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BLIZZARD
ENTERTAINMENT

GAMESPOT



DIABLO

OFFICIAL
GAMESPOT
GAME GUIDE

BY DOUG RADCLIFFE



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CONTENTS

INTRODUCTION.....7

CHAPTER 1 ~ AMAZON SKILLS AND STRATEGIES.....9

AMAZON ATTRIBUTES.....9

AMAZON EQUIPMENT.....10

APPLYING AMAZON SKILL POINTS ~ BOW.....11

APPLYING AMAZON SKILL POINTS ~ JAVELIN.....13

AMAZON SKILLS.....15

CHAPTER 2 ~ BARBARIAN SKILLS AND STRATEGIES.....21

BARBARIAN ATTRIBUTES.....21

THE BARBARIAN IN COMBAT.....22

APPLYING BARBARIAN SKILL POINTS.....25

BARBARIAN SKILLS.....27

CHAPTER 3 ~ NECROMANCER SKILLS AND STRATEGIES...33

NECROMANCER ATTRIBUTES.....33

USING THE NECROMANCER.....34

NECROMANCER'S OFFENSE.....35

APPLYING NECROMANCER SKILL POINTS.....36

NECROMANCER SKILLS.....38

CHAPTER 4 ~ PALADIN SKILLS AND STRATEGIES.....44

PALADIN'S ATTRIBUTES.....44

THE PALADIN'S ROLE.....45

ZEAL WITH CONCENTRATION AND MIGHT.....45

HOTKEYS: A MUST FOR THE PALADIN.....46

APPLYING PALADIN SKILL POINTS.....47

PALADIN SKILLS.....49





CHAPTER 5 -- SORCERESS SKILLS AND STRATEGIES.....	55
SORCERESS ATTRIBUTES.....	55
FIRE VS. COLD VS. LIGHTNING.....	56
HIT--AND--RUN TECHNIQUES.....	56
FEEL THE WARMTH.....	57
APPLYING SORCERESS SKILL POINTS.....	57
SORCERESS SKILLS.....	60
CHAPTER 6 -- ACT I WALK--THROUGH.....	66
ACT I, QUEST I: DEN OF EVIL.....	67
ACT I, QUEST II: SISTERS' BURIAL GROUNDS.....	70
ACT I, QUEST III: THE SEARCH FOR CAIN.....	73
ACT I, QUEST IV: THE FORGOTTEN TOWER.....	79
ACT I, QUEST V: TOOLS OF THE TRADE.....	81
ACT I, QUEST VI: SISTERS TO THE SLAUGHTER.....	84
CHAPTER 7 -- ACT II WALK--THROUGH.....	90
ACT II, QUEST I: RADAMENT'S LAIR.....	91
ACT II, QUEST II: THE HORADRIC STAFF.....	95
ACT II, QUEST III: TAINTED SUN.....	102
ACT II, QUEST IV: ARCANE SANCTUARY.....	105
ACT II, QUEST V: THE SUMMONER.....	109
ACT II, QUEST VI: THE SEVEN TOMBS.....	111
CHAPTER 8 -- ACT III WALK--THROUGH.....	117
ACT III, QUEST I: THE GOLDEN BIRD.....	118
ACT III, QUEST II: BLADE OF THE OLD RELIGION.....	121
ACT III, QUEST III: KHALIM'S WILL.....	123
ACT III, QUEST IV: LAM ESEN'S TOME.....	129
ACT III, QUEST V: THE BLACKENED TEMPLE.....	132
ACT III, QUEST VI: THE GUARDIAN.....	135





CHAPTER 9 -- ACT IV WALK-THROUGH.....139
ACT IV, QUEST I: THE FALLEN ANGEL.....140
ACT IV, QUEST II: HELL'S FORGE.....143
ACT IV, QUEST III: TERROR'S END.....147

APPENDIX A -- EXPERIENCE POINTS.....153

APPENDIX B -- SHRINES.....157
REFILLING (RECHARGES).....157
HEALTH (RECHARGES).....157
MANA (RECHARGES).....157
MANA RECHARGE (RECHARGES).....157
ARMOR (RECHARGES).....157
COMBAT (RECHARGES).....157
RESIST FIRE (RECHARGES).....158
RESIST COLD (RECHARGES).....158
RESIST POISON (RECHARGES).....158
RESIST LIGHTNING (RECHARGES).....158
SKILL (RECHARGES).....158
RECHARGE (RECHARGES).....158
STAMINA (RECHARGES).....158
EXPERIENCE (DOES NOT RECHARGE).....158
PORTAL (DOES NOT RECHARGE).....158
MONSTER (DOES NOT RECHARGE).....159
FIRE (DOES NOT RECHARGE).....159
POISON (DOES NOT RECHARGE).....159
EXPLODING (DOES NOT RECHARGE).....159
GEM (DOES NOT RECHARGE).....159

APPENDIX C -- POTIONS.....160
HEALING.....160
MANA.....160
ANTIDOTE.....160





APPENDIX C CONTINUED

REJUVENATION.....160
 FULL REJUVENATION.....160
 STAMINA.....160
 THAWING.....161
 OIL.....161
 FULMINATING.....161
 EXPLODING.....161
 RANCID GAS.....161
 CHOKING GAS.....161
 STRANGLING GAS.....161

APPENDIX D ~ WEAPONS AND ARMOR STATISTICS.....162

WEAPONS STATISTICS.....162
 ARMOR STATISTICS.....166

APPENDIX E ~ GEMS AND SKULLS.....168

AMETHYST.....168
 TOPAZ.....168
 SAPPHIRE.....169
 EMERALD.....169
 RUBY.....169
 DIAMOND.....170
 SKULL.....170

APPENDIX F ~ UNIQUE MONSTERS.....171

ACT 1.....171
 ACT 2.....172
 ACT 3.....172
 ACT 4.....173

APPENDIX G ~ TABLES.....174





INTRODUCTION

Since the beginning of time, the forces of order and chaos have been engaged in an eternal struggle to decide the fate of all creation. That struggle has now come to the mortal realm... and neither man, demon, nor angel will be left unscathed...

Diablo, the Lord of Terror and the youngest of three prime evils, awoke from his long sleep with plans to free his exiled brothers, Mephisto and Baal. But, a nameless hero stood in Diablo's way, confronting the Lord of Terror in the hellish labyrinth beneath Tristram. Diablo's spirit could never be truly destroyed, so the hero made the noblest sacrifice of all. He took the spirit of Diablo into himself, hoping that his own strength of will could contain the demon within.

The hero could never have known that his selfless act would not only ensure Diablo's victory, but irrevocably damn his soul for all time.

Welcome to GameSpot's official Diablo II game guide. Within this mammoth guide, you'll discover a wealth of statistics, strategies, and solutions for one of the most popular games of all-time, Blizzard's incredible Diablo II.

Inside this comprehensive official Diablo II game guide, you'll find:

- ▶▶▶ **The Amazon:** This section introduces you to the Amazon character class, covering attributes, skills selection, and strategies. Here you'll find suggestions on choosing your skills to improve your Amazon character.
- ▶▶▶ **The Barbarian:** Head here for an introduction to the Barbarian character class, with strategies for applying attribute points, acquiring skills, and perfecting combat techniques. The section also includes suggestions for choosing your skills to improve your Barbarian character.





- »» **The Necromancer:** This section introduces you to the Necromancer character class, covering summoning minions and applying attribute and skill points. Inside you'll also find suggestions for choosing skills to become a Necromancer like no other!
- »» **The Paladin:** Here, you'll find an introduction to the Paladin character class, featuring strategies for applying attribute points, acquiring skills, learning importance of hotkeys, and supporting fellow party members. The section also includes suggestions on choosing skills and improving your Paladin character.
- »» **The Sorceress:** Head here for an introduction to the Sorceress character class, complete with strategies for selecting attributes, acquiring spells, applying skill points, and perfecting combat techniques. Inside you'll find suggestions on choosing skills and improving your Sorceress character.
- »» **Act I walk-through:** This section features a complete walk-through for Diablo II's Act I. The walk-through sections include solutions to all quests, the location of important quest items, and vital information on monsters, townspeople, and dealing with boss creatures.
- »» **Act II walk-through:** This section includes a complete walk-through for Diablo II's Act II.
- »» **Act III walk-through:** This section includes a complete walk-through for Diablo II's Act III.
- »» **Act IV walk-through:** This section includes a complete walk-through for Diablo II's Act IV.
- »» **Experience points chart:** The chart depicts the experience points needed for each level up to 99.
- »» **Shrines:** Look here for a list of Diablo II shrines and their functions.
- »» **Potions:** This section explains the various potions you'll discover in Diablo II.
- »» **Weapon and armor statistics:** This section includes charts revealing the base statistics for Diablo II's common weapons and armor.
- »» **Gems and skulls:** Here, you'll find the magical properties for Diablo II's gems and skulls, including their effects when socketed in a weapon, shield, or helm.
- »» **Unique monsters:** This section includes the list of unique monsters encountered in Diablo II, their unique attributes, and their location.





CHAPTER 1

AMAZON SKILLS AND STRATEGIES

"Skilled with the spear and the bow. She is a very versatile fighter..."

With skills in bow, crossbow, javelin, and spear, the Amazon is absolutely fierce with ranged weaponry. The power of the Amazon lies in specializing her skills. Choose your route early - either spear or bow - and advance through that particularly skill tree. Attempting to become both a spear and bow player weakens the Amazon's overall power. Choosing the spear route can give the Amazon both thrown and melee weapon power. Hit-and-run attacks prove effective, but you'll definitely want ranged weaponry in your arsenal to dish out damage from long range.

AMAZON ATTRIBUTES

Like the Barbarian, the Amazon is primarily a weapons-based combat class (unlike the Sorceress with her spells and the Necromancer with his minions) with an affinity for ranged weapons, though melee combat is certainly plausible. Thus, strength and dexterity will be extremely important to the Amazon player, whether you take the bow or javelin skill route. You'll need the strength to wear the toughest armor and pound out increased damage. Dexterity increases the Amazon's chance to hit and her defensive rating.

Amazon Initial Attributes

Strength: 20
Dexterity: 25
Vitality: 20
Energy: 15

Diablo II is extremely customizable. There's really no right or wrong way to develop your character's attributes or skills - it's solely up to you! You choose your character's attributes; you choose your character's skills; and, through finding items and gold, you choose your character's equipment. Use these tips and strategies in the character class sections as suggestions on how to mold your character. Keep in mind that there are thousands and thousands of combinations and no right or wrong way to proceed through the game.





As a general guideline, for every five attribute points you receive (from each level advance), you could place two into strength, two into dexterity, and one into vitality (or every other one into energy). Once you reach level 10 or so, you'll likely want to start pumping more into energy as you approach the higher skills available in the bow, javelin, and passive skill trees. If you desire some of the best armor, such as plate mail, raise your strength around 65, then concentrate on the other attributes - which, by this time, will be vitality and energy.

AMAZON EQUIPMENT

With skills sets focusing specifically on bows and crossbows or javelin and spears, it's important for the Amazon player to make a selection early to maximize skill choices. This section examines the Amazon's possibilities and the useful skills along each route.

THE BOW AND CROSSBOW ROUTE

Choose the bow and crossbow skills should you desire to emphasize pure ranged weaponry. The magic arrow skill is especially useful, both early and throughout the entire game. The more points added to the magic arrow, the cheaper the mana cost. By its 13th tier, magic arrow is free, though it's cheap and efficient at sixth or seventh tier. Magic arrow is nice because it doesn't require arrow ammunition, which could prove helpful in a pinch.

Amazon Initial Equipment

Weapon: Javelin (30)
Armor: Buckler

You'll find both the cold and fire arrows useful; the higher cold arrow skills can freeze opponents as well as inflict cold damage. Slowing opponents down is often as useful as inflicting damage points. You'll likely want to select both cold and fire arrows for the early and mid game; use the cold arrows against fire-enchanted unique enemies, while employing fire arrows against the cold-enchanted unique enemies.

TIP: The Amazon's bow skills can provide fire- and ice-enchanted arrows. Instead of attempting to acquire all the skills, use gems to alleviate additional skill needs. For instance, if you wish to study skills in fire arrows (and subsequent exploding arrows and immolation arrows), try to find sapphires to place in a socketed bow to provide cold damage. Then again, if you choose to acquire the cold-arrow skills, such as cold arrow and ice arrow, try to find rubies to use in a socketed bow.



10





Critical strike is an important passive Amazon skill used in both ranged and melee attacks - don't neglect critical strike even if you're a bow player! Critical strike works best around level 6 or 7, where you've raised the chance for double damage to approximately 50 percent.

Be prepared to use a lot of hit-and-run tactics with ranged weaponry. With bows, you can't afford to get trapped inside a horde of monsters. Use inner sight to decrease a monster group's defense rating and slow missiles to slow down enemy ranged attacks. Penetrate and pierce are also important higher-level bow skills (though in the magic portion of the Amazon's skill tree).

THE JAVELIN AND SPEAR ROUTE

Selecting the javelin or spear route offers both melee and ranged opportunities with skills associated with each style of play. The jab and critical strike combination is the Amazon's melee bread and butter. As mentioned in the bow section, boost critical strike up to its sixth or seventh level to inflict double damage approximately 50 percent of the time. Couple this with the fast jab attack (and eventually with a powerful weapon), and you can dish out significant damage. Jab also operates at the same speed regardless of your weapon's speed; for instance, if you are holding a slow pike, jab performs at the same level of quickness as if you were holding a basic spear.

The Amazon's javelin skills emphasize both poison- and lightning-based attacks, with separate skills for thrusts and thrown strikes. Lightning is the most powerful elemental attack and should certainly be explored by the javelin Amazon player. Poison can prove effective, but lightning is typically more efficient; though you'll likely place points in the poison skills, use more in the lightning-based attacks.

Even with the powerful throwing skills, a javelin-based Amazon player will likely come back to jab and the passive critical strike time and time again. A strong Amazon player can take out tough, Act IV bosses with a beefy jab and critical strike rating (assuming a powerful thrusting weapon is being held). Be ready to cycle through other skills, particularly the throwing lightning skills, should you desire to switch to ranged combat and knock down enemy health from the safety of long range.

APPLYING AMAZON SKILL POINTS ~ BOW

You receive a skill point each time you advance a level (plus you'll receive more from completing particular quests, such as the Den of Evil quest in Act I). It's important to plan your skill choices





ahead. Some high-level skills have multiple prerequisites, meaning you must follow two paths down the tree to reach that particularly skill. Further, it can be a tough decision whether or not to add multiple points into a particular skill - and how many should you add?

Naturally, your skill choices will follow your playing style. As a norm, for your first time through, you should concentrate on either the bow or javelin skills. That way, you can beef up particular skills in that tree and not waste points on weapons you aren't using all the time. Out of all the character classes, the Amazon is perhaps the most specialized, at least on the first time through the game. Wasting points on unneeded skills, at least at that time, can prove costly when you reach the tougher unique enemies and boss monsters in acts three and four.

There's certainly no right or wrong way to choose skills. All skills can prove useful under the right circumstances, with the right equipment, and for the particular player. Keep in mind that some skills have two prerequisite skills. Even if you reach a particular skill's prerequisite level - such as level 18 and the guided arrow - you must also have already acquired multiple shot and cold arrow to use the new skill. Plan ahead and consider hoarding skill points until the higher skills appear.

In this section, you'll find a 30 skill point example for an Amazon player specializing in bow and crossbow weapons. This is simply a guideline, and it's very likely you'll find better combinations to suit your personal style.

Magic arrow - 7 skill points

Inner sight - 1 skill point

Critical strike - 6 points

Cold arrow - 2 points

Fire arrow - 2 points

Slow missiles - 1 point

Dodge - 1 point

Avoid - 2 points

Evade - 2 points

Decoy - 1 point

Ice arrow - 2 point

Penetrate - 2 points

Pierce - 1 point





This is only one of thousands of possibilities for a high-level Amazon (30 skill points, not counting skill points you would receive completing quests or boosted by magical items). Magic arrow is a useful skill, especially to raise to higher levels; magic arrow actually costs less mana the higher the skill level. Raise the skill to around seven or eight, and it barely costs any mana to use the magical arrow (which is useful, since it won't use regular arrow ammunition). Cold and fire arrow provide nice alternatives, depending on the current opponent, with an emphasis on cold witnessed by the selection of ice arrow. The selection of slow missions and decoy not only supply decent defensive magic, but pave the way for valkyrie, a must have once you're above level 30, at the next skill point.

Early in the game, you can use magic arrow in combination with fire arrow to eliminate most early beasts. Place inner sight on a hotkey so you can quickly access the skill; inner sight decreases a target's defense and affects all monsters within a certain radius. Start pumping points into critical strike; eventually, you'll want the skill up to five or six, so you're doing double damage approximately 50 percent of the time.

During the middle game, you're still employing magic arrow, certainly at a low cost by this point, along with cold, fire, and ice arrow. Penetrate helps increase your attack rating for all ranged attacks, and slow missiles can provide some safety in dangerous situations against ranged attackers.

Late in the game, pierce, a passive skill, provides a chance that your ranged attack will hit its target and continue to hit through others. You're still using magic arrow along with your elemental attacks. You should have powerful bow weaponry at this point, potentially with gems and other magical properties to further increase damage.

APPLYING AMAZON SKILL POINTS ~ JAVELIN

If you aren't concentrating on bow skills, you're going javelin. As stated previously, there's no right or wrong way to make these selections. Some players might excel one way, while others choose a completely different set of skills. You could even finish the game pumping all your points into a single skill - though expect quite a challenge! Keep in mind, in most instances, it's beneficial to plan ahead and aim for certain skills. Consider holding points until you reach a certain level, so you can distribute lots of points immediately into your preferred or favorite skills at this new level.



B





In this section, you'll find skill examples for an Amazon player specializing in javelin and spear weapons (30 skill points shown). Once again, this is simply a guideline, and it's very likely you'll find better combinations to suit your personal style.

Jab - 6 points
Critical strike - 6 points
Magic arrow - 1 point
Inner sight - 1 point
Power strike - 1 point
Dodge - 2 points
Slow missiles - 1 point
Poison javelin - 1 point
Lightning bolt - 3 points
Avoid - 2 points
Decoy - 1 point
Charged strike - 1 point
Evade - 2 points
Plague javelin - 1 point
Lightning fury - 1 point

Naturally, this is just one of many possibilities for a high-level, javelin-oriented Amazon player. This example includes 30 skill points, not counting skill points you would receive completing quests or by using unique or magical items. Jab is the javelin player's bread and butter; once you reach level 6, it ceases to include a damage modifier penalty. Critical strike is also a must; at level 6, you're inflicting double damage approximately half the time. Magic arrow can be used as a simple, unlimited ranged attack (it doesn't cost much either). Finally, this guideline focused on the lightning attacks, the most powerful element and one that will likely inflict more carnage than the poison-based skills. Further, you're just one skill point away from selecting valkyrie.

In the early game, you'll concentrate on jab and using magic arrow for your ranged attack. Be sure to employ inner sight when you approach difficult areas to decrease enemies' defense ratings. Continue to boost jab and critical strike to easily defeat most early beasts. You should continue to increase these skills throughout the middle game as well.





During the middle game, you'll switch off jab with your lightning attacks, including power strike and lightning bolt. You may also use the poison attacks, though it's likely you will concentrate on the lightning element. Your increased jab and critical strike will continue to serve you well; don't forget to employ inner sight inside each difficult and crowded enemy area.

In the late game, the jab and critical strike combination is still living strong, especially with a powerful spear or javelin. Lighting fury, gained at level 30, is extremely powerful and capable of taking on multiple targets. Continue to switch through the lightning attacks (for thrown spears) and jab for melee combat.

AMAZON SKILLS

The Amazon's skills are separated into javelin and spear skills, bow and crossbow skills, and passive and magic skills.

JAVELIN AND SPEAR SKILLS

This section covers the Amazon's javelin and spear skills, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

JAB

Description: Attack with multiple rapid thrusts using a javelin or spear weapon

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left or right

POWER STRIKE

Description: Add lightning damage to javelin and spear weapon attacks

Level prerequisite: 6

Skill prerequisite: Jab

Mouse button: Left or right

POISON JAVELIN

Description: Magically enhances your thrown javelin to leave a trail of poison clouds

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Left or right





IMPALE

Description: Increases attack damage but rapidly degrades the weapon

Level prerequisite: 12

Skill prerequisite: Jab

Mouse button: Left or right

LIGHTNING BOLT

Description: Magically converts your thrown javelin into a bolt of lightning

Level prerequisite: 12

Skill prerequisite: Poison javelin

Mouse button: Left or right

CHARGED STRIKE

Description: Adds lightning damage to javelin and spear weapons and releases charged bolts on impact

Level prerequisite: 18

Skill prerequisite: Power strike, lightning bolt

Mouse button: Left or right

PLAGUE JAVELIN

Description: Magically enhances your thrown javelin to release clouds of poison upon impact

Level prerequisite: 18

Skill prerequisite: Lightning bolt

Mouse button: Left or right

FEND

Description: Rapidly attacks multiple hand-to-hand targets

Level prerequisite: 24

Skill prerequisite: Impale

Mouse button: Left or right

LIGHTNING STRIKE

Description: Adds lightning damage to javelin and spear weapons and releases chain lightning upon impact

Level prerequisite: 30

Skill prerequisite: Charged strike

Mouse button: Left or right





LIGHTNING FURY

Description: Changes a thrown javelin into a powerful bolt of lightning that splits on impact

Level prerequisite: 30

Skill prerequisite: Plague javelin

Mouse button: Left or right

BOW AND CROSSBOW SKILLS

This section covers the Amazon's bow and crossbow skills, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

MAGIC ARROW

Description: Creates a magical arrow or bolt that does extra damage

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left or right

FIRE ARROW

Description: Magically enhances your arrows or bolts with fire - always hits

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left or right

COLD ARROW

Description: Magically enhances your arrow or bolts by adding cold damage and a slowing effect; cold arrows only do half of their regular damage - always hits

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Left or right

MULTIPLE SHOT

Description: Magically splits one arrow or bolt into many

Level prerequisite: 6

Skill prerequisite: Magic arrow

Mouse button: Left or right





EXPLODING ARROW

Description: Shoot an arrow or bolt that explodes on contact, damaging all enemies nearby - always hits

Level prerequisite: 12

Skill prerequisite: Fire arrow, multiple shot

Mouse button: Left or right

ICE ARROW

Description: Magically enhances your arrow or bolt to freeze your enemies - always hits

Level prerequisite: 18

Skill prerequisite: Cold arrow

Mouse button: Left or right

GUIDED ARROW

Description: Gives your arrows and bolts the intelligence to track your target or seek one of its own - always hits

Level prerequisite: 18

Skill prerequisite: Cold arrow, multiple shot

Mouse button: Left or right

STRAFE

Description: Magically splits an arrow into several that target multiple nearby enemies

Level prerequisite: 24

Skill prerequisite: Guided arrow

Mouse button: Left or right

IMMOLATION ARROW

Description: Enhances arrows or bolts to cause severe fire damage and creates a pyre upon impact - always hits

Level prerequisite: 24

Skill prerequisite: Exploding arrow

Mouse button: Left or right

FREEZING ARROW

Description: Magically enhances your arrow or bolt to freeze entire groups of monsters - always hits

Level prerequisite: 30

Skill prerequisite: Ice arrow

Mouse button: Left or right





PASSIVE AND MAGIC SKILLS

This section covers the Amazon's passive and magic, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

INNER SIGHT

Description: Illuminates nearby enemies, making them easier to hit for you and your party

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

CRITICAL STRIKE

Description: A chance that your attacks will do double damage

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Passive

DODGE

Description: A chance that you will dodge a melee attack when standing or attacking

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Passive

SLOW MISSILES

Description: Illuminates nearby enemies and slows their ranged attacks

Level prerequisite: 12

Skill prerequisite: Inner sight

Mouse button: Right

AVOID

Description: A chance that you will elude a missile attack when standing or attacking

Level prerequisite: 12

Skill prerequisite: Dodge

Mouse button: Right





PENETRATE

Description: Increases your attack rating for all ranged attacks

Level prerequisite: 18

Skill prerequisite: Critical strike

Mouse button: Passive

DECOY

Description: Creates a duplicate of yourself that draws fire from enemies

Level prerequisite: 24

Skill prerequisite: Slow missiles

Mouse button: Right

EVADE

Description: A chance that you will elude a melee or missile attack when walking or running

Level prerequisite: 24

Skill prerequisite: Avoid

Mouse button: Passive

VALKYRIE

Description: Summons a powerful valkyrie warrior to fight alongside the Amazon

Level prerequisite: 30

Skill prerequisite: Decoy, evade

Mouse button: Right

PIERCE

Description: Your missiles have a chance to pass through enemies that they hit

Level prerequisite: 30

Skill prerequisite: Penetrate

Mouse button: Passive





CHAPTER 2

BARBARIAN SKILLS AND STRATEGIES

"He is unequalled in close-quarters combat and mastery of weapons..."

For melee warfare, there's no better choice than the impressive Barbarian. The Barbarian skill tree offers masteries in various hand-to-hand weapons and powerful damage enhancers, including bash, double swing, leap attack, and whirlwind. If you desire to seek out the best hand-to-hand weapons, get the best armor, and fight toe-to-toe with Diablo II's fiercest creatures, select the Barbarian and prepare for intense melee combat.

BARBARIAN ATTRIBUTES

It's little surprise that strength takes precedence among the Barbarian's statistics. You receive five attribute points per level, and you should pump at least two into strength each time you gain a new level. You want to reach the 60s as quickly as possible, so your Barbarian can wear suits of strong armor; don't neglect dexterity, though, which determines chance to hit and defensive rating. You're going toe-to-toe with most monsters; you'll need defense, and you must hit the beasts more than they hit you.

Barbarian Initial Attributes

Strength: 30

Dexterity: 20

Vitality: 25

Energy: 10

Vitality and energy aren't as important initially, especially if you're using the find potion skill to search corpses for healing potions - it's possible to remain healthy with the abundance of potions alone. Early in the game, put extra points into vitality with some into energy every so often. As a Barbarian, you should have enough strength to take on most enemies without the need of mana-using skills. Once you reach some of the higher levels and gain access to the more powerful skills, such as double swing, leap attack, and, eventually, whirlwind, you should start diverting more points into energy to keep your mana supply high.





TIP: Mana-stealing weapons can turn a high-level Barbarian into a juggernaut.

Cherish each mana-stealing magical weapon you find. Seek out skulls, which can be used in socketed weapons to steal both life and mana from the enemy. A Barbarian with mana-stealing weaponry and the whirlwind skill is a devastating combination - the more monsters to whirlwind, the better!

THE BARBARIAN IN COMBAT

The Barbarian doesn't shy away from getting his hands dirty - the Barbarian excels in close-quarters combat with multiple hand-to-hand weapons. This section details the Barbarian in combat and how to improve the Barbarian's destructive power by acquiring mastery skills, war cries, and special attacks, such as leap attack.

Barbarian Initial Equipment

Weapon: Hand axe

Armor: Buckler

WEAPON MASTERY

A Barbarian can specialize in one of six different weapon-types - sword, axe, mace, pole arm, throwing, spear - through use of the skill tree. It's possible to find dominant weapons in each category, so you could succeed with any route. Don't limit yourself to a single weapon mastery; if you pump a bunch of points into sword mastery, but later find some unique axes, you may have to decide to either waste an excellent axe or the improved sword mastery.

Further, the biggest improvement is gained by simply putting one point into each skill (nearly 30 percent to damage rating). Be ready to improve multiple weapon masteries, but don't go overboard. Swords and axes are plentiful and powerful in the early game; pole arms can be powerful late-game weapons. Maces carry 150 percent damage to the undead. With sufficient mace mastery, you can buzz through Diablo II's second act and its abundance of undead monsters.

TIP: If you have a choice between a socketed weapon full of gems or a weapon with inherent magical properties, it's often best to use the gem-socketed weapon. The socketed weapon will be less expensive to repair, a constant concern for the aggressive Barbarian. If you aren't careful, you could run out of gold keeping up with the high cost of magical item repair.

You'll eventually want to combine your weapons mastery with a skill like double swing, which enhances the Barbarian's ability to carry a one-handed weapons in each hand. When two weapons are equipped, double swing attacks two targets if possible or one target twice. An improved weapon mastery skill combined with dual-weapon (of that mastery type) double swing is a powerful combination.





TIP: You can actually carry two two-handed swords - one on each hand. You can't hold two two-handed axes this way, but you can use the swords. Keep this in mind should you desire this route and wish to improve sword mastery and double swing skills.

Knockback weapons can be useful in many situations, but could pose problems late in the game, especially against life-stealing creatures or if you're already overwhelmed with beasties. The Barbarian's double swing and other bonuses to damage and attack rating often mean your best course of action is to get toe-to-toe, assault quickly, and finish off the beast as quickly as possible. Knocking back the creature could just prolong the battle and open you to damage from other creatures.

THE BARBARIAN WAR CRIES

Perhaps the most useful war cry isn't technically a war cry - the find potion skill can save the Barbarian in a pinch and especially save the Barbarian loads of gold best used to improve or repair weapons and armor. Dump at least three skill points into find potion over time; with so many monsters to fight, you'll be scoring free potions with unparalleled success. This particularly comes in handy during Diablo II's fourth and toughest act; the Barbarian can often find full rejuvenation potions replenishing both health and mana points. Three points into find potion should be sufficient, but if you near five or six, you'll have a 50 percent chance of finding a potion in each corpse.

Barbarian Innate Abilities

Left-hand attack - The Barbarian can choose to place a weapon in the left-hand slot.

Left-hand throw - The Barbarian can choose to place a thrown weapon in the left-hand slot.

TIP: A corpse can only be searched once by find potion or find item. Once you've searched the corpse, the corpse is no longer a useable item - even by a Necromancer in your party who might wish to use the corpse to raise a skeleton!

Other decent Barbarian war cries include shout, which raises you and your party's defensive rating, and taunt, which taunts an enemy creature into fighting you. Taunt can be especially useful when dealing with a dungeon's riff raff (such as Act I's fallen or carvers). Often these little creatures run from you on sight or after you've killed off their shaman leader. Use taunt to keep them close, so you don't have to run out searching for them.





The higher level war cries, such as battle command and battle orders, are best used in multiplayer games. If you're choosing to play the Barbarian through the single-player game, without party assistance, you're likely better off using the skill points for more offensive-based skills, such as double swing, leap attack, and whirlwind. Further, you can stack some of the war cries to compound their improvements to you and your party.

TIP: Choosing what skills to select isn't the only decision you have to make. Often it's wiser to save your skill points and keep them unused. Then, once you reach a particular prerequisite level (6, 12, 18, 24, or 30), use them all to improve one of the higher-level skills. For instance, you could save up the skills you earn by advancing the first five levels of the game, then use one in bash and the rest in double swing (double swing requires bash). This is just one example of thousands of possibilities.

BARBARIAN LEAP AND LEAP ATTACK

The Barbarian's leap and leap attack skills are a must - not only because they're a prerequisite for the Barbarian's über-skill, whirlwind, but because they are extremely handy defensive and offensive skills respectively.

To be blunt, leap can save your butt in a dire situation. Since the Barbarian excels at close-range melee combat, it's highly likely that the Barbarian will become overwhelmed with enemy attackers. With a click of the mouse button, the Barbarian can leap away to safety. The amount of points into leap determines the radius of the jump. One point should be sufficient, but if you desire a larger leap, use more skill points, though you're likely to see more benefits by using those points in offensive skills.

TIP: You can also use leap to jump across gaps in the walkway, such as two catwalks separated by otherwise impassable land.

Leap attack is devastating and functions like a ranged attack. If you're within an enemy's range and successfully click on the monster, your Barbarian's leap attack blow will connect. Placing additional skill points into leap attack increases radius (how far you can leap from) and damage potential. Its mana cost is relatively high, however, especially for Barbarian players not concentrating on the energy attribute. Don't overuse the attack if you must conserve mana. Leap attack is best used when there are one or two tough creatures remaining; in a crowd, leap attack can work, but the action is so chaotic it's difficult to remain aware of what's occurring around you. With only a few monsters to content with, though, you can perform the leap attack, then retreat quickly and follow up with another without even being touched.





TIP: Leap attack is particularly devastating in player vs. player multiplayer killing!

BATTLING TOUGH BEASTS

It's likely the Barbarian will have the weapons and strength to take on most of the unique enemies and boss monsters head on, but don't neglect to use skills to your advantage. A good technique when approaching a unique enemy, boss, or simply tough monster is to use shout to raise your defenses, then use a combination of leap attack and double swing as a hit-and-run burst. You must keep mana reserves high (or have high energy points) with mana potions, or you'll run out fairly quickly.

By the time you reach Diablo, you should possess most of the offensive skills except whirlwind - if you can advance to level 30 before facing Diablo, though, do so! Whirlwind is a huge asset against the game's boss creature. Using leap to avoid Diablo's fire and lightning attack, then following up with whirlwind, is an effective combination.

APPLYING BARBARIAN SKILL POINTS

You receive a skill point each time you advance a level (plus, you'll receive more from completing particular quests, such as the Den of Evil quest in Act I). It's important to plan your skill choices ahead. Some high-level skills have multiple prerequisites, meaning you must follow two paths down the tree to reach that particular skill. Further, it can be a tough decision whether or not to add multiple points into a particular skill - and how many should you add?

Your skills will reflect your personal playing style. If you prefer to scare off monsters in hopes of facing them in smaller groups, you may opt for the Barbarian's war cries. If you enjoy mace weapons, you may bump up the Barbarian's mace mastery significantly. Then again, you might prefer double swing or even double throw in combination with leap and leap attack.

There's no right or wrong - but you do have the potential to be wasteful. Think ahead and don't arbitrarily stick points in skills you may not use. There's one instance where you would place points in a skill you might not use, which is if that skill leads to another more useful skill. Much like a technology tree in a strategy game, Diablo II's skill tree has branches and prerequisites. For instance, double swing requires level 6 and bash. You must have both to put a point in double swing! Plan ahead and remember that each time you reach a specific level (6, 12, 18, 24, 30), additional skills become available as long as you have met other skill prerequisites.





Below is a basic guideline (with an emphasis on single-player) for an offensive character with 30 skill points, one received for each level of advancement (keep in mind, you will receive more from solving quests and, potentially, from magical items).

NOTE: The plan presented below is one of thousands and thousands of potential combinations. For the most part, the plan is presented to illustrate the reasoning behind skill choices and isn't meant to be the only, the best, or even one of the best ways to spend your points. Everyone will have their personal preference - which was certainly the case around Blizzard's development offices where virtually every member of the QA team had their own personal style!

