - \text{Ac}_{\text{items,target}} - \text{bonus}_{\text{target}}$$

- In *Diablo*, $\text{ToHit}_{\text{items}}$ includes the effect of items with the "penetrate armor" effect.
- The $\text{bonus}_{\text{attacker}}$ is 20 for Warriors and 0 for all other classes.
- The $\text{bonus}_{\text{target}}$ is $\text{clvl}/4$ for Barbarians, depends on the armor type for Monks (0 for non unique plate, $\text{clvl}/2$ for non unique mail or unique plates and $2 \cdot \text{clvl}$ for light armor and unique mail or if naked), and 0 for all other classes.
- Note that if FTH is below 5 or above 95 it is adjusted to 5 and 95. This is commonly referred to as the auto hit and auto miss of a character.

Block

1. if the target is doing anything other than standing still or performing a melee attack, skip blocking
2. if the target is not a Monk and is not carrying a shield, skip blocking
3. if the target is a Monk and is not carrying a shield, a staff or has at least one hand bear, skip blocking
4. calculate $\text{Dex}_{\text{target}} + 2 \cdot \text{clvl}_{\text{target}} + \text{bonus}_{\text{target}}$
5. subtract $2 \cdot \text{clvl}_{\text{attacker}}$
6. if the value calculated is below 0, set it to 0
7. if the value calculated is above 100, set it to 100
8. the value now achieved is the final chance to block (FB)
9. a block of the attack is done if $\text{Rnd}[100] < \text{FB}$

The steps 3-8 above can be summarized to:

$$\text{FB} = \text{Dex}_{\text{target}} + 2 \cdot (\text{clvl}_{\text{target}} - \text{clvl}_{\text{attacker}}) + \text{bonus}_{\text{target}}$$

- The $\text{bonus}_{\text{target}}$ is 30 for Warriors and Barbarians, 25 for Monks and Bards, 20 for Rogues, and 10 for Sorcerers. Note that there seems to be a bug that makes all those bonus values be 0.
- It is possible to achieve 100% blocking.

Damage

1. calculate $\text{Rnd}[\text{max}_{\text{base weapon damage}} - \text{min}_{\text{base weapon damage}} + 1] + \text{min}_{\text{base weapon damage}}$ (this is basically a random value within the weapons base damage range)
2. add +% damage
3. add +damage
4. add character damage
5. if the attacker is a Warrior or Barbarian then double damage if $\text{Rnd}[100] < \text{clvl}_{\text{attacker}}$ (critical hit)
6. the value now achieved is the final damage (FD)
7. deal FD to the target

Steps 1-4 above will generate a damage value that is within the range shown for damage on the character screen.

Steps 5-6 above will further modify the damage by factors that will not be shown on the character screen.

Hit consequences

1. if the attacker has an item equipped that has the "random life stealing" effect, calculate $\text{Rnd}[\text{FD}/8]$ and add this to current life (while checking so that current life never exceeds max life). It is worth noticing that in normal *Diablo*, the random stealing effect is *only* present on a single player quest item, so this step is this never performed.
2. in *Hellfire*, if the attacker hit (regardless of blocking) and has an item equipped with the decay effect, subtract 5 from its To Hit bonus, if it reaches -100%, destroy the item
3. if the attacker hit (regardless of blocking), check for weapon durability loss

4. if the attacker hit and the target did not block, check if life went down to 0 or below, if so put target player into death mode and skip further steps
5. if $FD \geq clvl_{\text{target}}$ and the target did not block then put target player into hit recovery and check for durability loss on helm and armor
6. if the target blocked, put target player into block mode and check for durability loss on shield

For the probabilities of durability losses, see chapter 3.7.1.

6.2.3 Monster versus Player

To Hit

1. calculate $30 + ToHit_{\text{base,monster}} + 2 \cdot mlvl$
2. calculate $Dex/5 + Ac_{\text{items,player}} + bonus_{\text{player}} + 2 \cdot clvl$
3. subtract the value in step 2 from the value in step 1
4. *in Hellfire*, if the player has extra AC versus Demons or Undead, subtract 40/20 if the monster is of the correct type
5. if the value calculated is below 15, set it to 15
6. on dvl 14 if the value calculated is below 20, set it to 20
7. on dvl 15 if the value calculated is below 25, set it to 25
8. on dvl 16 if the value calculated is below 30, set it to 30
9. the value now achieved is the final chance to hit (FTH)
10. a hit is secured if $Rnd[100] < FTH$

The steps 1-9 above can be summarized to:

$$FTH = 30 + ToHit_{\text{base,monster}} + 2 \cdot (mlvl - clvl) - Dex/5 - Ac_{\text{items,player}} - bonus_{\text{player}}$$

- $ToHit_{\text{base,monster}}$ is the value found in the tables for each monster in chapter 5.2 and 5.4. For the second attack of Magma Demons it is 10 higher, and for the second attack of Lightning Demons it is 20 lower. For charges the base value is always 500%.
- For unique monsters, use $mlvl_{\text{battle}}$
- The $bonus_{\text{player}}$ is $clvl/4$ for Barbarians, depends on the armor type for Monks (0 for non unique plate, $clvl/2$ for non unique mail or unique plates, and $2 \cdot clvl$ for light armor and unique mail or if naked), and 0 for all other classes.
- Note that the FTH is adjusted for auto hit values.

Block

1. if the target is doing anything other than standing still or performing a melee attack, skip blocking
2. if the target is not a Monk and is not carrying a shield, skip blocking
3. if the target is a Monk and is not carrying a shield, a staff or has at least one hand bear, skip blocking
4. calculate $Dex + 2 \cdot clvl + bonus_{\text{player}}$
5. subtract $2 \cdot mlvl$
6. if the value calculated is below 0, set it to 0
7. if the value calculated is above 100, set it to 100
8. the value now achieved is the final chance to block (FB)
9. a block of the attack is done if $Rnd[100] < FB$

The steps 3-8 above can be summarized to:

$$FB = Dex + 2 \cdot (clvl - mlvl) + bonus_{\text{player}}$$

- The $bonus_{\text{player}}$ is 30 for Warriors and Barbarians, 25 for Monks and Bards, 20 for Rogues, and 10 for Sorcerers. Note that there seems to be a bug that makes all those bonus values be 0.
- For unique monsters, use $mlvl_{\text{battle}}$
- In the cases according to step 1-2 above when a block is not checked, the game actually DOES a random check, but the value checked against is 100 and thus will never result in a block.
- It is possible to achieve 100% blocking.

Damage

1. calculate $\text{Rnd}[\text{max}_{\text{base damage}} - \text{min}_{\text{base damage}} + 1] + \text{min}_{\text{base damage}}$ (this is basically a random value within the monsters base damage range)
2. add -damage
3. if damage is below 1, set it to 1
4. *in Hellfire*, if the player has a Reflect spell running, calculate the final reflected damage (FRD) by multiplying the damage by $(\text{Rnd}[10] + 20)/100$
5. *in Hellfire*, if the player has a Reflect spell running, subtract FRD from the damage calculated in steps 1-3
6. the value now achieved is the final damage (FD)
7. deal FD to target

Hit consequences

1. *in Hellfire*, if the monster hits and the player has a Reflect spell running, reflect FRD to it and check for death and hit recovery of the monster normally
2. if the monster hits and it is a Black Death, remove 1 permanently from life
3. if the player has any item equipped that has the "damage to attacker" effect, deal $\text{Rnd}[3] + 1$ damage to it and check for death and hit recovery of the monster normally
4. if the monster had the knock back ability, move the player one step backwards (backwards is defined according to the player's facing)
5. if the attacker hits and the target did not block, check if life went down to 0 or below; if so, put target player into death mode and skip further steps
6. if $\text{FD} \geq \text{clvl}$ and the target did not block, put target player into hit recovery and check for durability loss on helm and armor
7. if the target blocked, put target player into block mode and check for durability loss on shield

For the probabilities of durability losses, see chapter 3.7.1.

6.2.4 Monster versus Monster**To Hit**

1. if the target monster is an Illusion Weaver that is currently running away, exit as it is at the moment immune to any attack
2. if the target is a monster that is Stone Cursed, the attack is an automatic hit, go directly to damage calculations
3. the monsters base To Hit will also be the monsters final chance to hit (FTH) so the AC of the target has no effect
4. a hit is secured if $\text{Rnd}[100] < \text{FTH}$

Damage

1. calculate $\text{Rnd}[\text{max}_{\text{base damage}} - \text{min}_{\text{base damage}} + 1] + \text{min}_{\text{base damage}}$ (this is basically a random value within the monsters base damage range)
2. the value now achieved is the final damage (FD)
3. deal FD to target

Hit consequences

1. if the target was *not* Stone Cursed and the attacker had attack type with the "knock back" effect, move the target one step backwards (backwards is defined according to the target's facing).
2. if the attacker was a golem, mark the golem's owner to be entitled to experience points when the monster dies
3. if $\text{FD} \geq \text{mlvl}_{\text{target}} + 3$ or if the target is a Hidden type of monster put target into hit recovery; a Scavenger or Grave Digger will also be set in a mode to find a carcass to feast/dig upon
4. if the target died, check for any item dropping (see chapter 3.8) and add any experience to the players that are eligible for it (see chapter 2.6)
5. if the target died and it was Diablo, terminate game and show ending movie

6.3 Non melee attacks

Here we will deal with all other attacks, which include spells, arrows and traps (which are either spells or arrows). As there are so many more possibilities and special cases, some sections have been divided up to handle specific cases.