- Find potion - 3 skill points
- Howl - 1 skill point
- Taunt - 1 skill point
- Shout - 1 skill point
- Bash - 3 skill points
- Stun - 1 skill point
- Concentrate - 1 skill point
- Leap - 1 skill point
- Leap attack - 3 skill points
- Double swing - 3 skill points
- Sword mastery - 6 skill points
- Axe mastery - 1 skill point
- Pole arm mastery - 1 skill point
- Iron skin - 1 skill point
- Increased stamina - 1 skill point
- Increased speed - 1 skill point
- Whirlwind - 1 skill point

Again, this is only a suggestion and an example of useful offensive and defensive skills. This Barbarian would excel with sword weapons (with the potential to switch to axe and pole arm with effectiveness); have excellent combat power with bash, double swing, leap attack, and whirlwind; and also possess decent defensive tools, such as iron skin, and increased stamina and speed.

Bash could be used in the early game as a secondary attack (when mana is available). Find potion will keep the Barbarian healthy (with greater potential late in the game) and howl will frighten monsters away keeping the Barbarian from becoming overwhelmed.





As you near the middle game, leap and double swing take charge as both a primary and secondary function (left and right mouse button). Switch to shout as you approach tough areas to boost your defenses and wait until late in the game to increase pole arm mastery if desired.

Late in the game, you're mixing double swing with leap attack. Further, your increased speed and stamina let you retreat more easily to set up your ranged leap attack. Don't neglect the early skills, though, such as shout, which will continually be used when preparing for difficult fights. Once you reach level 30, your choice should be whirlwind, used in combination with leap attack and double swing. Be prepared to keep your Barbarian's mana levels high to offset these costly attacks.

BARBARIAN SKILLS

The Barbarian's skills are separated into war cries, combat masteries, and combat skills.

WAR CRIES

This section covers the Barbarian's war cry skills, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

HOWL

Description: Sends nearby monsters scrambling away in fear

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

FIND POTION

Description: Use on the corpse of a slain monster to possibly find a healing, mana, or rejuvenation potion

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

TAUNT

Description: Enrages a monster into relentlessly attacking

Level prerequisite: 6

Skill prerequisite: Howl

Mouse button: Right





SHOUT

Description: Warns of impending danger and improves the defense rating of you and your party

Level prerequisite: 6

Skill prerequisite: Howl

Mouse button: Right

FIND ITEM

Description: Use on the corpse of a slain monster to find hidden treasures

Level prerequisite: 12

Skill prerequisite: Find potion

Mouse button: Right

BATTLE CRY

Description: Fearsome cry that decreases enemies defense rating and damage

Level prerequisite: 18

Skill prerequisite: Taunt

Mouse button: Right

BATTLE ORDERS

Description: Improve the maximum mana, life, and stamina of you and your party

Level prerequisite: 24

Skill prerequisite: Shout

Mouse button: Right

GRIM WARD

Description: Target a corpse to create frightening totems that cause enemies to flee if they get close

Level prerequisite: 24

Skill prerequisite: Find item

Mouse button: Right

WAR CRY

Description: Injure and stun all nearby enemies

Level prerequisite: 30

Skill prerequisite: Battle cry, battle orders

Mouse button: Right





BATTLE COMMAND

Description: Increases party members' skill level

Level prerequisite: 30

Skill prerequisite: Battle orders

Mouse button: Right

COMBAT MASTERIES

This section covers the Barbarian's combat mastery skills, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

SWORD MASTERY

Description: Improves sword fighting skill

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Passive

AXE MASTERY

Description: Improves axe fighting skill

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Passive

MACE MASTERY

Description: Improves mace fighting skill

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Passive

POLE ARM MASTERY

Description: Improves pole arm fighting skill

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Passive





THROWING MASTERY

Description: Improves thrown weapon fighting skill

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Passive

SPEAR MASTERY

Description: Improves spear fighting skill

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Passive

INCREASED STAMINA

Description: Increases your stamina

Level prerequisite: 12

Skill prerequisite: None

Mouse button: Passive

IRON SKIN

Description: Improves defense rating

Level prerequisite: 18

Skill prerequisite: None

Mouse button: Passive

INCREASED SPEED

Description: Increases walk and run speed

Level prerequisite: 24

Skill prerequisite: Increased stamina

Mouse button: Passive

NATURAL RESISTANCES

Description: Increases resistances to elemental and poison damage

Level prerequisite: 30

Skill prerequisite: Iron skin

Mouse button: Passive





COMBAT SKILLS

This section covers the Barbarian's combat skills, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

BASH

Description: Powerful blow that increases the damage done to enemies and knocks them back

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left or right

LEAP

Description: Leap away from danger or into the fray

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Left or right

DOUBLE SWING

Description: When two weapons are equipped, attacks two targets if possible or one target twice

Level prerequisite: 6

Skill prerequisite: Bash

Mouse button: Left or right

STUN

Description: Stuns your target for a short time and increases your chance to hit

Level prerequisite: 6

Skill prerequisite: Bash

Mouse button: Left or right

DOUBLE THROW

Description: Lets you throw two different throwing weapons at the same time

Level prerequisite: 12

Skill prerequisite: Double swing

Mouse button: Left or right





LEAP ATTACK

Description: Leaps to and attacks target enemy in one swift assault

Level prerequisite: 18

Skill prerequisite: Leap

Mouse button: Left or right

CONCENTRATE

Description: Attack that is not interruptible and improves attack and defense rating

Level prerequisite: 18

Skill prerequisite: Stun

Mouse button: Left or right

FRENZY

Description: Each successful attack increases your overall speed

Level prerequisite: 24

Skill prerequisite: Double throw

Mouse button: Left or right

WHIRLWIND

Description: A whirling dance of death that cuts a path through the legions of your enemies

Level prerequisite: 30

Skill prerequisite: Leap attack, concentrate

Mouse button: Left or right

BERSERK

Description: Powerful but reckless attack that increases damage and attack rating but decreases defense rating

Level prerequisite: 30

Skill prerequisite: Concentrate

Mouse button: Left or right





CHAPTER 3

NECROMANCER SKILLS AND STRATEGIES

"Summoning undead minions and cursing his enemies are his specialties..."

Unlike the Barbarian, Amazon, and Paladin combat classes, the Necromancer doesn't like to get his hands dirty. The Necromancer eschews hand-to-hand or ranged combat and lets summoned creatures do the fighting for him. The Necromancer can summon skeletons, skeleton magi, golems, and, eventually, other creatures in the game (except for the boss monsters). A collection of poison and bone spells gives the Necromancer some offensive and defensive power, while the Necromancer's curses can cause devastating effects on enemy monsters.

NECROMANCER ATTRIBUTES

Even though you likely aren't participating in much hand-to-hand melee combat, you'll still want to raise the Necromancer's strength to wear decent armor. Other points should be diverted into vitality and energy. Dexterity carries little importance, and it's likely you won't want to worry about the attribute for quite some time. A good five-point guideline would be to place two points into strength, two into energy, and one into vitality. After advancing another level, switch off and place two into vitality and one into energy. Once your strength is high enough to wear decent armor, concentrate more heavily on vitality and energy.

Necromancer Initial Attributes
<u>Strength</u> : 15
<u>Dexterity</u> : 25
<u>Vitality</u> : 15
<u>Energy</u> : 25

Energy will be important for the Necromancer, even though you only have a single initial cost in summoning a skeleton, golem, or monster. The expenses add up quickly, though, especially to maintain an entourage of beasts. Further, the Necromancer's skills require more mana than most. Maintaining energy will become extremely important as you work through the middle and late game, where you must rely heavily on skills and summoning to advance past the legions of tough monsters.





TIP: To raise skeletons, the Necromancer must cast the spell on the corpse of a dead monster. You can only use fresh corpses, meaning a Barbarian can't have used find potion or find item on the corpse. Also, using the Necromancer's corpse explosion spell renders the corpse useless - at least for raising skeletons and skeleton magi. If you're participating in a party, make sure to alert the Barbarian player when you wish to use the corpses for summoning.

USING THE NECROMANCER

This section covers some general strategies in using the Necromancer effectively, including the importance of skeleton mastery, the iron golem, and using the Necromancer in combat.

Necromancer Initial Equipment

Weapon: Wand (+1 to raise skeleton)

Armor: None

SKELETON MASTERY VS. RAISE SKELETON

The great Necromancer debate: What's better - more weak skeletons or fewer strong skeletons? The debate's much deeper than that, however; for skeleton mastery doesn't only improve the life and damage potential of your skeletons, but future revived monsters as well. That alone makes skeleton mastery more important than raise skeleton. Don't feel the need to go overboard with raise skeleton. It's a sight to behold when a Necromancer is accompanied by dozens of skeletons or skeleton magi, but if those skeletons are crumbling after just a few enemy blows, what good are they?

You'll still want to put multiple skill points into raise skeleton and raise skeleton magi, especially if you're emphasizing the summoning skills. But don't neglect skeleton mastery. If you can't decide whether or not to increase raise skeleton or skeleton mastery, put the point into the mastery. When you reach revive and are ready for a second Diablo II play through on nightmare difficulty, the bonus points into skeleton mastery will increase the power of your revived monsters. Further, your improved legions of skeletons and skeleton magi will last longer, freeing up your mana supply for bone spear, golems, and curses.

IRON MAIDEN AND IRON GOLEM

Though you'll be far into the game before acquiring both skills, they're extremely compatible and come in handy during the tough battles of the fourth act. Iron maiden causes cursed monsters to take damage when it harms others. It's a very inexpensive skill with additional skill points





increasing the percentage of damage returned and the duration in seconds. Iron golem works similarly; if raised above skill level 1, the iron golem contains thorns, which cause damage to the attacking unit. Combine both skills, and you'll have monsters practically killing themselves as they attack the durable iron golem.

Another important element to remember about the iron golem is that the summoned monster reflects the properties of the item used to create it. For instance, if you use a magical sword with cold damage to create the golem, the iron golem will cause cold damage. Don't throw away swords, armor, and shields that you find during the game. Store them in your stash and, once you acquire iron golem, use them to create specialized golems. Use armor to create more durable golems and weaponry to create more damaging golems. Most importantly, though, don't forget to combine iron golem (at least skill level 2) with iron maiden for a stellar late-game one-two combination.

Necromancers' Innate Abilities

Unsummon - All

Necromancers can dispel their own summoned pets.

TIP: The Necromancer works well in multiplayer, especially if you're on a slower connection. The summoned creatures operate on the server, meaning there's no latency for your summoned beasts to do their dirty work. If you're lagged, your skeletons, skeleton magi, golems, and other beasts will continue to fight for you.

NECROMANCER'S OFFENSE

It's unlikely you will choose traditional Barbarian weaponry for your Necromancer - you'll find the Necromancer's wands, with their bonuses to Necromancer skills, much more rewarding. Without these powerful weapons, the Necromancer must rely on his summoned minions and bone and poison spells to fend off dangerous enemy monsters.

Use a combination of bone armor (for defense) and teeth (for offense) early in the game. Combine your attacks with the amplify damage curse to increase the Necromancer's damage potential. Once you reach bone spear, though, use it exclusively as your primary attack; bone spear can pierce through enemy monsters, causing damage to multiple creatures. Bump bone spear up with any extra skill points and combine your offense with constant bone armor defense, amplify damage, and weaken.





APPLYING NECROMANCER SKILL POINTS

You receive a skill point each time you advance a level (plus, you'll receive more from completing particular quests, such as the Den of Evil quest in Act I). It's important to plan your skill choices ahead. Some high-level skills have multiple prerequisites, meaning you must follow two paths down the tree to reach that particular skill. Further, it can be a tough decision whether or not to add multiple points into a particular skill - and how many should you add?

NOTE: Blizzard employees affectionately referred to the Necromancer as "The General" for his ability to command legions of skeletons, skeleton magi, golems, and revived monsters.

There's no right or wrong choice in skill selection. What works for one player might seem foreign to someone else. A player might have success simply pouring points into raise skeleton and summoning more than a dozen skeletons to fight alongside him. Others may concentrate on poison and bone spells to improve the Necromancer's ability in combat. Still others may find curses the most useful area of the Necromancer's skill tree.

Take time to analyze the Necromancer's skill tree and study its branches and prerequisites. Realize early that revive, a level 30 favorite, requires a dedication to the summoning branch of the skill tree - you must follow both the skeleton and golem path to reach revive. Planning ahead can keep you from wasting points in skills you might not use. These points are precious; wasting a point will gnaw at you like a wasted opportunity!

Following is an example (with an emphasis on single-player) for an offensive character with 30 skill points, advancing up to and past level 30 (keep in mind, you will receive more from solving quests and, potentially, from magical items).

Skeleton mastery - 4 points
Raise skeleton - 3 points
Teeth - 1 point
Bone armor - 1 point
Amplify damage - 1 point
Poison dagger - 1 point
Corpse explosion - 1 point
Raise skeleton mage - 3 points
Golem mastery - 1 point





Clay golem - 1 point
Blood golem - 1 point
Bone spear - 3 points
Weaken - 1 point
Iron maiden - 3 points
Iron golem - 3 points
Summon resist - 1 point
Revive - 1 point

This Necromancer is concentrating on the summoning skills, selecting nearly every one. Skeleton mastery is important, especially if you put multiple points into raise skeleton and raise skeleton mage and if you plan on using revive upon reaching level 30. Skeleton mastery raises not only the health and damage of your skeletons, but also improves your revived monsters as well. Upon acquiring the revive skill, you'll reap the rewards of the improved skeleton mastery.

Bone spear (increased), teeth, and poison dagger provide the Necromancer with some basic offense. Bone spear is especially powerful and likely the Necromancer's primary offense late in the single-player game. Amplify damage and weaken provide a nice one-two punch of curses - weaken the enemies' attack, then switch on amplify damage, so you're inflicting more damage per blow.

The golems are a plus, particularly blood golem and iron golem. If you can keep the Necromancer's health up, the blood golem will continue to heal itself during each kill (the life steal goes to the blood golem if you're fully healed or to you if you're damaged). These blood golem kills just create corpses, which you can use to summon skeletons and skeleton mages. The iron golem skill, if increased higher than level 1, does thorn damage - any enemy hitting the iron golem incurs damage.

Early in the game, you'll use bone armor for defense along with raise skeleton (+1 to raise skeleton is provided by the Necromancer's wand) and teeth for offense. Be sure to employ amplify damage when you encounter large groups. Upon reaching levels 6 through 12, you'll start to use clay golem, corpse explosion, weaken, and have additional skeletons to fight by your side.

Bone spear and blood golem take precedence in the middle game, though you'll still fall back on early skills like bone armor, raise skeleton, and amplify damage. By the time you reach the late game, you're ready to implement the iron golem and iron maiden combination. You're still using bone spear and casting amplify damage and weaken as necessary.





TIP: Life tap, overlooked in the example, is an excellent way to keep your minions healthy and definitely a wise alternative to replace a skill, or skills, chosen in this section's example. When cast on a group of monsters, the life tap curse causes life to be transferred from the cursed monster to its attacker - if you're using plenty of minions, this is an essential way to keep them healthy!

NECROMANCER SKILLS

The Necromancer's skills are separated into summoning skills, poison and bone skills, and curses.

SUMMONING SKILLS

This section covers the Necromancer's summoning skills, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

SKELETON MASTERY

Description: Increases life and damage of raised skeletons and revived creatures

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Passive

RAISE SKELETON

Description: Cast on the corpse of a slain monster to raise a skeleton warrior that fights for you

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

CLAY GOLEM

Description: Raises a golem from the earth to fight for your side

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Right

GOLEM MASTERY

Description: Enhances speed and life of all your golems

Level prerequisite: 12

Skill prerequisite: Clay golem

Mouse button: Passive





RAISE SKELETON MAGE

Description: Cast on the corpse of a slain monster to raise a skeleton mage that fights for you

Level prerequisite: 12

Skill prerequisite: Raise skeleton

Mouse button: Right

BLOOD GOLEM

Description: Creates a golem that shares with you the life it steals and damage it receives

Level prerequisite: 18

Skill prerequisite: Clay golem

Mouse button: Right

SUMMON RESIST

Description: Increases the resistances of all summoned creatures

Level prerequisite: 24

Skill prerequisite: Golem mastery

Mouse button: Passive

IRON GOLEM

Description: Transforms a metallic item into a golem that gains the properties of that item

Level prerequisite: 24

Skill prerequisite: Blood golem

Mouse button: Right

FIRE GOLEM

Description: Creates a golem that converts the damage it receives from fire into life

Level prerequisite: 30

Skill prerequisite: Iron golem

Mouse button: Right

REVIVE

Description: Returns a monster to life to fight by your side

Level prerequisite: 30

Skill prerequisite: Raise skeletal mage, iron golem

Mouse button: Right





POISON AND BONE SPELLS

This section covers the Necromancer's poison and bone skills, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

TEETH

Description: Fires a barrage of summoned barbed teeth

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left or right

BONE ARMOR

Description: Creates an orbited shield of bone that absorbs melee damage

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

POISON DAGGER

Description: Adds poison to your dagger attacks

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Left or right

CORPSE EXPLOSION

Description: Cast on the corpse of a slain monster, and it explodes, damaging nearby enemies

Level prerequisite: 6

Skill prerequisite: Teeth

Mouse button: Right

BONE WALL

Description: Creates an impassable barrier of bone and debris

Level prerequisite: 12

Skill prerequisite: Bone armor

Mouse button: Right





POISON EXPLOSION

Description: Cast on the corpse of a slain monster to release poison gas that damages nearby enemies

Level prerequisite: 18

Skill prerequisite: Poison dagger, corpse explosion

Mouse button: Right

BONE SPEAR

Description: Summons a deadly spike of bone to impale your enemies

Level prerequisite: 18

Skill prerequisite: Corpse explosion

Mouse button: Left or right

BONE PRISON

Description: Creates a barrier of fossilized bone around target

Level prerequisite: 24

Skill prerequisite: Bone wall, bone spear

Mouse button: Right

POISON NOVA

Description: Releases an expanding ring of concentrated poison

Level prerequisite: 30

Skill prerequisite: Poison explosion

Mouse button: Right

BONE SPIRIT

Description: Raises a spirit of the restless undead that tracks its target or finds one of its own

Level prerequisite: 30

Skill prerequisite: Bone spear

Mouse button: Left or right

CURSES

This section covers the Necromancer's curses skills, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.





AMPLIFY DAMAGE

Description: Curses a group of enemies, increasing the nonmagic damage it receives

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

DIM VISION

Description: Curses a group of enemies, reducing its vision radius

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Right

WEAKEN

Description: Curses a group of enemies, reducing the amount of damage it inflicts

Level prerequisite: 6

Skill prerequisite: Amplify damage

Mouse button: Right

IRON MAIDEN

Description: Curses a group of enemies, causing it to harm itself when harming others

Level prerequisite: 12

Skill prerequisite: Amplify damage

Mouse button: Right

TERROR

Description: Curses a group of enemies, causing it to run in fear

Level prerequisite: 12

Skill prerequisite: Weaken

Mouse button: Right

CONFUSE

Description: Curses enemies, forcing them to attack random targets

Level prerequisite: 18

Skill prerequisite: Dim vision

Mouse button: Right





LIFE TAP

Description: Curses a group of enemies so that damaging it gives the attacker life

Level prerequisite: 18

Skill prerequisite: Iron maiden

Mouse button: Right

ATTRACT

Description: Curses an enemy to become the target of all nearby enemies; this curse cannot be overridden by another curse

Level prerequisite: 24

Skill prerequisite: Confuse

Mouse button: Right

DECREPIFY

Description: A curse that slows and weakens your enemies and causes them to take amplified damage

Level prerequisite: 24

Skill prerequisite: Terror

Mouse button: Right

LOWER RESIST

Description: Curses an enemy to take more damage from all magical attacks; lowers resistances of monsters and lowers maximum resistance of hostile players

Level prerequisite: 30

Skill prerequisite: Life tap, decrepify

Mouse button: Right





CHAPTER 4

PALADIN SKILLS AND STRATEGIES

"He is a natural party leader, holy man, and blessed warrior..."

As the Diablo II description states, the Paladin is the ultimate party support. In multiplayer games, having a Paladin around is a must; his offensive and defensive auras affect the entire party (within a particular radius), certainly a bonus against the tougher monsters you'll face in multiplayer games. Some might think the Paladin isn't very strong on his own, but under the guidance of a patient, hotkey-adept player, the Paladin holds up well throughout the single-player game and can be more than just aura support in multiplayer games.

PALADIN'S ATTRIBUTES

A Paladin should start with strength and dexterity to improve melee combat, which will start to pay strong dividends by the time you're implementing zeal and concentration. Put other spare points into vitality to keep your health and stamina high. Energy, though, isn't as important to the Paladin. While the combat skills require mana, the auras are all simply turned on and off and don't use mana upon activation.

Paladin Initial Attributes

Strength: 25

Dexterity: 20

Vitality: 25

Energy: 15

Thus, it's not as important to the Paladin to significantly increase the energy attribute, at least not until the higher levels, when the more powerful combat skills come into play. Most players could probably get by with an energy attribute of 30 to 40 and concentrate all other points on strength, dexterity, and vitality. For a multiplayer character where the Paladin will likely serve as party support, mana is even less needed as, for the most part, the Paladin will simply be using offensive and defensive auras to assist the party.





THE PALADIN'S ROLE

The Paladin's wide array of auras makes him, arguably, Diablo II's most varied unit - certainly the most selfless unit. The auras affect the Paladin as well as any party members within range. In a multi-player game, there's nothing more desirable than having a Paladin head into combat with you. Early on, the Paladin can use might and prayer to bolster attack and damage ratings and generate healing for the party. Later on, the elemental resistances prove essential against unique and specific bosses. And in the late game, spell casters and Barbarians heavily reliant on mana will praise your existence as you help them regenerate mana quicker with meditation.

Paladin Initial Equipment

Weapon: Short sword

Armor: Buckler

Successful use of the Paladin's auras can turn an average party into a formidable party. It's obviously worthwhile to recruit a Paladin player into your group, as the offensive and defensive auras can make difficult combat situations much easier by increasing damage and defense. Supporting the party doesn't mean the Paladin has to stand back while others fight. Once well equipped, the Paladin can stand up against Diablo II's tougher creatures, especially using offensive auras, such as holy freeze and shock. and combat skills, such as zeal in combination with concentration.

TIP: The resistance skills (resist cold, resist fire, resist lightning), when active, boost the player's natural resistance to the particular element. While it's important to acquire each skill, some players may choose not to increase the skill beyond its first point. The reason is that once you reach level 30, you have access to the salvation skill, which decreases all elemental damage done to you and your party - it works like all these resists in one. Though you should acquire each resistance, save extra points for other auras and combat skills and improve salvation once you reach and pass level 30.

ZEAL WITH CONCENTRATION AND MIGHT

Once acquired, zeal will likely become your Paladin's primary attack. Zeal lets multiple adjacent monsters be hit in a single attack. Increasing the zeal skill increases your attack rating (5 percent with each level, starting at 10 percent) and adds an additional hit (starting at 2). Also, zeal doesn't cost much mana - only 2 - so, even using zeal frequently, you won't have to pour a lot of attribute points into energy. Hoard mana potions to use as needed and seek out mana steal weapons (or skulls to use in a socketed hand-to-hand weapon).



45





Zeal works well in combination with concentration, an offensive aura that increases damage done and decreases the chance that the attack will be interrupted. This lets zeal function with little or no interruption, increasing successful hits and, subsequently, damage dealt. Each point into the concentration skill increases damage, not the interrupt chance, but the added damage will only benefit zeal and its increased attack.

Also, zeal performs well with might, an offensive aura that increases the damage done by you and your party. However, skill point for skill point, concentration elevates the damage potential higher, though carries a higher prerequisite level and higher prerequisite skills.

Zeal and concentration will serve you well against the tough bosses you'll face late in the game. You must concentrate on switching auras as needed, though; specifically the elemental resistance. For instance, Diablo attacks primarily with a fire and lightning attack. Prepare your resist fire and resist lightning auras and use them as needed. With resist lightning, the Paladin actually has a better chance of surviving Diablo's vicious lightning attack than even a sturdy Barbarian.

HOTKEYS: A MUST FOR THE PALADIN

Get used to the function keys (F1-F8) and get used to them quickly! Managing the hotkeys is essential for a successful Paladin, whether you're emphasizing single- or multiplayer. Most of the Paladin's offensive and defensive auras work best in particular situations. For instance, switch to resist fire against fire-enchanted enemies and resist cold against cold-enchanted enemies. By assigning these auras to a function key, you can quickly load them into your right mouse button and activate the aura in a second.

You'll want to switch offensive auras as frequently, so you can use holy fire, holy freeze, and holy shock as desired. During melee combat (and using zeal), you'll want to switch to concentration and gain its damage and attack bonuses. This constant switching could be overwhelming unless you learn to use the hotkeys and memorize what you've placed in each.

You could assign offensive skills to the first four function keys and defensive skills to the second four or vice versa. Be prepared to have a hand near the function keys at all times, usually conveniently positioned over the number keys, which you'll press to use belt items such as healing, mana, and rejuvenation potions as well as town portal scrolls.





TIP: The use of hotkeys is important for all classes, though even more so for the aura-based Paladin. As you gain skills, you'll have more and more options for each situation. Assign your preferred offensive and defensive skills to the hotkeys, so you can quickly switch them to the desired mouse button. When facing off against large groups of monsters, each second you save fumbling for the correct skill is another second you'll have to defend yourself from the assault.

APPLYING PALADIN SKILL POINTS

You receive a skill point each time you advance a level (plus, you'll receive more from completing particular quests, such as the Den of Evil quest in Act I). It's important to plan your skill choices ahead. Some high-level skills have multiple prerequisites, meaning you must follow two paths down the tree to reach that particularly skill. Further, it can be a tough decision whether or not to add multiple points into a particular skill - and how many should you add?

Your choice of skills will depend on your personal preference. Do you prefer defensive or offensive auras? What do you feel are the most important combat skills for the Paladin? Are you playing multiplayer or single player? There's no right or wrong in choosing skills; you should cater the skills to your personal style. If you prefer to dish out lots of damage, concentrate on the combat skills and offensive auras. Conversely, if you prefer to withstand pounding damage, concentrate on the defensive auras.

Activate the Paladin's skill tree inside Diablo II (defaults to the T key) and carefully examine its branches. Study which skills lead to which skills and understand that some of the more powerful skills carry two prerequisites. Plan your path in advance and select your most desired and useful skills. Refrain from using points on skills you don't plan to use; only choose these skills if they're a prerequisite for a more desirable skill.

Following is an example (with an emphasis on single-player) for an offensive character with 30 skill points, one for each level of advancement up to and above level 30 (keep in mind you will receive more from solving quests and, potentially, from magical items).

NOTE: The plan presented below is one of thousands and thousands of potential combinations. For the most part, the plan is presented to illustrate the reasoning behind skill choices and isn't meant to be the only, the best, or even one of the best ways to spend your points. Everyone will have their personal preference - which was certainly the case around Blizzard's development offices where virtually every member of the QA team had their own personal style!





Prayer - 1 point
Might - 2 points
Sacrifice - 2 points
Holy fire - 1 point
Blessed aim - 1 point
Resist fire - 1 point
Resist cold - 1 point
Resist lightning - 1 point
Holy freeze - 3 points
Thorns - 1 point
Cleansing - 1 point
Zeal - 5 points
Concentration - 2 points
Blessed hammer - 1 point
Vengeance - 2 points
Meditation - 1 point
Conversion - 1 point
Holy shock - 2 points
Salvation - 1 point

This setup gives the Paladin decent combat ability coupled with a solid collection of offensive and defensive auras. The zeal and concentration combination should service the Paladin's melee combat needs, while the resistances auras can be switched on the fly for protection against particular enemies. Holy freeze is essential against monster groups; when active, the aura freezes nearby monsters setting them up nicely for your zeal assault.

Early in the game, you're implementing might, an aura that increase damage, and sacrifice to inflict plenty of melee damage - at the expense of health. Use prayer to regenerate health points from mana at a slow rate; be sure to keep potions around if you plan on using sacrifice frequently.

Cleansing, zeal, and potentially holy bolt (should you choose the skill, though it's not very efficient in single-player games) will help through Act II and its poisonous undead heavy dungeons. Zeal should become your primary attack once acquired, while you use the right mouse button to continually switch through offensive and defensive auras as needed.





Vengeance, zeal, and concentration perform well in the late game against the tough bosses. Don't neglect other offensive and defensive auras, though; be sure to use them as needed, particularly the resistances. Implement holy freeze and holy shock against groups of enemies and finish off the tougher beasts with a steady dose of zeal.

A Paladin supporting a multiplayer party would likely select different skills. Zeal and concentration might not carry such importance as other party members may be performing most of the combat needs. Should you desire to go full support, use skill points in the offensive and defensive auras and affect all party members. Meditation is a particular party favorite; the prerequisite level 24 skill boosts mana recovery for all friendly units within a radius.

PALADIN SKILLS

The Paladin's skills are separated into offensive auras, defensive auras, and combat skills.

OFFENSIVE AURAS

This section covers the Paladin's offensive auras, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

MIGHT

Description: Aura increases the damage done by you and your party

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

HOLY FIRE

Description: Aura damages nearby enemies with heavenly flames

Level prerequisite: 6

Skill prerequisite: Might

Mouse button: Right

THORNS

Description: Aura reflects damage done to you back to your attacker

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Right





BLESSED AIM

Description: Aura increases attack rating of you and your party

Level prerequisite: 12

Skill prerequisite: Might

Mouse button: Right

CONCENTRATION

Description: Aura increases damage done and decreases the chance that the attack will be interrupted for you and your party

Level prerequisite: 18

Skill prerequisite: Blessed aim

Mouse button: Right

HOLY FREEZE

Description: Aura freezes nearby enemies

Level prerequisite: 18

Skill prerequisite: Holy fire

Mouse button: Right

HOLY SHOCK

Description: Aura causes pulses of electricity to damage nearby enemies

Level prerequisite: 24

Skill prerequisite: Holy freeze

Mouse button: Right

SANCTUARY

Description: Aura damages the undead and knocks them back

Level prerequisite: 24

Skill prerequisite: Thorns, holy freeze

Mouse button: Right

FANATICISM

Description: Aura increases attack speed and attack rating for you and your party

Level prerequisite: 30

Skill prerequisite: Concentration

Mouse button: Right





CONVICTION

Description: Aura reduces the defenses and resistances of nearby monsters

Level prerequisite: 30

Skill prerequisite: Sanctuary

Mouse button: Right

DEFENSIVE AURAS

This section covers the Paladin's defensive auras, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

PRAYER

Description: Aura slowly regenerates the life of you and your party

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

RESIST FIRE

Description: Aura decreases fire damage for you and your party

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

DEFIANCE

Description: Aura boosts the defensive rating for you and your party

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Right

RESIST COLD

Description: Aura decreases cold damage for you and your party

Level prerequisite: 6

Skill prerequisite: Resist fire

Mouse button: Right

CLEANSING

Description: Aura reduces the length of time you and your party will remain poisoned or cursed

Level prerequisite: 12

Skill prerequisite: Prayer

Mouse button: Right





RESIST LIGHTNING

Description: Aura decreases lightning damage for you and your party

Level prerequisite: 12

Skill prerequisite: Resist cold

Mouse button: Right

VIGOR

Description: Aura increases stamina recovery rate, maximum stamina, and speed for you and your party

Level prerequisite: 18

Skill prerequisite: Defiance, cleansing

Mouse button: Right

MEDIATION

Description: Aura boosts mana recovery for you and your party

Level prerequisite: 24

Skill prerequisite: Cleansing

Mouse button: Right

REDEMPTION

Description: Aura attempts to redeem the souls of slain enemies giving life and mana to you

Level prerequisite: 30

Skill prerequisite: Vigor

Mouse button: Right

SALVATION

Description: Aura decreases fire, cold, and lightning damage done to you and your party

Level prerequisite: 30

Skill prerequisite: None

Mouse button: Right

COMBAT SKILLS

This section covers the Paladin's combat skills, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.





SACRIFICE

Description: Increased accuracy and damage at the cost of one's own wellness

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left or right

SMITE

Description: Bashes your enemies with your shield to stun them temporarily

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left or right

HOLY BOLT

Description: A bolt of divine energy that damages undead enemies or heals allies

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Left or right

ZEAL

Description: Lets multiple adjacent monsters be hit in a single attack

Level prerequisite: 12

Skill prerequisite: Sacrifice

Mouse button: Left or right

CHARGE

Description: Charge and attack target with shield bash

Level prerequisite: 12

Skill prerequisite: Smite

Mouse button: Left or right

VENGEANCE

Description: Fire, lightning, and cold are added to each successful attack

Level prerequisite: 18

Skill prerequisite: Zeal

Mouse button: Left or right





BLESSED HAMMER

Description: Creates an ethereal hammer that spirals outwards damaging enemies it hits; 150 percent damage to undead

Level prerequisite: 18

Skill prerequisite: Holy bolt

Mouse button: Left or right

CONVERSION

Description: Converts monsters to fight against other foul demons and beasts

Level prerequisite: 24

Skill prerequisite: Vengeance

Mouse button: Left or right

HOLY SHIELD

Description: Enhances your shield with divine power

Level prerequisite: 24

Skill prerequisite: Charge, blessed hammer

Mouse button: Right

FIST OF HEAVEN

Description: A bolt of lightning hits the target, and holy bolts target other nearby enemies

Level prerequisite: 30

Skill prerequisite: Blessed hammer, conversion

Mouse button: Left or right





CHAPTER 5

SORCERESS SKILLS AND STRATEGIES

"She has mastered the elemental magicks - fire, lightning, ice..."

Wish to eschew melee combat for dazzling and quite powerful spells? The Sorceress and her wide array of elemental spells fulfills the role of chief magic user. Perhaps the most difficult class to use, particularly in the early game without access to high amounts of mana and powerful spells, the Sorceress takes patience and lots and lots of mana. A Sorceress without mana is like a Barbarian without a hand-to-hand weapon.

SORCERESS ATTRIBUTES

Mana, mana, and more mana. To support the high cost of spell casting, the Sorceress needs a large supply of mana - the more the better. You can't necessarily neglect the other attributes, though.

Strength is important if you wish to outfit the better armors; the Sorceress starts at lowly 10, meaning you have quite a ways to go before you can protect yourself with the more durable plate mails.

Dexterity's importance isn't great unless you plan to wield attack weapons. Some players prefer to use ranged weaponry with the Sorceress, since you're typically away from the battle casting spells anyhow; combining the spell assault with long-range attacks could prove effective.

Sorceress Initial Attributes
<u>Strength</u> : 10
<u>Dexterity</u> : 25
<u>Vitality</u> : 10
<u>Energy</u> : 35

But, you can't ignore the energy attribute. Put as many attribute points as you can afford into mana - which might not be much early on. Vitality is troublesome early in the game; with a starting score of 10, the Sorceress is quite weak and must employ hit-and-run attacks to survive against Act I beasts that the Barbarian chops through like crumbling wood. The Sorceress' warmth skill can help alleviate energy attribute point concerns - warmth, a passive skill,





increases the rate at which mana regenerates. If you've boosted the warmth skill somewhat, you can divert future attribute points into another statistic. Then again, more mana certainly can't hurt.