6.3.1 Player versus Monster

To Hit

1. if the effect is Holy Bolt and the monster is not undead or Diablo, exit as other monsters are immune
2. if the target monster is an Illusion Weaver that is currently running away, exit as it is at the moment immune to any attack
3. if the monster is immune to the spell type, exit as it can't be damaged
4. if the target is a monster that is Stone Cursed, the attack is an automatic hit, go directly to damage calculations
5. if the effect is an arrow, calculate $50 + \text{Dex} + \text{ToHit}_{\text{items}} + \text{clvl} + \text{bonus}_{\text{player}} - \text{distance} \cdot \text{distance} / 2$
6. if the effect is an arrow, subtract $\text{Ac}_{\text{monster}}$
7. if the effect is a spell, calculate $50 + \text{Mag} + \text{bonus}_{\text{player}}$
8. if the effect is a spell, subtract $2 \cdot \text{mlvl}$
9. if the value calculated is below 5, set it to 5
10. if the value calculated is above 95, set it to 95
11. the value now achieved is the final chance to hit (FTH)
12. a hit is secured if $\text{Rnd}[100] < \text{FTH}$

The steps 5-11 above can be summarized to:

$$\text{FTH}_{\text{arrow}} = 50 + \text{Dex} + \text{ToHit}_{\text{items}} + \text{clvl} + \text{bonus}_{\text{player}} - \text{distance} \cdot \text{distance} / 2 - \text{Ac}_{\text{monster}}$$

$$\text{FTH}_{\text{spell}} = 50 + \text{Mag} + \text{bonus}_{\text{player}} - 2 \cdot \text{mlvl}$$

- The $\text{bonus}_{\text{player}}$ for arrows is 10 for Warriors and Bards, 20 for Rogues, and 0 for all other classes.
- The $\text{bonus}_{\text{player}}$ for spells is 20 for Sorcerers, 10 for Bards, and 0 for all other classes.
- Note that if FTH is below 5 or above 95 it is adjusted to 5 and 95. This is commonly referred to as the auto hit and auto miss of a character.

Damage

1. for spells, the actual damage is calculated upon cast. For information about damage ranges for spells, see chapter 4.1.2.
2. if the effect is an arrow, calculate $\text{Rnd}[\text{max}_{\text{base weapon damage}} - \text{min}_{\text{base weapon damage}} + 1] + \text{min}_{\text{base weapon damage}}$ (this is basically a random value within the weapons base damage range)
3. if the effect is an arrow, add +% damage
4. if the effect is an arrow, add +damage
5. if the effect is an arrow, add character damage
6. if the effect is a spell and the monster has resistance, divide damage by 4
7. if the spell is Bone Spirit, damage is $[\text{current life}_{\text{monster}}] / 3$
8. the value now achieved is the final damage (FD)
9. deal FD to the target

Steps 2-5 above will generate a damage value that is within the range shown for damage on the character screen.

Note that in Hellfire, Diablo and Bone Demons have resistance to Holy Bolt.

Hit consequences

1. for firing bows, the durability loss check is done regardless of a hit or miss; it is checked each time the character *fires*
2. if the monster was *not* Stone Cursed and the player had a bow with the "knock back" effect, move the monster one step backwards (backwards is defined according to the monster's facing)
3. if the attack was done with arrows or by a spell to which the monster was not resistant, mark the attacker to be entitled to experience points when the monster die
4. if the target was not a golem and it was not resistant to the spell and $\text{FD} \geq \text{mlvl} + 3$, put monster into hit recovery; a Scavenger or Grave Digger will also be set in a mode to find a carcass to feast/dig upon
5. if the target was a Hidden type of monster and it was not resistant to the spell, put monster into hit recovery as well as in retreat mode (see chapter 5.5.9 under Hidden).
6. if the monster had no specific target before, set the player as the target, this basically activates a monster that gets hit regardless of distance

7. if the monster died, check for any item dropping (see chapter 3.8) and add any experience to the players that are eligible for it (see chapter 2.6)
8. if the monster died and it was Diablo, terminate game and show ending movie

6.3.2 Player versus Player

To Hit

1. if the target is immune to the spell type, exit as it can't be damaged; this is true for spells like Apocalypse and Holy Bolt
2. if the effect is an arrow, calculate $50 + \text{Dex}_{\text{attacker}} + \text{ToHit}_{\text{items,attacker}} + \text{clvl}_{\text{attacker}} + \text{bonus}_{\text{attacker}} - \text{distance} \cdot \text{distance} / 2$
3. if the effect is an arrow, calculate $\text{Dex}_{\text{target}} / 5 + \text{Ac}_{\text{items,target}} + \text{bonus}_{\text{target}}$ 2.1.4
4. subtract the value in step 3 from the value in step 2
5. if the effect is a spell, calculate $50 + \text{Mag}_{\text{attacker}} + \text{bonus}_{\text{attacker}}$
6. if the effect is a spell, subtract $2 \cdot \text{clvl}_{\text{target}}$
7. if the value calculated is below 5, set it to 5
8. if the value calculated is above 95, set it to 95
9. the value now achieved is the final chance to hit (FTH)
10. a hit is secured if $\text{Rnd}[100] < \text{FTH}$

The steps 2-9 above can be summarized to:

$$\text{FTH}_{\text{arrow}} = 50 + \text{Dex}_{\text{attacker}} + \text{ToHit}_{\text{items,attacker}} + \text{clvl}_{\text{attacker}} + \text{bonus}_{\text{attacker}} - \text{distance} \cdot \text{distance} / 2 - \text{Dex}_{\text{target}} / 5 - \text{Ac}_{\text{items,target}} - \text{bonus}_{\text{target}}$$

$$\text{FTH}_{\text{spell}} = 50 + \text{Mag}_{\text{attacker}} + \text{bonus}_{\text{attacker}} - 2 \cdot \text{clvl}_{\text{target}}$$

- The $\text{bonus}_{\text{attacker}}$ for arrows is 10 for Warriors and Bards, 20 for Rogues, and 0 for all other classes.
- The $\text{bonus}_{\text{attacker}}$ for spells is 20 for Sorcerers, 10 for Bards, and 0 for all other classes.
- The $\text{bonus}_{\text{target}}$ is $\text{clvl} / 4$ for Barbarians, depends on the armor type for Monks (0 for non unique plate, $\text{clvl} / 2$ for non unique mail or unique plates and $2 \cdot \text{clvl}$ for light armor and unique mail or if naked) and 0 for all other classes.
- Note that if FTH is below 5 or above 95 it is adjusted to 5 and 95. This is common referred to as the auto To Hit and auto miss of a character.

Block

1. if the target is doing anything other than standing still or performing a melee attack, skip blocking
2. if the target is not a Monk and is not carrying a shield, skip blocking
3. if the target is a Monk and is not carrying a shield, a staff or has at least one hand bear, skip blocking
4. if the spell type is not blockable, skip blocking
5. if the spell type is blockable but the target has resistance to it, skip blocking
6. calculate block $\text{Dex}_{\text{target}} + 2 \cdot \text{clvl}_{\text{target}} + \text{bonus}_{\text{target}}$
7. subtract $2 \cdot \text{clvl}_{\text{attacker}}$
8. if the value calculated is below 0, set it to 0
9. if the value calculated is above 100, set it to 100
10. the value now achieved is the final chance to block (FB)
11. a block of the attack is done if $\text{Rnd}[100] < \text{FB}$

The steps 5-10 above can be summarized to:

$$\text{FB} = \text{Dex}_{\text{target}} + 2 \cdot (\text{clvl}_{\text{target}} - \text{clvl}_{\text{attacker}}) + \text{bonus}_{\text{target}}$$

- The $\text{bonus}_{\text{target}}$ is 30 for Warriors and Barbarians, 25 for Monks and Bards, 20 for Rogues, and 10 for Sorcerers. Note that there seems to be a bug that makes all those bonus values be 0.
- In the cases according to step 1-4 above when a block is not checked, the game actually DOES a random check but the value checked against is 100 and thus will never result in a block.
- It is possible to achieve 100% blocking.
- Although a player will block monsters even with resistance in Hellfire, they will never block an attack from another player when having resistance.

Damage

1. for spells, the actual damage is calculated upon cast. For information about damage ranges for spells, see chapter 4.1.2.
2. if the effect is an arrow, calculate $\text{Rnd}[\text{max}_{\text{base weapon damage}} - \text{min}_{\text{base weapon damage}} + 1] + \text{min}_{\text{base weapon damage}}$ (this is basically a random value within the weapons base damage range)
3. if the effect is an arrow, add +% damage
4. if the effect is an arrow, add +damage
5. if the effect is an arrow and the attacker is a Rogue, add character damage
6. if the effect is an arrow and the attacker is a Warrior or Sorcerer, add double character damage
7. if the spell is Bone Spirit, damage is $[\text{current life}_{\text{target}}]/3$
8. if the effect is a spell, divide damage by 2
9. if the effect is a spell and the target has resistance to it, reduce the damage by the amount specified by the resistance
10. the value now achieved is the final damage (FD)
11. deal FD to the target

Steps 2-5 above will generate a damage value that is within the range shown for damage on the character screen.

Step 6 above will further modify the damage by factors that will not be shown on the character screen. Shown on character screen is normal character damage, not double, for all character classes.

Hit consequences

1. for firing bows, the durability loss check is done regardless of a hit or miss; it is checked each time the character *fires*
2. if the attacker hits and the target did not block, check if life went down to 0 or below; if so, put target player into death mode and skip further steps
3. if the target did not block and effect was an arrow or it was a spell and the target had no resistance to the spell type, check if $\text{FD} \geq \text{clvl}_{\text{target}}$ and, if so, put target player into hit recovery and check for durability loss on helm and armor
4. if the target blocked, put target player into block mode and check for durability loss on shield

6.3.3 Monster/Trap versus Player

Fire Wall, Flame Wave and Ring of Fire also uses this chapter when attacking players.

To Hit

1. if the effect is an arrow from a monster, calculate $30 + \text{ToHit}_{\text{base,monster}} + 2 \cdot \text{mlvl} - 2 \cdot \text{distance}$
2. if the effect is an arrow from a monster, subtract $\text{Dex}/5 + \text{Ac}_{\text{items,player}} + \text{bonus}_{\text{player}} + 2 \cdot \text{clvl}$
3. if the effect is an arrow from a trap, calculate $100 - (\text{Dex}/5 + \text{Ac}_{\text{items,player}} + \text{bonus}_{\text{player}} + 2 \cdot \text{clvl}) / 2 - 2 \cdot \text{distance}$
4. if the effect is a spell from a monster, calculate $40 + 2 \cdot \text{mlvl}$
5. if the effect is a spell from a monster, subtract $2 \cdot \text{clvl}$
6. if the effect is a spell from a trap or a player, set To Hit to 40
7. if the value calculated is below 10, set it to 10
8. on dlvl 14 if the value calculated is below 20, set it to 20
9. on dlvl 15 if the value calculated is below 25, set it to 25
10. on dlvl 16 if the value calculated is below 30, set it to 30
11. the value now achieved is the final chance to hit (FTH)
12. a hit is secured if $\text{Rnd}[100] < \text{FTH}$

The steps 1-11 above can be summarized to:

$$\text{FTH}_{\text{monster arrow}} = 30 + \text{ToHit}_{\text{base,monster}} + 2 \cdot \text{mlvl} - 2 \cdot \text{distance} - \text{Dex}/5 - \text{Ac}_{\text{items,player}} - \text{bonus}_{\text{player}} - 2 \cdot \text{clvl}$$

$$\text{FTH}_{\text{trap arrow}} = 100 - (\text{Dex}/5 + \text{Ac}_{\text{items,player}} + \text{bonus}_{\text{player}} + 2 \cdot \text{clvl}) / 2 - 2 \cdot \text{distance}$$

$$\text{FTH}_{\text{monster spell}} = 40 + 2 \cdot \text{mlvl} - 2 \cdot \text{clvl}$$

$$\text{FTH}_{\text{trap spell}} = 40$$

$FTH_{\text{player spell}} = 40$

- $ToHit_{\text{base,monster}}$ is the value found in the tables for each monster in chapter 5.2 and 5.4.
- Fire Wall, Flame Wave and Ring of Fire always attack players as if they were traps.
- For unique monsters, use $mlvl_{\text{battle}}$
- The $bonus_{\text{player}}$ is $clvl/4$ for the Barbarian, depends on the armor type for Monks (0 for non unique plate, $clvl/2$ for non unique mail or unique plates and $2 \cdot clvl$ for light armor and unique mail or if naked) and 0 for all other classes.
- Note that the FTH is adjusted for auto hit values.

Block

1. if the target is doing anything other than standing still or performing a melee attack, skip blocking
2. if the target is not a Monk and is not carrying a shield, skip blocking
3. if the target is a Monk and is not carrying a shield, a staff or has at least one hand bear, skip blocking
4. if the spell type is not blockable, skip blocking
5. *in Diablo*, if the spell type is blockable but the target has resistance to it, skip blocking
6. if the attacker is a monster calculate $\text{block Dex} + 2 \cdot clvl + bonus_{\text{player}}$
7. if the attacker is a monster subtract $2 \cdot mlvl$
8. if the attacker is a trap, calculate $\text{Dex}_{\text{target}} + bonus_{\text{target}}$
9. if the value calculated is below 0, set it to 0
10. if the value calculated is above 100, set it to 100
11. the value now achieved is the final chance to block (FB)
12. a block of the attack is done if $\text{Rnd}[100] < \text{FB}$

The steps 5-11 above can be summarized to:

$$\text{FB} = \text{Dex} + 2 \cdot (clvl - mlvl) + bonus_{\text{player}}$$

- The $bonus_{\text{player}}$ is 30 for Warriors and Barbarians, 25 for Monks and Bards, 20 for Rogues, and 10 for Sorcerers. Note that there seems to be a bug that makes all those bonus values be 0.
- For unique monsters, use $mlvl_{\text{battle}}$
- In the cases according to step 1-4 above when a block is not checked, the game actually DOES a random check, but the value checked against is 100 and thus will never result in a block.
- It is possible to achieve 100% blocking.

Damage

1. for spells and traps, the actual damage is calculated upon cast. For information about damage ranges for spells, see chapter 4.1.2 for traps and chapter 4.1.2 for spells from players.
2. if the attacker is a trap and the player has an item of thieves, divide damage by 2
3. *in Hellfire*, if the attacker is *not* a trap, divide damage by 2
4. add -damage
5. if damage is below 1, set it to 1
6. if the effect is a spell and the target has resistance to it, reduce the damage by the amount specified by the resistance
7. the value now achieved is the final damage (FD)
8. deal FD to target

Hit consequences

1. if the effect was an arrow and the monster had the knock back ability, move the player one step backwards (backwards is defined according to the player's facing)
2. if the attacker hit and the target did not block, check if life went down to 0 or below; if so, put target player into death mode and skip further steps
3. if the target did not block and effect was an arrow or it was a spell and the target had no resistance to the spell type, check if $\text{FD} \geq clvl$ and, if so, put target player into hit recovery and check for durability loss on helm and armor
4. if the target blocked, put target player into block mode and check for durability loss on shield

6.3.4 Monster/Trap versus Monster

To Hit

1. if the target monster is an Illusion Weaver that is currently running away, exit as it is at the moment immune to any attack
2. if the monster is immune to the spell type, exit as it can't be damaged
3. if the target is a monster that is Stone Cursed, the attack is an automatic hit; go directly to damage calculations
4. if the effect is an arrow, calculate $90 - A_{\text{target}} - \text{distance}$
5. if the effect is a spell, calculate $90 - A_{\text{target}}$
6. if the value calculated is below 5, set it to 5
7. if the value calculated is above 95, set it to 95
8. the value now achieved is the final chance to hit (FTH)
9. a hit is secured if $\text{Rnd}[100] < \text{FTH}$

The steps 4-7 above can be summarized to:

$$\text{FTH}_{\text{arrow}} = 90 - A_{\text{target}} - \text{distance}$$

$$\text{FTH}_{\text{spell}} = 90 - A_{\text{target}}$$

- Note that if FTH is below 5 or above 95 it is adjusted to 5 and 95. This is the same auto To Hit and auto miss that characters have.

Damage

1. for spells and traps, the actual damage is calculated upon cast. For information about damage ranges for spells, see chapter 4.1.2.
2. if the effect is a spell and the monster has resistance, divide damage by 4
3. the value now achieved is the final damage (FD)
4. deal FD to the target

Hit consequences

1. if the target was not a golem and it was not resistant to the spell and $\text{FD} \geq \text{mlvl} + 3$, put monster into hit recovery; a Scavenger or Grave Digger will also be set in a mode to find a carcass to feast/dig upon
2. if the target was a Hidden type of monster and it was not resistant to the spell, put monster into hit recovery as well as in retreat mode (see chapter 5.5.9).
3. if the monster died, check for any item dropping (see chapter 3.8) and add any experience to the players that are eligible for it (see chapter 2.6)
4. if the monster died and it was Diablo, terminate game and show ending movie

7. Shrines

Shrines are found on levels 1-8 (church and catacombs), cauldrons on levels 13-15 (hell), fountains, pools and springs on levels 1-8 and also on levels 13-16. Rarely you will also see fountains, pools and springs on level 9-12 (caves). Goat shrines are possible on any level that has Goat Men or Goat Archers (level 4-9).