FIRE VS. COLD VS. LIGHTNING

The Sorceress' skills are split into three elemental spells: fire, cold, and lightning. Though it's possible to experiment with each path, it's likely to your advantage to choose a particular path - or, perhaps better, two paths - and place emphasis on that particular element. You'll face all sorts of beasts during the game, some that carry fire resistance, others that feature cold resistance, and others that have lightning resistance. At some point in the game, a particular elemental spell won't be as effective as it was a moment ago; if the unique beast you're clashing with carries 75 percent resistance to cold, don't expect your glacial spike to be as effective.

The cold spells work well because they cause cold damage and slow down the target. Though the damage might not be as great as that from a different element, you can slow down the target and follow up the blast with lightning or fire attacks. Cold works especially well in multiplayer games where the freezing effect can slow down groups of monsters for you and your party to chew through with weapons, spells, and minions.

Sorceress Initial Equipment

Weapon: Short staff

(+1 to fire bolt)

Armor: None

So, which should you choose? Eventually you can have them all, naturally, but to start out, you should choose cold (for its freezing effect) and a secondary element, either fire or lightning, and boost up the particular element's best attack spells by adding on additional skill points. The choice is up to you, obviously, which makes Diablo II such a deep and diverse game.

HIT AND RUN TECHNIQUES

If you're eschewing hand-to-hand weapons, choosing to carry the staves and war staves that supply bonuses to Sorceress skills, you'll want to stay far away from monsters. The Sorceress requires more of a finesse game. Attack with your spells, then back off and regenerate your mana, either automatically with warmth or with mana potions. Once replenished, resume your attack and repeat as necessary.





A bow might be a viable weapon for the Sorceress, if you haven't found a staff or war staff with impressive bonuses to Sorceress skills. Since you're fighting from long range anyhow, use the bow to cause damage in conjunction with your spells. If you're implementing the staff, the extra damage must come from hand-to-hand combat, not recommended for the frail Sorceress.

Once you reach the powerful elemental spells - meteor, blizzard, and thunder storm - it's possible to lure the beasts into a showering trap. For instance, when running away from the beasts, cast meteor or blizzard in your path. Once the beasts reach the area, the spell takes effect, dropping the flaming rocks or ice shards right into their laps.

NOTE: In multiplayer games, it's important to watch out for other players trying to steal the loot off a monster you just killed! Use the Alt key to display any items, such as gold, weapons, armor, potions, and so on, currently located on the view screen. Some Blizzard employees called players that hang around looking for items to steal "ninjas." Look out for the ninjas, especially when a monster just dropped a gem, skull, unique, or rare item!

FEEL THE WARMTH

As previously stated, a Sorceress will have a hard time recovering from a depleted supply of mana. Without mana potions or town potion scrolls, you're often left with a single last resort - run! Warmth, a passive Sorceress skill that can be acquired from level one, helps alleviate some mana issues.

Though it doesn't increase your maximum supply, warmth does increase the rate at which your mana regenerates. In a single-player game, the Sorceress will need as much mana as possible to survive the tougher areas of the game. Warmth's boost to mana regeneration is extremely helpful in keeping the Sorceress' mana level high. Increased to its fourth level, warmth regenerates mana 66 percent faster. Over fourth level, the skill points become less cost effective (the jumps in percentage are smaller). If you're unsure where to place a point, bolstering warmth's passive effects certainly can't hurt.

APPLYING SORCERESS SKILL POINTS

You receive a skill point each time you advance a level (plus you'll receive more from completing particular quests, such as the Den of Evil quest in Act I). It's important to plan your skill choices ahead. Some high level skills have multiple prerequisites meaning you will have to follow two





paths down the tree in order to reach that particular skill. Further, it can be a tough decision whether or not to add multiple points into a particular skill - and how many should you add?

Where you place skill points is up to you - there's no right or wrong here. Some players may prefer the fire spells over the cold and lightning spells; you may wish to get to meteor and keep pumping in the skill points. Then again, you might select the freezing benefits of cold over the damaging effects of lightning. How you place your skill points is entirely up to you, and the game can be completed no matter how you place your points - just expect a tougher or easier game depending on your selections!

The following section is simply a guideline, an example of what you could choose with 30 skill points (up and beyond level 30, not including additional skill points from quests and magical items). Obviously, this isn't your only or even best choice - it's highly dependent on your personal style. There are thousands and thousands of skill combinations; this example is presented only to illustrate a style of play and examples of how skills co-exist with one another.

- Warmth - 4 points
- Ice bolt - 2 points
- Fire bolt - 2 points
- Charged bolt - 2 points
- Frozen armor - 1 point
- Static field - 1 point
- Frost nova - 1 point
- Ice blast - 2 points
- Lightning - 2 points
- Glacial spike - 5 points
- Nova - 2 points
- Chain lightning - 2 points
- Thunder storm - 2 points
- Blizzard - 1 point
- Lightning mastery - 1 point





This Sorceress chose to power cold and lightning spells over their fire counterparts, choosing blizzard and thunder storm over the fiery devastation of the meteor spell. Acquiring warmth and increasing its skill helps the Sorceress recover mana more quickly (66 percent faster at skill level 4), while the basic bolts provide different means of attack early in the game (these extra points placed here could be used, instead, for more powerful fire spells, for instance).

The cold spells work well because not only are you inflicting damage, but you're, potentially, freezing your enemy, leaving it vulnerable for further attack. It's the lightning spells, though, that can be the most devastating, especially combined with lightning mastery, available upon reaching level 30, which reduces the mana cost of all your lightning spells by 15 percent initially (if you choose this route, it's worth it to improve the skill up to level 5; after that, the reduction bonus slows down considerably).

Use the various elemental bolts early in the game along with frozen armor to protect yourself; the cold armors are worth the skill points. If you become overwhelmed, the chilling effects can slow down monster attacks, giving you an opportunity to escape and prepare spells. The Sorceress will have a tougher time earlier in the game than the stronger Barbarian or dexterous Amazon, particularly against quick, ranged attackers like Blood Raven in Act I. Start putting extra points into warmth, as you'll be using mana all throughout the game and anything that helps you regenerate mana faster is worth the expense.

By the middle of the game, you're implementing lightning and glacial spike with abandon. If you're choosing the fire route, you're using fire ball as your primary weapon. Consider acquiring the cold armors to keep you better protected. As you reach the late game, you're concentrating on the most powerful - and expensive - spells of each elemental, including thunder storm, blizzard, and meteor. Use these to clear out rooms of monsters as you flee to safety; cast these spells as you run away and lure the monsters underneath their devastating showers.

NOTE: Naturally the skill selections presented in this section's example could shift wildly based on your personal style. You may prefer lightning damage over cold and place a bulk of points inside chain lightning instead of glacial spike. Then again, perhaps you prefer the element of fire over cold and lightning! The beauty of Diablo II lies in the many ways you can personalize your character both in skills and equipment.





SORCERESS SKILLS

The Sorceress' skills are separated into cold spells, fire spells, and lightning spells.

COLD SPELLS

This section covers the Sorceress' cold spells, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

ICE BOLT

Description: Creates a magical bolt of ice that damages and slows the target

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left or right

FROZEN ARMOR

Description: Increases your defense rating and freezes enemies that hit you

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Right

FROST NOVA

Description: Creates an expanding ring of ice that damages and slows all nearby enemies

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Right

ICE BLAST

Description: Cast a magical ball of ice that damages and freezes your enemy

Level prerequisite: 6

Skill prerequisite: Ice bolt

Mouse button: Left or right

SHIVER ARMOR

Description: Increases your defense rating; freezes and damages enemies that hit you

Level prerequisite: 12

Skill prerequisite: Frozen armor, ice blast

Mouse button: Right



60





GLACIAL SPIKE

Description: Creates a magical ice comet that freezes or kills nearby enemies

Level prerequisite: 18

Skill prerequisite: Ice blast

Mouse button: Left or right

BLIZZARD

Description: Summons massive shards of ice to destroy your enemies

Level prerequisite: 24

Skill prerequisite: Glacial spike, frost nova

Mouse button: Right

CHILLING ARMOR

Description: Increases defense and discharges an ice bolt in retaliation against ranged attackers

Level prerequisite: 24

Skill prerequisite: Shiver armor

Mouse button: Right

FROZEN ORB

Description: Creates a magical globe that sprays a torrent of ice bolts to lay waste to your enemies

Level prerequisite: 30

Skill prerequisite: Blizzard

Mouse button: Left or right

COLD MASTERY

Description: Enhances your cold attacks by piercing through your enemy's resistances to cold

Level prerequisite: 30

Skill prerequisite: None

Mouse button: Passive

LIGHTNING SPELLS

This section covers the Sorceress' lightning spells, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.





CHARGED BOLT

Description: Creates multiple, randomly directed bolts of electrical energy

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left and right

STATIC FIELD

Description: Creates an electric field that reduces the life of all nearby enemies by one third

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Right

TELEKINESIS

Description: Use the power of your mind to pick up items; use objects and knock back enemies

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Right

NOVA

Description: Creates an expanding ring of lightning to shock nearby enemies

Level prerequisite: 12

Skill prerequisite: Static field

Mouse button: Right

LIGHTNING

Description: Creates a powerful lightning bolt to lay waste to your enemies

Level prerequisite: 12

Skill prerequisite: Charged bolt

Mouse button: Left or right

CHAIN LIGHTNING

Description: Creates a bolt of lightning that arcs through several targets

Level prerequisite: 18

Skill prerequisite: Lightning

Mouse button: Left or right





TELEPORT

Description: Instantly moves to a destination within your line of sight

Level prerequisite: 18

Skill prerequisite: Telekinesis

Mouse button: Right

THUNDER STORM

Description: Summons a deadly thunder storm that strikes your enemies with bolts of lightning

Level prerequisite: 24

Skill prerequisite: Nova, chain lightning

Mouse button: Right

ENERGY SHIELD

Description: Creates a magical shield that consumes mana instead of health when you take damage

Level prerequisite: 24

Skill prerequisite: Chain lightning, teleport

Mouse button: Right

LIGHTNING MASTERY

Description: Reduces the mana cost of your lightning spells

Level prerequisite: 30

Skill prerequisite: None

Mouse button: Passive

FIRE SPELLS

This section covers the Sorceress' fire spells, offering each skill's description, level prerequisite, skill prerequisite, and useable mouse button.

FIRE BOLT

Description: Creates a magical flaming missile

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Left or right





WARMTH

Description: Increases the rate at which you recover your mana

Level prerequisite: 1

Skill prerequisite: None

Mouse button: Passive

INFERNO

Description: Creates a continuous jet of flame to scorch your enemies

Level prerequisite: 6

Skill prerequisite: None

Mouse button: Right

BLAZE

Description: Creates a wall of fire in your wake to scorch your enemies

Level prerequisite: 12

Skill prerequisite: Inferno

Mouse button: Right

FIRE BALL

Description: Creates an explosive sphere of fiery death to engulf your enemies

Level prerequisite: 12

Skill prerequisite: Fire bolt

Mouse button: Left or right

FIRE WALL

Description: Creates a wall of flame that blocks or burns your enemies

Level prerequisite: 18

Skill prerequisite: Blaze

Mouse button: Right

ENCHANT

Description: Enchants equipped weapon or targeted character or minion; adds fire damage to melee weapons; adds one-third fire damage to ranged weapons

Level prerequisite: 18

Skill prerequisite: Warmth, fire ball

Mouse button: Right





METEOR

Description: Summons a meteor from the heavens to crush and incinerate your enemies

Level prerequisite: 24

Skill prerequisite: Fire wall, fire ball

Mouse button: Right

FIRE MASTERY

Description: Increases all fire damages caused by your spells

Level prerequisite: 30

Skill prerequisite: None

Mouse button: Passive

HYDRA

Description: Summon a multiheaded beast of flame to reduce your enemies to ashes

Level prerequisite: 30

Skill prerequisite: Enchant

Mouse button: Right





CHAPTER 6

ACT I WALK-THROUGH

Diablo II's single- and multiplayer adventure begins in the rogue encampment. Kashya's rogue scouts currently patrol the surrounding wilderness and have encountered an evil rising from the ashes. In Act I, you'll explore the area surrounding the rogue encampment.

Your journey takes you into the rogue burial grounds to defeat Blood Raven and to ruined Tristram to rescue the wise Horadrim sage, Deckard Cain. Your (and your party if applicable) quests eventually take you into the catacombs to face an evil known as Andariel, whose presence could signal the return of Diablo.

The rogue encampment, like other future towns, contains several nonplayer characters that both offer quests and assist with weapons, armor, healing items, and repair. In the rogue encampment you'll find:

Akara: Speak with Akara upon each return to the rogue encampment to instantly regenerate your health and mana points. Akara also offers trade in healing potions, scrolls, and magical staffs and wands.

Kashya: The leader of the rogues offers the Blood Raven quest. Complete this quest, and Kashya provides a free rogue mercenary; further, you can spend gold to hire other rogues as needed.

Charsi: The blacksmith offers weapons and armor for buying and selling. You'll also find a selection of magical items. Charsi also serves an important role, especially to Barbarians - Charsi repairs damaged weapons and armor for a gold fee.

Act I Waypoints

Rogue Encampment
Cold Plains
Stony Field
Dark Wood
Black Marsh
Outer Cloister
Jail Level 1
Inner Cloister
Catacombs Level 2





Gheed: Find Gheed for a secondary source of weapons, armor, and magical items. Also, players can gamble with Gheed on magical items, which will either be magical, rare, unique or set items.

Warriv: Once you complete the sixth quest in Act I, Warriv will transport you east into Act II.

Deckard Cain: You can choose to rescue Deckard Cain in the third quest of Act I. If you rescue Cain, he'll identify items for free (for the remainder of the game). If you skip quest three, Cain will automatically be rescued once the sixth quest is activated, and he'll charge for item identification.

ACT I, QUEST I: DEN OF EVIL

Diablo II's first quest in Act I is activated by speaking with Akara. You can speak with Akara before leaving town and receive the quest. Alternatively, you can explore the blood moor (the area just outside of town) and activate the quest after gaining experience, levels, and skills. Also, should you find the den of evil (located in the blood moor) and enter, the quest automatically becomes active in your quest log.

ACT I, QUEST I OBJECTIVE FROM AKARA

"There is a great evil in the wilderness. Kashya's rogue scouts have informed me that a cave nearby is filled with shadowy creatures and horrors from beyond the grave. I fear that these creatures are massing for an attack against our encampment. If you are sincere about helping us, find the dark labyrinth and destroy the foul beasts. May the Great Eye watch over you."

ACT I, QUEST I LOCATION

The den of evil is located in the blood moor, which is the area adjacent to the rogue encampment. Simply follow the maps from the rogue encampment to the blood moor and locate the entrance to the den of evil.

RECOMMENDED LEVEL TO COMPLETE ACT I, QUEST I

The den of evil contains many sturdy creatures in a tight, enclosed space. Though you could head into the den of evil immediately, the quest will be much easier if you take time to explore the blood moor and gain experience, levels, skills, and equipment. At a minimum, you should strive to be at least level 2 or 3 before venturing into the den of evil.

Act I Bestiary: Many undead occupy the areas and dungeons around the rogue encampment, centered most in the burial grounds, but expect to find skeletons, skeleton archers, zombies, ghouls, and hungry dead in many Act I areas. The Act I undead aren't especially tough (just wait until you play nightmare difficulty, though). The undead carry resistance to poison, however; if you're specializing in poison weapons or skills, keep in mind it might take a little longer to finish off the resistant undead.





Acquire the den of evil quest by speaking with Akara in the rogue encampment.

ACT I, QUEST I LOG ENTRY #1:

LOOK FOR THE DEN IN THE WILDERNESS OUTSIDE THE ROGUES' CAMP.

Explore the blood moor, the area of wilderness adjacent to the rogue encampment. Take time to battle the creatures encountered here. Locate chests and loose boulders, then search dead rogues for additional gold or items.

Don't head into the cold plains just yet. The creatures are tougher there, and you should instead take the time to gain experience, levels, and skill points from the blood moor and the den of evil. Once you've achieved level 2 or 3, you should be well prepared to take on the "shadowy creatures" inhabiting the forsaken cavern. Scout the blood moor until you locate a cave entrance positioned away from the map's edges; place your cursor over the entrance to discover its destination - the den of evil.





TIP: Search the blood moor, and other maps in Diablo II, for shrines.

Each shrine activates a power-up that can enhance various aspects of your character and also replenish health, mana, or stamina. There are many types of shrines (all covered in the shrine section of this game guide). Should you locate an experience shrine, which enhances level advancement by providing 50 percent more experience per kill, make sure you're near a large amount of creatures, or better, near a dungeon entrance. It's wasteful to activate the experience shrine without creatures nearby to exploit its use.

ACT I, QUEST I LOG ENTRY #2: KILL ALL THE MONSTERS IN THE DEN.

As soon as you enter the den of evil, you're provided with your next objective in the quest log. Just as Akara said, it's time to rid the den of the massing evil creatures. Explore the den, a single-level dungeon, and eliminate all the creatures inside.

ACT I, QUEST I LOG ENTRY #3: MONSTERS REMAINING: 5

Your quest log will update you once you're nearing completion of the den of evil quest. Once five monsters remain inside the den of evil, a quest entry notification appears on the screen. Your quest log will continue to count down until there's one monster remaining. Expect to encounter a few unique and champion creatures inside the den. Be prepared for a tough fight if you decide to proceed into the den before taking time to gain experience, levels, skills, and equipment.

NOTE: Sometime during your exploration of act I, you'll encounter your first "Champion" monster; these enhanced versions of standard monsters typically travel in small packs (with other similar type champions). The champion attribute provides several modifies to the standard monster - these include double minimum and maximum damage, double to hit, 20 percent increased velocity, 120 percent increased attack rate, six times hit points, level plus four, and experience points times three.

UNIQUE MONSTER: Inside the den of evil, you'll find Corpsefire, a unique monster with a spectral hit attack. Spectral hit provides 20 percent elemental resistances to the unique monster, plus the monster's damage includes a random elemental attack in addition to standard damage. Corpsefire also has double chance to hit and is quite durable - expect quite a battle!

ACT I, QUEST I LOG ENTRY #4: RETURN TO AKARA FOR A REWARD.

The lighting inside the den changes once the final monster is eliminated. Your quest log indicates a new objective - head back to Akara to receive your reward for completing the den of evil quest. Exit the den of evil and return to the rogue encampment. Alternatively, you could use a town portal scroll, but you're so close to town it's wiser to save the scroll.





ACT I, QUEST I COMPLETED FROM AKARA

"You have cleansed the Den of Evil. You've earned my trust and may yet restore my faith in humanity. Your reward is training in the skill of your choice."

ACT I, QUEST I REWARD

Follow your quest log and return to the rogue encampment to speak with Akara once you have eliminated all the monsters in the den of evil. Akara provides a significant reward for completing the first quest - Akara rewards the player with a bonus skill point. It's one of a very few opportunities to gain an additional skill point (other than the one you gain from leveling up), so honor the reward with a wise skill selection or enhancement!

TIP: In a multiplayer game, the +1 skill point award is given to all players who complete the quest - which are all players (and party members) who were in the den when the last monster was killed. Keep in mind, however, that players cannot receive the +1 skill award multiple times.

ACT I, QUEST II: SISTERS' BURIAL GROUNDS

Activate Diablo II's second quest, sisters burial grounds, by speaking with Kashya in the rogue encampment after completing the den of evil quest. Alternatively, you can explore the wilderness around the rogue encampment and discover the burial grounds area just off the cold plains. Discover the cemetery here to activate the sisters' burial grounds quest.

ACT I, QUEST II OBJECTIVE FROM KASHYA

"My rogue scouts have reported an abomination in the Monastery graveyard! Apparently, Andariel is not content on taking only our living. Blood Raven, one of our finest captains in the battle against Diablo at Tristram, was also one of the first corrupted by Andariel. Now, you'll find her in the Monastery graveyard raising our dead as zombies! We cannot abide this defilement! If you truly our ally you will help us destroy her!"

ACT I, QUEST II LOCATION

Blood Raven can be found in the cemetery amongst a horde of undead skeletons and zombie creatures. The cemetery is located in the burial grounds, which can be found by following the maps from the rogue encampment to the blood moor to the cold plains and finally to the burial grounds. You'll know you're close to Blood Raven when you hear her distinct taunt.





UNIQUE MONSTER: Search the cold plains for Bishibosh, a fire-enchanted unique monster with magic resistance. Magic resistance gives Bishibosh 75 percent resistance to elemental attacks. Fire enchanted gives Bishibosh 75 percent resistance to fire damage, double to hit chance, and additional fire damage.

RECOMMENDED LEVEL TO COMPLETE ACT I, QUEST II

Blood Raven offers a significant challenge. Not only is she fast and tough with her arrow and flame arrow attacks, but she continues to summon undead skeletons and zombies to protect her. Before heading into the burial grounds' cemetery, an area overflowing with undead creatures, take time to explore the cold plains (and perhaps even the stony field) thoroughly to gain experience, levels, skills, and equipment. You should strive to be around level 4 or 5 before taking on Blood Raven.



Speak with Kashya after completing the den of evil to learn about blood raven.





TIP: Clubs and maces offer 150 percent damage against undead creatures, which could prove useful in the fight against the skeleton, zombie, and hungry dead in the cemetery.

Act I Bestiary: One of the tougher Act I beasts you'll encounter are in the "Wendigo" class. These lumbering beasts, the brute, gargantuan beast, and yeti, are durable (especially the brute and yeti). Furthermore, the yeti possesses 20 percent resistance to cold.

ACT I, QUEST II LOG ENTRY #1: LOOK FOR THE BLOOD RAVEN IN THE BURIAL GROUNDS NEXT TO THE COLD PLAINS.

If you receive the quest from Kashya, you're told to explore the cold plains and search for the entrance to the burial grounds. The cold plains lead to both the burial grounds and the stony field area. Though not necessary, it's possible to explore the stony field and gain additional experience, levels, and items for your battle in the burial grounds. The creatures found in the stony field provide quite a challenge, however; be prepared if you decide to bypass the burial grounds for the dangers that lie beyond!

ACT I, QUEST II LOG ENTRY #2: KILL BLOOD RAVEN.

NOTE: Blood Raven possesses 50 percent resistance to magic, cold, fire, lightning, and poison.

You'll find Blood Raven near the center of the burial grounds, likely surrounded by many skeletons, zombies, and hungry dead. Maces and clubs could help against the undead-heavy force, but you must still deal with Blood Raven, who's very quick and retreats often to attack with ranged weapons. Blood Raven also raises additional undead creatures; keep that in mind if you leave her alone to amass stronger undead protection. A weak Sorceress will likely have the toughest time with Blood Raven; it's difficult to deal with her ranged attack. Hit and run and heal as necessary. Get a clean shot on Blood Raven with your spells and avoid the undead as much as possible. Combat-oriented classes should have a less difficult time, as you can get inside her ranged attacks and confront her head-on.

UNIQUE MONSTER: Search the optional dungeon, the crypt, inside the burial grounds for Bonebreaker, who's extra strong and possesses magic resistance. Extra strong increases minimum and maximum damage three-fold and adds 25 percent damage to each hit. Bonebreaker's magic resistance gives him a 75 percent resistance to elemental attacks.





TIP: When you defeat Blood Raven, the resulting lightning effects destroy all the monsters in the cemetery. If you want to receive additional experience, fight the undead creatures first, then deal with Blood Raven. Zombies and hungry dead are quite durable and could be tough if you're a low-level character. Should you choose not to deal with the undead, defeat Blood Raven as soon as possible to clear out the cemetery.

ACT I, QUEST II LOG ENTRY #3: RETURN TO KASHYA FOR A REWARD.

Defeating Blood Raven triggers her death animation (with lightning effects) that clears out remaining undead monsters in the cemetery. Return to the rogue encampment and speak with Kashya, who initially gave you the quest. Use a town portal scroll if you wish, but be sure to replenish your supply; town portal scrolls are essential in times of extreme danger.

ACT I, QUEST II COMPLETED MESSAGE FROM KASHYA

"I can hardly believe you defeated Blood Raven! Though she was once my closest friend, I pray that her tortured spirit remains banished forever. You have earned my respect, stranger...and the allegiance of the rogues. I have placed several of my best warriors at your disposal."

Act I Bestiary: You may encounter tiny spike fiends, which include the razor spine, thorn beast, and the quill rat, scattered around the Act I landscape. There's nothing extraordinary about the critters, though some launch the painful quills as a ranged weapon. Scan the screen and spot when quills are striking you from offscreen. Seek out the offending spike fiend and eliminate him and its friends!

ACT I, QUEST II REWARDS

After you return to the rogue encampment and speak with Kashya, the Hire choice is added to her dialogue menu. For acts I, II, and III, you can hire mercenaries from Kashya. Additionally, Kashya provides you with a free mercenary to use immediately. For multiplayer, all players who were in the cemetery when Blood Raven was killed receive the award upon returning to Kashya.

ACT I, QUEST III: THE SEARCH FOR CAIN

To activate Diablo II's third quest in Act I, you must complete the sisters' burial ground quest and return to the rogue encampment and speak with Akara.





Act I Bestiary: Fallen and carvers crowd the wilderness surrounding the rogue encampment. Though the small demonic creatures aren't especially tough, they're usually accompanied by a shaman, which possesses a fire attack and the ability to raise dead fallen or carvers. If you notice fallen or carvers being resurrected, scout around quickly for the shaman and eliminate it. You don't receive extra experience for killing raised fallen or carvers (and their similar relatives later in Act I); raised creatures are just troublesome. Eliminate the shaman quickly to reduce the extra work.

ACT I, QUEST III OBJECTIVE FROM AKARA

"It is clear that we are facing an Evil difficult to comprehend, let alone combat. There is only one Horadrim Sage, schooled in the most arcane history and lore, who could help us...his name is Deckard Cain. You must travel to Tristram, I pray that he still lives. Tristram is too far to journey by foot... Cain would likely be dead when you arrived. However, there is a magical portal that will take you there instantly. To open it, one must stand within the circle of Cairn Stones and touch them in a certain order. The proper order can be found in the runes written on the bark of the Tree of Inifuss. You must find the sacred Tree of Inifuss and bring back its bark. I will translate the runes to unlock the Stones' mystic pattern."

UNIQUE MONSTER: Search the stony field for Rakanishu, who's lightning enchanted and extra fast. Extra fast doubles attack rate, and lightning enchanted supplies lightning damage while making Rakanishu 75 percent more resistant to lightning attack. Lightning damage is extremely powerful, especially this early in the game (if this is your first play through). Don't venture into the stony field and face off against Rakanishu unless you're well-prepared! He's not alone either; he's surrounded by other fallen shamen and a host of pesky fallen.

ACT I, QUEST III LOCATION

The third quest in the Act I is divided into several segments, each located in a different area of the wilderness. Your first goal is to locate the Tree of Inifuss to recover the bark scroll, which contains the runes that reveal the correct order of cairn stones to open the portal to Tristram. The Tree of Inifuss is found in the dark wood. From the rogue encampment, head into the blood moor, then the cold plains, into the stony field, into the underground passage (levels 1 and 2) and into the dark wood. The cairn stones can be found in the stony field.

TIP: Explore the burial grounds, central to the sisters' burial grounds quest and explore the crypt and mausoleum. Though the areas aren't essential to complete quests, you will find plenty of creatures to gain experience and chests to accumulate gold and equipment.





RECOMMENDED LEVEL TO COMPLETE ACT I, QUEST III

The underground passage and dark wood are dangerous areas in Act I. Take time to gain experience, levels, skills, and equipment before diving headfirst into this long, tough quest. Spend time in the optional dungeons (crypt and mausoleum in the burial grounds and the cave in the stony field) to advance levels and gain more powerful equipment. Ideally, you should be level 6 or 7 before venturing into Tristram to free Deckard Cain.

UNIQUE MONSTER: Explore the optional dungeon, the cave, inside the stony field for a unique beast, the cold enchanted ranger Coldcrow. Cold enchantment supplies Coldcrow with cold damage (in addition to standard damage), a 75 percent resistance to cold attack, double chance to hit, and a +20 freeze duration.

ACT I, QUEST III LOG ENTRY #1: GO THROUGH THE UNDERGROUND PASSAGE TO THE DARK WOOD, SEARCH FOR THE TREE OF INIFUSS, AND RECOVER THE SCROLL.

Once you receive the quest from Akara (you must complete the sisters' burial grounds quest first), head out of the rogue encampment into the blood moor. Follow the blood moor and locate the entrance to the cold plains. The cold plains can take you to the burial grounds or the stony field - head into the stony field. It's possible that you'll spot the cairn stones on your travels; to discover the correct sequence of the stones, you need the bark scroll off the Tree of Inifuss. You may also spot the moldy tome in the stony field - it activates the fourth quest in Act I. Once you are in the stony field, look for the entrance to the underground passage, level 1, positioned against the outer wall.

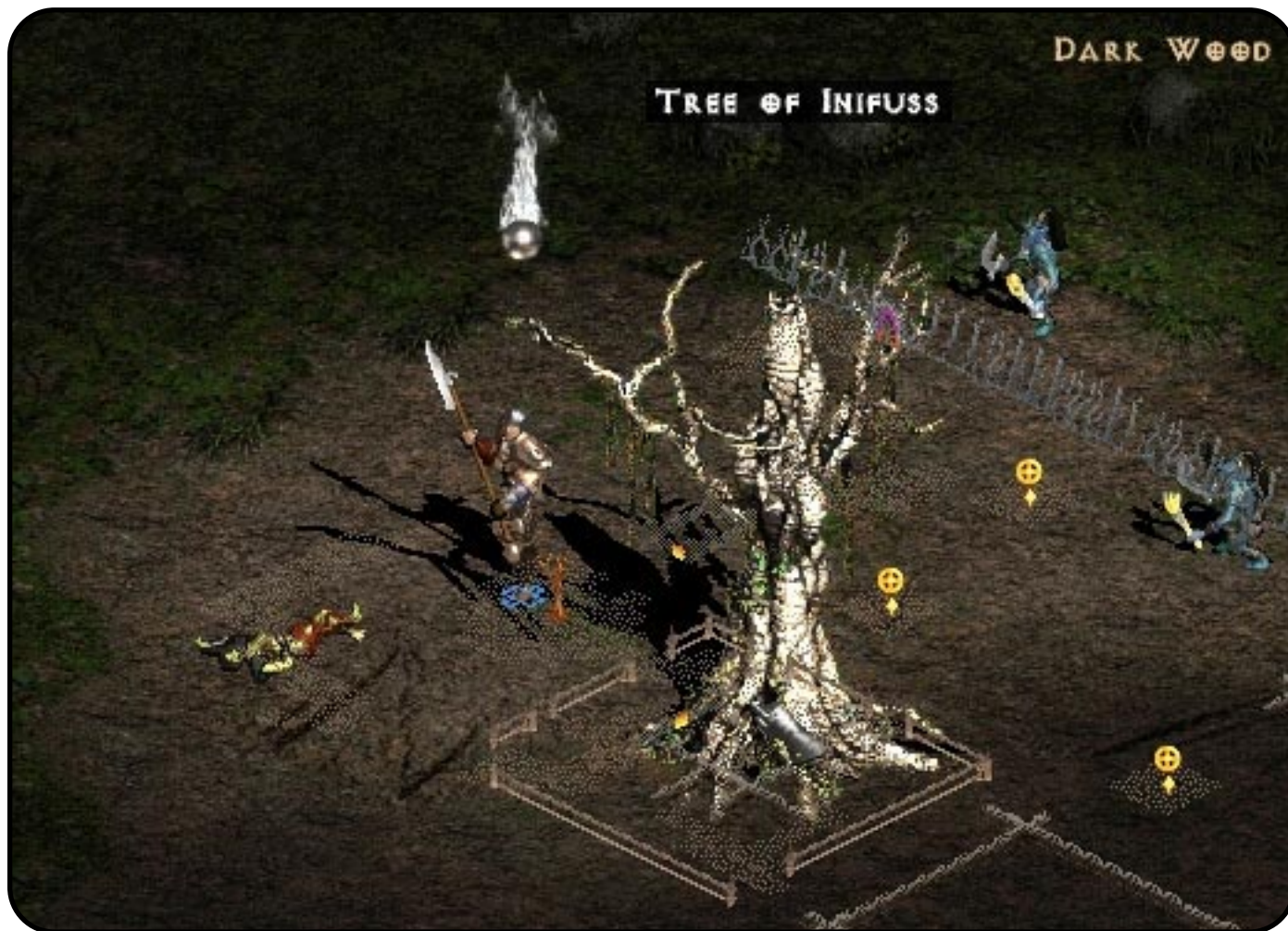
TIP: The wilderness surrounding the rogue encampment can be a confusing place. If you're having trouble locating the important quest landmarks, find the path, or road, and remain on it, following it to its destination. Most of the landmarks in Act I can be found near or at the end of the roads.

Follow the underground passage through two subterranean levels. Exit the tunnel into the dark wood. Search the dark wood for an unusual tree, which will be clearly marked on the automap; it's the Tree of Inifuss, which Akara revealed contains the cairn stones runes that can open the portal into Tristram. Once you locate the tree, click on it and grab the dropped bark scroll. Place the scroll into your inventory.





Act I Bestiary: Corrupt rogues litter the landscape surrounding the rogue encampment. The corrupt rogues appear in many formats (hunter, lancer, and archer - depending on the weapon held - prefixed each with black, dark, or vile) and resemble the tough Act I possess Blood Raven and The Countess. Alone the corrupt rogues aren't too tough, but they're often in groups - further, the archers are often supporting the hunter and lancer melee rogues! Lure the hunter and lancers away from the ranged attackers if possible.



Locate the Tree of Inifuss in the dark wood.

ACT I, QUEST III LOG ENTRY #2: TAKE THE SCROLL OF INIFUSS TO AKARA.

With the bark scroll in hand, it's time to return to the rogue encampment and show the scroll to Akara. You're fairly far from town, so it's much more likely that you'll want to use a shortcut, either a town portal scroll or a waypoint. Since your next destination (after the rogue





encampment) is the stony field, a town portal won't be as cost effective as simply finding the waypoint. If you are healthy enough (and have health potions available), consider exploring dark wood to locate the waypoint and defeat the native creatures. Tristram is tough; the higher your level and the better your equipment, the easier your journey to Tristram will be.

UNIQUE MONSTER: In the dark wood, you'll encounter Treehead Woodfist, an extra fast and extra strong unique monster. Extra fast doubles Treehead's (and its minions) attack rate, while extra strong increases damage and to-hit percentage by 25.

The bark scroll is useless until you return and show it to Akara. Once inside the rogue encampment, approach Akara and speak with her. Akara translates the runes and returns the scroll to you. Right-click on it to read the correct sequence of cairn stones to open the portal to Tristram.