Shrines in both Diablo and Hellfire		
Name of Shrine	Shrine Message	Effects
Abandoned Shrine	"The hands of men may be guided by fate"	+2 dexterity.
Creepy Shrine	"Strength is bolstered by heavenly faith"	+2 strength.
Cryptic Shrine	"Arcane power brings destruction"	Casts a Nova spell and restores mana ⁵ .
Divine Shrine	"Drink and be refreshed"	Restores health and mana. On dlvl 1-3 it gives one Potion of Full Mana and one Potion of Full Life. On other dlvl it gives two Potions of Full Rejuvenation.
Eerie Shrine	"Knowledge and wisdom at the cost of self"	+2 magic.
Eldritch Shrine	"Crimson and Azure become as the sun"	All potions become rejuvenation potions.
Enchanted Shrine ¹	"Magic is not always what it seems to be"	Lose 1 slvl for one spell (2 if it is at level 15). All other known spells gain 1 slvl.
Fascinating Shrine	"Intensity comes at the cost of wisdom"	Lose 10% of base mana and increases Firebolt 2 slvl.
Glimmering Shrine	"Mysteries are revealed in the light of reason"	Identifies all items in your inventory.
Gloomy Shrine ^{2,3}	"Those who defend seldom attack"	+2 AC to all armor and -1 max damage to all weapons.
Hidden Shrine	"New strength is forged through destruction"	-10 durability to one item equipped. +10 durability to all others equipped (never destroys an item).
Holy Shrine	"Wherever you go, there you are"	Casts a Phasing spell ⁵ .
Magical Shrine	"While the spirit is vigilant the body thrives"	Casts a Mana Shield spell ⁵ .
Mysterious Shrine	"Some are weakened as one grows strong"	+5 to one attribute, -1 to all others.
Ornate Shrine	"Salvation comes at the cost of wisdom"	Lose 10% of base mana and increases Holy Bolt 2 slvl.
Quiet Shrine	"The essence of life flows from within"	+2 vitality.
Religious Shrine	"Time cannot diminish the power of steel"	Restores all items to full durability.
Sacred Shrine	"Energy comes at the cost of wisdom"	Lose 10% of base mana and increases Charged Bolt 2 slvl.
Secluded Shrine	"The way is made clear when viewed from above"	Gives complete map of current level.
Spiritual Shrine	"Riches abound when least expected"	Gives a small amount of gold to each empty slot in your inventory. The amount given is: Church: Rnd[10] + 5 (5 - 14) Catacombs: Rnd[20] + 10 (10 - 29) Caves: Rnd[30] + 15 (15 - 44) Hell: Rnd[40] + 20 (20 - 59)
Spooky Shrine ⁴	"Where avarice fails, patience gains reward" (user), "Blessed by a benevolent companion!" (others)	All other players get life and mana restored.
Stone Shrine	"The powers of mana refocused renews"	Restores charges in all staves.
Tainted ⁴	"Those who are last may yet be first" (user), "Generosity brings its own reward" (others)	Does not affect user but other players get +1 to one attribute and -1 to all other attributes.
Thaumaturgic Shrine ^{3,5}	"What once was opened now is closed"	Refills chests on current level.
Weird Shrine ^{2,3}	"The sword of justice is swift and sharp"	+1 max damage to all weapons in inventory.

1 Enchanted shrines will never appear in Caves or Hell, not even as a Cauldron or Goat Shrine.

2 Effect only lasts for current game.

3 Only available in single player.

4 Only available in multi player.

5 All spells cast from a shrine will have an slvl of 2 in church, 4 in catacombs, 6 in caves and 8 in hell.

Fountains, Pools, Cauldrons and other similar objects in both Diablo and Hellfire		
Name of Object	Message	Effects
Blood Fountain ¹	[No message]	Restores 1 life each time it is used.
Cauldron	[Message related to the effect]	Random effect (of true Shrines only) ² .
Fountain of Tears ¹	[No message]	+1 to one attribute, -1 to another attribute
Goat Shrine	[Message related to the effect]	Random effect (of true Shrines only) ² .
Murky Pool ¹	[No message]	Casts an Infravision spell ³ .
Purifying Spring ¹	[No message]	Restores 1 mana each time it is used.

1 There will never be more than one of this type on any dungeon level.

2 Thaumaturgic Shrine will never appear as a Cauldron or Goat Shrine.

3 All spells cast from a shrine will have an slvl of 2 in church, 4 in catacombs, 6 in caves and 8 in hell.

New Shrines in Hellfire		
Name of Shrine	Shrine Message	Effects
Glowing Shrine	<i>"Knowledge is power"</i>	If current experience is equal to or below 5000, set it to 0 and you get +[exp/1000] Magic. If current experience is above 5000 you get +5 Magic and -5% experience
Mendicant's Shrine	<i>"Give and you shall receive"</i>	Half of money turns into experience.
Murphy's Shrine	<i>"That which can break will"</i>	For each non indestructible item you have equipped, there is a 1/3 chance it will lose 50% of its durability. It will always start with the helm and then proceed with left weapon slot, right weapon slot and finally the armor. As soon as an item has lost durability it will exit. If no item lost durability or no non indestructible items are equipped it takes 1/3 of your gold instead.
Oily Shrine	<i>"That which does not kill you..."</i>	Warrior: +2 Strength Rogue: +1 Magic, +1 Dexterity Sorcerer: +2 Magic Monk: +1 Strength, +1 Dexterity Bard: +1 Magic, +1 Dexterity Barbarian: +2 Vitality It also casts a Fire Wall like spell.
Shimmering Shrine	<i>"Spiritual energy is restored"</i>	Restore mana.
Solar Shrine	<i>"You feel stronger"</i> <i>"You feel wiser"</i> <i>"You feel refreshed"</i> <i>"You feel more agile"</i>	12.00 to 18.00: +2 Strength 18.00 to 20.00: +2 Magic 20.00 to 04.00: +2 Vitality 04.00 to 12.00: +2 Dexterity
Sparkling Shrine	<i>"Some experience is gained by touch"</i>	+1000·dlvl experience points and casts a Flash spell (part 1 only).
Town Shrine	<i>"There's no place like home"</i>	Casts Town Portal.

All shrines can occur on any dungeon level with the exception of the Enchanted shrine which will only occur on level 1-8. All shrines also have the same probability to occur on any dungeon level. Similarly all shrines have the same probability to be selected when you hit a Goat Shrine or a Cauldron (with the exception of Enchanted shrine mentioned above and the fact that Thaumaturgic Shrines will never appear as a Goat Shrine or a Cauldron).

To make it easier finding out what shrine you have hit when you try your luck at a goat shrine or a cauldron, the table below lists the messages (in alphabetical order) as well as what shrine they correspond to.

Shrine Message	Name of Shrine	Shrine Message	Name of Shrine
"Arcane power brings.."	Cryptic Shrine	"That which can break will"	Murphy's Shrine ²
"Blessed by a benevolent.."	Spooky Shrine ¹	"That which does not kill you..."	Oily Shrine ²
"Crimson and Azure become.."	Eldritch Shrine	"The essence of life flows from.."	Quiet Shrine
"Drink and be refreshed"	Divine Shrine	"The hands of men may be.."	Abandoned Shrine
"Energy comes at the cost of.."	Sacred Shrine	"The powers of mana.."	Stone Shrine
"Generosity brings its own.."	Tainted Shrine ¹	"The sword of justice is swift.."	Weird Shrine
"Give and you shall receive"	Mendicant's Shrine ²	"The way is made clear when.."	Secluded Shrine
"Intensity comes at the cost of.."	Fascinating Shrine	"There's no place like home"	Town Shrine ²
"Knowledge and wisdom at.."	Eerie Shrine	"Those who are last may yet.."	Tainted Shrine
"Knowledge is power"	Glowing Shrine ²	"Those who defend seldom.."	Gloomy Shrine
"Magic is not always what it.."	Enchanted Shrine	"Time cannot diminish the.."	Religious Shrine
"Mysteries are revealed in the.."	Glimmering Shrine	"What once was opened now.."	Thaumaturgic Shrine
"New strength is forged.."	Hidden Shrine	"Where avarice fails, patience.."	Spooky Shrine
"Riches abound when least.."	Spiritual Shrine	"Wherever you go, there you.."	Holy Shrine
"Salvation comes at the cost of.."	Ornate Shrine	"While the spirit is vigilant the.."	Magical Shrine
"Some are weakened as one.."	Mysterious Shrine	"You feel more agile"	Solar Shrine ²
"Some experience is gained by.."	Sparkling Shrine	"You feel refreshed"	Solar Shrine ²
"Spiritual energy is restored"	Shimmering Shrine ²	"You feel stronger"	Solar Shrine ²
"Strength is bolstered by.."	Creepy Shrine	"You feel wiser"	Solar Shrine ²

1 Message got when someone else uses the shrine.

2 Only available in Hellfire.

There exist a bug that will cause any shrine with a random effect to at times not be random and instead have a specific result. This bug is most noticeable in the first games you play without exiting Diablo completely (decreasing in probability for each dungeon level you enter, including reentering of a level). For the most time, the shrines *will* be random however. The end effect of the bug is that the randomness of those shrines favor a certain result. The favored results are summarized in the table below.

Name of shrine	Favored result	Name of shrine	Favored result
Enchanted Shrine	Chain Lightning losing slvl	Spiritual Shrine	Irrelevant ¹
Hidden Shrine	Shield losing durability	Tainted Shrine	Dexterity increased
Mysterious Shrine	Dexterity increased	Murphy's Shrine ²	Second item lose durability

1 As the shrine typically fills many slots with gold, the end effect will still be quite random depending on number of free slots.

2 Only available in Hellfire.

Due to the way the game work, it may also have some slight impact on random events that are not pre determined by the game (example of pre determined effects are item drops and result of shrines) occurring after the shrine is used. Cauldrons and Goat shrines are *not* affected by this bug.

8. Quests

This chapter deals with all of the quests present in Diablo and Hellfire. It only provides information on what has to be done to fulfill each quest. You have to find the best strategy for doing it yourself. Two of the quests in Hellfire are hidden quests. Chapter 1.2 provides information on how to activate them. Most quests are only available in single player mode, but some are present in both single and multi player. The table below lists each quest and the unique item (if any) you receive when you complete the quest. Normally you get it from the person who initiated the quest. Those unique items are only available in single player and information about them can be found in chapter 3.5. Note that you don't receive all quests in every game (although some are always present), as they are randomly selected for each game. For more information, see chapter 8.1.

dlvl	Quest	Activated by	Multi player	Reward
2	The Butcher	Wounded Townsman	Yes	The Butcher's Cleaver ¹
2	Poisoned Water Supply	Pepin		Ring of Truth
3	The Curse of King Leoric	Ogden	Yes	The Undead Crown ¹
4	Gharbad the Weak	Gharbad		
4	Ogden's Sign	Ogden		Harlequin Crest
5	The Magic Rock	Griswold		Empyrean Band
5	Valor	Book		Arkaine's Valor
6	The Chamber of Bone ³	Book		Guardian spell level
7	Halls of the Blind	Book		Optic Amulet
8	Zhar the Mad	Zhar the Mad		
9	Black Mushroom	Adria		Spectral Elixir
9	Slain Hero ⁴	n/a		
10	Anvil of Fury	Griswold		Griswold's Edge
13	Warlord of Blood	Book		
14	Lachdanan	Lachdanan		Veil of Steel
15	Archbishop Lazarus	Cain the Elder	Yes	
16	Diablo	Cain the Elder	Yes	Dot ²
Town	Farmer's Orchard	Lester the Farmer	Yes ⁷	Auric Amulet
Town	The Jersey's Jersey ⁵	Complete Nut	Yes ⁷	Bovine Plate
Town	Little Girl ⁵	Little Girl	Yes ⁷	
H4	The Defiler	The Defiler	Yes ⁷	Cathedral Map
Town	Grave Matters	Gillian	Yes ⁷	
C1	Cornerstone of the World ⁶	You	Yes ⁷	
C1-3	Torn Notes ⁶	Torn Notes	Yes ⁷	Reconstructed Note
C4	Na-Krul	Na-Krul	Yes ⁷	

1 In multi player you receive a random magic item instead.

2 You receive 1 dot if you kill Diablo on normal difficulty, 2 dots if you kill him on nightmare difficulty and 3 dots if you kill him on hell difficulty. The only place where you can see your dots is Battle.net.

3 Appears in every single player game.

4 Not really a quest but appropriate to list here.

5 Hidden quests, see chapter 1.2 for information on how to activate them.

6 Never shows up in the Quest Log.

7 I think all Hellfire quests are also present in multi player.

8.1 How quests are chosen

In single player, the quests that will appear in a single game are chosen at random. But there is some structure in the way they are chosen. Three quests are always present in every game: The Chamber of Bone, Archbishop Lazarus, and Diablo. If you play Hellfire, all the new quests will also always be present. The other quests are all organized into groups. From each group a specific number of quests are chosen for every game. The table below summarizes the different groups and how many quests from each group are chosen each game.

Quests in each group	Number Chosen
The Curse of King Leoric, Poisoned Water Supply	1
The Butcher, Gharbad the Weak, Ogden's Sign	2
The Magic Rock, Valor, Halls of the Blind	2
Zhar the Mad, The Black Mushroom, Anvil of Fury	2
Warlord of Blood, Lachdanan	1

8.2 Quests in Diablo

8.2.1 The Butcher

This quest is present if you see a wounded townsman outside the church (in multi player it is always present). You will find The Butcher in a special red room on level 2. Killing him rewards you with The Butcher's Cleaver in single player and a random magical item in multi player.

8.2.2 Poisoned water supply

This quest is present if the water in the fountain is yellow instead of blue. You will then find an entrance (dark passage) on level 2 to the small mini level where you solve the quest. To solve it, simply kill all monsters in the mini level. Go back to Pepin to get the Ring of Truth. You will know you have killed them all when the water runs blue again.

8.2.3 The Curse of King Leoric

If you have this quest you will find an entrance to Skeletons King's Lair somewhere on level 3. His lair is a mini level with lots of skeletons and hidden rooms. Pull all levers and attack all crucifixes to reveal the secrets. When the Skeleton King is killed he will drop The Undead Crown. Beware, because in single player, the Skeleton King has the ability to raise dead skeletons.

In multi player Skeleton King is simply running around somewhere on level 3. Instead of being able to raise skeletons, he has the ability to steal life in multi player. When you kill him he will drop a random magic item.

8.2.4 Gharbad the Weak

You will find Gharbad the weak somewhere on level 4. Talk to him and then go away (off screen so you don't see him) and then come back. You will now receive a random magical item. Go away again, and the next time you come back and talk to him he will tell you he is almost finished. The third time you come back to him, he will attack you. When killed he drops a random magical item just like any other unique monster.

The first item he gives you is created as if it had come from a normal (non unique) monster, with the exception that it will always be magical. The item he drops when you kill him is created normally as from a unique monster, with the exception that it will always be a base item within the clubs.

8.2.5 Ogden's Sign

In this quest, the stair from level 4 down to level 5 is blocked by Snotspill, who wants you to go around the block and fetch him the Tavern Sign. But so does Ogden. If you bring the sign to Ogden, he will give you Harlequins Crest. Snotspill will attack you regardless of whether you give him the sign or not.

8.2.6 The Magic Rock

If you have this quest, you will find a rock on a pedestal somewhere on level 5. Bring the rock back to Griswold and he will give you Empyrean Band.

8.2.7 Valor

If you have this quest, you will find a special set of rooms on level 5 with the shape of a cross. If you enter the double doors, you will find the first blood stone. Put it on the book with the pedestal in the same room. That will

open up another door in the room shaped like a cross (go outside to find it). Inside the newly opened room you find yet another blood stone. Bring it back to the book too and a third room will be opened up. In it you find the third blood stone, which, if placed on the book, will open up the final part of the "cross". In it you will find Arkaine's Valor.

8.2.8 The Chamber of Bone

This quest is always present in single player. You must first read the book on level 6, which activates the quest. When you do, the entrance (a stair on level 6) will open up and you can go to the mini level where you solve the quest. Pull both levers to open secret rooms. In the center of the mini level you will find the chamber of bones (lots of bones there). Behind it you will find another room with a book. When you read the book inside the final room you have finished the quest and will gain a spell level of Guardian.

The chests found in the small rooms on the mini level will create items as if they came from a unique monster, that is, they will always be magical, have a higher probability of being unique and will use the +4 bonus to the ilvl for determination of the prefix and/or the suffix.

8.2.9 Halls of the Blind

This quest is present if you find a room shaped like an "8" on level 7. After reading the book on the same level, two doors will open to the "8". Kill all Illusion Weavers inside it and the Optic Amulet will drop in the upper of the two small rooms inside the "8".

8.2.10 Zhar the Mad

You will find Zhar the Mad in a room with a book case on level 8. He will give you a book if you talk to him. As soon as you touch the book case, he will attack you (the book case will not drop any book). When you kill him he will drop a random magical item. To make the book case drop a book, you need to either use telekinesis on it before you talk to Zhar the Mad, or you should talk to Zhar the Mad a second time before touching the book case; after beating him you will then get a book from the book case.

Any book from Zhar the Mad or his book case is created from an ilvl equal to 2-dlvl. The item he drops when you kill him is created normally as from a unique monster.

8.2.11 Black Mushroom

This is one of the most complicated quests in Diablo. After finding a *fungus tome* on level 9 and bringing it to Adria, the quest is initiated. You will then be able to find a huge *black mushroom* on level 9. Giving the mushroom to Adria will make her tell you about the *demon's brain* and that you should take the brain to Pepin. The first monster you kill after Adria tells you about the brain will indeed drop a brain. It does not necessarily have to be a demon, for any monster will drop it. Take the brain to Pepin, who will give you an elixir that you should give to Adria. Finally, take the elixir to Adria and she will tell you that you can keep it. It is the *spectral elixir*. After Adria tells you that you can keep it you should drink (use) it immediately. *Don't* save the game before drinking it. It will give you +3 to all attributes. If you don't use it right away you will not be able to use it at all. However, I have been told that if you get hold of a second spectral elixir, you can use both at once.

8.2.12 Slain Hero

You will find a slain hero somewhere on level 9. He will drop an item depending on your character class. The table below tells what base item each character class will get. The ilvl for item creation for items from the Slain hero is equal to 2-dlvl. The items will be given the same +4 bonus as is given to unique monsters when picking prefixes and suffixes. As such, the item creation follows the same rules and probabilities as for an item dropped from a unique monster (with the exception that the base item is not random).

Character class	Item type	Base item ¹
Warrior	heavy armor	breast plate
Rogue	bow	long battle bow or long war bow
Sorcerer	book of	book of Lightning ²
Monk	staff	war staff
Bard	sword	bastard sword
Barbarian	axe	battle axe

- 1 It is worth noticing that the game actually checks the *picture* of the created item (except for the Sorcerer). This does of course mean that any unique of the appropriate type that has a unique picture can not be chosen. It also means that any unique item of another base item (but still within the appropriate group, such as heavy armor, bows, staffs, and so on) can be chosen if it has the picture of the base item that is supposed to be dropped.
- 2 The base item is of course a *book of* but the game will attach the spell Lightning to it.

8.2.13 Anvil of Fury

The anvil can be found on a small peninsula on level 10. It is heavily guarded by lots of monsters. Bring the anvil back to Griswold and he will give you Griswold's Edge.

8.2.14 Warlord of Blood

If you find lots of Steel Lords on level 13, you have this quest. After reading the book on this level, the room next to the stairs down to level 14 will open up and you can fight the Warlord of Blood. After killing him, don't forget to collect all the magical items on the racks in his room.

8.2.15 Lachdanan

Lachdanan is a unique Blood Knight that you will find on level 14. If you have this quest you will also find other Blood Knights on this level. He asks you for the golden elixir, which can be found somewhere on level 15. Bring it to him and he will give you the Veil of Steel.