ACT I, QUEST III LOG ENTRY #3: GO TO THE CAIRN STONES IN THE STONY FIELD.

Touch the stones in the order found on the scroll. Enter the portal to Tristram, but beware the danger that lies ahead.

Once you return the bark scroll to Akara, you have the information required to activate the portal to Tristram. Locate the cairn stones formation, positioned in the stony field. Open your inventory while standing near the cairn stones. Right-click on the bark scroll to watch the correct sequence of stones. Click on the cairn stones in the correct order to open a portal to Tristram. Should you enter the incorrect sequence, the portal will not be opened. Start over again and complete the full, correct sequence to open the portal.

ACT I, QUEST III LOG ENTRY #4: FIND AND RESCUE DECKARD CAIN.

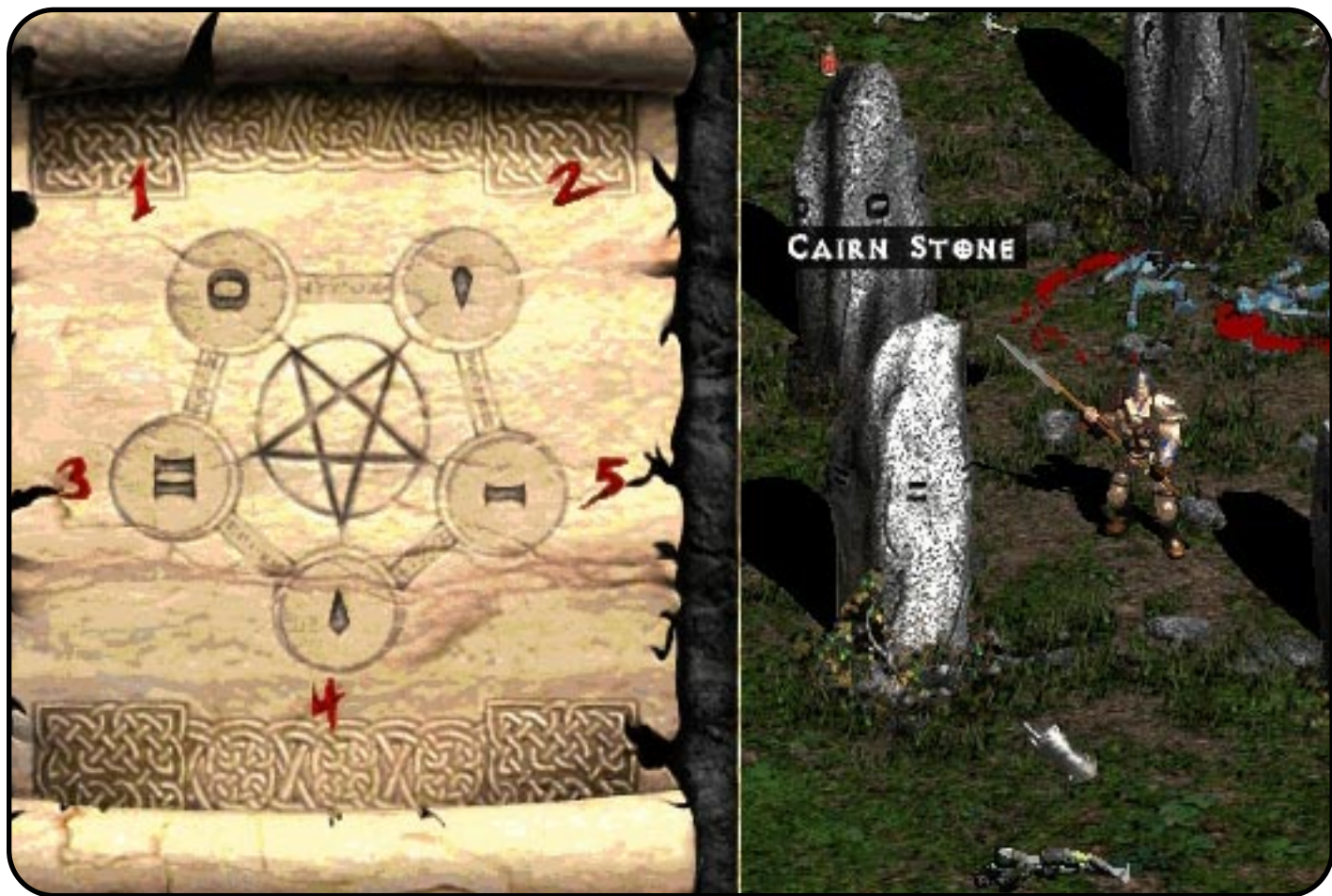
Tristram is deadly - be prepared! Search Tristram to locate Cain's gibbet near the monster-infested center. Deckard Cain is currently kept in a hanging cage. Defeat the monsters surrounding the cage and touch the cage to release the Horadrim sage. Once Cain is rescued, a town portal opens to the rogue encampment. Follow Cain or remain and finish off the tough monsters crowding Tristram.

TIP: The third quest in Act I, the search for Cain, isn't necessary to complete in your eventual goal to advance to Act II. However, there are some important consequences if you choose not to rescue Deckard Cain yourself. If you choose not to rescue Cain, rogues automatically rescue him when quest six is activated. Should rogues rescue him, Deckard Cain will charge you to identify





items in the remainder of the Act I and all of acts II, III, and IV. If you do rescue Cain, though, he'll identify items for free. There's no need to rush through Act I - take the time to rescue Cain and reap the rewards of free item identification!



The bark scroll reveals the correct order of cairn stones to open the portal to Tristram.

UNIQUE MONSTER: You'll find cursed Griswold defending Deckard Cain's cage in Tristram.

ACT I, QUEST III LOG ENTRY #5: VISIT CAIN AND AKARA IN THE ROGUE ENCAMPMENT.

Rescuing Deckard Cain opens a town portal to the rogue encampment. Follow Cain into the portal to return to town. Locate Cain in the rogue encampment and speak with him to learn his story.

Cain reveals "our greatest fears," that Diablo has once again been set loose upon the world. Diablo was slain beneath Tristram, and although there was a great celebration for the hero who slew the lord of terror, the hero became increasingly depressed and eventually quite disturbed





and tormented. Eventually, the hero simply left; shortly thereafter, Tristram was attacked by demons. Cain theorizes that Diablo has taken possession of the hero who sought to slay him, which, if true, would make Diablo more powerful than ever before.

After speaking with Cain, locate Akara and initiate conversation to receive your reward for rescuing the Horadrim sage.

ACT I, QUEST III REWARDS

Completing the search for Cain grants both immediate and long-term rewards. Speak with Akara and receive a magic ring. Rescuing Deckard Cain also means he won't charge the player to identify magic items for the remainder of the game. Simply return to town (via town portal, way-point, or walking) and locate Deckard Cain. Speak with him and select Identify Items, and he'll identify all items in your inventory at no cost. Failing to complete the search for Cain quest by the time the sixth quest in Act I is activated means that Deckard Cain will charge for item identification for the remainder of the game.

ACT I, QUEST IV: THE FORGOTTEN TOWER

To activate the fourth quest in Act I, locate the moldy tome, which you'll find in the stony field. The moldy tome appears on the automap, appearing like a smaller version of its real self on the game screen. Scout the stony field and locate the moldy tome. The quest is activated as soon as you click on the moldy tome and read its contents. You can also activate the quest by locating the entrance to the forgotten tower, found in the black marsh.

ACT I, QUEST IV OBJECTIVE FROM THE MOLDY TOME

"...And so it came to pass that the Countess, who once bathed in the rejuvenating blood of a hundred virgins, was burned alive. And the castle in which so many cruel deeds took place fell rapidly to ruin. Rising over the buried dungeons in that god-forsaken wilderness, a solitary tower, like some monument to Evil, is all that remains. The Countess' fortune was believed to be divided among the clergy, although some say that more remains unfound, still buried alongside the rotting skulls that bear mute witness to the inhumanity of the human creature."

ACT I, QUEST IV LOCATION

You'll find the moldy tome, which activates the quest, in the stony field. The tower entrance, which can also activate the quest, is located in the black marsh. To reach the black marsh from the rogue encampment, head into the blood moor, then the cold plains, then the stony field (where the moldy tome is located), through the underground passages, into the dark wood, and





finally into the black marsh. Naturally, your journey can be shortened considerably by activating the waypoints, particularly the one in the dark wood during your search for the Tree of Inifuss. Finally, your eventual target, the Countess, is found inside the tower cellar, level 5.

RECOMMENDED LEVEL TO COMPLETE ACT I, QUEST IV

Five dungeon levels inside the forgotten tower provide quite a challenge, especially considering your nearest waypoint lies back in the black marsh. Unless you're prepared to use many town portal scrolls, advance to around level 8 or 9 before venturing inside the forgotten tower. The tower cellar levels provide a lot of area to spend eliminating monsters and gaining experience. Don't rush through the tower; take the time to eliminate as many creatures as possible to gain as much experience, levels, and equipment as possible.

ACT I, QUEST IV LOG ENTRY #1:

LOOK FOR THE TOWER IN THE BLACK MARSH BEYOND THE DARK WOOD.

After activating the quest in the stony field by reading the moldy tome, use the waypoints to return to the dark wood (if you activated the waypoint during the search for Cain quest). Once in the dark wood, locate the path into the black marsh and find the forgotten tower entrance along the rocky boundary. Alternatively, you can simply follow the path from the stony field into the black marsh; from the stony field, head into the underground passage, emerge in the dark wood, and enter the black marsh.

Once inside the forgotten tower, explore the dungeon cellar levels and continue to descend until you reach the bottom floor, level 5. Don't rush through the tower; take time to acquire experience points and advance levels before your confrontation with the Countess. Backtracking out of the tower cellar levels can be fairly time consuming, so be prepared to use town portal scrolls to return to town for healing (speak with Akara), identifying new items (speak with Deckard Cain, if you completed quest three), trading found items for gold, and purchasing new weapons, armors, potions, and scrolls.

ACT I, QUEST IV LOG ENTRY #2: DISPOSE OF THE EVIL COUNTESS.

As soon as you enter level 5 of the tower cellar dungeon, you receive a new entry in your quest log: Eliminate the Countess. The Countess is a powerful unique dark hunter and located in a dead-end room of the fifth tower cellar level. Behind the Countess lies a special chest activated as soon as you eliminate the evil dark hunter. Attempt to lure out the beasts protecting the Countess before confronting her. The Countess' close-range fire attacks are deadly; if you're not equipped with range or spell weaponry, prepare to use hit and run attacks to stay alive and healthy.





UNIQUE MONSTER: The Countess is fire enchanted, giving her fire damage and a 75 percent resistance to fire attacks.

Completing the fourth quest in Act I isn't necessary to advance into Act II, but with five levels of tower cellar to explore, you'd miss out on an enormous amount of experience and potential equipment. Bypassing quests such as "The Forgotten Tower" could make completing Act I more difficult because you won't be powerful enough to take on the first act's final boss, Andariel. Further, to activate quest five, you must complete "The Forgotten Tower".

ACT I, QUEST IV REWARD

Though you won't receive any rewards in the rogue encampment for defeating the Countess, a special chest, located in the tower room which houses the Countess, activates upon the Countess' death offering a wealth of reward.

Act I Bestiary: Beware of the ghosts and wraiths in Act I; these spectral beasts can drain mana with hits, potentially deadly to a mana-dependent character such as the sorceress. Ghosts and wraiths are damage resistant (20 and 30 percent respectively), magical resistant (20 and 30 percent respectively) and poison resistant (both 50 percent).

ACT I, QUEST V: TOOLS OF THE TRADE

To activate the fifth quest in Act I, speak with Charsi, the blacksmith, in the rogue encampment. You must have completed quest four, the forgotten tower, to activate the fifth quest.

ACT I, QUEST V OBJECTIVE FROM CHARSI

"When I fled the Monastery, I left behind my Horadric Malus, an enchanted smithing hammer. If you retrieve it for me, I will use its magic to strengthen your equipment."

ACT I, QUEST V LOCATION

Completing this quest is quite an undertaking and takes you far from the rogue encampment into the wilderness and finally into the monastery and its barracks. To reach the monastery, you must first return to the black marsh. If you've previously activated the waypoints in the black marsh or dark wood, which is positioned just adjacent to the black marsh, use the waypoint system to instantly travel from the rogue encampment into the black marsh. Should you need to make the journey on foot, head from the rogue encampment into the blood moor, to the cold plains, the stony field, through the underground passage, into the dark wood, and finally the black marsh.





From the black marsh, locate the entrance into the Tamoe highland then into the monastery gate, the outer cloister, and finally the barracks. You'll find the Horadric malus protected by the Smith in the barracks.

RECOMMENDED LEVEL TO COMPLETE ACT I, QUEST V

Recovering the Horadric malus is a long, difficult journey that takes you through several dangerous new areas, the Tamoe highlands, monastery gate, outer cloister, and barracks. Activate the waypoint in the outer cloister to make a return to the rogue encampment (for healing, identifying items, or buying and selling items) much easier. Otherwise, be prepared with town portal scrolls in case the danger becomes too great. Ideally, you should strive to be between level 10 and 12 before taking the journey into the monastery.



You'll find the Horadric malus in the monastery barracks, protected by the unique monster, the Smith.

NOTE: The tools of the trade quest will only be activated if your character is level 8 or higher. Though you could possibly complete the quest at level 8, recovering the Horadric malus will prove quite difficult.



**ACT I, QUEST V LOG ENTRY #1:****LOOK FOR THE HORADRIC MALUS IN THE MONASTERY BARRACKS.****BEWARE OF THE SMITH THAT GUARDS IT.**

Make the journey into the monastery, which lies adjacent to the Tamoe highlands. Use the waypoint system to journey from the rogue encampment into the black marsh. From there, proceed into the Tamoe highlands, through the monastery gate, and into the outer cloister. Locate the waypoint in the outer cloister before proceeding into the barracks; that way, you can retreat out of the barracks and use the waypoint to return to the rogue encampment without using town portal scrolls. Alternatively, just stock up on town portal scrolls and use them once inside the barracks to prepare for your battle against the Smith.

UNIQUE MONSTER: The intimidating Smith protects the Horadric malus. The Smith is extra strong, giving him additional damage and to hit-percentage.

The Smith protects the forge setpiece that contains Charsi's Horadric malus. The Smith, a large unique monster, is classified as extra strong, making him quite durable to your weaponry. His size and strength make him a bit sluggish, however; your best option is to use hit-and-run (or ranged, as the case may be) attacks against him. Trying to stand in toe to toe will prove quite difficult because of the Smith's durability. As you should against any unique boss monster, attempt to clear out the area of lower beasts and minions before tackling the tough boss.

Once you take down the Smith, locate the forge behind his starting location and grab the Horadric malus. Make sure you have the inventory slots available to hold the hammer weapon.

ACT I, QUEST V LOG ENTRY #2:**RETURN THE HORADRIC MALUS TO CHARSI.**

After defeating the Smith, you can recover the Horadric malus from the forge. Use a town portal scroll to head back into the rogue encampment and speak with Charsi. Alternatively, use the waypoint in the outer cloister to instantly travel back into the rogue encampment.

ACT I, QUEST V LOG ENTRY #3:**CHARSI WILL IMBUE AN ITEM WITH MAGICAL POWER.**

Returning the Horadric malus to Charsi activates the final entry in the fifth's quest log. Charsi tells you, "Oh, thanks so much for returning the Horadric Malus. I will now imbue one of your items with magical power." Speak with Charsi and carefully select one of your items to receive magical abilities. Naturally, you should choose something useful to your current character. For





instance, if you're a Barbarian using skill points in sword mastery, you should imbue a sword. Or, if you're an Amazon concentrating on bow and crossbow skills over javelin and spear skills, you should select a bow or crossbow to imbue.

ACT I, QUEST V REWARD

Upon returning the Horadric malus to Charsi, she will add magical abilities to one item, which could include a weapon, shield, gloves, boots, armor, or helmet. You can't imbue unique, rare, set, thrown, or jewelry items. In multiplayer games, everyone in the party when the Horadric malus is returned receives the reward.

Act I Bestiary: You'll find Goatmen scattered around Act I - moon clan, night clan, and blood clan. Expect quite a fight as each carries double-digit hit-points and they're frequently in groups.

TIP: It's not mandatory to return the Horadric malus to Charsi or receive the reward. In fact, you can hold onto the Horadric malus and your reward until a later act where you would have access to bigger and more powerful weapons, armor, and items. Certainly choosing to receive the reward and imbue the item now will make the battle against Andariel, which completes the sixth quest and Act I, potentially easier.

ACT I, QUEST VI: SISTERS TO THE SLAUGHTER

Activate the sixth quest in Act I by speaking with Deckard Cain, who will appear in the rogue encampment if you rescue him from Tristram in the third quest or by the rogues once you complete the other quests.

ACT I, QUEST VI OBJECTIVE FROM CAIN

"It is certain that we face the demon queen Andariel, who has corrupted the rogue sisterhood and defiled their ancestral monastery. This does not bode well for us, my friend. Ancient Horadric texts record that Andariel and the other lesser evils once overthrew the three prime evils, Diablo, Mephisto, and Baal banishing them from Hell to our world. Here, they caused mankind untold anguish and suffering before they were finally bound within the soulstones. Andariel's presence here could mean that the forces of Hell are once again aligned behind Diablo and his brothers. If this is true, then I fear for us all. You must kill her before the Monastery becomes a permanent outpost of hell and the way east lost forever."





Prepare for tough fights as you battle your way through the jail levels.

ACT I, QUEST VI LOCATION

Andariel can be found deep inside the cathedral catacombs beyond the monastery. It's a long journey from the rogue encampment (and even from the monastery barracks), but one that should prepare you well for Andariel - the long journey lets you gain experience and advance levels to give you a fighting chance against the powerful Act I boss.

UNIQUE MONSTER: On the first level of the jail (enter through the barracks), you'll find Pitspawn Foul dog, a cursed, cold-enchanted unique tainted. With a 75 percent resistance to cold attacks, don't expect cold-enchanted weapons to have much effect on Pitspawn. The unique tainted can also dish out heavy cold damage; prepare to take countermeasures if you're frozen, either with a thawing potion or simply retreating!

To reach Andariel, you must first return to the monastery. Use the waypoint system to return to the outer cloister, positioned between the barracks and monastery gate. Head into the barracks and venture through the jail (three levels), into the inner cloister (a waypoint's located here), through the cathedral, and into the catacombs (four levels). Andariel can be found on the fourth level of the catacombs.





The full journey from the rogue encampment to Andariel is as follows: Rogue Encampment to the blood moor to the cold plains to the stony plain to the underground passages (two levels) to the dark wood to the black marsh to the Tamoe highlands to the monastery gate to the outer cloister to the barracks to the jail (three levels) to the inner cloister to the cathedral to the catacombs (four levels).

RECOMMENDED LEVEL TO COMPLETE ACT I, QUEST VI

Andariel is extremely powerful and certainly the toughest foe you have faced thus far. Since the journey to Andariel takes you through many areas and dungeons, you should have plenty of opportunity to improve your character's experience, level, skills, and equipment. You should ideally be around level 15 before facing off against the powerful Act I boss. Consider exploring any areas you have overlooked thus far, such as the optional dungeons in the stony field (the cave) and the burial grounds (the crypt and mausoleum) before venturing into the barracks. Naturally, advancing additional levels could potentially make the battle even easier as long as you have adequate weapons, armor, and useful skills.

UNIQUE MONSTER: Search for Flame Spike the Crawler inside the inner cloister. Flame Spike's cursed and fire enchanted, giving him a 75 percent resistance to fire attack as well as bonuses to fire damage.

ACT I, QUEST VI LOG ENTRY #1:

FIND ANDARIEL'S LAIR IN THE DEPTHS OF THE MONASTERY CATACOMBS.

Activate the quest from Deckard Cain, then use the waypoint system to travel from the rogue encampment to as far as possible. If you completed the previous quests, you should have activated the waypoints in either the black marsh or the outer cloister. Follow the maps from either into the monastery and its barracks. Work your way through the crowded jail and catacombs levels until you reach the fourth level of the catacombs, where you'll find Andariel's lair.

ACT I, QUEST VI LOG ENTRY #2: KILL ANDARIEL.

As soon as you reach the fourth level of the catacombs, a new entry appears in your quest log - Andariel is nearby, and it's your duty to eliminate the abomination and clear the path east into the second act of Diablo II. When you reach the fourth level of the catacombs, consider using a town portal scroll to return to the rogue encampment to replenish your health, mana, and healing potions. You should also prepare yourself for the battle with Andariel by improving your weapons and armor.





UNIQUE MONSTER: Though the cathedral area is somewhat short, you'll still face off against a tough beast. Search for the unique monster Bone Ash, who's cold enchanted, extra strong, and carries magic resistance. The combination creates quite a monster! Don't expect elemental attack to have much effect. If you're relying on such attacks, be prepared to hit and run with abandon. Should you go toe-to-toe with a melee attack, carry plenty of healing potions and retreat occasionally to replenish your health and mana and to wait out a frozen state.

Andariel implements a poison attack, so it's possible to improve your odds by using pieces of armor that carries a resistance to poison. Also, any items that reduce the duration of poison effects can also help alleviate the damaging results of Andariel's attacks.



Face off against Andariel to complete Diablo II's first act.





Andariel isn't immune to anything specific, so all attacks will be effective. It's defending yourself against her aggression that is often the problem. Make sure you're well-stocked with healing potions; if you're heavily dependent on mana, take along mana or rejuvenation potions to keep your mana supply high.

NOTE: Andariel possesses a 50 percent resistance to fire, lightning, and cold. She also possesses an 80 percent resistance to poison.

Perhaps the most important aspect of your battle against Andariel is to make every attempt to clear out the creatures protecting her before advancing against Andariel herself. Lure the creatures away from Andariel and eliminate them before advancing against the Act I boss. Trying to take on Andariel while all the other minions are thrashing about and causing you damage will be much more difficult than taking on Andariel alone.

ACT I, QUEST VI LOG ENTRY #3: RETURN TO WARRIV TO TAKE THE CARAVAN EAST.

After defeating Andariel, clear out her lair and collect the discarded items and gold. Finish off any remaining creatures on the fourth level catacombs if you wish and return to the rogue encampment through the town portal created upon Andariel's death.

Act I Bestiary: Encountered a throbbing nest and not sure what to do? That's likely a foul crow nest, which you'll find during your travels in Act I. The foul crow nests periodically spurts out foul crow, which aren't especially tough (single-digit hit-points) but could overwhelm an unprepared character. When you spot the foul crow nest, eliminate it quickly to avoid additional foul crows.

TIP: Before speaking with Warriv and heading east, take time to explore more of Act I, including any optional dungeons or quests you overlooked before defeating Andariel. Act II's dangers are considerably greater; if you can spend time gaining more levels (and potentially better equipment), don't hesitate to do so. At a minimum, you should be level 15 or higher before taking the caravan east.

ACT I, QUEST VI COMPLETED MESSAGE FROM CAIN

"This is a great victory indeed, but many more battles await. I will accompany you on your journey, lending what assistance I can... Remember, Diablo is still out there, seeking something in the desert. I'm afraid this nightmare will not end until you find what it is he seeks."





ACT I, QUEST VI REWARD

Other than the items dropped upon Andariel's death, you also receive a town portal returning you back to the rogue encampment. Upon your return, speak with Deckard Cain and the others. Head over to Warriv and speak with him to discover a new choice in his dialogue menu: Go East. Select it, watch the Act II cinematic, and prepare for the next stage in your adventure!





CHAPTER 7

ACT II WALK-THROUGH

After defeating Andariel and taking Warriv's caravan east, you arrive at the desert town of Lut Gholein. The desert contains far more dangers than the wilderness that surrounded the rogue encampment.

Your quests in Act II begin with Atma, a kind woman who recently lost her husband and son to a demon making its lair in Lut Gholein's sewer system. Discovering a way inside Tal Rasha's tomb consumes most of the other Act II quests. In piecing together the Horadric staff, said to be the key to entering Tal Rasha's tomb, you'll explore dungeons filled with undead creatures, caverns overflowing with rampant bug infestations, and an unusual world found beneath Lut Gholein's palace.

- Act II Waypoints**
- Lut Gholein
 - Sewers level 2
 - Dry hills
 - Halls of the Dead level 2
 - Far Oasis
 - Lost City
 - Palace Cellar level 1
 - Arcane Sanctuary
 - Canyon of the Magi

Lut Gholein, like other towns, is occupied by several nonplayer characters to offer quests and information and assist with weapons, armor, healing items, and repair. Explore Lut Gholein to find:

Atma: Speak with Atma to receive the first quest in Act II, Radament's Lair. Radament is a demon occupying the sewers beneath Lut Gholein and killed Atma's family.

Geglash: Geglash offers conversation and information.

Greiz: Use Greiz to hire mercenaries to assist your battles and quests in Act II.





Elzix: Talk with Elzix to purchase new weapons, armor, or magical weapons or armor. Check with Elzix upon each return back to Lut Gholein to examine his current inventory. Also, players can gamble with Elzix on magical items, which will either be magical, rare, unique or set items.

Lysander: Should you need healing and attacking potions (such as gas and exploding potions), speak with Lysander. He also offers keys for sale should you discover any locked chests.

Fara: Find Fara upon each return to Lut Gholein for she will instantly heal your wounds and replenish your mana supply. You can also purchase new weapons, armor, and magical weapons and armor from Fara. Lastly, use Fara to repair damaged weapons and armor.

Drogan: Speak with Drogan if you need healing potions, town portal, and identity scrolls as well as magic items, such as wands and staffs.

Meshif: Talk with Meshif at the end of Act II to take the transport into Act III. Meshif can also provide additional information and dialogue about current quests.

Deckard Cain: Cain follows you from the rogue encampment and can be used to identify items (for free, if you rescued him during the third quest of Act I).

ACT II, QUEST I: RADAMENT'S LAIR

Activate the first quest in Act II by speaking with Atma in Lut Gholein. Completing this first quest not only offers a substantial rewards, it also provides an easy bridge into the second - and most important - quest in the act.

ACT II, QUEST I OBJECTIVE FROM ATMA

"In the sewers below our city, there lurks a horrid creature that hungers for human flesh. The creature has killed many, including my son and my husband. If you destroy it, I will reward you. Please be careful though, that beast has taken enough from us already. The sewer entrance is through the trap door just up the street."

ACT II, QUEST I LOCATION

The sewers below Lut Gholein can be accessed in a couple of locations. You can use the trap door inside town to reach the sewers. Or, look for the entrance at the edge of town that also leads directly into the dangerous sewers. Radament will be found on the sewers' third level.





Act II Bestiary: The undead inhabiting Act II are significantly more impressive than their Act I counterparts. Most include resistances to various elements and poison and some employ powerful ranged weaponry. For instance, prepare to encounter the bone mage, burning dead mage, and horror mage in fire, ice, poison, and lightning varieties. Each carries 50 percent resistance to poison (a staple of the undead) while others carry resistances to their respective elements. You'll find them employing special elemental attacks (depending on their type) and often supporting melee undead, making them even more deadly and tough to reach.

RECOMMENDED LEVEL TO COMPLETE ACT II, QUEST I

Assuming you met the recommendation of level 15 upon defeating Andariel, you're in fairly good shape to head into the sewers and seek out Radament. Ideally, you should be around level 16 or 17 before facing off against the sewer boss. Should you desire to level up, head out into the desert surrounding Lut Gholein before diving into the sewers.

ACT II, QUEST I LOG ENTRY #1: FIND RADAMENT'S LAIR IN THE LUT GHOLEIN SEWERS.

Activate the quest by speaking with Atma, then locate your preferred entrance into the sewers - either through the trap door inside Lut Gholein or the entrance just on the edge of town. Both are sufficient and will take you to your eventual goal, Radament's lair on the third sewer level.

There's a lot of undead in the sewers. If you plan on using melee attacks, equip clubs or maces (which do extra damage against undead monsters). Also, many undead creatures have poison effects (including gas emissions upon death); wearing armor with poison resistance could help considerably in keeping you healthy. Stock up on healing potions while in Lut Gholein to prepare for your exploration of the large sewers.

UNIQUE MONSTER: Radament is extra fast, giving him bonuses to attack rate and velocity.

Carefully explore the second level of the sewers to locate the waypoint marker. Once you reach the waypoint, head back into Lut Gholein and replenish your supply of potions and improve your weaponry by speaking with Fara or Elzix. Radament's highly magic resistant and, if you let him cast spells, will continue to raise additional undead warriors. Cold weapons and spells can be used to slow down his actions while you finish him off with more powerful spells or melee and ranged weapons.





Attack Radament quickly before the sewer boss starts raising the undead.

Act II Bestiary: Most of the dungeons in Act II contain mummies and greater mummies (hollow one, unraveler, and so on) that operate much like the fallen and carvers in Act I. The greater mummy will raise dead mummies (for which you won't receive experience in a second kill). To make matters especially tough, the greater mummies are typically holed up behind a large wall of mummy warriors. Eliminate the greater mummies as quickly as possible, not only to prevent the raising of mummies, but to avoid the greater mummies' ranged spell, the unholy bolt.

ACT II, QUEST I LOG ENTRY #2: KILL RADAMENT.

Once you reach the third sewer level, your quest log is updated with a new entry - Radament's lair is near, and it's time to terminate the demonic beast that killed Atma's husband and son. Clear out most of the sewer's third level, but realize that a large force of undead mummies and zombies will protect Radament. Further, Radament can raise the undead, blocking your path to the sewer boss even more.





Melee fighters will likely have to pummel their way through the chunk of undead warriors to reach Radament. Ranged players can stay out of Radament's range and work on terminating the bulk of undead that surround the sewer boss. Spell casters might have an easier time, but Radament is magic resistant, posing additional problems. Cold spells and weapons could be an option, if they're available. Slowing down Radament's spell casting and his speed (he's extra fast) can keep him within your melee attacks and spells and prevent him from raising additional undead. Be prepared to protect yourself against poison effects unless you've boosted your resistance with a piece of magic armor or jewelry.

ACT II, QUEST I LOG ENTRY #3: RETURN TO ATMA FOR A REWARD.

Defeating Radament offers several rewards and important items. First, grab the book of skill dropped upon Radament's death. Use the book to receive an additional skill point to use on the skill tree. Second, look for the chest inside Radament's lair (you may have to defeat additional undead to reach the chest). Inside, you'll find the Horadric scroll, an integral part of Act II's second quest - plus, picking up the Horadric scroll sets the second quest in motion.

Return up to the sewers' second level and use the waypoint to return to Lut Gholein. Naturally, you can forgo the waypoint system and simply use a town portal scroll to appear in town, but there's no reason to return to the sewers' third level, so it's unlikely you'd want to return. If you found the waypoint on the sewers' second level, it's the best and most cost-efficient option.

ACT II, QUEST I COMPLETED MESSAGE FROM ATMA

"They say that the taste of vengeance is bittersweet, but I find it to my liking. In addition to my undying gratitude, I have spoken on your behalf with the rest of the townspeople. The merchants have agreed to show their gratitude by offering their wares at lower rates."

ACT II, QUEST I REWARD

Pick up the book of skill dropped by Radament upon his death. Use the book to receive a free skill point to use on the skill tree. Speak with Atma, and the Lut Gholein merchants give discounts on their merchandise. For multiplayer games, the discounts are given to all players who were in Radament's lair when he was killed. Finally, search for the marked chest in Radament's lair to acquire the Horadric scroll, an important piece of Act II's second quest and one that will set the quest in motion.





ACT II, QUEST II: THE HORADRIC STAFF

The second quest in Act II (also, the most important in the act) can be activated by locating any pieces of the Horadric staff and returning them to Deckard Cain in Lut Gholein. The easiest way to activate the quest is by completing the first quest in Act II, Radament's lair, and obtaining the Horadric scroll from the marked chest on the third level of the sewers. Return the scroll to Deckard Cain to activate the quest.

Act II Bestiary: The "Swarm" monster class can be found in some of Act II's outer deserts. These tight clusters of insects - including Act II's itches, black locusts, and plague bugs - are highly resistant to physical damage with 60, 70, and 80 percent damage resistance respectively.

ACT II, QUEST II OBJECTIVE FROM CAIN

"Ahh... The lost Horadric Scroll! What a fortunate turn of events... As the last living Horadrim, I alone have knowledge of its meaning. Now, to read the Horadric runes it bears... Hmmm... The Horadric Mages, after binding Baal within Tal Rasha, magically sealed off his Burial Chamber from the mortal realm. Those same Mages also crafted fearsome Horadric Staves and imbued them with the special power to open the Chamber's hidden door. After nearly losing one to the thievery of a rogue sorcerer, they divided all the Horadric Staves into two parts - wooden shaft and metal headpiece - hiding them separately to safeguard them. The Horadrim foresaw our current plight and designed the hiding places to reveal themselves to worthy heroes like you. Collect both parts of a Horadric Staff and unite them using a Horadric Cube. Then, you may enter Tal Rasha's Burial Chamber."

ACT II, QUEST II LOCATION

The Horadric staff quest takes you all through the Act II maps. In fact, many elements of the Horadric staff quest overlap with other quests you'll discover throughout the act.

The Horadric staff carries several important pieces, all located in a different area of Act II.

The Horadric Scroll: Though the scroll doesn't form part of the eventual staff, it's still the easiest way to activate the quest. Locate the Horadric scroll in a marked chest near Radament's lair on the third sewer level. Take the scroll to Deckard Cain to activate the Horadric staff quest.





Show the Horadric scroll to Cain to learn more about your quest.

The Horadric Cube: The cube is used to transmute the parts of the Horadric staff into a complete whole. You can also use the Horadric cube to hold inventory items and transmute other items (other than the staff items) into better items - you'll find some basics of transmuting with the Horadric cube described later in this section. Locate the Horadric cube inside the halls of the dead, level 3. To reach the halls of the dead dungeon starting in Lut Gholein, head into the rocky waste, then the dry hills, then locate the staircase into the second portion of the dry hills, and find the entrance into the halls of the dead. Descend to the third level to find the Horadric cube.

UNIQUE MONSTER: Inside the halls of the dead, level 3 protecting the Horadric cube, you'll encounter Bloodwitch the Wild, an extra strong (increasing damage by three-fold and to hit percentage) and cursed huntress

The Horadric Shaft (also known as The Staff of Kings): The wooden shaft Deckard Cain spoke of in the quest objective, the Horadric shaft, can be found in a marked chest inside the maggot lair, level 3. To reach the maggot lair starting in Lut Gholein, head into the rocky waste, then the dry hills, and into the far oasis. You'll find the entrance to the maggot lair in the far oasis area.