8.2.16 Archbishop Lazarus

On level 15, you will find the Staff of Lazarus. Take it to Cain and he will initiate the quest. A red portal will open up on level 15, adjacent to the pentagram. It takes you to Lazarus' lair, a small mini level. You will find two Books of Vileness. Stand on the small pentagram near each one and read the books. They will teleport you to new sections of the mini level. After reading both books, a new pentagram will appear at the place where you entered the mini level. Standing on it will teleport you into Lazarus' room. Kill him and the red portal will once more appear at the entrance to the mini level. If you take it back to level 15 you will see that the pentagram has turned red and it takes you to level 16.

In multi player, you will not find the Staff of Lazarus. Lazarus himself will be in the upper corner of level 15, in a small room. Kill him to open/activate the pentagram to level 16.

8.2.17 Diablo

Level 16 is made up of four areas. The first one, at the top, has a lever in the middle. It opens up the maze to the right. Inside it you will find yet another lever which opens up the area to the left. Inside it are two more levers, which, if both are turned, will open up the final room where you will find Diablo. Kill him and you get to see the Game End movie. In multi player, don't forget that you will have to pick up every item you wish to keep before killing Diablo, as you will be leaving the game after seeing the End Game movie. Only if someone is left in the game and that person is *not* on level 16 when Diablo dies will the game not be closed, and you can reenter it later. Since Diablo is treated like a normal monster by the game, he will sometimes drop an item. It can be anything from gold to a magical item.

When Diablo dies, anyone currently on dvlvl 16 will be awarded dots for the difficulty level in question. See chapter 9.4 for more information about dots.

8.3 Quests in Hellfire

8.3.1 Farmer's Orchard

If you have not activated the hidden quests, see chapter 1.2. You will find Lester the Farmer near the cows in the town. If your character is level 15 or above, Lester will give you the Rune Bomb. Take it to the bridge adjacent to where you start. Standing on the bridge, drop it on the alien like thing on the ground. It will blow up the entrance to the Hive (The Nest). Go back to the Farmer and he will give you the Auric Amulet.

8.3.2 The Jersey's Jersey

If you have activated the hidden quests (see chapter 1.2), you will not find Lester the Farmer. Instead, you will find the Complete Nut, also standing by the cows. In the Hive you will find one gray suit lying on the ground somewhere on level 3, and one brown suit lying on the ground somewhere on level 4. Bring the brown suit to the Complete Nut and he will give you the Bovine Plate.

8.3.3 Little Girl

If you have activated the hidden quests (see chapter 1.2), you will find a little girl standing close to the bridge just above the one that leads to the Hive. She will only appear once you have been to the Hive. When you kill the Hork Demon on level 3 of the Nest, he will drop Theodore, the teddy bear. Take it to the little girl and she will give you a random magic amulet created from an ilvl of 26. If you have not activated the hidden quests, the Hork Demon will drop a random magic amulet also created from an ilvl of 26.

8.3.4 The Defiler

The Defiler is the Boss of the Hive. Killing him will give you the Cathedral Map.

8.3.5 Grave Matters

Go to the graveyard by the church. Drop the Cathedral Map on the huge new grave you find there. It will open up the entrance to the Crypt.

8.3.6 Cornerstone of the World

You will find the Cornerstone of the World (the CoW) in a small room on level 1 of the Crypt. By placing an item on it, that item will be available for another character of yours in other games. There is only one Cornerstone of the World and it is common for all games; thus, as soon as you pick up the item on it in any game, you will no longer be able to get it from any of your games. Remember that you should never be in the Crypt with any of the two characters that are involved in the swap for it to work. The reason for this is that the game will save and restore the content of the CoW *if* you are on level 1 in any save game. The effect may range from not being able to transfer the item at all to actually duplicating the item (which, like the infamous cursor duplication is of course a bug). The table below should clarify the result. I recommend that you always save the game while in town when you want to transfer an item via the Cornerstone of the World. This quest will never show up in the quest log.

	Character giving on level 1 of Crypt	Character giving not on level 1 of Crypt
Character receiving on level 1 of Crypt	Not possible	Not possible
Character receiving not on level 1 of Crypt	Transfer possible	Duplication of item

8.3.7 Torn Notes

On each of the first 3 levels of the Crypt you will find one Torn Note. When you have found all three, they will combine to the Reconstructed Note, which tells you about how to open the room to Na-Krul. This quest will never show up in the quest log.

8.3.8 Na-Krul

Na-Krul can be found in a small room on level 4 of the Crypt. If you open his room by pulling the lever he will be a very tough opponent. However, if you read the books outside his room in the correct order, he will come out severely weaker (see chapter 5.2.4 for the difference). The correct order is:

1. In Spiritu Sanctum
2. Praedictum Otium
3. Efficio Obitus Ut Inimicus

When killed, Na-Krul will always drop four items according to the table below.

Item number	Item type	Base item ¹
First	sword	great sword
Second	staff	war staff
Third	bow	long battle bow or long war bow
Fourth	book of	book of Apocalypse ²

- 1 It is worth noticing that the game actually checks the *picture* of the created item (except for the book). This does, of course, mean that any unique of the appropriate type that has a unique picture cannot be chosen. It also means that any unique item of another base item (but still within the appropriate group; that is, sword, staff, and bow) can be chosen if it has the picture of the base item that is supposed to be dropped.
- 2 The base item is of course a *book of* but the game will attach the spell Apocalypse to it.

9. Battle.net

This chapter will deal with Battle.net, explaining things like commands available, what icons mean, what channels exists and how they may differ from each other, and about what games you can join. Please note that Battle.net, especially the chat is constantly changing and evolving. It is near impossible for me to keep up with all changes done and to update this guide based on such changes. This chapter was up to date as of the release of version 1.07. Some changes that has occurred later has been updated but most likely not all.

9.1 Channels

Channels on Battle.net can be either public or private. In private ones there will usually exist an operator who has some extra commands at his/her disposal and can thus kick or ban people from the channel. For a list of such operator commands, see chapter 9.2.

Below is a list of all Diablo related public channels, most will be listed when you press the "CHANNEL" button while on Battle.net. In addition to that list, the last channel you visited before entering a game or the starting channel when logging on, whether public or private, will appear at the bottom of the list. There are of course many other public channels related to other Blizzard games, but as this is a Diablo Guide, they will not be covered here.

Channel ¹	Information
Blizzard Tech Support	Moderated channel. Only Blizzard can see any text that is not whispered.
Open Tech Support	
Diablo Retail	
Beginners Only	
Town Square	
Trading Post	
Adventures Wanted	
Bounty Hunters	
Guild Recruitment	
Guild Members	
Warriors Arena	Only open for warriors.
Rogues Gallery	Only open for rogues.
Sorcerers Tower	Only open for sorcerers.
Veterans lounge (L20+)	Only open for characters of clvl 20 and above.
The Black Lodge (L30+)	Only open for characters of clvl 30 and above.
Hell's Caretakers (L40+)	Only open for characters of clvl 40 and above.
The Void ²	If you are kicked or banned from a channel, this is where you end up.
Diablo Retail XXX-# ^{2,3}	Default starting channels, where XXX is a country code and # is a number.
Diablo Shareware # ²	Default starting channels for the shareware version, where # is a number.
Clan <username> ^{2,4}	Special clan channels.
Backstage ²	Restricted channel. You can normally not enter or view this channel.

- 1 In addition to the list above, any channel name starting with *Diablo Retail* or *Diablo Shareware* will be treated as a public channel. The same is of course true for all names that are considered public channels in other games on Battle.net.
- 2 Will not show up on the list of public channels unless it was the last channel you visited before entering a game or logging on.
- 3 For a list of country codes, see below.
- 4 Clan channels are special versions of private channels, see below under *Clan channels* for more information.

Country codes

A summary of some of the country codes (XXX in the table above) are given in the table below. The country code selected when you join Battle.net is determined by the language setting in your operating system and does not necessarily mean the country where the computer happens to be.

Country	Code	Country	Code	Country	Code
Albania	ALB	France	FRA	Norway	NOR
Argentina	ARG	Germany	DEU	Panama	PAN
Albania	ALB	Great Britain	GBR	Paraguay	PRY
Australia	AUS	Greece	GRC	Peru	PER
Austria	AUT	Guatemala	GTM	Poland	POL
Belgium	BEL	Honduras	HND	Portugal	POR
Bolivia	BOL	Hungary	HUN	Puerto Rico	PRI
Brazil	BRA	Indonesia	IDN	Rumania	ROM
Bulgaria	BUL	Ireland	IRL	Russia	RUS
Byelorussia	BLR	Iceland	ISL	Serbia	SPB
Canada	CAN	Italy	ITA	Slovakia	SVK
Czech	CZE	Jamaica	JAM	South Africa	ZAF
China	CHN	Japan	JPN	Spain	ESP
Chile	CHL	Korea	KOR	Sweden	SWE
Colombia	COL	Liechtenstein	LIE	Switzerland	CHE
Costa Rica	CRI	Latvia	LVA	Taiwan	TWN
Croatia	HRV	Lithuania	LTU	Turkey	TUR
Denmark	DEN	Luxembourg	LUX	Ukraine	UKR
Dominican	DOM	Macedonia	MKD	United States	USA
Ecuador	ECU	Mexico	MEX	Uruguay	URY
El Salvador	SLV	The Netherlands	NDL	Venezuela	VEN
Estonia	EST	New Zealand	NZL		
Finland	FIN	Nicaragua	NIC		

Clan channels

Clan channels are special versions of private channels. The name of a clan channel always begin with the word *Clan* followed by a username (that is an account name). The person using the account name (and thus in Diablo having a character named so), will always automatically gain operator status when joining the channel. Others can only gain operator status by the /designate command (see chapter 9.2 for more information).