Horadric Amulet: Also known as the metal headpiece that Deckard Cain spoke of in the quest objective, the Horadric amulet is found on the claw viper altar. You must destroy the claw viper altar to acquire the Horadric amulet. Locate the claw viper altar (and hence, the Horadric amulet) inside the claw viper temple, level 2. To reach the temple from Lut Gholein, proceed into the rocky waste, then the dry hills, then into the far oasis, then the lost city, then the lost city's second area (use the staircase), then the valley of the snakes, and finally the claw viper temple. Descend to the second level of the claw viper temple to find the altar and the amulet.

RECOMMENDED LEVEL TO COMPLETE THE SEGMENTS OF ACT II, QUEST II

Since the second quest in Act II is divided into segments, it's important to realize that each segment offers unique challenges and escalating character strength. Many of this quest's goals overlap with other quests in Act II; realize that before attempting to complete all the goals in the second quest. Further, follow the order presented in the second quest log to basically follow the level of difficulty in the quest. To finish the halls of the dead, you should be around level 17 or 18; look to be level 18 or 19 before venturing inside the maggot's lair; and strive to be level 19 or 20 before exploring the lost city. Naturally, these are just recommendations, and if you spend additional time gaining experience, levels, and skills, you could have an easier time completing the dungeons. On the other hand, it's possible to complete the quest at a lower level, but expect quite a challenge.

UNIQUE MONSTER: Search the far oasis for Beetleburst, who's magic resistant (a 75 percent resistance against elemental attack).

Act II Bestiary: The leapers! Though small and relatively harmless, these tiny critters can put up quite a fight! The sand leaper, tomb creaper, and cave leaper are quite agile and can actually leap over your character making melee attack (and even other means of attack) quite difficult. In numbers, be prepared for a lot of back and forth attacking. One positive note, though, is that the leapers can potentially take damage with each leap making your job easier if you can eventually strike the target!

ACT II, QUEST II LOG ENTRY #1: SHOW THE SCROLL TO CAIN IN LUT GHOLEIN

After you defeat Radament in the sewers, level 3, search for the marked chest and grab the Horadric scroll inside. Return to Lut Gholein, either via the waypoint on the second sewer level,





town portal scroll, or by ascending out of the sewers and back into Lut Gholein. Speak with Deckard Cain with Horadric scroll in hand to complete the entry and learn the quest's objective.

ACT II, QUEST II LOG ENTRY #2: SEARCH THE HALLS OF THE DEAD UNDER THE DRY HILLS FOR THE CUBE

Search the maggot's lair under the far oasis for the shaft. Search the claw viper temple for the headpiece.

Returning the Horadric scroll to Deckard Cain activates the second entry in the second quest's log. The entry includes all the goals to complete the Horadric staff, which will be used to enter Tal Rasha's tomb.

The cube should be your first destination, as its location is the closest and least dangerous of the dungeons; you'll find the cube in the halls of the dead dungeon located in the second area of the dry hills. Descend into the halls of the dead and locate the marked chest on level three; open the chest and acquire the Horadric cube inside.



Fight through the halls of the dead to locate the Horadric cube.





The Horadric cube is required to construct the Horadric staff that will open Tal Rasha's tomb. By placing the Horadric staff's shaft and headpiece into the cube and pressing the transmute button, you'll recreate the Horadric staff, letting you enter the final area of the act.

Returning the Horadric cube to Deckard Cain reveals its purpose and other uses. Cain will tell you how to use the cube to restore the staff, but he also indicates its other purpose - the cube can be used to transmute other items as well. At its basic level, the cube can be used as additional inventory storage. Keep the cube in your main inventory and open it up with a right-click. If your main inventory is crowded, slide items into the open cube for additional storage space.

Cain reveals that the cube can be used to improve gem quality. By placing gems of inferior quality into the cube and hitting the transmute button, you can create a single gem of higher quality. You can also combine gems with weapons and even change arrows into bolts. Keep in mind that the results of transmutation isn't always positive, so don't experiment haphazardly unless you're willing to potentially lose important items.

Your next goal is the shaft, which lies in the maggot's lair found in the far oasis area of the desert surrounding Lut Gholein. Descend to the third level of the maggot lair's and find the marked chest in the dead-end room protected by a horde of sand maggots. These sand maggots offer a unique challenge. You must eliminate the sand maggots quickly; the sand maggots lay eggs that sprout sand maggot young. It's easy to get overwhelmed with monsters if you neglect the sand maggots. Also, look for the sand maggot eggs and destroy them before they sprout the sand maggot young. The sand maggots also feature a poisonous attack; wear armor with resistances to poison to help counter the effects.

UNIQUE MONSTER: A unique sand maggot, Coldworm the Burrower, protects the shaft; Coldworm is cold enchanted and magic resistant making it a tough customer against all elemental attacks; melee attacks should prove much more effective. Clear out Coldworm's lair (littered with sand maggots, sand maggot young, and eggs) before moving against the unique beast.

The final piece of the staff puzzle lies in the claw viper temple. Locate the claw viper temple by heading from the far oasis into the lost city section. From the second level of the lost city (just locate the staircase), proceed into the valley of the snakes, and find the claw viper temple. When you enter the lost city section for the first time, the sun dims, and the desert falls under darkness - this also activates the third quest in Act II, which contains the same goal as locating the Horadric amulet.





Act II Bestiary: The gigantic Blunderbore are impressive beasts - and quite durable! Each Blunderbore type - which include the blunderbore, gorbelly, and mauler - feature stun and knockback attacks. Attempting to duke it out with these mammoth creatures could prove deadly. Carry plenty of healing potions and prepare to take defensive (and evasive) measures at a moment's notice.



Proceed into the far oasis to locate the maggot's lair.

TIP: Should you desire additional exploration (as well as additional experience and items), locate the ancient tunnels area inside the lost city section of the desert. Exploring the ancient tunnels area isn't necessary to complete any quests; use the ancient tunnels to improve your character for the tough battles ahead. Thorough exploration of the desert surrounding Lut Gholein will reveal another optional dungeon: the stony tomb, which contains the unique monster Creeping Feature, who's extra strong and cold enchanted - don't expect cold weapons to work against the durable beast!





Descend the claw viper temple into level two. Locate and destroy the altar to acquire the final piece of the Horadric staff, the headpiece or Horadric amulet.

ACT II, QUEST II LOG ENTRY #3: USE THE HORADRIC CUBE TO RESTORE THE STAFF.

Once you have acquired all pieces to the Horadric staff (cube, shaft, and headpiece), a new entry appears in the second quest's log. You could acquire the pieces in any order, though the order presented above would be the most desired, as the areas further out from Lut Gholein are far more dangerous.

Open the Horadric cube by right-clicking on the cube. Place the shaft and amulet inside the cube's inventory slots. With both inside, press the transmute button. As a result, the Horadric staff will be created.

ACT II, QUEST II LOG ENTRY #4: TAKE THE STAFF INTO TAL RASHA'S TOMB

Other quests in Act II must be completed before you can venture into Tal Rasha's Tomb. There are several different entrances leading to Tal Rasha's tomb; only one, though, will take you to the circle of seven symbols, where you'll place the Horadric staff to open the passage into Tal Rasha's burial chamber. Solve the arcane sanctuary quest to recover Horazon's journal, which reveals the correct entrance into Tal Rasha's tomb and takes you to the canyon of the magi.



You'll find the shaft in the maggot's lair protected by the unique monster, Coldworm the Burrower.





ACT II, QUEST II COMPLETED MESSAGE FROM CAIN

"Excellent! You have a Horadric Staff. Carry it with you into Tal Rasha's Tomb. Find within the Tomb the chamber whose floor is inset with the Circle of Seven Symbols. Place the Staff into the receptacle you find there. That will open the secret passage into Tal Rasha's Burial Chamber."

ACT II, QUEST III: TAINTED SUN

Activate the third quest in Act II by venturing inside the lost city. Entering the lost city area triggers the desert darkness. Return to Drognan to receive your quest objective.

ACT II, QUEST III OBJECTIVE FROM DROGNAN

"I've been researching this phenomenon, and I believe it to be work of Claw Vipers. Find their temple beneath the desert sands and you may find the source of this curse."

ACT II, QUEST III LOCATION

Drognan points you toward the claw viper temple, which is found beyond the lost city and valley of the snakes areas. Traveling from Lut Gholein, you'll proceed into the rocky waste, then into the dry hills, into the far oasis, then into the lost city, then into the lost city's second level (use the staircase), then through the valley of the snakes, and into the claw viper temple. Your eventual destination lies on the second level of the claw viper temple dungeon; destroy the altar here to end the curse and the desert darkness.

UNIQUE MONSTER: Search the lost city for the Dark Elder unique monster; Dark Elder is extra fast and magic resistant giving it double attack speed and 75 percent resistance to elemental attack.

NOTE: Destroying the altar inside the claw viper temple influences two quests: the second and third quests in Act II. Eliminate the altar to receive the Horadric amulet, required for the Horadric staff and end the tainted sun curse and the darkness overwhelming the desert.

RECOMMENDED LEVEL TO COMPLETE ACT II, QUEST III

The lost city, valley of the snakes, and the claw viper temple are dangerous areas of Act II. You should ideally be nearly level 20 before attempting to complete the tainted sun quest (which also will include recovering the Horadric amulet for the second quest). Naturally, you could find success at a lower level; however, take time to explore all the lost city, valley of the snakes, and even the ancient tunnels (an optional dungeon in the lost city) before venturing inside the claw viper temple.





Act II Bestiary: The claw vipers, primarily found within the Claw Viper Temple, appear in several different forms, including tomb viper, claw viper, salamander, and pit viper. All claw vipers feature freezing charge attacks, so be prepared to counteract cold effects with resistant armor, auras, and thawing potions. In addition to the attacks, claw vipers and salamanders possess cold and fire resistance respectively and the pit viper carries 60 percent resistance to poison and cold.

ACT II, QUEST III LOG ENTRY #1: ASK DROGNAN ABOUT THE STRANGE DARKNESS.

After venturing inside the lost city area (and observing the darkness envelope the desert), the tainted sun quest will be activated, and a new entry appears in the quest log. You're told to speak with Drognan back in Lut Gholein about the strange desert darkness. Return to Lut Gholein using the waypoint system or simply use a town portal to open a route back to town. Speak with Lut Gholein to receive the quest objective: explore the claw viper temple and discover the source of the curse.

ACT II, QUEST III LOG ENTRY #2: DESTROY THE SERPENT ALTAR IN THE CLAW VIPER TEMPLE BENEATH THE VALLEY OF SNAKES.

After receiving the objective from Drognan in Lut Gholein, use the waypoint system to return to the lost city area (or the far oasis if you haven't already activated the lost city waypoint). Alternatively, you can make the long journey on foot from Lut Gholein. Take Lut Gholein into the rocky waste, then through the dry hills, past the far oasis, into the lost city and its second section (use the staircase), and through the valley of the snakes to locate the entrance to the claw viper temple. If you used a town portal scroll to return to Lut Gholein, simply use the portal to return into the shrouded desert.

UNIQUE MONSTER: Fangskin, a unique salamander, protects the claw viper altar. Both lightning enchanted and extra fast, Fangskin provides quite a challenge. The lightning element is extremely powerful; couple that with Fangskin's double attack rate and increased velocity and you're in for quite a battle. Lure his minions away, if possible, before dealing with Fangskin.

Once you enter the claw viper temple, make your way down to its second level and locate the altar. Destroy the altar to complete the tainted sun quest. Be sure to recover the Horadric amulet, which completes part of the Horadric staff quest, the second quest in Act II.





Destroying the claw viper altar lets you recover the staff headpiece as well as complete Drogan's quest.

ACT II, QUEST III LOG ENTRY #3: SPEAK WITH THE TOWNSFOLK IN LUT GHOLEIN.

Destroying the altar ends the curse and the desert darkness. Return to Lut Gholein at your first opportunity (by waypoint, town portal scroll, or by foot) and speak with Drogan, Cain, and the other townsfolk in Lut Gholein to complete the quest.

ACT II, QUEST III COMPLETED MESSAGE FROM DROGNAN

"You did well in destroying the Claw Vipers. We are all glad to see the sun returned to its former glory."





Jeryhn guards the entrance to the palace. You must complete other tasks before gaining entry.

ACT II, QUEST IV: ARCANE SANCTUARY

To activate the fourth quest in Act II, you must have previously activated the sixth quest in Act II, the seven tombs. To activate that quest, simply talk to Jheryn, who stands near the palace in Lut Gholein, sometime after starting the Horadric staff quest. Jerhyn indicates you should speak with Drognan, who has more information regarding the arcane sanctuary and its importance.

ACT II, QUEST IV OBJECTIVE FROM DROGNAN

"I've been researching the old records, trying to find the location of Tal Rasha's Tomb. Though I haven't found the Tomb itself, I may have a good lead for you. The great Vizjerei Summoner, Horazon, built this Arcane Sanctuary somewhere around here. He was a powerful spellcaster and kept demons as slaves within the Sanctuary. He kept a close eye on great events, too - such as the imprisonment of Baal within Tal Rasha's Tomb. If you could find Horazon's Sanctuary, I'm





sure that it would hold some clue as to the Tomb's location. Though I doubt Horazon is still alive, you must proceed with caution. There's no telling what could be waiting inside. When I spoke of this with Lord Jerhyn, he asked that I send you to him. Perhaps he knows of a secret entrance or the like."

Completing the arcane sanctuary quest is essential to discovering the correct entrance into Tal Rasha's tomb, which helps complete the second and sixth quests in Act II.

After speaking with Drognan, talk to Jerhyn about a possible secret entrance into the sanctuary. He tells you a story about demons pouring into a rift in his palace and rampaging through his harem. Jerhyn's guards have tried to hold the demons off, attempting to push them back through the mysterious rift from which they came. Jerhyn, with Drognan's information, theorizes that these demons could be coming from the arcane sanctuary, perhaps buried underneath the palace. Jerhyn opens the palace and welcomes you to explore its dangers.



Talk to Jerhyn to gain access to the palace's underbelly, including the harem.





ACT II, QUEST IV LOCATION

Your initial goal is the palace located inside Lut Gholein. Speak with Jerhyn and Drognan to activate the quest. Speak with Jerhyn to gain access to the palace. Once inside, you must fight your way through many levels of demons and dangers to reach your eventual goal, the arcane sanctuary. The path to the arcane sanctuary from Lut Gholein is as follows. Proceed into the palace and enter the harem's first level, descend to the second level of the harem and locate the entrance into the palace cellar. Once inside the palace cellar, descend to its third level and locate the portal. Walk into this portal to enter the arcane sanctuary.

Act II Bestiary: Sand maggot young breed like mad! If you encounter a sand maggot (or its devourer and rock worm cousins), eliminate the beast quickly. The sand maggots lay eggs which produce sand maggot young. On their own, the young aren't much of a threat; however, several eggs hatching several sand maggot youngs each and you're quickly surrounded by creatures. Also, beware of the sand maggot's poison spit, though its young don't possess an equivalent attack.

RECOMMENDED LEVEL TO COMPLETE ACT II, QUEST IV

The journey to the arcane sanctuary is long and dangerous. Further, the arcane sanctuary itself offers a difficult windy path filled with powerful demons and a unique boss, the Summoner. It's wise to advance above level 20 before attempting the difficult trek to and through the arcane sanctuary.

ACT II, QUEST IV LOG ENTRY #1: TALK TO DROGNAN.

You're told to speak with Drognan to learn more about Horazon, the sanctuary, and its importance to the quests in Act II. Drognan provides your quest objective and the first clue to locating the entrance into Horazon's sanctuary: Speak with Jerhyn. Locate Jerhyn in front of the palace (located in Lut Gholein) and speak with him to learn more about the entrance into the sanctuary.

ACT II, QUEST IV LOG ENTRY #2:

LOOK FOR THE ARCANE SANCTUARY WITHIN THE PALACE.

Jerhyn reveals that demons have entered the underbelly of his palace through a mysterious rift. It's believed that this rift could take you into Horazon's sanctuary, otherwise known as the arcane sanctuary. After you have spoken with Jerhyn, enter the palace and proceed into the harem levels.





UNIQUE MONSTER: Encounter Fire Eye, a unique monster, located on the third level of the palace cellar. Fire Eye is fire enchanted (giving him 75 percent resistance to fire damage and bonuses to fire attack damage and to hit percentage) and extra fast (providing a velocity increase and doubled attack rate).

The area beneath the palace is extensive. You'll descend through two levels of the harem and an additional three levels of the palace cellar. Be sure to explore the first level of the palace cellar thoroughly to locate the waypoint. Use the waypoint here to quickly return to Lut Gholeim to replenish your supply of healing potions, identify items, or upgrade your weaponry and armor.



Locate the portal into the arcane sanctuary on the palace cellar, level 3.

The third level of the palace cellar contains the portal leading into the arcane sanctuary. Proceed into the portal. The arcane sanctuary is an extremely difficult area; the walkways are quite cramped and don't offer much opportunity to retreat. Consider dropping a town portal scroll to provide a quick exit back to Lut Gholein. Also, explore the arcane sanctuary thoroughly and locate the waypoint market; use it to return to Lut Gholein and recover health and mana points, replenish healing potions, identify items, or upgrade weaponry and armor.





ACT II, QUEST IV LOG ENTRY #3: FIND HORAZON'S JOURNAL.

Your goal inside the arcane sanctuary is Horazon's journal, positioned on a pedestal and guarded by a unique monster, the Summoner, a powerful magic user guarded by various common demons. Defeat the Summoner and the surrounding monsters and recover Horazon's journal. Completing the arcane sanctuary quest is essential to moving forward in Act II. Upon acquiring Horazon's journal, a portal opens to the canyon of the magi, which takes you to Tal Rasha's tomb. Further, Horazon's journal reveals the correct symbol that corresponds to the correct entrance into Tal Rasha's tomb.

ACT II, QUEST IV COMPLETED MESSAGE FROM DROGNAN

"You have found Horazon's Journal? Excellent! I must caution you. The information that you hold, the mark of the True Tomb of Tal Rasha, is sought, if not already known, by Diablo. I needn't elaborate on the implications of that."

ACT II, QUEST IV REWARDS

Acquiring Horazon's journal from the arcane sanctuary reveals a glowing sigil, which indicates the correct symbol into Tal Rasha's tomb. Also, a portal is created to the canyon of the magi. Advance into the portal and locate the entrance into Tal Rasha's tomb.

ACT II, QUEST V: THE SUMMONER

To activate the fifth quest in Act II, locate the Summoner, who protects Horazon's journal, inside the arcane sanctuary. As you approach, a new entry appears in your quest log.

Act II Bestiary: The panther women inhabit the deserts of Act II and come in several different forms, many with different attacks. For instance you'll encounter the spear cat and night slinger, which can use standard attack or toss exploding or poison potions respectively. Usually found in large panther women groups, you'll also find hell cats, hell slingers, saber cats, and huntresses during your stay in the desert.

ACT II, QUEST V LOCATION

The Summoner is located in the arcane sanctuary. During your trip inside the Lut Gholein palace to complete the fourth quest in Act II, arcane sanctuary, you assuredly encounter The Summoner, who protects your eventual goal, Horazon's journal. To reach the Summoner from Lut Gholein, venture into the palace and down two harem levels. Enter the palace cellar and head down three levels to the portal that takes you into the arcane sanctuary. You'll find the Summoner protecting Horazon's journal.





RECOMMENDED LEVEL TO COMPLETE ACT II, QUEST V

Since the fifth act of Act II is intertwined with the previous quest, arcane sanctuary, it carries a similar level recommendation. Venturing through the tough underbelly of the palace and defeating the Summoner requires a sturdy character. Be prepared to be above level 20 before attempting to complete the Summoner quest and rid the palace underbelly of its nefarious demons.

ACT II, QUEST V LOG ENTRY #1: KILL THE SUMMONER.

Once you spot and approach the Summoner inside the arcane sanctuary, the quest activates, and you're presented with a quite direct quest log entry: Kill the Summoner. A tough spell-caster specializing in cold spells, the Summoner stands protected behind hordes of common creatures. Attempt to lure the creatures away from the Summoner to clear your path to the magic user. It's the minions that provide the most complications; once you reach the Summoner, he'll fall fairly quickly to your melee, ranged, or spell-based weaponry. Just be prepared to counter with thawing potions or cold resistant items if you venture within the Summoner's spell radius. Defeat the Summoner and collect any dropped items. Grab Horazon's journal from behind the Summoner to complete the fourth quest in Act II, arcane sanctuary.

ACT II, QUEST V LOG ENTRY #2: RETURN TO TOWN FOR MORE INFORMATION.

When you defeat the Summoner and grab Horazon's journal, a portal opens to the canyon of the magi, which takes you to the entrances into Tal Rasha's tomb. Before venturing into the canyon, consider using a town portal scroll to return to Lut Gholein and speak with the townsfolk to complete the Summoner quest. It's also advisable to restore your health and mana points by speaking with Fara, replenish your healing potions, identify items, and upgrade weapons and armor.

ACT II, QUEST V COMPLETED MESSAGE FROM JERHYN

"The demonic force that was emanating from the corrupted sanctuary has dissipated. I thank you profusely for your help; now we can look to rebuilding our lives. All will be for nothing, though, if you do not stop the greater evil which is rapidly gaining ground."

Act II Bestiary: The sand raiders provide some of the toughest battles in Act II. Possessing high hit points and flaming sword attacks, be careful when facing the sand raider (which include marauder and invaders as well) in large groups.





Defeat the Summoner and recover Horazon's journal.

ACT II, QUEST V REWARDS

Eliminating the Summoner provides access to Horazon's journal, which reveals a glowing sigil indicating the correct symbol into Tal Rasha's tomb. Also, a portal is created to the canyon of the magi. Advance into the portal and locate the entrance into Tal Rasha's tomb.

NOTE: Defeating the Summoner and acquiring Horazon's journal completes two quests: the fourth quest, the arcane sanctuary, and the fifth quest, the Summoner.

ACT II, QUEST VI: THE SEVEN TOMBS

Activate the final quest in Act II by speaking with Jerhyn after returning from Radament's lair, the first quest in Act II. Even though it's possible to activate the quest early in Act II, you can't reach the goal without the Horadric staff (acquired by completing quest two) or by obtaining Horazon's journal (acquired by completing quest four), which reveals the symbol of the true tomb of Tal Rasha and opens the portal to the canyon of the magi.



III





ACT II, QUEST VI OBJECTIVE FROM JERHYN

"I have heard of your many deeds of skill and bravery. I feel I can trust you with something I have been hesitant to speak of... Drognan and I have concluded that the Dark Wanderer who passed through here recently was Diablo, himself! Drognan believes that Diablo is searching the desert for the secret tomb where the great Horadrim, Tal Rasha, keeps Baal imprisoned. You must find Diablo and put an end to the terrible evil that has fallen upon our city! Drognan is wise and is sure to have some helpful advice for you as to how Tal Rasha's tomb may be found."

ACT II, QUEST VI OBJECTIVE FROM DROGNAN

"Tal Rasha's tomb is hidden deep in the desert among six others. Tal Rasha's symbol marks the true tomb. If you want to know what that symbol is, you should find it in the legendary Arcane Sanctuary."



Entering Tal Rasha's tomb.





ACT II, QUEST VI LOCATION

Reaching Tal Rasha's tomb requires you to complete the arcane sanctuary quest to open the portal into the canyon of the magi. Proceed into the portal and explore the canyon of the magi to locate the seven entrances into Tal Rasha's tomb. Only one entrance leads to the Horadric staff orifice needed to open Tal Rasha's chamber. Acquiring Horazon's journal from the arcane sanctuary quest reveals the correct entrance into Tal Rasha's tomb (by revealing the symbol corresponding to the correct tomb). Enter the correct tomb and use the Horadric staff in the orifice (located in the center of the circle of seven symbols) to open the passage into Tal Rasha's burial chamber.

RECOMMENDED LEVEL TO COMPLETE ACT II, QUEST VI

The monsters inside Tal Rasha's tomb and chamber, not to mention the Act II boss, Duriel, are the most powerful you have faced thus far. You should have eclipsed level 20 by now. It's recommended that you advance into the early 20s (levels 21 through 23) before facing Duriel.

ACT II, QUEST VI LOG ENTRY #1: FIND TAL RASHA'S TOMB.

After speaking with Jerhyn, you receive the quest and the first entry in the quest log. Since it's likely you will have activated this quest early in Act II, you can't locate Tal Tasha's tomb until you have solved subsequent quests, namely the arcane sanctuary quest, which opens a portal to the canyon of the magi, where you'll find the entrances into Tal Tasha's tomb.

ACT II, QUEST VI LOG ENTRY #2: THE SYMBOL OF THE TRUE TOMB OF TAL RASHA.

Upon acquiring Horazon's journal (which lies inside the arcane sanctuary, protected by the Summoner), a new entry appears in the sixth quest's log. The entry displays the correct symbol corresponding to the true tomb of Tal Rasha. Exploration of the canyon of the magi area reveals seven separate entrances into Tal Rasha's tomb. Spot the symbol next to each tomb and match it with the symbol in your quest log, revealed by Horazon's journal.

UNIQUE MONSTER: Tal Rasha's tomb contains the unique monster Ancient Kaa the Soulless, a unique unraveler. A tough beast typically surrounded with other powerful greater mummies, Ancient Kaa the Soulless is magic resistant, extra strong, and lightning enchanted - an impressive combination to say the least! Magic and lightning enchanted gives Kaa high resistance to elemental attack and extra strong provides bonuses to damage and to hit percentage. If you're able to lure the minions away, brute force or a powerful ranged attack could prove more successful than a spell or elemental attack. If cold attacks are available, use them, certainly over lightning.





Use the Horadric staff in the orifice to open the passage into Tal Rasha's chamber.

Explore the true tomb of Tal Rasha and locate the circle of seven symbols, where you'll find an area marked "orifice." Once you clear out the surrounding minions, take the Horadric staff from your inventory (make sure you have combined the shaft and headpiece with the Horadric cube) and use the staff on the orifice to open the passage into Tal Rasha's chamber.

ACT II, QUEST VI LOG ENTRY #3: EXPLORE TAL RASHA'S CHAMBER.

Once inside Tal Rasha's burial chamber, explore the caverns and eliminate the creatures inside. Your eventual goal is Duriel, the Act II boss. Duriel's strongest asset is a powerful melee attack. Try to avoid going toe to toe with the beast. Use ranged and spell attacks if available (this would include a Barbarian's leap attack). Duriel also possesses cold attacks, which can slow you down making you even more vulnerable to the powerful melee attack.





Act II Bestiary: If you wish to remain poison-free, be careful when participating in melee combat with Act II undead. Many of Act II's undead release poison upon death. Step carefully around the corpses to avoid the effects of poison. Expect to encounter plague bearers (50 percent resistant to magic and poison) and various forms of the mummy during your exploration of Act II dungeons. You'll find the decayed, dried corpse, embalmed, and preserved dead in Act II - all carry 70 percent resistance to poison and use poison attacks.

NOTE: Duriel possesses 100 percent resistance to cold attacks. Fortunately, Duriel only possesses 20 percent resistance to fire, lightning, and poison.

Once you have defeated Duriel, locate the archangel Tyrael nearby. Speak with Tyrael, in essence, rescuing him from the depths of Tal Rasha's tomb. A portal opens back to Lut Gholein once you have spoken with Tyrael. Finish out Tal Rasha's chamber if you wish; make sure you collect any and all useful items.

ACT II, QUEST VI LOG ENTRY #4: TALK TO JERHYN.

Upon returning to Lut Gholein, through the portal opened after speaking with Tyrael, head over to the palace and talk with Jerhyn, who notifies you that Meshif can take you east into Kurast, your next destination.

ACT II, QUEST VI LOG ENTRY #5: TALK TO MESHIF.

Complete quest six and Act II by speaking with Meshif positioned near the city walls. Select the choice Sail East to complete Act II and begin the next stage of your adventure.

ACT II, QUEST VI COMPLETED MESSAGE FROM JERHYN

"You have done very well. Few could have come this far, let alone discover the True Tomb of Tal Rasha. Unfortunately, I hear that the Lords of Evil have eluded your grasp. This is most unfortunate...If you wish to travel East, I have notified Meshif to give you passage by sea. I imagine he should be anxious to leave by now. Good luck on your quest, and thank you again for all your help. You will always be welcome in Lut Gholein, my friend."

ACT II, QUEST VI REWARDS

Speaking and rescuing Tyrael opens a town portal back to Lut Gholein. Completing the quest adds Sail East to Meshif's dialogue menu. Speak with Meshif to sail east to Kurast and begin the third act of Diablo II.





After defeating Duriel, speak with Tyrael.





CHAPTER 8

ACT III WALK-THROUGH

Defeating Duriel and rescuing Tyrael concludes Diablo II's second act. After speaking with Meshif, you're transported to the Kurast docks to begin the next stage of Diablo II and the game's third act.

The third act, much like the second act, contains a large, sweeping quest to search for items hidden all over the Kurast landscape. You must locate Khalim's relics, which include his eye, heart, and brain, and use them to form Khalim's will, a powerful weapon built to destroy the compelling orb protecting the entrance into the durance of hate and the third act's boss, Mephisto.

You'll find several nonplayer characters inhabiting the Kurast docks. Speak with the various nonplayer characters to gain quests, acquire information, and purchase new weapons, armor, healing items, and repair. Explore the Kurast docks and find:

Act III Waypoints

Kurast Docks
Spider Forest
Great Marsh
Flayer Jungle
Lower Kurast
Kurast Bazaar
Upper Kurast
Travincal
Durance of Hate, level 2

Alkor - Speak with Alkor to purchase a wide variety of potions. Alkor is also an integral part of the third act's first quest, the golden bird. Solve this quest to receive a potion reward from Alkor. Also, players can gamble with Alkor on magical items, which will either be magical, rare, unique or set items.

Ormus - Talk with Ormus upon each return to the Kurast docks; he'll restore your health and mana points instantly. Ormus also sells magic items and healing potions.

Meshif - Meshif, who brought you by transport to the Kurast docks and the third act, can be used to sail back west to Lut Gholein.





Asheara - Speak with Asheara, Act III's source of mercenaries for hire. Asheara also sells weapons, armor, and magical items.

Hratli - Hratli offers a secondary source of weapons, armor, and magical items. Further, Hratli will repair your damaged weapons and armor for a cost.

Cain - Talk with Deckard Cain when you have unidentified items in your inventory. If you rescued Cain during Act I, he'll identify the items for free; if not, expect to pay for the service.

Natalya - Speak with Natalya for information about your current quest.

ACT III, QUEST I: THE GOLDEN BIRD

To activate the first quest in the third act, you must venture to the spider forest, the area adjacent to the Kurast docks. Battle the creatures here until you defeat the first unique Act III monster. Look carefully at the ground and spot the jade figurine. Place the jade figurine in your inventory to activate the quest.

ACT III, QUEST I OBJECTIVE FROM CAIN

"Back in Lut Gholein, Meshif told me he had a fondness for jade figurines. On his trading voyages he collected an odd assortment of such small statues. I would show him your figurine."

ACT III, QUEST I LOCATION

The golden bird quest doesn't require much travel; most of the legwork is accomplished inside the Kurast docks. To activate the quest, simply venture out into the area adjacent to the Kurast docks, designated the spider forest. Upon defeating the first unique monster, the jade figurine is dropped. Pick up the jade figurine to activate the quest.

RECOMMENDED LEVEL TO COMPLETE ACT III, QUEST I

The golden bird doesn't require much combat. You shouldn't have to venture too far into the spider forest to locate a unique monster and gain the jade figurine. Once you obtain the jade figurine, the rest of the quest takes place in the Kurast docks. Your character's level should be in the early 20s by the time you reach the third act; that should be sufficient to complete the golden bird.





After acquiring the jade figurine, return to town and speak with Deckard Cain.

Act III Bestiary: The shamans are back! As you encountered during the first act, you'll find several types of shamans (and their respective minions) inside the jungle surrounding Kurast. You'll likely encounter the fetish and its shaman first. The fetish can have a number of attacks, including melee and blow darts (look closely to see the dart coming from off screen). The fetish shaman, like its earlier counterparts, can raise dead fetish and possesses an inferno fire attack. During Act III, you'll also encounter flayers, soul killers, stygian dolls, their shaman, and undead versions of each.

ACT III, QUEST I LOG ENTRY #1: ASK CAIN ABOUT THE JADE FIGURINE.

After defeating the first unique monster in the third act, grab the jade figurine and acquire the quest. A new entry appears in the quest log; take the jade figurine back to Deckard Cain to learn about its origin and its significance. Cain mentions that he heard back in Lut Gholein that Meshif, who transported you from Lut Gholein to the Kurast docks, has a fondness for jade figurines. He suggests you take the figurine and show it to Meshif.





ACT III, QUEST I LOG ENTRY #2: SHOW MESHIF THE FIGURINE.

Find Meshif near your starting location in the Kurast docks. Speak with Meshif to automatically show him the jade figurine. Receiving the jade figurine excites Meshif to no end; in exchange, Meshif hands you a golden bird. Meshif calls the trade "a fair exchange."

ACT III, QUEST I LOG ENTRY #3: ASK CAIN ABOUT THE GOLDEN BIRD.

With a mysterious, golden bird in hand, it's time to return to Deckard Cain and discover the secrets of the small figurine. Cain mentions that he's read legends about a sage named Ku Y'leh, who studied the mysteries of life beyond death. Cain claims that Ku Y'leh's ashes are ensconced within the golden bird statuette. Others in the Kurast docks mention that you should show the golden bird to Alkor.

ACT III, QUEST I LOG ENTRY #4: GIVE THE GOLDEN BIRD TO ALKOR.

Walk over to Alkor's shop and speak with him with the golden bird in hand. Obviously excited, Alkor recognizes the statue as the golden bird of Ku Y'leh. He mentions that he plans to experiment with the ashes inside the statuette and possibly concoct something useful. Check back with Alkor later to receive a possible reward.

ACT III, QUEST I LOG ENTRY #5: RETURN TO ALKOR FOR A REWARD.

After speaking with Alkor, you receive the next entry in your quest log: to return to Alkor for your reward. You don't need to waste any time. Speak with Alkor again immediately. Alkor, having experimented with the ashes of Ku Y'leh, has created your reward for completing the first quest: a potion of life. Drink the potion to permanently add an additional 20 points to your life statistic.

ACT III, QUEST I COMPLETED MESSAGE FROM ALKOR

"Ah, the Golden Bird of Ku Y'leh. Thank you, my friend. Busy yourself while I experiment with the ashes within it. Then, return and see what I have made for you."

ACT III, QUEST I REWARD

Give Alkor the golden bird to receive a unique potion - the potion of life. Drink the potion to instantly receive 20 additional points to your life statistic.





ACT III, QUEST II: BLADE OF THE OLD RELIGION

To activate the second quest in Act III, speak with Hratli, the Kurast blacksmith who can sell you weaponry and armor as well as repair damaged items.