9.2 Commands available in chat channels

Any command which accepts a username can also accept an account number instead. For example, instead of typing */whois Jarulf*, you can type */whois #995959*. That way your commands work on a specific person regardless of which character or game he/she is using at the moment. The lists below are based on Blizzard's own list of commands, but have been completed and updated by myself. Also note that some commands may work slightly different in other games and there may also exists commands that do not apply to Diablo. This guide, however, only cover Diablo and its commands.

Basic commands

These commands can be used by anyone in any channel or game. For exceptions to what commands that can be used in games, see chapter 9.3.

/away <reason>

Example: /away chatting at ICQ. Typing this and specifying a reason that you are away will tell anyone who does a /whois on you or anyone that whispers to you that you are away and the reason you specified. Typing /away with no <reason> will toggle it on/off depending on its previous status. So to turn it off, make sure it is already on, and type only /away.

/channel <channel name>

Example: /channel bar. Joins a different channel without having to use the channel join screen. Aliases for this command: */join*.

/dnd <reason>

Example: /dnd I am currently in a game playing. This command prevents all messages whispered to you from being displayed on your screen. This is excellent if you are in a game and do not want to be disturbed. Typing /dnd with no <reason>

will toggle it on/off depending on its previous status. So to turn it off, make sure it is already on, and type only /dnd.

- /help <topic>** *Examples: /help commands or /help /away.* Gives you help on the commands available on Battle.net. Typing /help without any <topic> will give you a list of possible topics.
- /me** *Example: /me feels tired.* Displays emotion text, as in "Jarulf feels tired". Aliases for this command: /emote.
- /squelch <username>** *Examples: /squelch Jarulf or /squelch #683989.* Ignores any future messages from the specified user, effectively muting him/her to you. You cannot squelch yourself. Aliases for this command: /ignore.
- /stats <username> <ID>** *Examples: /stats Jarulf STAR or /stats #683989.* Shows the stats of player in the game with the specified ID. If no ID is given, it will be given for the same game as you are currently using. As Diablo has no ladders, you will be given an error message if you don't specify an ID when using Diablo. This command works even if the user is not currently on Battle.net. It is thus a good way to see if a certain account name is in use or not. It also works even if the user does not have the specified game as each account will always have information about all existing games, the stats for such games will, of course, always be 0-0-0. The ID for the current games existing on Battle.net, that has ladders, are:
- | | |
|-------|---------------------------------|
| STAR | Starcraft |
| SSHR | Starcraft Shareware |
| JSTR | Starcraft, Japanese version |
| SEXP | Brood War |
| W2BNE | Warcraft II, Battle.net Edition |
- /time** *Example: /time.* Gives you Battle.net's time as well as your own local time. For some, it shows the local time to incorrectly be the same as Battle.net's time.
- /unsquelch <username>** *Examples: /unsquelch Jarulf or /unsquelch #995959.* Allows a previously squelched user to talk to you normally. Aliases for this command: /unignore.
- /users** *Example: /users.* Displays statistics about the number of users currently connected to Battle.net.
- /whisper <username> <message>** *Example: /whisper Jarulf Hi Jarulf!* Sends a private message to a user on-line regardless of which channel or game that user is in. This is an excellent way to let your friends know you are on-line. Aliases for this command: /w, /msg, /m.
- /who <channel name>** *Example: /who bar.* Displays a list of all the users in the channel specified. If no channel name is specified it lists the users in the current channel.
- /whoami** *Example: /whoami.* Tells your account number and in what channel you are. Basically this is the same as doing a /whois <your name>.
- /whois <username>** *Examples: /whois Jarulf or /whois #995959.* Looks up some basic information on a user, including the user's current location (channel or game, but will not list the password for private games or channel name of a private channel) and account number. This is a great way to find your friends on-line. Aliases for this command: /whereis, /where.

Operator commands

Operator commands only apply to private channels. The first person to create a private channel becomes the operator of that channel (except in special clan channels where the person using the clan account name automatically gains operator status upon entry, see chapter 9.1 for more information). You can tell who is the operator of a channel by looking for the user with the gavel. When you list all persons in a channel with the /who command, the operator

will have [] around his/her name. It is possible to use [] in ones name. When the channel operator leaves, he can pass on the gavel to an heir that he designates. If he or she does not designate an heir, the person below him on the list will be the new operator.

<code>/ban <username> <message></code>	<i>Examples: /ban Jarulf because I don't like him or /ban #995959.</i> Kicks a user out of the channel, while showing the message, and prevents him/her from returning until the current operator steps down, leaves the channel, or <code>/unban you</code> . This is the most powerful command at an operator's disposal, so use it wisely.
<code>/kick <username> <message></code>	<i>Examples: /kick Jarulf or /kick #995959 because he does not belong in this channel.</i> Kicks a user out of the channel, while showing the message. This is best used as a warning since a kicked user can return at his/her leisure.
<code>/designate <username></code>	<i>Examples: /designate Jarulf or /designate #995959.</i> Selects a person to become the channel operator when you step down, either by resigning or by leaving the channel. If no one is designated, the gavel will be passed on to the person below the operator.
<code>/resign</code>	<i>Example: /resign.</i> Steps you down as channel operator to become a normal user again. Aliases for this command: <code>/rejoin</code> .
<code>/unban <username></code>	<i>Examples: /unban Jarulf or /unban #995959.</i> Allows a banned user to return to the channel.

Other important information

There are a few other important keys that are worth knowing about while on Battle.net.

F1	Gives you basic help and information about Battle.net. If you press F1 while in a game you will instead be given important information about playing the game. Disregard anything about choosing maps and about ladders as it does not apply to Diablo. Who knows why they have that information here.
ALT-N	Copies the name highlighted down to where you write.
ALT-V	Toggles on/off information about players entering and leaving a channel.
Tab	Command cycle.
Print Screen	Saves a PCX format file of the current screen. You will be prompted for the filename if you press it in a channel. If you press it in a game it will have the default name of <code>screen###.pcx</code> where <code>###</code> is a number starting at 0 and then increases for each picture (max 99). All pictures are saved in your Diablo/Hellfire folder.
Double click on name	Gives you the profile of the player. To enter an URL in the profile, simply type it in. You will not see the link underscored and in blue on your own profile but other persons will.

9.3 Commands available in games

The 1.05 patch introduced the possibility of issuing some commands from within a game to other persons not in the game. It is also possible to use those commands on a user in a game. The commands work the same way as in a chat channel, and are typed where you type messages for persons in the game. All commands available in chat with the exception of `/channel`, `/me`, and the operator commands are available. All aliases work as well.

Also note that you can use the mute buttons beside a persons name if you do not want that person to hear what you say while in a game. By default all other players in a game will hear what you say, and this is true for any version of Diablo or Hellfire. No one will hear your whispers, of course. For more game information, press F1 while in a game.

9.4 Character icons

When on Battle.net you will notice many different looks of the icon beside a player's name. Here is a short explanation of what all the different icons mean.

Non character icon

If you don't see an icon with a character on it but instead some text, the meaning is as follow:

Blizzard	The person is a representative of Blizzard. The name is in light blue and everything that person writes is also in light blue. Note that anyone <i>not</i> having the Blizzard logo and <i>not</i> posting in blue or red text (see chapter 9.6) does <i>not</i> represent Blizzard.
b.net	The person is an official Battle.net administrator.
Chat	The person is logged on to Battle.net through a chat client (basically allows a text interface to Battle.net) and cannot play any games, only chat. Such a person will always have a plug.
Diablo	The person is logged on to Battle.net using Diablo and you are using either a chat client or any game other than Diablo. You or anyone else will also get this icon whenever connecting to Battle.net with Diablo and getting the plug (see chapter 9.5).
Diablo _{SW}	The person is logged on to Battle.net using the shareware or spawned version of the game. The _{SW} is actually located below Diablo on the icon.
DiabloII	The person is logged on to Battle.net using Diablo II. The II is actually located behind Diablo on the icon.
Gavel	The person is the operator of the channel and can use the operator commands, see chapter 9.1.
Megaphone	The person is someone special, invited to a moderated channel and can be heard by everyone (normally you can't hear non Blizzard people in a moderated channel). This icon is only used on special occasions like a webmasters' chat.
SC	The person is logged on to Battle.net using Star Craft.
SC _{JAPAN}	The person is logged on to Battle.net using the Japanese version of Star Craft. The _{JAPAN} is actually located below SC on the icon.
StarX	The person is logged on to Battle.net using Star Craft Brood War.
Sunglasses	The person is a special VIP guest on Battle.net. Works pretty much like the Megaphone above.
Sware	The person is logged on to Battle.net using a shareware version of Star Craft.
WAR _{II}	The person is logged on to Battle.net using Warcraft II Battle.net Edition. The _{II} is actually located below WAR on the icon.
X	The BRX (Big Red X) is shown on any person that you have issued a /squelch command on.
No icon at all	Most likely someone that has hacked his character to have a clvl outside the 1-99 range. Of course, unless you cheat, your clvl can never be higher than 50. In the shareware version, the theoretical maximum clvl, based on what monsters can be found on the first two dlvl of the church, is 16. The clvl is no longer shown

9.6 Text

The text you see while in a chat channel can have several different colors. Note that the actual text and the name of the person in the text (indicating who wrote it) can be different. Note, this is *not* about the character name to the right in the character list of people in the channel but in the chat window. Below is an explanation what the color of each of them mean.