ACT III, QUEST II OBJECTIVE FROM HRATLI

"As I told you before, I placed an enchantment upon the dockside in order to keep the demons at bay. But lately, the enchantment seems to be weakening. If memory serves me correctly, there is a holy Skatsimi blade that could revitalize the enchantment. The blade is called Gidbinn. Find it and our sanctuary here will remain safe."

Act III Bestiary: The vampire monster class, which includes the night lord, dark lord, and extremely powerful blood lords, possesses resistance to physical damage (40, 50, 60 percent respectively) and cold (all 50 percent). Their most powerful ability, though, are the vampires' cold and fire spells and the ability to steal life. If you're facing off against several blood lords, be prepared to monitor your health status closely as damage combined with life steal could empty your reserve in a matter of seconds. Don't do anything that will waste time in destroying these beasts - for instance, knockback or "fear" weapons could prove disastrous because the vampire could just regenerate life if it returns from knockback or fear with successful strikes.

ACT III, QUEST II LOCATION

You'll find the Gidbinn blade inside the flayer jungle. From the Kurast docks, proceed into the spider forest, then into the great marsh, and finally into the flayer jungle. The forest and marsh areas surrounding the Kurast docks are extremely large, much larger than the areas you explored in the first and second act. Your character's level should be around the early- to mid-20s - it takes a significant amount of time to gain new levels at this point! The larger areas of Act III provide enough monsters to supply enough experience to gain additional levels.

TIP: During your trek through the spider forest, great marsh, and flayer jungle, seek out each area's waypoint marker. Since the areas are so big and quite dangerous, it's likely that you must return to the Kurast docks several times to replenish supplies and improve weaponry and armor. Locate the waypoints to make travel between the areas and the Kurast docks much easier; otherwise, you must stock up on town portal scrolls for your journey back to the Kurast docks.





RECOMMENDED LEVEL TO COMPLETE ACT III, QUEST II

Advancing levels will take much longer during Act III. But, the areas in Act III are larger, providing many more monsters and potential experience. Take time to explore the areas around the Kurast docks - the spider forest, the great marsh, and the flayer jungle - as you make your way to the Gibbinn blade. Your character's level should be in the mid-twenties to take on the dangers that await in the forest, marsh, and jungles around Kurast.

ACT III, QUEST II LOG ENTRY #1: LOOK FOR THE GIBBINN IN THE FLAYER JUNGLE.

Upon receiving the quest from the Kurast blacksmith Hralti, venture out into the spider forest surrounding the Kurast docks. Locate the entrance to the great marsh and thoroughly explore the swampland to find a way into your destination, the flayer jungle. As you move through the very large areas, seek out the waypoint markers to shorten your trip back to the Kurast docks (and subsequent trips back into the spider forest and flayer jungle).

ACT III, QUEST II LOG ENTRY #2: RETURN THE GIBBINN TO ORMUS.

The Gibbinn is located somewhere in the flayer jungle. The weapon's symbol appears on the automap; search the jungle thoroughly to locate the blade, protected by tough, unique creatures. Defeat the Gibbinn guards and pick up the blade. Head back to the Kurast docks, either with a town portal scroll or by using the waypoint markers. Locate Ormus near Deckard Cain and speak with him to return the blade.

ACT III, QUEST II LOG ENTRY #3: TALK TO ASHEARA.

Once you've handed over the Gibbinn blade to Ormus, head over to Asheara, who can provide you with new weapons, armor, magical items, and mercenaries. Asheara states that since the Gibbinn blade has been returned, fewer iron wolves are needed to guard the dockside. You receive a free mercenary from Asheara for completing the quest.

Act III Bestiary: The thorned hulk, first seen in Act III, resembles the size of the blunderbore first seen in the second act. Like the blunderbore, the thorned hulk (and its cousins, the bramble hulk and thrasher) features a stun attack, which can be particularly devastating considering the hulk's destructive power. Each type of hunk could potentially eclipse 100 hit points - prepare your attacks accordingly, with ample room for hit and run or ranged to avoid the stun attacks.





ACT III, QUEST II COMPLETED MESSAGE FROM ORMUS

"You have done well, noble hero. Ormus congratulates you. The old spirits of Skatsimi will watch over you for returning their sacred blade. Now, after all these years, Ormus will once again use his powers to protect the innocent from the shadow. The spell that protects the dockside shall now be reinforced."

ACT III, QUEST II REWARDS

Return the Gibbinn to Ormus in exchange for a rare ring. You're also instructed to speak with Asheara to receive an additional reward; Asheara, who supplies weapons and mercenaries, provides you with a free mercenary.

ACT III, QUEST III: KHALIM'S WILL

Activate the third quest in Act III by speaking with Cain after completing the golden bird quest or by finding one of Khalim's relics (eye, brain, heart, and flail) in the jungle surrounding the Kurast docks. Khalim's will is a large, sweeping quest that covers nearly all areas of Act III, much like the Horadric staff quest from Act II. Also, Khalim's will overlaps with another quest, the blackened temple, similar to the arcane sanctuary and the Summoner from the second act.

ACT III, QUEST III OBJECTIVE FROM CAIN

"Never forget that your ultimate purpose here in Kurast is to destroy Mephisto. The ancient Horadrim imprisoned the Lord of Hatred inside the Guardian Tower that is located within the Temple City of Travincal. Know this, friend - the only way to gain entry to Mephisto's prison is to destroy the artifact known as the Compelling Orb. Mephisto used this device to control the Zakarum Priests and their followers. The Orb can only be destroyed with an ancient flail imbued with the spirit of one incorruptible priest. Soon after his imprisonment, Mephisto worked his evil corruption on the Zakarum priesthood. All were turned to his dark ways, save one - Khalim, the Que-Hegan of the High Council. Mephisto directed the other Council priests to slay and dismember Khalim and then scatter his remains across the Kingdom. The Priest Sankekur succeeded Khalim as Que-Hegan, eventually becoming the embodiment of Mephisto here on the mortal plane. The corrupted High Council fashioned an Orb to control the rest of the Zakarum faithful and used their powers to hide the lair of their master from mortals. Your task is to collect the scattered relics of Khalim - his Heart, his Brain, and his Eye. Then, using the Horadric Cube, transmute Khalim's Flail with his relics. Once this is accomplished, you must destroy the Compelling Orb with Khalim's Will to open the way into the corrupt sanctum of Mephisto."





ACT III, QUEST III LOCATION

The third quest in the third act, Khalim's Will, takes you through nearly every section of Act III.

Khalim's relics are scattered all across Kurast. Below lists all the relics and where you'll find them:

Khalim's Eye: You'll find Khalim's eye in a chest inside the spider cavern, a single-level dungeon somewhere in the spider forest. From the Kurast docks, simply venture into the adjacent spider forest and search thoroughly for the entrance into the spider cavern.



Explore the spider cavern to recover Khalim's eye.

UNIQUE MONSTER: You'll encounter a unique spider, Sszark the Burning, inside the spider cavern. Sszark the Burning is extra strong, providing bonuses to damage potential and to hit percentage, and is cursed.

Khalim's Brain: Search for Khalim brain in the flayer dungeon, level 3. To reach the flayer dungeon, head out from the Kurast docks into the spider forest, then into the great marsh, and finally the flayer jungle. You'll find the entrance into the flayer dungeon somewhere in the flayer jungle. Descend to the third level of the flayer dungeon to find Khalim's brain in a marked chest.





UNIQUE MONSTER: On the third level of the flayer dungeon, you'll face off against the Witch Doctor Endugu, a unique shaman who's magic resistant, providing 75 percent resistance to elemental attack and fire enchanted, providing fire resistance, bonus to fire damage, and to hit percentage.

Khalim's Heart: You'll find Khalim's heart deep into the third act inside the sewers of the Kurast bazaar. To reach the sewers from the Kurast docks, proceed into the spider forest, then into the great marsh, through the flayer jungle, into lower Kurast, through the Kurast bazaar, and into the sewers' entrance. Khalim's heart can be found in a chest on the second level of the sewers.

Act III Bestiary: Look out for the tentacles while exploring the Kurast sewers! The tentacles, or "water watchers," come in two varieties: either the tentacle head or its limb. Both are powerful and durable; beware of the water watcher (also in stygian watcher and river stalker form) head and its ability to spit poison.

Khalim's Flail: To acquire Khalim's flail, you must defeat the high council and its unique member inside the Travincal. Khalim's flail will be dropped by the unique high council member. To reach Travincal from Kurast docks, head into the spider forest, then through the great marsh, into the flayer jungle, into lower Kurast, through the Kurast bazaar, through upper Kurast, past the Kurast causeway, and finally into the Travincal.

RECOMMENDED LEVEL TO COMPLETE ACT III, QUEST III

Since this third quest spans most of the third act, its various stages carry different level recommendations. The enemy monsters escalate in difficulty the farther you travel from the Kurast docks. Your character's level should be in the mid-twenties as you advance through Act III. Travincal is an extremely difficult area of both Diablo II and the third act; strive to be as high level as possible before venturing into the extremely dangerous area of Kurast.

TIP: Should you desire to explore optional areas of Act III for both experience and potential treasure, seek out the arachnid lair in the spider forest and the swamp pit in the flayer jungle.

ACT III, QUEST III LOG ENTRY #1: FIND KHALIM'S RELICS. SEARCH FOR HIS EYE IN THE SPIDER CAVERN.

After receiving the quest from Cain, your first trip should be into the spider forest to seek out the entrance into the spider cavern. Even if you know the location of Khalim's other relics, you should acquire them in the order presented by the quest log entries. The farther you venture out from the Kurast docks, the tougher the monsters become. Once inside the spider cavern, search thoroughly for the marked chest containing Khalim's eye.





TIP: As its name suggests, the spider cavern is littered with spiders. Since the arachnids feature a poison attack, it's to your benefit to prepare with poison resistance, either with armor, jewelry, or other means.

**ACT III, QUEST III LOG ENTRY #2:
SEARCH FOR KHALIM'S BRAIN IN THE FLAYER DUNGEON.**

Your search for Khalim's second relic, Khalim's brain, takes you far from the Kurast docks into the flayer jungle. Search the flayer jungle (which, like other areas in the third act, is extremely large) for the entrance into the flayer dungeon. Descend to the third level of the flayer dungeon to locate the marked chest containing Khalim's brain.



Recovering Khalim's brain in the flayer dungeon.

**ACT III, QUEST III LOG ENTRY #3:
SEARCH FOR KHALIM'S HEART IN THE SEWERS UNDER THE KURAST BAZAAR.**

The task gets more difficult when you're called to search for Khalim's heart in the Kurast bazaar sewers. To reach the Kurast bazaar, you must venture very far out from the Kurast docks. Be prepared to face some of the most difficult creatures yet. Fully scour the areas between the Kurast docks and Kurast bazaar before proceeding into the sewer. Complete these areas to gain experience and, potentially, better equipment for the task ahead.





Locate the sewer entrance inside the Kurast bazaar. Search the first level of the sewers for the sewer lever, which opens the entrance into the sewers' second level. Search for the entrance to level two. Once in the sewer, level 2, search for the marked chest that contains the Khalim's third relic, Khalim's heart.

Act III Bestiary: Travincal is littered with magic users and zealots, found either as the zakarumite, faithful, or, the potentially most powerful, zealot. The zealots can inflict massive amounts of damage with their polearm weaponry; and the presence of nearby spell casters could make dealing with the zealots that much tougher. Stay out of melee combat unless you're well-equipped and prepared with damaging Barbarian skills, Amazon's critical strike and dodging skills, and superior ranged attacks and weaponry.

ACT III, QUEST III LOG ENTRY #4: SEARCH FOR KHALIM'S FLAIL IN TRAVINCAL. BEWARE THE HIGH COUNCIL.

The most difficult task yet lies in the area beyond the Kurast causeway - Travincal. Proceed into lower Kurast, through the Kurast bazaar, into upper Kurast, past the Kurast causeway, and finally into Travincal. Once in Travincal, you'll find the final Khalim relic inside the blackened temple protected by the high council, a vicious collection of monstrous beasts. Defeat the unique high council member to obtain Khalim's flail. The high council members also protect the compelling orb, a key element in completing the third act.

UNIQUE MONSTER: Travincal is one of the toughest areas in the game. Here, you'll encounter three unique monsters, Ismail Vilehand (extra fast, cursed), Geleb Flamefinger (extra strong, fire enchanted), and Toorc Icefist (cold enchanted, stone skin, increasing physical resistance by 80 percent and multiplying defense rating by three). Attempt to deal with the minions before facing off against the powerful high council. Certainly clear out as much of the zealots and lords from Travincal as possible before tackling the high council.

ACT III, QUEST III LOG ENTRY #5: ASK CAIN ABOUT KHALIM'S RELICS.

Return to Cain once you have obtained all the relics - Khalim's eye, brain, heart, and flail - and speak with him about the next stage in the quest. Cain tells you that Khalim's flail must be properly imbued. To do so, place the flail, along with the eye, brain, and heart, into the Horadric cube (which should still be in your inventory or stash from Act II) and press the transmute button to create Khalim's will.





Entering the Kurast bazaar.

ACT III, QUEST III LOG ENTRY #6: TRANSMUTE KHALIM'S RELICS -- THE FLAIL, EYE, HEART, AND BRAIN -- WITH THE HORADRIC CUBE.

Though Cain provides the instructions, you must carry out the order. Open your inventory and right-click on the Horadric cube to reveal its contents. If you're storing items in the cube, remove them and place them in your regular inventory, your stash, or the ground. Place Khalim's relics - the flail, eye, heart, and brain - inside the empty Horadric cube. Press the transmute button to complete the quest and create the unique item, Khalim's will.

ACT III, QUEST III COMPLETED MESSAGE FROM CAIN

"Masterfully done, hero! You have crafted Khalim's Will. Employ it to destroy the Compelling Orb and open the way to Mephisto. May the true Light guide your way."





ACT III, QUEST III REWARD

Though this third quest doesn't feature a reward, per se, creating the Khalim's will from Khaim's relics lets you destroy the compelling orb, providing access to the duration of hate, part of the third act's sixth and final quest.



Use the lever found on sewer, level 1 to open the passage into the second level.

ACT III, QUEST IV: LAM ESEN'S TOME

Activate the fourth quest in the third act by speaking with Alkor. Though not a required task, recovering Lam Esen's tome carries worthwhile rewards and, through the many monsters you'll face along the way, helps advance your character's level and skills through experience.

Act III Bestiary: The cantor is an interesting creature found scattered around the third act. The cantor, which includes the base cantor, heirophant, and sexton, possesses the ability to heal other monsters. Eliminate the cantors first, if possible, to eliminate the cantor's power to heal its comrades.





ACT III, QUEST IV OBJECTIVE FROM ALKOR

"It pains me to waste time with you, so I'll get right to the point. There is a very special book which you must find for me. It was written long ago by a sage known as Lam Esen, who studied Skatsimi magic and the effects of the Prime Evils on the mortal world. The Black Book was lost when the Children of Zakarum took over this land. Now, you must reclaim it without delay! Its knowledge may aid us in this dark time ahead."

ACT III, QUEST IV LOCATION

Lam Esen's tome is always located in the ruined temple. There are six different temples located in Kurast: Two are found in the Kurast bazaar, two are located in upper Kurast, and another two can be found in the Kurast causeway.

To reach the various areas of Kurast from the Kurast docks, proceed into the spider forest, then the great marsh, past the flayer jungle, into lower Kurast, through the Kurast bazaar (two temples are located here), then into upper Kurast (two temples are located here), and finally into the Kurast causeway (two temples can be found here).

Names of Kurast's Six Temples

Ruined Temple
 Ruined Fane
 Disused Reliquary
 Disused Fane
 Forgotten Temple
 Forgotten Reliquary

RECOMMENDED LEVEL TO COMPLETE ACT III, QUEST IV

If you have already completed most of "Khalim's Will" quest, you should be well-prepared to explore the temples of Kurast. Seek out the Ruined Temple if you wish to immediately locate Lam Esen's Tome. Otherwise, you can venture inside the other temples and battle the monsters within. As in most of the third act, your character's level should continue to advance through the mid-twenties to survive the dangers of Kurast.

ACT III, QUEST IV LOG ENTRY #1: SEARCH THE SIX TEMPLES IN THE BAZAAR, UPPER KURAST, AND THE CAUSEWAY FOR LAM ESEN'S TOME.

Upon receiving the quest from Alkor, proceed into the far regions of Kurast to locate the six temples, one of which houses your goal item, Lam Esen's tome. If you have completed previous third act quests or even most of the Khalim's will quest, you should have marked the waypoints in the flayer jungle or lower Kurast.





UNIQUE MONSTER: You'll encounter a unique monster inside the ruined temple. Battlemaid Sarina, a unique hunter, is extra fast (increasing velocity and doubling attack rate) and features spectral hit (20 percent resistance to fire, lightning, and cold and random elemental damage added to standard damage).



Grab Lam Esen's tome from the ruined temple.

Travel to lower Kurast, either by waypoint or by foot. Search the two temples in lower Kurast for the ruined temple. Proceed into the Kurast bazaar and causeway until you locate the ruined temple. Head inside and search the underground temple thoroughly until you locate Lam Esen's tome.

ACT III, QUEST IV LOG ENTRY #2: TALK TO ALKOR.

Once you have acquired Lam Esen's tome, return to Alkor to receive your reward. Use the waypoints in lower Kurast or the Kurast bazaar to quickly return to the Kurast docks; alternatively, simply open up a town portal scroll, especially if you need to return to the Kurast grounds to complete another third act quest.





ACT III, QUEST IV COMPLETED MESSAGE FROM ALKOR

"You have found the book! Hopefully we can use it to gain some insight into the nature of the Prime Evils. As payment, I'll talk to the other merchants about lowering their prices for you."

ACT III, QUEST IV REWARDS

Much like other optional quests, you receive a substantial reward for returning Lam Esen's tome to Alkor. First, you receive five points to put toward your attributes (much like you receive when you gain a new level, though without the skill point). Also, Alkor makes good on his claim and talks the Kurast docks merchants into giving you a 10 percent discount on their items.

ACT III, QUEST V: THE BLACKENED TEMPLE

The quest is activated by Ormus once the player enters the Travincal for the first time. This fifth quest in Act III shares the same goal as Khalim's will. Both quests essentially require you to eliminate the high council inside Travincal's blackened temple. In Khalim's will, you must eliminate the high council (and its unique) to recover Khalim's flail, one of Khalim's relics that forms Khalim's will. In this fifth quest, the blackened temple, your goal is simply to eliminate the high council that occupies the Travincal blackened temple.



Prepare yourself for a difficult battle when you enter Travincal.





ACT III, QUEST V OBJECTIVE FROM ORMUS

"You have done well, my friend. Your courage and valor are an inspiration to us all. But now the time has come to face those responsible for the evil that has stifled our land. You must destroy the High Council of Zakarum! Long ago, these elders were charged with the stewardship of Mephisto, the Lord of Hatred, who was imprisoned within the Guardian Tower. Through the generations, these pious men slowly fell more and more under the sway of Mephisto's malevolent power and the Council become an evil mockery of its former glory. It is Mephisto's Hatred that has corrupted Zakarum and turned its devout followers into paranoid fanatics. That is why you must travel to the Temple City of Travincal and slay the Council. Once they are gone, Mephisto's hold over this land and its people will be broken!"

Act III Bestiary: Act III's assortment of flying beasts include the bat demon monster class consisting of desert wings, fiends, gloom bats, and blood divers. Despite their agile nature and small stature, the bat demons are fairly durable and possesses a "shocking hit" attack delivering a quick bolt of electricity into their foe - otherwise known as you and your party!

ACT III, QUEST V LOCATION

The high council is located in Travincal, the same area you must explore to recover Khalim's flail and complete the Khalim's will quest. From the Kurast docks, you'll proceed through the spider forest, into the great marsh, past the flayer jungle, into lower Kurast, through the Kurast bazaar, into upper Kurast, past the Kurast causeway, and into Travincal. Nearly every major area of the third act contains a waypoint marker, so you should have no trouble quickly reaching your destination.

UNIQUE MONSTER: Stormtree, an extra-fast, lightning-enchanted unique thrasher, resides in Lower Kurast. Lightning resistance (75 percent) and lightning damage added to its standard damage makes Stormtree quite a foe - especially since he's a unique thrasher making him already durable and powerful! Stormtree's extra fast attribute provides a velocity increase to him and his minions; further, Stormtree receives double the standard attack rate.

RECOMMENDED LEVEL TO COMPLETE ACT III, QUEST V

Travincal is one of the farthest points from the Kurast docks, so by the time you make your way there, your character should have achieved the recommended level, which would be somewhere in the mid-twenties. You should make every effort to complete the majority of the Khalim's will quest before attempting to dive into Travincal, certainly one of the toughest areas of the third act.





Further, if you can procure Khalim's eye, brain, and heart, you can snag the flail and defeat the high council, completing both the Khalim's will quest and the blackened temple quest nearly simultaneously.

ACT III, QUEST V LOG ENTRY #1: FIND THE BLACKENED TEMPLE WITHIN TRAVINCAL.

When you step foot in Travincal for the first time, the quest activates, and you're presented with the first quest log entry. You must search for the blackened temple. You'll find the temple in Travincal's central area; difficult monsters, known as the high council, protect the temple (along with other Act III minions). The blackened temple also contains the compelling orb, an item you must destroy with Khalim's will (see the Khalim's will quest) to reach the durance of hate, the final area of the third act.

ACT III, QUEST V LOG ENTRY #2: KILL THE HIGH COUNCIL.

Reaching the blackened temple and the high council is difficult enough - eliminating the high council will be one of your toughest challenges yet. Attempt to clear out the area of other Act III monsters and take on the high council without worry of additional attacks. You're likely to face tough spell casters inside Travincal; depending on the spells used, consider returning to the Kurast docks and look for resistances for any elements working against you. For instance, if you're showered with meteor spells, seek out items that boost your resistance to fire.



The high council members are especially tough.
Defeat them to recover Khalim's flail and gain access to the compelling orb.





Act III Bestiary: Pesky mosquitos - especially mosquito demons - are deceptively tough. The mosquito demon, either in the feeder or sucker variety, possesses the ability to drain your mana and stamina. Without mana, you can't cast spells or use most skills. And without stamina, you can't flee to regenerate that mana! Stamina potions can help you make a quick getaway; otherwise, attempt to kill off the mosquito demons with ranged or spell weaponry and don't allow them to get close.

Look for ways of assaulting the high council from a distance. The unique high council member will prove the toughest challenge. Try to eliminate the unique high council member's minions before attempting to battle him. Killing the high council and its unique member helps complete segments of two quests: the unique high council member drops Khalim's flail, required to complete the Khalim's will quest and eliminating the entire high council completes the main portion of this quest, the blackened temple.

ACT III, QUEST V LOG ENTRY #3: ASK CAIN FOR HELP.

Once you have defeated the high council, spot the compelling orb inside the temple. You must destroy the compelling orb with Khalim's will, a weapon created as a result of completing the Khalim's will quest. If you are unsure how to proceed, return to Cain in the Kurast docks and ask him for assistance.

ACT III, QUEST V COMPLETED MESSAGE FROM ORMUS

"Ormus is grateful to you, stranger. You have broken the long, dark reign of Zakarum and delivered the first paralyzing blow against the Three. Yet still, the true test lies ahead. For he whom the Council guarded still lives within the Blackened Tower."

ACT III, QUEST V REWARDS

Defeating the high council, including the unique council member, nets you Khalim's flail, an integral part of the Khalim's will quest. Combine the flail with other Khalim relics to create Khalim's will, a weapon powerful enough to destroy the compelling orb (an item the high council protects). Destroying the compelling orb opens the passage into the durance of hate, the final area of the third act.

ACT III, QUEST VI: THE GUARDIAN

Speak with Ormus to activate the sixth and final quest in the third act, the Guardian. To proceed into the quest's area, the durance of hate, you must complete Khalim's will and (at least some of) the blackened temple, so you can gather all Khalim's relics and create Khalim's will.





ACT III, QUEST VI OBJECTIVE FROM ORMUS

"Diablo and Baal have surely found the Temple City by now. They seek to free their brother, Mephisto, who was imprisoned by the Horadrim in the Temple's Guardian Tower. You must reach him before his brothers do and prevent them from releasing Hatred upon the world."

ACT III, QUEST VI LOCATION

The final quest in the third act begins in Travincal, an area of Kurast integral to completing two previous quests, Khalim's will and the blackened temple. Return to Travincal, with the Khalim's will weapon in hand, to destroy the compelling orb and open the passage to the durance of hate. To reach Travincal, use the waypoint markers (there's one located in Travincal). Should you choose to make the journey by foot from the Kurast docks, proceed into the spider forest, through the great marsh, into the flayer jungle, into lower Kurast, past the Kurast bazaar, into upper Kurast, over the Kurast causeway, and into Travincal. Once inside Travincal, locate the blackened temple (where you battled the high council) and the compelling orb inside.

Your main target in quest six, however, is Mephisto, the third act's boss monster who waits for you in the durance of hate. You'll find Mephisto on the third level of the durance of hate. Be sure to search the second level of the durance of hate thoroughly and find the waypoint marker. Use the waypoint to travel between the durance of hate and the Kurast docks quickly to replenish health, mana, and weaponry.

RECOMMENDED LEVEL TO COMPLETE ACT III, QUEST VI

It takes quite awhile to level up during the third act; ideally you should be advancing through the mid- to high 20s by the time you reach the durance of hate and Mephisto. If you're having trouble or desire additional experience, consider completing any optional quests you chose not to complete or exploring any optional dungeons you bypassed, such as the Kurast temples, the arachnid lair in the spider forest, or the swamp pit in the flayer jungle.

ACT III, QUEST VI LOG ENTRY #1: SMASH THE COMPELLING ORB WITH KHALIM'S WILL TO OPEN THE WAY TO MEPHISTO'S DURANCE.

In order to destroy the Compelling Orb found in the Blackened Temple inside Travincal, you must complete the "Khalim's Will" quest. You must recover all of Khalim's relics (his Eye, Heart, Brain, and Flail), and transmute them inside your Horadric Cube. Once you have created Khalim's Will, equip the weapon and attack the Compelling Orb to destroy the device. Destroying the Compelling Orb opens the passage into the Durance of Hate, where you'll find the Act III boss, Mephisto, waiting on the third level. For more information on Khalim's Will, head over to Act III, Quest III.





Act III Bestiary: The third act contains many upgrades to previous act creatures, including the tree lurker, a variety of the sand leaper that possesses 20 percent fire resistance and 40 percent lightning resistance. You'll also encounter the wailing beast, a wendigo-class creature with 60 percent magic resistance and 20 percent fire resistance. Others include the flesh archer, flesh hunter, and flash lancer, which are corrupt rogues with 20 percent physical resistance; giant lamprey and its unique, a higher level sand maggot; and the cadaver and drowned carass, higher level mummy and zombie respectively - the drowned carass possesses 20 percent physical resistance, 50 percent fire resistance, and 50 percent poison resistance.

ACT III, QUEST VI LOG ENTRY #2: SEARCH FOR MEPHISTO IN HIS DURANCE.

After destroying the compelling orb with Khalim's will, you can proceed into the durance of hate. You must reach the third level of the durance, so begin searching for the entrance to level 2 immediately. Once you reach the durance of hate, level 2, search the floor thoroughly to find the waypoint marker. Use the marker here to return to the Kurast docks as needed. Prepare to face Mephisto by stocking up on healing potions and searching the vendors for helpful weaponry, armor, magical items, or jewelry.

UNIQUE MONSTER: Prepare for a tough battle in the durance of hate, level 3. Not only will you face the third act boss, Mephisto, but you must deal with three unique council members: Wyand Voidfinger (mana burn, teleportation), Maffer Dragonhand (extra fast, extra strong, teleportation), and Bremm Sparkfist (aura enchanted, lightning enchanted). Mana burn provides 75 percent elemental resistance, the ability to drain mana with attacks, and increases attack strength. Aura enchanted provides the unique monster with auras or spells based on level; the possibilities include Might, Holy Fire, Thorns, Blessed Aim, Holy Freeze, Holy Shock, Conviction, or Fanaticism.

ACT III, QUEST VI LOG ENTRY #3: KILL MEPHISTO.

Upon arriving in the durance of hate, level 3, you receive a new entry in your quest log. It's time to take out Mephisto, the third act's boss monster. Clear out any extraneous monsters before battling Mephisto himself. Be prepared to retreat frequently to replenish health and mana points with potions. Use town portal scrolls as needed to return to town for full rejuvenation and to stock up on additional potions. Mephisto's lightning attacks carry the most damage potential; attempt to arrive with lightning resistance (either through equipment or a paladin's aura) to survive the electrical volley. Mephisto's 100 percent resistance to poison gives him poison damage attack as well. Once you defeat Mephisto, his soulstone is dropped (pick it up), and the infernal gate is opened, leading into the fourth and final act of Diablo II.





Enter the infernal gate to advance to Diablo II's fourth act.

NOTE: Mephisto possesses 100 percent resistance to poison. You'll have more success with cold; Mephisto is only 25 percent resistant to cold attacks. Other resistances include 50 percent resistant to both fire and lightning.

ACT III, QUEST VI COMPLETED MESSAGE FROM ORMUS

"You have defeated a Prime Evil in combat. Ormus is impressed beyond words. But staying here will not end this conflict. You must enter the Infernal Gate and stop Diablo once and all on his home ground."

ACT III, QUEST VI REWARDS

Defeating Mephisto opens the infernal gate, letting you proceed into Diablo II's fourth and final act. Also, once you defeat Mephisto, you can pick up Mephisto's soulstone, an important quest item for Act IV. If you forget to pick up the soulstone, don't worry - Deckard Cain will hand it to you in Act IV when it's needed.





CHAPTER 9

ACT IV WALK-THROUGH

After destroying the compelling orb with Khalim's will and killing Mephisto in the durance of hate, you walked into the infernal gate to enter Diablo II's fourth and final act. You begin in the pandemonium fortress, accompanied by the archangel Tyrael and Deckard Cain.

During Act IV, you'll rescue a tortured soul, a fallen angel named Izual, and proceed to the hellforge to destroy Mephisto's soulstone, acquired either at the end of Act III or from Deckard Cain in Act IV. Finally, you will cross the river of flame and enter the chaos sanctuary to face Diablo himself.

Act IV Waypoints

The Pandemonium Fortress
City of the Damned
River of Flame

Only a few nonplayer characters accompany you on your trip into the infernal gate. Like the towns from previous acts, the pandemonium fortress contains nonplayer characters to provide quests, dish out information, identify items, and trade weapons, armor, and healing items. In the pandemonium fortress, you'll find:

Tyrael: The archangel Tyrael accompanies your journey into the fourth act. Speak with Tyrael to open Act IV quests.

Deckard Cain: As he did in previous acts, Deckard Cain will identify items for free as long as you rescued him in the Act I quest, the search for Cain. If you failed to rescue Cain, he'll charge to identify items.

Jamella: Return to the pandemonium fortress and speak with Jamella to instantly restore health and mana points. Jamella also offers weapons, armor, magical items, and healing potions for sale. Further, Also, players can gamble with Jamella on magical items, which will either be magical, rare, unique or set items.





Halbu: Speak with Halbu to purchase weapons, armor, magical items. Halbu also repairs damaged weapons and armor for a cost.

ACT IV, QUEST I: THE FALLEN ANGEL

Activate the first quest in the fourth act by speaking with the archangel Tyrael, found in the pandemonium fortress.

ACT IV, QUEST I OBJECTIVE FROM TYRAEL

"There is a dark, tortured soul who was trapped within this forsaken realm long ago. He was called Izual by mortal men, and in ages past he was my most trusted Lieutenant. Yet against my wishes he led an ill-fated assault upon the fiery Hellforge itself. Despite his valor and strength, Izual was captured by the Prime Evils and twisted by their perverse power. They forced him to betray his own kind and give up Heaven's most guarded secrets. He became a corrupt shadow of his former self; a fallen angel trusted neither by Heaven nor Hell. For his transgressions, Izual's spirit was bound within the form of a terrible creature which was summoned from the Abyss. His maddened spirit has resided within that tortured husk for many ages now. It seems to me that he has suffered long enough. I implore you, hero, find Izual and release him from his cruel imprisonment. Put an end to his guilt and suffering."



Speak with Tyrael in the pandemonium fortress to activate the fallen angel quest.





ACT IV, QUEST I LOCATION

Izual can be found in the plains of despair. From the pandemonium fortress, head down the staircase into the outer steppes and locate the entrance into the plains of despair. There are no waypoint markers in the outer steppes or the plains of despair, so be sure to stock up on town portal scrolls before heading out from the pandemonium fortress. Talk to Jamella upon leaving town for your healing potion and scroll needs. The areas of Act IV are quite large, though not as expansive as the areas in Act III (such as the spider forest and great marsh). Be prepared to make several trips back to town to restore health and mana points or purchase improve weaponry or armor.

RECOMMENDED LEVEL TO COMPLETE ACT IV, QUEST I

You should be in the mid-20s as you complete Act III and begin Act IV. It would be wise to at least have access to the level 24 skills before facing off against Izual. If you've spent time in each act improving your character and exploring optional areas, you should be approaching the high 20s as you work through the fourth act. Take the time to thoroughly explore the outer steppes and the plains of despair to gain as much experience, levels, and skills as possible before facing off against Izual.

ACT IV, QUEST I LOG ENTRY #1: LOOK FOR IZUAL IN THE PLAINS OF DESPAIR.

Activate the quest by speaking with the archangel Tyrael upon your arrival to the pandemonium fortress. Each quest in the fourth act is required to proceed into the chaos sanctuary to locate and battle Diablo. Once you receive the quest, locate the staircase exit from the pandemonium fortress into the outer steppes.

Act IV Bestiary: One of Act IV's more pesky beasts is the regurgitator class, which consists of the corpulent and maw fiend. These monsters possess both a melee attack and a ranged attack... of sorts. The regurgitator spits out corpses that assist in melee attacks. If left alone, the regurgitator can continue to spit out corpses. Coupled with the Act IV presence of blood maggots and leapers, you can't afford to become overwhelmed. As soon as you see the regurgitator, ignore the corpses and eliminate the regurgitator as soon as possible.

Explore the outer steppes, but keep in mind that there's no waypoint marker here, so take along plenty of town portal scrolls if you must quickly return to the pandemonium fortress. You'll find the entrance into the plains of despair somewhere in the outer steppes. Head into the plains of despair and search for Izual. As you get close, you'll hear Izual's speech.





ACT IV, QUEST I LOG ENTRY #2: DESTROY THE DEMON THAT HOLDS IZUAL'S SOUL.

Make an attempt to clear out the beasts that accompany Izual. As it happens with most boss monsters, it's tougher to eliminate the boss if you must contend with dozens of other common creatures as well. Take out Izual; make sure your supply of health, mana, or rejuvenation potions is high. Izual is a tough adversary with powerful cold and melee attacks, but the battles continue to get tougher throughout Act IV. If you handle Izual well, you should be nearly prepared to take on the remaining Act IV beasts; if you struggle against Izual, spend additional time exploring the outer steppes and the plains of despair to accumulate as much experience and levels as possible.