Character name

Yellow	Standard color. This is the color other persons name will appear in unless they are Battle.net operator or Blizzard representative. This is also the color your own name will have if you issue an emotion text with the /me command.
White	Operator color. This is the color the operators name will have for everyone except the operator himself.
Light blue	Your own and Blizzard's color. This is the color your own name will have whenever you say anything, even if you are the operator. When you whisper to someone, that person's name instead of your own name will appear in light blue. The only exception is when you use the /me command, in which case your name will be yellow. This is also the color the name of any Blizzard representative will have both here and to the right.

Text

White	Normal text. This is the color both your own and other persons text will have.
Yellow	Emotional text. You use the /me command (see above), to display this. If you are the operator, the text will be white though. All informational text that is displayed by Battle.net, except for error and special messages, which are red and sent to everyone at once, are displayed in yellow as well.
Gray	Whisper. When you whisper to anyone or someone whispers to you, the text will be displayed in this color. Note that on rare occasions when the different Battle.net servers have lost contact temporary with each other, there may be problems when they get contact with each other again. This can, very rarely, lead to situations where others can see you but you can't see them, or vice versa. If you whisper a person that can't see you or someone that you can't see whispers you, it will appear as if the whisper comes from yourself. There is nothing to worry about, apart from the fact that some people can't see each other. A reconnection by the person that can't see some people normally cures the problem.
Green	Notification text. When you leave or enter a channel, or if you have activated enter/leave notification by pressing ALT-V, information will be displayed in green.
Light blue	Blizzard representative text. Any person representing Blizzard and thus having a Blizzard icon, will have all text that is not whispered displayed in cyan.
Red	Any errors when issuing any command or special messages from Battle.net which are seen by everyone at once, like notification that Battle.net will go down for service, will be displayed in red.

9.7 Joining games

When you press the JOIN button, you are presented with a list of games created by characters of the approximate same clvl as you have your self. The table below show what ranges of clvl will be matched together.

Civil range	civil range	civil range
1	10 - 14	30 - 34
2 - 3	15 - 19	35 - 39
4 - 5	20 - 24	40 - 44
6 - 9	25 - 29	45 - 50

Nothing prevents you from joining any game that you know the name of (and the password if it is private), as long as you fulfill the difficulty requirements (see chapter 0). They will just not show up on the list.

10. Other useful information

10.1 Hot keyed messages while playing

While playing multi player games, you can set the four keys F9 - F12 to have four special messages that you can send to the other players in the game. This could be good for messages that you need to send quickly while fighting. To change these messages on a PC, you should edit the files *diablo.ini* in Diablo and *hellfire.ini* in Hellfire. For Hellfire, you must first create the file. The easiest way to do this is to copy the *diablo.ini* file from your Diablo folder into the Hellfire folder and then rename it. The syntax of the two files is identical.

10.2 Save files

In single player, you can save (and must save) your game whenever you want. The save files are stored in the Diablo/Hellfire folder and can easily be transferred to other computers. In multi player, you can't save the game. Your character, its stats and items that it has equipped or carries, is saved automatically by the game as soon as you make any changes to it. Thus, there is never any need to save it. Your character in multi player is also saved in the Diablo folder. The names of the save files are summarized in the tables below. In versions previous to 1.08, the game used to save your multiplayer files in the Windows (!) folder on the PC, so you may still find those save files there. Whenever you run Diablo v1.08 or later, it will move those files to the Diablo folder but will not remove them from the Windows folder. As Hellfire is based on the 1.04 version of Diablo, it still saves the multiplayer files in the Windows folder.

PC			
Game type	Folder	Name	
Diablo single player	Diablo	single_#.sv	Where # is a number in the range 0..9
Hellfire single player	Hellfire	single_#.hsv	Where # is a number in the range 0..9
Diablo multi player	Diablo	multi_#.sv	Where # is a number in the range 0..9
Hellfire multi player	Windows ¹	hrinfo_#.drv	Where # is a number in the range 0..9

¹ Since the files end with .drv, the files would normally be hidden by Windows. You might have to activate *show hidden files* to see them.

Macintosh			
Game type	Folder	Name	
Diablo single player	Diablo	diablo single #	Where # is a number in the range 0..9
Diablo multi player	Diablo	diablo multi #	Where # is a number in the range 0..9

10.3 Transferring save files

There is no way to transfer a save file (and thus a character) to/from single and multi player. To transfer files between computers (and even between a PC and a Mac), simply copy the save files over. Since the 1.08 patch, this is now possible without any problems for multi player files as well. For information on how to transfer a character from Diablo to Hellfire, see the *readme.txt* file in your Hellfire folder.

To transfer a multi player character from one computer to another in Hellfire (and in Diablo on the PC previous to the 1.08 patch) is a bit tricky. The reason for this is that the game has included the computer name into the save file (you can find the computer name under network in the control panel). Thus, for a save file to be playable on another machine, the computer name has to be the same as on the computer you take the character from. Otherwise, Hellfire will not recognize the save. If the computer name of the two computers is the same, one can simply copy the multi player save file from one of the computers to the other. Don't forget to put it in the Windows folder of the new computer if it is a PC. Single player files seems to be transferable between computers, even between a PC and a Mac) without problems in any version.

If the number of the save file (the # in the name above) is already in use on the new computer it should be safe to change it to a non used number in the 0..9 range. It is very important to make sure you don't get two characters with the exact same name this way as Diablo/Hellfire does not manage to handle such a situation well.

10.4 Backing up your character

In case you are worried of losing your character due to crashes or other computer problems, the easiest way to back up your character is to simply copy the save files to a safe place (a floppy disk for example). To restore it later, you simply copy the save file back to the proper folder. See chapter 10.2 for more information about the save files and where they are located.

10.5 Daylight-saving time problems in Diablo 1.00

Version 1.00 of Diablo had a bug concerning the daylight-saving time. Due to this bug, *any* character saved by a game from a later version will lose all its items if you run version 1.00. This is important to remember if you ever have to reinstall Diablo. If you do so, you should *not* update via Battle.net. You should *not* press the "Multi player" option on the game menu until you have manually updated to a later version. An alternative would be to backup your characters, update in whatever way you want, and then restore your characters after you have updated.

10.6 Avoiding the Game End movie

Every time you or someone else kill Diablo, the game will end and the Game End movie will start to play. As the movie is quite long, it is worth using the following way to terminate it before it reaches the end. As soon as it starts, press Alt-Tab. This will bring you out to your Windows desktop. Now either press Alt-Tab again until you get back to Diablo, or click on Diablo on the Task Bar. You will then be back to the Battle.net chat room or the pre-game menu, depending on what type of game you were playing.

An alternative is to rename (or move) the file *Smackw32.dll* found in your Diablo folder. It is the file that plays the movies in the game. It will also result in that you wwill not be able to see the introduction movies though. It seems the game will not be affected in any other way if you rename or move this file but be aware that if you get into any trouble, you may have to reinstall the game. If you do this, pay attention to the Daylight-saving time problem mentioned in chapter 10.5.

10.7 Meaningless information about this guide

As this is a guide about numbers and formulas it is not more than right that it has a few numbers about itself. Thus, below is a table with some information about this guide. Some of the values may vary with the printer, paper size and format used.

Version	Pages	Paragraphs	Lines	Words	Characters	Bytes
1.00	68	10 757	13 399	26 238	104 883	594 432
1.10	71	12 040	14 434	30 358	121 563	676 864
1.20	91	13 611	16 119	41 978	172 594	786 944
1.30	101	14 506	17 280	46 973	193 806	846 336
1.31	101	14 596	17 390	47 863	197 838	859 136
1.40	124	17 749	22 206	58 865	244 474	1 084 416
1.50	146	18 745	23 662	74 267	306 580	1 199 104
1.51	147	18 886	23 837	75 006	310 256	1 210 880
1.52	147	18 953	23 929	75 864	314 175	1 219 584
1.60	169	21 510	26 996	88 915	370 027	1 367 040
1.61	171	21 563	27 093	90 371	376 459	1 381 840
1.62	172	21 597	27 136	90 792	378 298	1 384 448
1.00 to 1.10	3	1 283	1 035	4 120	16 883	82 432
1.10 to 1.20	20	1 571	1 685	11 620	51 031	110 080
1.20 to 1.30	10	895	1 161	4 995	31 212	59 392
1.30 to 1.31	0	90	110	890	4 032	12 800
1.31 to 1.40	23	3 153	4 816	11 002	46 636	225 280
1.40 to 1.50	22	996	1 456	15 402	62 106	114 688
1.50 to 1.51	1	141	175	739	3 676	11 776
1.51 to 1.52	0	67	92	858	3 919	8 704
1.52 to 1.60	22	2 557	3 067	13 051	55 852	147 456
1.60 to 1.61	2	53	97	1 456	6 432	14 800
1.61 to 1.62	1	34	43	421	1 839	2 608
1.00 to 1.62	104	10 840	13 737	64 554	273 415	790 016

10.8 The End

It is worth noticing that there are 3 kinds of people in the world, those who can count and those who can't.