Eliminate the demon to free Izual's spirit.

ACT IV, QUEST I LOG ENTRY #3: TALK TO IZUAL'S SPIRIT.

Defeating Izual triggers the arrival of Izual's spirit. Speak with Izual's spirit to fulfill the quest objective. Once complete, proceed back to the pandemonium fortress. Since there aren't any waypoint markers, use a town portal scroll; you'll be returning to the plains of despair for the next quest, so simply return through the portal to resume your trek through the fourth act.





ACT IV, QUEST I LOG ENTRY #4: SEE TYRAEL FOR YOUR REWARD.

Once you have defeated Izual and spoken with Izual's spirit, return to the pandemonium fortress and speak with the archangel Tyrael. The archangel bestows quite a reward for completing the quest: You receive two additional skill points. Choose your skill selection wisely; pick skills that will help in your battles again, particularly against Diablo.

TIP: If you're nearing level 30, consider saving the two skill points awarded by Tyrael. Once you reach level 30, dump these extra skill points into the powerful skills that require level 30 or higher. For instance, the Barbarian's whirlwind skill requires level 30 and can prove effective against Diablo, particularly coupled with the Barbarian's leap and leap attack skills (to avoid Diablo's fire and lightning attacks). If you're a Necromancer, you could select Revive; an Amazon could pump additional points into Valkyrie; and a Sorceress could select the high-level spell of her choice (as long as its prerequisites are met).

Act IV Bestiary: Finger mages are powerful act four creatures. Seen in doom caster, strangler, and storm caster varieties, the finger mage possesses resistances to fire (40, 50, 60 percent respectively) and lightning (40, 50, 60 percent respectively) as well as homing missile attacks and the ability to drain mana.

ACT IV, QUEST I COMPLETED MESSAGE FROM TYRAEL

"Thank you, hero, for putting Izual's tortured spirit to rest. But, if what you tell me is true, then I fear that we have been played for fools all along. Izual helped Diablo and his brothers trick me into using the Soulstones against them... Now the Stones' powers are corrupted. With the combined powers of the Soulstones under their control, the Prime Evils will be able to turn the mortal world into a permanent outpost of Hell! May the Light protect you and the powers of Heaven shine upon your path."

ACT IV, QUEST I REWARD

Speak with Tyrael after freeing and speaking with Izual's spirit. All players completing the quest receive two skill points.

ACT IV, QUEST II: HELL'S FORGE

To activate the second quest in Act IV, speak with Deckard Cain after completing the fallen angel quest. You'll need Mephisto's soulstone to complete the quest. If you picked up the soulstone after defeating Mephisto in the duration of hate, you're prepared. If not, Deckard Cain will supply Mephisto's soulstone required to complete the quest.





ACT IV, QUEST II OBJECTIVE FROM CAIN

"The time has come for you to destroy Mephisto's Soulstone. Take the Stone to the Hellforge. Place it upon the forge and strike it soundly with the Hammer. Only by doing this can you prevent Mephisto from manifesting in this world ever again."

ACT IV, QUEST II LOCATION

The hellforge is located in the river of flame, quite a long trek from the pandemonium fortress. To reach the hellforge starting in town, proceed into the outer steppes, then into the plains of despair, then past the city of the damned, and finally into the river of flame. There are waypoint markers located in the city of the damned and river of flame areas. Search these areas thoroughly and activate the markers; should you die at the hellforge, activating these waypoint markers will save you a lot of travel time in returning to the hellforge and your corpse.



The river of flame lies beyond the city of the damned.

TIP: During your exploration of the river of flame, you might bump into Hadriel, who guards the entrance into the chaos sanctuary. Hadriel won't let you pass until the hell's forge quest is completed. Remember Hadriel's location, however, because the chaos sanctuary she guards is also your destination in Diablo II's final quest, terror's end.





UNIQUE MONSTER: The Armorer is extra strong, cursed, and magic resistant.

RECOMMENDED LEVEL TO COMPLETE ACT IV, QUEST II

Facing the minions in the city of the damned, the river of flame, and finally the Armorer who guards the hellforge requires a character's level in the mid-to-late 20s. The closer you are to level 30, the better; certainly, it pays to have eclipsed level 24 for the improved skills alone.

ACT IV, QUEST II LOG ENTRY #1: TAKE MEPHISTO'S SOULSTONE TO THE HELLFORGE.

At the end of the third act, upon defeating the boss monster Mephisto, you could acquire Mephisto's soulstone, a small gem-like item that takes up a single slot in your character's inventory. If you failed to grab Mephisto's soulstone before advancing through the infernal gate and into Act IV, don't worry. Upon gaining the quest - by speaking with Deckard Cain after the fallen angel quest is completed - Deckard Cain will hand you Mephisto's soulstone if you failed to grab the item in the previous act.

Act IV Bestiary: The undead horrors in act four provide one of the toughest challenges so far; these beasts typically appear in groups and can include the doom knight, abyss knight and oblivion knight. Doom and abyss knights possess powerful melee attacks coupled with high hit points and resistances to fire (80, 40), lightning (20, 80), cold (20, 40), and poison (40, 40). The oblivion knights resist those elements 60 percent each and employ the Necromancer's bone spirit and various curses.

ACT IV, QUEST II LOG ENTRY #2: USE THE HELLFORGE HAMMER ON THE FORGE.

Once you reach the hellforge, you'll encounter, amongst other common Act IV beasts, Hephasto the Armorer, who closely resembles the Smith you battled to recover Charsi's malus in a previous act. The Armorer is extremely durable and packs quite a punch. Employ hit-and-run attacks and try to avoid going toe to toe with the thick-skinned giant.

Recover the hellforge hammer once you have eliminated the surrounding monsters. Equip the hammer and use the hellforge hammer on the hellforge.





ACT IV, QUEST II LOG ENTRY #3: DESTROY MEPHISTO'S SOULSTONE ON THE HELLFORGE.

After using the hellforge hammer on the forge, it's time to destroy Mephisto's soulstone to complete the quest. You acquired Mephisto's soulstone either from picking it up at the end of the third act or from Deckard Cain when you were given the quest. Place the soulstone on the hellforge and finish off the quest by destroying the stone.



Seek the hellforge inside the river of flame.

Observe the destruction animation and don't miss the gems that appear and drop around the hellforge. Smashing Mephisto's soulstone nets you three to seven flawless or perfect gems (which could include skulls). Place them in your inventory and return to the pandemonium fortress to replenish your health and mana points and resupply your healing potions (and to see if you can put the gems or skulls you just collected to use). Use the waypoint marker in the river of flame or open a town portal - your next quest lies beyond the river of flame, so you will be making a return trip.





ACT IV, QUEST II COMPLETED MESSAGE FROM CAIN

"Congratulations, hero! Surely... Even Diablo, himself, sensed the fury unleashed when you smashed his brother's Soulstone."

ACT IV, QUEST II REWARD

After using the hellforge hammer on the forge and destroying Mephisto's soulstone on the hellforge, four gems (2 flawless, 1 perfect, and 1 standard quality) are created for each member of the party. Make sure you collect each before moving on.



Destroy Mephisto's soulstone on the hellforge.

ACT IV, QUEST III: TERROR'S END

Activate the final quest in Act IV by speaking with the archangel Tyrael after completing the fallen angel quest. However, Hadriel, guarding the entrance to the chaos sanctuary (where Diablo waits), won't let players pass if the hell's forge quest is not completed. Speak with Deckard Cain after the fallen angel quest to activate the hell's forge quest.





Act IV Bestiary: The spike fist, an act four thorned hulk, is extraordinarily powerful with very high hit points and stun attack. Be careful when battling the spike fist around other beasts (especially the undead horror); one successful stun attack and you're surrounded in a matter of moments. A similar monster class (at least in size and power) you'll find in the fourth act is the megademon, the balrog, pit lord, and venom lord. These demons feature resistances to fire (each carries 100 percent) and the venom lord compounds the resistance with 100 percent resistance to poison.

ACT IV, QUEST III OBJECTIVE FROM TYRAEL

"The time has come to hunt down and destroy Diablo himself. But beware, the Lord of Terror is not to be underestimated. He single-handedly destroyed the town of Tristram and corrupted the last noble hero who tried to stop him. This time, you must defeat him for good. Only by destroying the Soulstone, which he carries, will his spirit be banished forever. Good luck. Though this may be our darkest hour, it may yet be your greatest moment!"



Hadriel guards the entrance to the chaos sanctuary.





ACT IV, QUEST III LOCATION

Diablo awaits inside the chaos sanctuary. To reach the chaos sanctuary quickly, use the waypoint markers and proceed to the river of flame. From there, look for Hadriel, who stands at the entrance to the chaos sanctuary. If you haven't completed the hell's forge quest, Hadriel will turn you back and only let you inside the chaos sanctuary once that quest has been completed. To reach the chaos sanctuary from the pandemonium fortress, descend the staircase into the outer steppes, proceed into the plains of despair, then into the city of the damned, then down into the river of flame, and finally past Hadriel into the chaos sanctuary.

RECOMMENDED LEVEL TO COMPLETE ACT IV, QUEST III

This is your final battle - and what a battle it is. Before you tackle Diablo, you must face off against three unique Act IV monsters as well as their tough minions. And this isn't even including the common monsters you'll face as you travel along the catwalks that lead into the chaos sanctuary. It's best to be well prepared. If you're nearing level 30, consider exploring other areas of the game to try and reach the coveted level; that way you can implement level 30 skills, such as the Barbarian's whirlwind, Amazon's valkyrie, or Necromancer's revive. A well-equipped character, both in inventory and skills, can defeat Diablo and his minions even in the mid-20s. Just realize, as with most aspects of Diablo II, the stronger you are, the quicker they'll fall.

ACT IV, QUEST III LOG ENTRY #1: FIND DIABLO IN HIS SANCTUARY.

Proceed past the river of flame into the chaos sanctuary. Hadriel lets you pass if you've completed the hell's forge quest. Make your way through the chaos sanctuary (there are extremely tough monsters here, so be prepared to use your town portal scrolls often) and search for the seals positioned in three corners of the chaos sanctuary.

There are a total of five seals inside the chaos sanctuary. One is positioned alone, while the other are positioned together in couples. Approach two of the seals. Touch the seal, and it opens. Touch the other seal nearby, and a unique monster will appear surrounded by minions. It's likely that the unique monster and its minions will trap you near the seals; consider opening a town portal scroll before using the seals in case you must retreat. Position the town portal scroll near the seal you used to release the monsters; that way you have at least one escape route should you need to flee.

UNIQUE MONSTER: The seals in the chaos sanctuary release three unique monsters: Infector of Souls (extra fast, spectral hit), Lord De Seis (extra fast, thieving, aura enchanted), and Grand Vizier of Chaos (extra strong, fire enchanted). Lord De Seis' thieving ability allows him to steal potions out of your character's belt.





Defeat the unique monster and its minions and approach the other set of two seals. Open each seal and prepare for another tough battle. Once you have opened four seals and cleared out two unique monsters, locate the fifth and final seal. Open the seal to summon a third unique monster and its minions. Once you defeat the third unique monster, Diablo appears near the pentagram.

NOTE: Diablo possesses 50 percent resistance to fire, lightning, and cold and 75 percent resistance to poison.

Obviously Diablo is the toughest foe you have faced thus far. Diablo summons fire, lightning, and cold attacks, but it's his lightning attack that poses the most threat. If you're inside the bolt when Diablo attacks, you'll witness your health bar decreasing at an alarming rate. Be prepared to hit and run against Diablo and use town portal scrolls to return to the pandemonium fortress for healing and to resupply your healing potions.

An Amazon equipped with high-level jab, critical strike, and a powerful javelin can pound Diablo into submission, particularly coupled with the passive defensive skills: dodge, avoid, and evade. Avoid Diablo's lightning and fire attacks with hit and run bursts using jab - perhaps even impale if you're prepared to spend money restoring the spear or javelin's durability. Diablo's elemental resistances negate some of the Amazon's lightning and poison javelin attacks. A ranged Amazon player should implement high-level fire arrows (or powerful standard arrows) combined with critical strike and passive defensive skills.

As a Barbarian, leap attack and whirlwind make an effective combination (as long as you have reached level thirty and attained the whirlwind skill). Use the standard leap to avoid Diablo's lightning and fire attacks then close in with the whirlwind attack. Alternatively, you can combine the leap attack with double swing - two hands, each with powerful magical weaponry, can take down Diablo with repeated hit and run attacks.

A Necromancer could use an enchanted Iron Golem (improved above the first skill) combined with the Iron Maiden skill. The combination causes damage to Diablo when the Act IV boss retaliates against the Iron Golem's attack. Save an impressive magical metallic item to create the Iron Golem (it retains properties of the item) and enhance with an Amplify Damage curse. High-powered Bone Spear could prove effective along with an Iron or Blood Golem attack. If you've eclipsed level 30, use revive to bring along some Act IV minions to greet Diablo. If you've pumped up Skeleton Mastery, the points will pay off increasing the revived monsters' potency.



150





The Paladin should switch elemental resistances on the fly to counter Diablo's powerful attacks - put those fire, cold, and lightning resistances on easy-to-use hotkeys! Zeal can be extremely powerful - if elevated to higher skill levels. Additionally, Thorns can provide the Paladin with additional protection; with each strike against the Paladin, Diablo takes damage (depending on the Thorns skill level).

Sorceress can implement Static Field to knock off a large chunk of Diablo's hit points. Follow up the field with the high-level elemental spells of your choice (Blizzard, Thunder Storm, Meteor, etc). Stay away from Diablo and avoid his powerful elemental strikes. Stock up on mana or rejuvenation potions (should start saving up during Act IV) to counter the high cost of the Sorceress' skills - if you run out of mana, you're likely dead! But, town portal scrolls will do also; open a town portal scroll as soon as you spot Diablo and return to The pandemonium fortress for rejuvenation when necessary.

After defeating Diablo, gather the dropped reward (unique, rare, or set item), and return to Tyrael in the pandemonium fortress to complete the quest.



Place a town portal near the seal in case you must make a hasty retreat.





ACT IV, QUEST III COMPLETED MESSAGE FROM TYRAEL

"Praise be to the Light! You have accomplished the impossible! Diablo and Mephisto have been banished back into the Black Abyss that spawned them and the corrupted Soulstones are no more. You have done well, hero."



Open the final seal to confront Diablo.

ACT IV, QUEST III REWARD

Defeat Diablo and receive a rare, set, or unique item. Also, your character is granted a surname and additional difficulty levels become available (hardcore, nightmare, and hell).





APPENDIX A

EXPERIENCE POINTS

This section lists the experience required for each level up to 99.

Level	Experience Points	Experience Points to Next Level
1	-	500
2	500	1,000
3	1,500	2,250
4	3,750	4,125
5	7,875	6,300
6	14,175	8,505
7	22,680	10,206
8	32,886	11,510
9	44,396	13,319
10	57,715	14,429
11	72,144	18,036
12	90,180	22,545
13	112,725	28,181
14	140,906	35,226
15	176,132	44,033
16	220,165	55,042
17	275,207	68,801
18	344,008	86,002
19	430,010	107,503
20	537,513	134,378





EXPERIENCE LIST CONTINUED

Level	Experience Points	Experience Points to Next Level
21	671,891	167,973
22	839,864	209,966
23	1,049,830	262,457
24	1,312,287	328,072
25	1,640,359	410,090
26	2,050,449	512,612
27	2,563,061	640,765
28	3,203,826	698,434
29	3,902,260	761,293
30	4,663,553	829,810
31	5,493,363	904,492
32	6,397,855	985,897
33	7,383,752	1,074,627
34	8,458,379	1,171,344
35	9,629,723	1,276,765
36	10,906,488	1,391,674
37	12,298,162	1,516,924
38	13,815,086	1,653,448
39	15,468,534	1,802,257
40	17,270,791	1,964,461
41	19,235,252	2,141,263
42	21,376,515	2,333,976
43	23,710,491	2,544,034
44	26,254,525	2,772,997
45	29,027,522	3,022,566
46	32,050,088	3,294,598
47	35,344,686	3,591,112
48	38,935,798	3,914,311
49	42,850,109	4,266,600
50	47,116,709	4,650,593





EXPERIENCE LIST CONTINUED

Level	Experience Points	Experience Points to Next Level
51	51,767,302	5,069,147
52	56,836,449	5,525,370
53	62,361,819	6,022,654
54	68,384,473	6,564,692
55	74,949,165	7,155,515
56	82,104,680	7,799,511
57	89,904,191	8,501,467
58	98,405,658	9,266,598
59	107,672,256	10,100,593
60	117,772,849	11,009,646
61	128,782,495	12,000,515
62	140,783,010	13,080,560
63	153,863,570	14,257,811
64	168,121,381	15,541,015
65	183,662,396	16,939,705
66	200,602,101	18,464,279
67	219,066,380	20,126,064
68	239,192,444	21,937,409
69	261,129,853	23,911,777
70	285,041,630	26,063,836
71	311,105,466	28,409,582
72	339,515,048	30,966,444
73	370,481,492	33,753,424
74	404,234,916	36,791,232
75	441,026,148	40,102,443
76	481,128,591	43,711,663
77	524,840,254	47,645,713
78	572,485,967	51,933,826
79	624,419,793	56,607,872
80	681,027,665	61,702,579





EXPERIENCE LIST CONTINUED

Level	Experience Points	Experience Points to Next Level
81	742,730,244	67,255,812
82	809,986,056	73,308,835
83	883,294,891	79,906,630
84	963,201,521	87,098,226
85	1,050,299,747	94,937,067
86	1,145,236,814	103,481,403
87	1,248,718,217	112,794,729
88	1,361,512,946	122,946,255
89	1,484,459,201	134,011,418
90	1,618,470,619	146,072,446
91	1,764,543,065	159,218,965
92	1,923,762,030	173,548,673
93	2,097,310,703	189,168,053
94	2,286,478,756	206,193,177
95	2,492,671,933	224,750,564
96	2,717,422,497	244,978,115
97	2,962,400,612	267,026,144
98	3,229,426,756	291,058,498
99	3,520,485,254	-





APPENDIX B

SHRINES

As you explore the various areas of Diablo II, you'll encounter shrines (marked with a unique icon on the automap) that provide a temporary power-up to your character. In this section, you'll find the list of Diablo II shrines and their function.

REFILLING (RECHARGES)

Fully refills your health and your mana.

HEALTH (RECHARGES)

Fully refills your health.

MANA (RECHARGES)

Fully refills your mana.

MANA RECHARGE (RECHARGES)

Increases the rate at which your mana refills by 50 percent.

ARMOR (RECHARGES)

Boosts armor by 100 percent.

COMBAT (RECHARGES)

Increases to-hit by 200 percent and maximum damage by 200 percent.





RESIST FIRE (RECHARGES)

Increases fire resistance by 75 percent.

RESIST COLD (RECHARGES)

Increases cold resistance by 75 percent.

RESIST POISON (RECHARGES)

Increases poison resistance by 75 percent.

RESIST LIGHTNING (RECHARGES)

Increases lightning resistance by 75 percent.

SKILL (RECHARGES)

Increases all your skills by two levels.

RECHARGE (RECHARGES)

Recharges your mana 400 percent faster than normal.

STAMINA (RECHARGES)

Gives you unlimited stamina.

EXPERIENCE (DOES NOT RECHARGE)

50 percent more experience per kill.

PORTAL (DOES NOT RECHARGE)

Opens a town portal, which can be used several times.





MONSTER (DOES NOT RECHARGE)

Nearest enemy becomes a unique monster.

FIRE (DOES NOT RECHARGE)

Firebolts explode in a ring of flame, damaging anything close - including monsters, you, and your allies.

POISON (DOES NOT RECHARGE)

This shrine poisons you when you touch it, but also drops gas potions.

EXPLODING (DOES NOT RECHARGE)

Similar to the poison shrine, this shrine will cause damage when touched, but will also drop exploding potions.

GEM (DOES NOT RECHARGE)

Upgrades one gem selected at random from the player's inventory and drops it onto the ground. If there is no gem to upgrade, it drops a random chipped gem.





APPENDIX C

POTIONS

This section contains the list of Diablo II potions and their functions.

HEALING

Replenish your life. Healing potions come in five types of increasing strength: minor, light, healing, greater, and super healing.

MANA

Mana potions replenish your mana. These potions also come in five varieties of increasing strength: minor, light, mana, greater and super mana.

ANTIDOTE

Cures poison instantly.

REJUVENATION

Instantly refills one-third of both mana and life at the same time.

FULL REJUVENATION

Instantly fills both mana and life.

STAMINA

Restores your stamina instantly.



160





THAWING

Instantly removes ill effects from cold spells.

OIL

Causes an explosion and lasting fire.

FULMINATING

Causes explosion damage.

EXPLODING

This thrown potion causes an explosion that does damage within a small radius.

RANCID GAS

This thrown potion causes poison damage to any enemy within a small radius.

CHOKING GAS

This thrown potion causes poison damage to any enemy within a medium radius.

STRANGLING GAS

This thrown potion deals a large area of damage that lasts a considerable amount of time.





APPENDIX D

WEAPONS AND ARMOR STATISTICS

In this chapter, you'll find tables featuring the base statistics for the common pieces of weapons and armor in Diablo II.

WEAPONS STATISTICS

The following table lists the common weapons in Diablo II and presents their minimum and maximum damage, required strength and dexterity, durability, and the percentage of damage the weapon inflicts to undead, demon, large, small, and flying monsters.

Weapon	Min. Damage	Max. Damage	Req. Strength	Req. Dexterity	Durability	% Damage vs. Undead	% Damage vs. Demon	% Damage vs. Large	% Damage vs. Small	% Damage vs. Flying
Hand axe	3	6	0	0	28	100	150	100	100	100
Axe	3	11	32	0	24	100	150	100	100	100
Double axe	5	12	43	0	24	100	150	100	100	100
Military pick	6	10	49	33	26	100	150	100	100	100
War axe	8	14	67	0	26	100	150	100	100	100
Large axe	6	13	35	0	30	100	150	100	100	100
Broad axe	9	17	48	0	35	100	150	100	100	100
Battle axe	10	28	54	0	40	100	150	100	100	100
Great axe	6	24	63	39	50	100	150	100	100	100
Giant axe	26	38	70	0	50	100	150	100	100	100
Wand	2	4	0	0	15	100	100	100	100	100



DIABLO II OFFICIAL GAMESPOT GAME GUIDE



WEAPON STATISTICS CONTINUED

Weapon	Min. Damage	Max. Damage	Req. Strength	Req. Dexterity	Durability	% Damage vs. Undead	% Damage vs. Demon	% Damage vs. Large	% Damage vs. Small	% Damage vs. Flying
Yew wand	2	8	0	0	15	100	100	100	100	100
Bone wand	3	7	0	0	15	100	100	100	100	100
Grim wand	5	11	0	0	15	100	100	100	100	100
Club	1	6	0	0	24	150	100	66	150	100
Scepter	5	8	25	0	50	150	100	66	150	100
Grand scepter	6	11	37	0	60	150	100	66	150	100
War scepter	7	14	55	0	70	150	100	66	150	100
Spiked club	5	6	0	0	36	150	100	66	150	100
Mace	3	10	27	0	60	150	100	66	150	100
Morning star	5	12	36	0	72	150	100	66	150	100
Flail	1	15	41	35	30	150	100	66	150	100
War hammer	11	20	53	0	55	150	100	66	150	100
Maul	1	1	69	0	60	150	100	100	150	100
Great maul	1	1	99	0	60	150	100	100	150	100
Short sword	2	7	0	0	24	100	100	100	100	100
Scimitar	2	6	0	21	22	100	100	100	100	100
Saber	3	8	25	25	32	100	100	100	100	100
Falchion	7	15	33	0	32	100	100	100	100	100
Crystal sword	5	15	43	0	10	100	100	100	100	100
Broad sword	7	14	48	0	32	100	100	100	100	100
Long sword	3	19	55	39	44	100	100	100	100	100
War sword	8	20	71	45	44	100	100	100	100	100
Two-handed sword	2	9	35	27	44	100	100	100	100	100
Claymore	5	12	47	0	50	100	100	100	100	100



DIABLO II OFFICIAL GAMESPOT GAME GUIDE



WEAPON STATISTICS CONTINUED

Weapon	Min. Damage	Max. Damage	Req. Strength	Req. Dexterity	Dura- bility	% Damage vs. Undead	% Damage vs. Demon	% Damage vs. Large	% Damage vs. Small	% Damage vs. Flying
Giant sword	3	16	56	34	50	100	100	100	100	100
Bastard sword	6	18	62	0	40	100	100	100	100	100
Flamberge	9	15	70	49	50	100	100	100	100	100
Great sword	12	18	100	60	50	100	100	100	100	100
Dagger	1	4	0	0	16	66	100	100	100	100
Dirk	3	7	0	25	20	66	100	100	100	100
Kriss	2	9	0	45	24	66	100	100	100	100
Blade	4	12	35	51	24	66	100	100	100	100
Throwing knife	2	3	0	21	12	66	100	100	100	100
Throwing axe	4	7	0	40	20	100	150	100	100	100
Balanced knife	1	8	0	51	12	66	100	100	100	100
Balanced axe	5	10	0	57	20	100	150	100	100	100
Javelin	1	5	0	0	14	66	100	100	100	100
Pilum	4	9	0	45	20	66	100	100	100	100
Short spear	2	13	40	40	20	66	100	100	100	100
Glaive	5	17	52	35	20	66	100	100	100	100
Throwing spear	5	15	0	65	20	66	100	100	100	100
Spear	3	15	0	0	30	66	100	100	100	100
Trident	9	15	38	0	35	66	100	100	100	100
Brandistock	7	17	40	50	28	66	100	150	100	100
Spetum	15	21	54	0	28	66	100	150	100	100
Pike	14	63	60	45	25	66	100	150	100	100
Bardiche	1	25	40	0	50	100	100	150	100	100
Voulge	6	20	50	0	50	100	100	150	100	100



DIABLO II OFFICIAL GAMESPOT GAME GUIDE



WEAPON STATISTICS CONTINUED

Weapon	Min. Damage	Max. Damage	Req. Strength	Req. Dexterity	Durability	% Damage vs. Undead	% Damage vs. Demon	% Damage vs. Large	% Damage vs. Small	% Damage vs. Flying
Scythe	8	20	41	41	65	100	100	150	100	100
Poleaxe	18	30	62	0	65	100	100	150	100	100
Halberd	12	35	75	47	55	100	100	150	100	100
War scythe	15	32	80	80	55	100	100	150	100	100
Short staff	1	5	0	0	20	100	100	100	100	100
Long staff	2	8	0	0	30	100	100	100	100	100
Gnarled staff	4	12	0	0	35	100	100	100	100	100
Battle staff	6	13	0	0	40	100	100	100	100	100
War staff	12	28	0	0	50	100	100	100	100	100
Short bow	1	4	0	15	20	75	150	100	100	100
Hunter's bow	2	7	0	28	32	75	100	100	100	100
Long bow	3	10	22	19	28	75	150	100	100	100
Composite bow	4	8	25	35	36	75	100	100	100	100
Short battle bow	5	11	30	40	40	75	100	100	100	100
Long battle bow	3	18	40	50	44	75	100	100	100	100
Short war Bow	6	14	35	55	48	75	100	100	100	100
Long war bow	3	23	50	65	55	75	100	100	100	100
Light crossbow	6	9	21	27	30	75	100	100	100	100
Crossbow	9	14	40	33	40	75	100	100	100	100
Heavy crossbow	12	20	60	40	50	75	100	100	100	100
Repeating crossbow	6	12	40	50	40	75	100	100	100	100





ARMOR STATISTICS

The following table lists the common items of armor found in Diablo II and provides the minimum and maximum armor class, required strength, and durability.

Armor Type	Minimum Armor Class	Maximum Armor Class	Required Strength	Durability
Cap	3	5	0	12
Skull cap	8	11	15	18
Helm	15	18	26	24
Full helm	23	26	41	30
Great helm	30	35	63	40
Crown	25	45	55	50
Mask	9	27	23	20
Quilted armor	8	11	12	20
Leather armor	14	17	15	24
Hard leather armor	21	24	20	28
Studded leather	32	35	27	32
Ring mail	45	48	36	26
Scale mail	57	60	44	36
Chain mail	72	75	48	45
Breast plate	65	68	30	50
Splint mail	90	95	51	30
Plate mail	108	116	65	60
Field plate	101	105	55	48
Gothic plate	128	135	70	55
Full plate mail	150	161	80	70
Ancient armor	218	233	100	60
Light plate	90	107	41	60
Buckler	4	6	12	12
Small shield	8	10	22	16
Large shield	12	14	34	24
Kite shield	16	18	47	30



DIABLO II OFFICIAL GAMESPOT GAME GUIDE



ARMOR STATISTICS CONTINUED

Armor Type	Minimum Armor Class	Maximum Armor Class	Required Strength	Durability
Tower shield	22	25	75	60
Gothic shield	30	35	60	40
Gloves (L)	2	3	0	12
Heavy gloves	5	6	0	14
Bracers (M)	8	9	25	16
Light gauntlets	9	11	45	18
Gauntlets (H)	12	15	60	24
Leather boots	2	3	0	12
Heavy boots	5	6	18	14
Chain boots	8	9	30	16
Light plate boots	9	11	50	18
Plate boots	12	15	70	24
Sash (L)	2	2	0	12
Light Belt	3	3	0	14
Belt (M)	5	5	25	16
Heavy Belt	6	6	45	18
Girdle (H)	8	11	60	24
Bone helm	33	36	25	40
Bone shield	10	30	25	40
Spiked shield	15	25	30	40





APPENDIX E

GEMS AND SKULLS

Gems and skulls are one of Diablo II's rare treasures. Gems and skulls can be placed inside weapons, shields, and helms with sockets. Once you place a gem or a skull inside a socketed item, it's in there for good. You'll find items that can hold up to three different gems and skulls. The following table lists all the gems, skulls, and their various levels of perfection as well as their respective effects in weapons, shields, and helms.

AMETHYST

Gem	Socketed Weapon	Socketed Shield	Socketed Helm
Chipped amethyst	15-19 to attack rating	+5/6 to defense	+3 to strength
Flawed amethyst	20-29 To attack rating	+7/8 to defense	+4 to strength
Amethyst	30-39 To attack rating	+9/10 to defense	+5/6 to strength
Flawless amethyst	40-49 To attack rating	+11-13 to defense	+7/8 to strength
Perfect amethyst	50-60 To attack rating	+15-17 to defense	+9/10 to strength

TOPAZ

Gem	Socketed Weapon	Socketed Shield	Socketed Helm
Chipped topaz	(1-6) lightning damage	10-12 percent resist lightning	+7-9 percent chance find magic items
Flawed topaz	(1-7) lightning damage	13-16 percent resist lightning	11-13 percent chance find magic items
Topaz	(1-8) lightning damage	17-20 percent resist lightning	14-17 percent chance find magic items
Flawless topaz	(1-10) lightning damage	21-25 percent resist lightning	18-20 percent chance find magic items
Perfect topaz	(1-12/13/14/15) lightning	26-30 percent resist lightning	21-25 percent chance find magic items





SAPPHIRE

Gem	Socketed Weapon	Socketed Shield	Socketed Helm
Chipped sapphire	(1-3) cold damage	10-12 percent resist cold	+6-8 to maximum mana
Flawed sapphire	(2-3) cold damage	13-16 percent resist cold	+9-11 to maximum mana
Sapphire	(2-4) cold damage	17-20 percent resist cold	+12-15 to maximum mana
Flawless sapphire	(3-5) cold damage	21-25 percent resist cold	+16-20 to maximum mana
Perfect sapphire	(3-6/7) cold damage	26-30 percent resist cold	+21-25 to maximum mana

EMERALD

Gem	Socketed Weapon	Socketed Shield	Socketed Helm
Chipped emerald	+2 poison damage over 3 sec	10-12 percent resist poison	+3 to dexterity
Flawed emerald	+3 poison damage over 3 sec	13-16 percent resist poison	+4 to dexterity
Emerald	+4 poison damage over 3 sec	17-20 percent resist poison	+5/6 to dexterity
Flawless emerald	+4 poison damage over 3 sec	21-25 percent resist poison	+7/8 to dexterity
Perfect emerald	+5 poison damage over 3 sec	26-30 percent resist poison	+9/10 to dexterity

RUBY

Gem	Socketed Weapon	Socketed Shield	Socketed Helm
Chipped ruby	(3-4) fire damage	10-12 percent resist fire	+6-8 to maximum hit points
Flawed ruby	(3-5) fire damage	13-16 percent resist fire	+9-11 to maximum hit points
Ruby	(4-5) fire damage	17-20 percent resist fire	+12-15 to maximum hit points
Flawless ruby	(5-6) fire damage	21-25 percent resist fire	+16-20 to maximum hit points
Perfect ruby	(6-7/8/9/10) fire damage	26-30 percent resist fire	+21-25 to maximum hit points





DIAMOND

Gem	Socketed Weapon	Socketed Shield	Socketed Helm
Chipped diamond	125-129 percent damage vs. undead	5/6 percent to all resistances	+10 to attack rating
Flawed diamond	130-135 percent damage vs. undead	7/8 percent to all resistances	+15 to attack rating
Diamond	136-145 percent damage vs. undead	9-11 percent to all resistances	+20 to attack rating
Flawless diamond	146-155 percent damage vs. undead	12-15 percent to all resistances	+25 to attack rating
Perfect diamond	156-170 percent damage vs. undead	16-20 percent to all resistances	+30 to attack rating

SKULL

Gem	Socketed Weapon	Socketed Shield	Socketed Helm
Chipped skull	Hit steals 2 percent life, 1% mana	Attacker takes 2 damage	Replenish Life +2, Regenerate Mana 8%
Flawed skull	Hit steals 2 percent life, 2% mana	Attacker takes 3 damage	Replenish Life +3, Regenerate Mana 8%
Skull	Hit steals 3 percent life, 2% mana	Attacker takes 4 damage	Replenish Life +3, Regenerate Mana 12%
Flawless skull	Hit steals 3 percent life, 3% mana	Attacker takes 5 damage	Replenish Life +4, Regenerate Mana 12%
Perfect skull	Hit steals 4 percent life, 3% mana	Attacker takes 6/7 damage	Replenish Life +4, Regenerate Mana 16-20%





APPENDIX F

UNIQUE MONSTERS

This section lists Diablo II's unique monsters, their attributes, and the region found.

ACT I

Unique / Boss Monster	Unique Monster Attributes	Region Monster Found
Corpsefire	Spectral hit	Den of evil
Bishibosh	Magic resistant, fire enchanted	Cold plains
Bonebreaker	Extra strong, magic resistance	The crypt
Coldcrow	Cold Enchanted	The cave
Rakanishu	Lightning enchanted, extra fast	Stony field
Treehead Woodfist	Extra strong, extra fast	Dark woods
Griswold	Cursed	Tristram
The Countess	Fire enchanted	Forgotten tower
Pitspawn Foul dog	Cursed, cold enchanted	Jail level 1
Flame Spike The Crawler	Fire enchanted, cursed	Inner cloister
The Smith	Extra strong	Barracks
Bone Ash	Cold enchanted, extra strong Magic resistance	Cathedral
Blood Raven		Burial grounds
Andariel		Catacombs, level 4





ACT 2

Unique / Boss Monster	Unique Monster Attributes	Region Monster Found
Radament	Extra fast	Sewers level 3
Bloodwitch the Wild	Extra strong, cursed	Halls of the dead, level 3
Fangskin	Lightning enchanted, extra fast	Claw viper temple, level 2
Beetleburst	Magic resistant	Far oasis
Coldworm the Burrower	Cold enchanted, magic resistant	Maggot lair, level 3
Fire Eye	Fire enchanted, extra fast	Palace cellar, level 3
Dark Elder	Extra fast, magic resistant	Lost city
The Summoner		Arcane sanctuary
Duriel		Tal Rasha's chamber
Ancient Kaa the Soulless	Magic resistant, extra strong, lightning enchanted	Tal Rasha's tomb
Creeping Feature	Extra strong, cold enchanted	Stony tomb, level 2

ACT 3

Unique / Boss Monster	Unique Monster Attributes	Region Monster Found
Witch Doctor Endugu	Magic resistant, fire enchanted	Flayer dungeon, level 3
Stormtree	Extra fast, lightning enchanted	Entering lower Kurast
Battlemaid Sarina	Extra fast, spectral hit	Ruined temple
Icehawk Riftwing	Cold enchanted, teleportation	Sewers, level 1
Sszark The Burning	Extra strong, cursed	Spider cavern
Ismail Vilehand	Extra fast, cursed	Travincal
Geleb Flamefinger	Extra strong, fire enchanted	Travincal
Toorc Icefist	Cold enchanted, stone skin	Travincal
Wyand Voidfinger	Mana burn, teleportation	Durance of hate, level 3
Maffer Dragonhand	Extra fast, extra strong, teleportation	Durance of hate, level 3
Mephisto		Durance of hate, level 3
Bremm Sparkfist	Aura enchanted, lightning enchanted	Durance of hate, level 3





ACT 4

Unique / Boss Monster	Unique Monster Attributes	Region Monster Found
Infector of Souls	Extra fast, spectral hit	Chaos sanctuary "seal"
Lord De Seis	Extra fast, thieving, aura enchanted	Chaos sanctuary "seal"
Grand Vizier of Chaos	Extra strong, fire enchanted	Chaos sanctuary "seal"
Hephasto The Armorer	Extra strong, cursed magic resistant	River Of flame
Izual		Plains of despair
Diablo		Chaos sanctuary





Appendix G - Tables

Amazon Skill Tables

The amazon's skill tables show statistics for all 30 skills and all 20 skill levels. Use the chart to help plan your skill choices in advance. With the chart, you can see how adding additional skill points to an acquired skill improves that particularly skill and by how much.

Amazon Bow & Crossbow Skills

Amazon Bow and Crossbow Skills	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Magic Arrow	Mana cost	1.5	1.3	1.2	1.1	1.0	.8	.7	.6	.5	.3	.2	.1	0	0	0	0	0	0	0	0
	Damage modifier	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19
Fire Arrow	Mana cost	3	3.2	3.5	3.7	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7	7	7.2	7.5	7.7
	Fire damage	1-4	3-6	5-8	7-10	9-12	11-14	13-16	15-18	17-20	19-22	21-24	23-26	25-28	27-30	29-32	31-34	33-36	35-38	37-40	39-42
Cold Arrow	Mana Cost	3	3.2	3.5	3.7	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7	7	7.2	7.5	7.7
	Cold damage	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41
	Cold length (in seconds)	4	5.2	6.4	7.6	8.8	10	11.2	12.4	13.6	14.8	16	17.2	18.4	19.6	20.8	22	23.2	24.4	25.6	26.8
Multiple Shot	Mana cost	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
	Number of arrows	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Exploding Arrow	Mana cost	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12	13	13	14	14
	Fire damage	2-4	7-9	12-14	17-19	22-24	27-29	32-34	37-39	42-44	47-49	52-54	57-59	62-64	67-69	72-74	77-79	82-84	87-89	92-94	97-99
Guided Arrow	Mana cost	7	6.5	6	5.5	5	4.5	4	3.5	3	2.5	2	1.5	1	1	1	1	1	1	1	1
	Damage modification increase (percent)	0	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%
Ice Arrow	Mana cost	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7	7	7.2	7.5	7.7	8	8.2	8.5	8.7
	Freeze in seconds	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6	3.8	4	4.2	4.4	4.6	4.8	5	5.2	5.4	5.6	5.8
	Cold damage	6-10	10-14	14-18	18-22	22-26	26-30	30-34	34-38	38-42	42-46	46-50	50-54	54-58	58-62	62-66	66-70	70-74	74-78	78-82	82-86
Strafe (Mana Cost: 11)	Attacks up to	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43
	Damage modification increase (percent)	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%
Immolation Arrow	Mana cost	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	Explosion damage	4-10	10-16	16-22	22-28	28-34	34-40	40-46	46-52	52-58	58-64	64-70	70-76	76-82	82-88	88-94	94-100	100-106	106-112	112-118	118-124
	Fire duration in seconds	4.6	5.6	6.6	7.6	8.6	9.6	10.6	11.6	12.6	13.6	14.6	15.6	16.6	17.6	18.6	19.6	20.6	21.6	22.6	23.6
	Average fire damage	8-10	14-16	19-22	25-28	31-33	37-39	43-45	49-51	55-57	60-63	66-69	72-75	78-80	84-86	90-92	96-98	101-104	107-110	113-116	119-121





Freezing Arrow	Mana cost	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
(Duration two seconds)	Damage modifier	6-10	12-16	18-22	24-28	30-34	36-40	42-46	48-52	54-58	60-64	66-70	72-76	78-82	84-88	90-94	96-100	102-106	108-112	114-118	120-124

Amazon Javelin and Spear Skills

Amazon Javelin and Spear Skills	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Jab	Mana cost	2	2.2	2.5	2.7	3	3.2	3.5	3.7	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7
	Attack rating bonus	+10	+15	+20	+25	+30	+35	+40	+45	+50	+55	+60	+65	+70	+75	+80	+85	+90	+95	+100	+105
	Damage modification increase (percent)	-15	-12	-9	-6	-3	0	+3	+6	+9	+12	+15	+18	+21	+24	+27	+30	+33	+36	+39	+42
Power Strike	Mana cost	2	2.2	2.5	2.7	3	3.2	3.5	3.7	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7
	Attack Modifier	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
	Damage	1-8	4-11	7-14	10-17	13-20	16-23	19-26	22-29	25-32	28-35	31-38	34-41	37-44	40-47	43-50	46-53	49-56	52-59	55-62	58-65
Poison Javelin	Mana cost	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7	7	7.2	7.5	7.7	8	8.2	8.5	8.7
Over 3 seconds	Poison damage	9-14	14-18	18-23	23-28	28-32	32-39	37-42	42-46	46-51	51-56	56-60	60-65	65-70	70-75	75-79	79-84	84-89	89-93	93-98	98-103
Impale	Attack Modification increase (percent)	25	32	39	46	53	60	67	74	81	88	95	102	109	116	123	130	137	144	151	158
Mana cost: 3	Weapon durability increase (percent)	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69
Lighting Bolt	Damage modifier	1-40	1-48	1-56	1-64	1-72	1-80	1-88	1-96	1-104	1-112	1-120	1-128	1-136	1-144	1-152	1-160	1-168	1-176	1-184	1-192
	Mana cost	6	6.2	6.5	6.7	7	7.2	7.5	7.7	8	8.2	8.5	8.7	9	9.2	9.5	9.7	10	10.2	10.5	10.7
Plague Javelin	Mana cost	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Over 3 seconds	Poison damage	9-14	14-18	18-23	23-28	28-32	32-39	37-42	42-46	46-51	51-56	56-60	60-65	65-70	70-75	75-79	79-84	84-89	89-93	93-98	98-103
Charged Strike	Damage modifier	1-15	6-20	11-25	16-30	21-35	26-40	31-45	36-50	41-55	46-60	51-65	56-70	61-75	66-80	71-85	76-90	81-95	86-100	91-105	96-110
	Mana cost	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7	7	7.2	7.5	7.7	8	8.2	8.5	8.7
Fend	Attack modification increase (percent)	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
Mana cost: 5	Damage modification increase (percent)	25	28	31	34	37	40	43	46	49	52	55	58	61	64	67	70	73	76	79	82
Lightning Strike	Mana cost	9	9.5	10	10.5	11	11.5	12	12	13	13	14	14	15	15	16	16	17	17	18	18
	Lightning bolt damage	1-14	1-16	1-18	1-20	1-22	1-24	1-26	1-28	1-30	1-32	1-34	1-36	1-38	1-40	1-42	1-44	1-46	1-48	1-50	1-52
	Number of bolts	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
	Lightning damage	5-25	15-35	25-45	35-55	45-65	55-75	65-85	75-95	85-105	95-115	105-125	115-135	125-145	135-155	145-165	155-175	165-185	175-195	185-205	195-215





Lightning Fury	Mana cost	10	10.5	11	11.5	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19
	Lightning bolt damage	1-40	1-44	1-48	1-52	1-56	1-60	1-64	1-68	1-72	1-76	1-80	1-84	1-88	1-92	1-96	1-100	1-104	1-108	1-112	1-116
	Number of bolts	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
	Lightning damage	1-40	11-50	21-60	31-70	41-80	51-90	61-100	71-110	81-120	91-130	101-140	111-150	121-160	131-170	141-180	151-190	161-200	171-210	181-220	191-230

Amazon Passive and Magic Skills

Amazon Passive and Magic Skills	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Inner Sight Radius: 13.3 (yards)	Duration (seconds)	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84
Mana cost: 5	Enemy defense minus	46	50	54	57	60	62	63	64	66	67	68	69	70	70	71	72	72	72	73	73
Critical Strike (Passive)	Percent Chance to do double damage	16	25	32	38	42	46	49	51	54	56	58	59	61	62	63	65	65	66	67	68
Dodge (Passive)	Percent chance to dodge melee	18	24	29	34	37	40	42	44	46	47	49	50	51	52	52	54	54	55	55	56
Slow Missiles Radius: 13.3 (yards) Mana cost: 5	Duration (seconds)	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120	126
Avoid (Passive)	Change to dodge missile	24	31	36	41	45	48	50	52	54	55	57	58	60	61	61	63	63	64	64	65
Penetrate (Passive)	Percent bonus to attack rating for ranged attacks	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195	205	215	225
Decoy	Duration	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
Decoy draws fire	Mana cost	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1
Evade (Passive)	Chance to dodge any attack	18	24	29	34	37	40	42	44	46	47	49	50	51	52	52	54	54	55	55	56
Valkyrie	Hit points	377	453	528	604	679	755	830	906	981	1057	1132	1208	1283	1359	1434	1510	1585	1661	1736	1812
Mana cost: 25	Percent damage	0	25	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475
	Percent attack	0	25	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475
	Percent defense bonus	0	25	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475
Pierce (Passive)	Chance missiles pass through target	16	20	24	27	30	32	33	34	36	37	38	39	40	40	41	42	42	42	43	43





Barbarian Skill Tables

The barbarian's skill table shows statistics for all 30 skills and all 20 skill levels. Use the chart to help plan your skill choices in advance. With the chart, you can see how adding additional skill points to an acquired skill improves that particularly skill and by how much.

Barbarian War Cries

Barbarian War Cries	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Howl	Enemy runs (yards)	16	19.3	22.6	26	29.3	32.6	36	39.3	42.6	46	49.3	52.6	56	59.3	62.6	66	69.3	72.6	76	79.3
Mana cost: 4	Enemy runs (seconds)	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Find Health Potion (Mana cost: 2)	Percent chance to find	15%	27%	36%	44%	50%	55%	59%	62%	66%	68%	71%	73%	75%	77%	78%	80%	81%	82%	83%	84%
Taunt	Target's damage decrease	5%	7%	9%	11%	13%	15%	17%	19%	21%	23%	25%	27%	29%	31%	33%	35%	37%	39%	41%	43%
Mana cost: 3	Target's attack rating decrease	5%	7%	9%	11%	13%	15%	17%	19%	21%	23%	25%	27%	29%	31%	33%	35%	37%	39%	41%	43%
Shout	Defense bonus	100%	110%	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%
Mana cost: 6	Duration (seconds)	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54
Find Item (Mana cost: 7)	Percent chance to find	14%	21%	26%	31%	35%	38%	40%	42%	44%	45%	47%	48%	50%	51%	51%	53%	53%	54%	54%	55%
Battle Cry	Duration (in seconds)	12	14.4	16.8	19.2	21.6	24	26.4	28.8	31.2	33.6	36	38.4	40.8	43.2	45.6	48	50.4	52.8	55.2	57.6
Mana cost: 5	Defense modification increase (percent)	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88
	Damage modification increase (percent)	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Battle Orders	Duration (in seconds)	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120	126	132	138	144
Mana cost: 7	Maximum stamina, hit points, mana increase	40%	44%	47%	50%	52%	54%	55%	56%	58%	58%	59%	60%	61%	61%	62%	63%	63%	63%	64%	64%
Grim Ward Duration: 40 seconds; mana cost: 4	Radius	2	2.6	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6
War Cry	Mana cost	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
	Damage	15-20	20-25	25-30	30-35	35-40	40-45	45-50	50-55	55-60	60-65	65-70	70-75	75-80	80-85	85-90	90-95	95-100	100-105	105-110	110-115
	Stun Length (in seconds)	1	1.2	1.4	1.6	1.8	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6	3.8	4	4.2	4.4	4.6	4.8





Battle Command Mana cost: 11	Duration (in seconds)	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88
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Barbarian Combat Masteries

Barbarian Combat Masteries	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Sword Mastery	Damage modification increase (percent)	28	33	38	43	48	53	58	63	68	73	78	83	88	93	98	103	108	113	118	123
	Attack modification increase (percent)	28	36	44	52	60	68	76	84	92	100	108	116	124	132	140	148	156	164	172	180
Axe Mastery	Damage modification increase (percent)	28	33	38	43	48	53	58	63	68	73	78	83	88	93	98	103	108	113	118	123
	Attack modification increase (percent)	28	36	44	52	60	68	76	84	92	100	108	116	124	132	140	148	156	164	172	180
Mace Mastery	Attack modification increase (percent)	28	36	44	52	60	68	76	84	92	100	108	116	124	132	140	148	156	164	172	180
	Damage modification increase (percent)	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
Spear Mastery	Attack modification increase (percent)	30	38	46	54	62	70	78	86	94	102	110	118	126	134	142	150	158	166	174	182
	Damage modification increase (percent)	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
Throwing Mastery	Attack modification increase (percent)	30	38	46	54	62	70	78	86	94	102	110	118	126	134	142	150	158	166	174	182
	Damage modification increase (percent)	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
Polearm Mastery	Attack modification increase (percent)	30	38	46	54	62	70	78	86	94	102	110	118	126	134	142	150	158	166	174	182
	Damage modification increase (percent)	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
Increased Stamina	Stamina bonus (percent)	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315
Iron Skin	Increase damage rating	30%	40%	50%	60%	70%	80%	90%	100%	110%	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%
Increased Speed	Walk/run speed bonus (percent)	13	18	22	25	28	30	32	33	35	36	37	38	39	40	40	41	41	42	42	43
Natural Resistance	Increase all resistances	12%	21%	28%	35%	40%	44%	47%	49%	52%	54%	56%	58%	60%	61%	62%	64%	64%	65%	66%	67%

Barbarian Combat Skills

Barbarian Combat Skills	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Bash	Additional damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20





Mana cost: 2	Damage modification increase (percent)	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
	Attack modification increase (percent)	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115
Leap (mana cost: 2)	Radius (yards)	4.6	7.3	8.6	10	11.3	12	12.6	13.3	14	14	14.6	14.6	15.3	16	16	16	16.6	16.6	16.6	16.6
Double Swing (mana cost: 2)	Attack modification increase (percent)	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110
Stun	Attack modification increase (percent)	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110
Mana cost: 2	Duration (in seconds)	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	2.8	3.0	3.2	3.4	3.6	3.8	4.0	4.2	4.4	4.6	4.8	5.0
Double Throw (mana cost: 2)	Attack modification increase (percent)	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
Leap Attack	Radius (yards)	4.6	7.3	8.6	10	11.3	12	12.6	13.3	14	14	14.6	14.6	15.3	16	16	16	16.6	16.6	16.6	16.6
Mana cost: 9	Damage modification increase (percent)	100	130	160	190	220	250	280	310	340	370	400	430	460	490	520	550	580	610	640	670
Concentrate	Defense modification increase (percent)	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
Mana cost: 2	Attack modification increase (percent)	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
Frenzy	Duration (seconds)	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Mana cost: 2	Attack modification increase (percent)	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
Whirlwind	Mana cost	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63
	Damage modification (percent)	-50	-35	-20	-5	+10	+25	+40	+55	+70	+85	+100	+115	+130	+145	+160	+175	+190	+205	+220	+235
	Attack modification increase (percent)	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
Berserk	Attack modification increase (percent)	56	72	88	104	120	136	152	168	184	200	216	232	248	264	280	296	312	328	344	360
Mana cost: 5	Magic damage modification increase (percent)	56	66	76	86	96	106	116	126	136	146	156	166	176	186	196	206	216	226	236	246
	Duration (seconds)	2.7	2.4	2.2	2.1	2.0	1.9	1.8	1.7	1.6	1.6	1.6	1.5	1.5	1.4	1.4	1.4	1.4	1.3	1.3	1.3

Necromancer Skill Tables

The necromancer's skill tables show statistics for all 30 skills and all 20 skill levels. Use the chart to help plan your skill choices in advance. With the chart, you can see how adding additional skill points to an acquired skill improves that particularly skill and by how much.





Necromancer Poison and Bone Spells

Necromancer Poison and Bone Spells	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Teeth	Mana cost	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12
	Damage	2-4	3-5	4-6	5-7	6-8	7-9	8-10	9-11	10-12	11-13	12-14	13-15	14-16	15-17	16-18	17-19	18-20	19-21	20-22	21-23
	Number of teeth	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Bone Armor	Shield damage	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
	Mana cost	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Poison Dagger	Mana cost	3	3.2	3.5	3.7	4.0	4.2	4.5	4.7	5.0	5.2	5.5	5.7	6.0	6.2	6.5	6.7	7.0	7.2	7.5	7.7
	Poison damage	7-15	10-20	14-26	18-33	23-40	29-48	35-56	41-65	49-75	57-85	65-95	74-106	84-118	94-131	105-144	116-157	128-171	141-186	154-201	168-217
	Duration (seconds)	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
	Attack rating bonus	15%	25%	35%	45%	55%	65%	75%	85%	95%	105%	115%	125%	135%	145%	155%	165%	175%	185%	195%	205%
Corpse Explosion	Mana cost	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
60-100% of corpse hit points	Radius (yards)	2.6	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3
Bone Wall (mana cost: 17; duration: 48 seconds)	Hit points	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95	99	104	109
Bone Spear	Damage	16-24	24-32	32-40	40-48	48-56	56-64	64-72	72-80	80-88	88-96	96-104	104-112	112-120	120-128	128-136	136-144	144-152	152-160	160-168	168-176
	Mana cost	7	7.2	7.5	7.7	8	8.2	8.5	8.7	9	9.2	9.5	9.7	10	10.2	10.5	10.7	11	11.2	11.5	11.7
Poison Explosion	Poison damage	25-50	30-60	35-70	40-80	45-90	50-100	55-110	60-120	65-130	70-140	75-150	80-160	85-170	90-180	95-190	100-200	105-210	110-220	115-230	120-240
Mana cost: 8	Duration (seconds)	4	4.8	5.6	6.4	7.2	8	8.8	9.6	10.4	11.2	12	12.8	13.6	14.4	15.2	16	16.8	17.6	18.4	19.2
Bone Prison	Mana cost	27	25	23	21	19	17	15	13	11	9	7	5	3	1	1	1	1	1	1	1
Duration: 48 seconds	Hit points	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95	99	104	109
Poison Nova	Poison damage	50-75	55-82	60-90	65-97	70-105	75-112	80-120	85-127	90-135	95-142	100-150	105-157	110-165	115-172	120-180	125-187	130-195	135-202	140-210	145-217
Mana cost: 25	Duration (seconds)	8	8.8	9.6	10.4	11.2	12	12.8	13.6	14.4	15.2	16	16.8	17.6	18.4	19.2	20	20.8	21.6	22.4	23.2
Bone Spirit	Mana cost	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21
Chases target	Damage	20-30	36-46	52-62	68-78	84-94	100-110	116-126	132-142	148-158	164-174	180-190	196-206	212-222	228-238	244-254	260-270	276-286	292-302	308-318	324-334

Necromancer Summoning Skills

Necromancer Summoning Skills	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Raise Skeleton	Number of skeletons	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Base hit points: 21; base damage: 1-2	Mana cost	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	Skeleton Mastery	Skeleton hit points	+7	+14	+21	+28	+35	+42	+49	+56	+63	+70	+77	+84	+91	+98	+105	+112	+119	+126	+133
	Skeleton damage	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26	+28	+30	+32	+34	+36	+38	+40
	Monster hit points	+7%	14%	21%	28%	35%	42%	49%	56%	63%	70%	77%	84%	91%	98%	105%	112%	119%	126%	133%	140%
	Monster damage	+2%	4%	6%	8%	10%	12%	14%	16%	18%	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%
Clay Golem	Mana cost	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72
Heal themselves automatically	Damage	2-5	2-6	3-8	4-10	4-12	5-13	6-15	6-17	7-19	8-20	9-22	9-24	10-26	11-27	11-29	12-31	13-33	13-34	14-36	15-38





	Hit points	100	135	170	205	240	275	310	345	380	415	450	485	520	555	590	625	660	695	730	765
Golem Mastery	Hit points	+20%	40%	60%	80%	100%	120%	140%	160%	180%	200%	220%	240%	260%	280%	300%	320%	340%	360%	380%	400%
	Velocity increase	+6%	10%	14%	17%	20%	22%	23%	24%	26%	27%	28%	29%	30%	30%	31%	32%	32%	32%	33%	33%
Raise Skeletal Mage	Number of skeleton mages	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Base hit points: 61	Mana cost	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Blood Golem	Mana cost	25	29	33	37	41	45	49	53	57	61	65	69	73	77	81	85	89	93	97	101
Base hit points: 201	Damage:	6-16	8-21	10-27	12-32	14-38	16-44	18-49	20-55	22-60	24-66	27-72	29-77	31-83	33-88	35-94	37-100	39-105	41-111	43-116	45-122
	Convert damage to life	31	32	33	34	35	35	35	36	36	36	37	37	37	37	37	38	38	38	38	38
Summon Resist	Resist all	28%	34%	39%	44%	47%	50%	52%	54%	56%	57%	59%	60%	61%	62%	62%	64%	64%	65%	65%	66%
Iron Golem (mana cost: 35; damage: 7-19; hit points: 367)	Thorns	0%	150%	165%	180%	195%	210%	225%	240%	255%	270%	285%	300%	315%	330%	345%	360%	375%	390%	405%	420%
Fire Golem	Mana cost	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Hit points: 375	Damage	10-27	12-33	15-40	17-47	20-54	22-60	25-67	27-74	30-81	32-87	35-94	37-101	40-108	42-114	45-121	47-128	50-135	52-141	55-148	57-155
	Absorbs fire damage to hit points	36%	45%	52%	58%	62%	66%	69%	71%	74%	76%	78%	79%	81%	82%	83%	85%	85%	86%	87%	88%
Revive	Mana cost	45	42	39	36	33	30	27	24	21	18	15	12	9	6	3	1	1	1	1	1
	Number of monsters	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	Hit points (percent of original monster)	200%	220%	240%	260%	280%	300%	320%	340%	360%	380%	400%	420%	440%	460%	480%	500%	520%	540%	560%	580%

Necromancer Curses

Necromancer Curses	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Amplify Damage	Radius (yards)	2	2.6	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6
Damage taken +100% (mana cost: 4)	Duration (seconds)	8	11	14	17	20	23	26	29	32	35	38	41	44	47	50	53	56	59	62	65
Dim Vision	Radius (yards)	2.6	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3
Reduces enemy vision (mana cost: 9)	Duration (seconds)	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45
Weaken	Radius (yards)	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16	16.6	17.3	18	18.6
Target's damage -33% (mana cost: 4)	Duration (seconds) (in)	14	16.4	18.8	21.2	23.6	26	28.4	30.8	33.2	35.6	38	40.4	42.8	45.2	47.6	50	52.4	54.8	57.2	59.6
Iron Maiden Radius: 4.6 yards (mana cost: 5)	Percent damage returned	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575	600	625	650	675
	Duration (seconds)	12	14.4	16.8	19.2	21.6	24	26.4	28.8	31.2	33.6	36	38.4	40.8	43.2	45.6	48	50.4	52.8	55.2	57.6
Terror Radius: 2.6 yards; (mana cost: 7); enemies run in fear for duration of curse	Duration (seconds)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Confuse Cursed monster attacks random targets	Radius (yards)	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16	16.6





Mana cost: 13	Duration (seconds)	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	
Life Tap	Radius (yards)	2.6	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	
Mana cost: 9	Duration (seconds)	16	18.4	20.8	23.2	25.6	28	30.4	32.8	35.2	37.6	40	42.4	44.8	47.2	49.6	52	54.4	56.8	59.2	61.6	
Attract Radius: 6 yards (mana cost: 17)	Duration (seconds)	12	15.6	19.2	22.8	26.4	30	33.6	37.2	40.8	44.4	48	51.6	55.2	58.8	62.4	66	69.6	73.2	76.8	80.4	
Decrepify	Radius (yards)	2.6	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	
Mana cost: 11	Duration (seconds)	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6	3.8	4	4.2	4.4	4.6	4.8	5	5.2	5.4	5.6	5.8	
Lower Resist	Radius (yards)	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16	16.6	17.3	
Mana cost: 22	Duration (seconds)	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	
	Resist (percent)	all	31	37	41	44	47	49	51	52	54	55	56	57	58	59	60	61	61	61	62	62

Paladin Skill Table

The paladin's skill table shows statistics for all 30 skills and all 20 skill levels. Use the chart to help plan your skill choices in advance. With the chart, you can see how adding additional skill points to an acquired skill improves that particularly skill and by how much.

Paladin Defensive Auras

Paladin Defensive Auras	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Prayer	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Healing	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
	Mana cost	1	1.1	1.3	1.5	1.7	1.9	2.1	2.3	2.5	2.6	2.8	3	3.2	3.4	3.6	3.8	4	4.1	4.3	4.5
Resist Fire	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Resist increase (percent)	fire	54	58	60	63	65	66	67	68	69	70	71	71	72	73	73	74	74	74	75
Defiance	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Defense modification increase (percent)	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260
Resist Cold	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Resist Cold	54	58	60	63	65	66	67	68	69	70	71	71	72	73	73	74	74	74	74	75
Cleansing	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Duration reduction	39	46	51	56	60	63	65	67	69	70	72	73	75	76	76	78	78	79	79	80
Resist Lightning	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Resist lightning	54	58	60	63	65	66	67	68	69	70	71	71	72	73	73	74	74	74	74	75
Vigor	Radius (yards)	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
	Walk/run speed increase (percent)	13	18	22	25	28	30	32	33	35	36	37	38	39	40	40	41	41	42	42	43
	Maximum stamina increase (percent)	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525
	Increase stamina recovery (percent)	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525
Meditation	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Mana recovery increase (percent)	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	320	335	350
Redemption	Radius (yards)	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3





	Chance to redeem (percent)	23	34	42	49	55	59	63	65	69	71	73	75	77	79	80	82	82	83	84	85
	Hit points / mana recovery (points)	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
Salvation	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Resist all	54	58	60	63	65	66	67	68	69	70	71	71	72	73	73	74	74	74	74	75

Paladin Offensive Auras

Paladin Offensive Auras	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Might	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Damage modification increase (percent)	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230
Holy Fire	Radius (yards)	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16	16.6
	Fire damage	1-3	1.5-3.5	2.5-4.5	3-5	4-6	4.5-6.5	5.5-7.5	6-8	7-9	7.5-10.5	8.5-10.5	9-11	10-12	10.5-12.5	11.5-13.5	12-14	13-15	13.5-15.5	14.5-16.5	15-17
Thorns	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Damage return increase (percent)	250	290	330	370	410	450	490	530	570	610	650	690	730	770	810	850	890	930	970	1010
Blessed Aim	Radius (yards)	7.3	8.6	10	11.3	12.6	14	15.3	16.6	18	19.3	20.6	22	23.3	24.6	26	27.3	28.6	30	31.3	32.6
	Attack modification increase (percent)	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360
Concentration	Uninterrupt chance	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
	Damage increase (percent)	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330	345
Holy Freeze	Radius (yards)	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16	16.6
	Slowed by (percent)	30	34	37	40	42	44	45	46	48	48	49	50	51	51	52	53	53	53	54	54
Holy Shock	Radius (yards)	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16
	Lightning damage	1-5	2-6	4-8	5-9	7-11	8-12	10-14	11-15	13-17	14-18	16-20	17-21	19-23	20-24	22-26	23-27	25-29	26-30	28-32	29-33
Sanctuary	Radius (yards)	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16
	Magic damage	8-16	12-20	16-24	20-28	24-32	28-36	32-40	36-44	40-48	44-52	48-56	52-60	56-64	60-68	64-72	68-76	72-80	76-84	80-88	84-92
Fanaticism	Radius (yards)	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3	7.3
	Attack rate increase (percent)	14	18	20	23	25	26	27	28	29	30	31	31	32	33	33	34	34	34	34	35
	Attack modification increase (percent)	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
Conviction	Radius (yards)	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16	16.6	17.3	18	18.6
	Defense modification decrease (percent)	49	56	61	66	70	73	75	77	79	80	82	83	85	86	86	88	88	89	89	90
	Maximum resistance decrease (percent)	26	32	36	39	42	44	46	47	49	50	51	52	53	54	55	56	56	56	57	57

Paladin Combat Skills

Paladin Combat Skills	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Sacrifice	Attack rating modification increase (percent)	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115
Damage to self: 8%	Damage increase (percent)	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348	360	372	384	396	408
Smite	Damage modification increase (percent)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300
Mana cost: 2	Stun (seconds)	0.6	0.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	2.8	3.0	3.2	3.4	3.6	3.8	4.0	4.2	4.4
Holy Bolt	Magic damage	8-16	14-22	20-28	26-34	32-40	38-46	44-52	50-58	56-64	62-70	68-76	74-82	80-88	86-94	92-100	98-106	104-112	110-118	116-124	122-130
	Healing	1-6	3-8	5-10	7-12	9-14	11-16	13-18	15-20	17-22	19-24	21-26	23-28	25-30	27-32	29-34	31-36	33-38	35-40	37-42	39-44
	Mana cost	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7	7	7.2	7.5	7.7	8	8.2	8.5	8.7
Zeal	Attack modification	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105





	increase (percent)																				
Mana cost: 2	Number of hits	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Charge (mana Cost: 9)	Damage modification increase (percent)	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575
Vengeance	Mana cost	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12	13	13
	Cold length	1.2	1.8	2.4	3.0	3.6	4.2	4.8	5.4	6.0	6.6	7.2	7.8	8.4	9.0	9.6	10.2	10.8	11.4	12.0	12.6
Attack modification +20%	Eliminate damage increase (percent)	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130
Blessed Hammer	Damage modification increase (percent)	12-16	20-24	28-32	36-40	44-48	52-56	60-64	68-72	76-80	84-88	92-96	100-104	108-112	116-120	124-128	132-136	140-144	148-152	156-160	164-168
	Mana Cost	5	5.2	5.5	5.7	6	6.2	6.5	6.7	7	7.2	7.5	7.7	8	8.2	8.5	8.7	9	9.2	9.5	9.7
Conversion	Chance to convert (percent)	11	20	27	33	37	41	44	46	49	51	53	54	56	57	58	60	60	61	62	63
Mana cost: 4	Duration (seconds)	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
Holy Shield	Duration (seconds)	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220
Mana cost: 35	Defense modification increase (percent)	25	40	55	70	85	100	115	130	145	160	175	190	205	220	235	250	265	280	295	310
	Chance to block increase (percent)	8	10	12	13	15	16	16	17	18	18	19	19	20	20	20	21	21	21	21	21
Fist of the Heavens	Holy bolt damage	1-16	1-22	1-28	1-34	1-40	1-46	1-52	1-58	1-64	1-70	1-76	1-82	1-88	1-94	1-100	1-106	1-112	1-118	1-124	1-130
	Lightning damage	1-40	9-48	17-56	25-64	33-72	41-80	49-88	57-96	65-104	73-112	81-120	89-128	97-136	105-144	113-152	121-160	129-168	137-176	145-184	153-192
	Mana cost:	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63

Sorceress Skill Tables

The sorceress' skill tables show statistics for all 30 skills and all 20 skill levels. Use the chart to help plan your skill choices in advance. With the chart, you can see how adding additional skill points to an acquired skill improves that particularly skill and by how much.

Sorceress Cold Spells

Sorceress Cold Spells	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Ice Bolt	Damage	3-5	4-6	5-7	6-8	7-9	8-10	9-11	10-12	11-13	12-14	13-15	14-16	15-17	16-18	17-19	18-20	19-21	20-22	21-23	22-24
Mana cost: 3	Cold length (in seconds)	6	7.4	8.8	10.2	11.6	13	14.4	15.8	17.2	18.6	20	21.4	22.8	24.2	25.6	27	28.4	29.8	31.2	32.6
Frozen Armor	Defense bonus (percent)	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
Mana cost: 7	Duration (in seconds)	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348
	Freeze length (in seconds)	1.2	1.3	1.4	1.5	1.6	1.8	1.9	2	2.1	2.2	2.4	2.5	2.6	2.7	2.8	3	3.1	3.2	3.3	3.4
Frost Nova	Mana cost	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47
	Cold damage	2-4	4-6	6-8	8-10	10-12	12-14	14-16	16-18	18-20	20-22	22-24	24-26	26-28	28-30	30-32	32-34	34-36	36-38	38-40	40-42
	Cold length (in seconds)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Ice Blast	Mana cost	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12	13	13	14	14	15	15
	Damage	10	17	24	31	38	45	52	59	66	73	80	87	94	101	108	115	122	129	136	143
	Freeze length (in seconds)	3	3.2	3.4	3.6	3.8	4	4.2	4.4	4.6	4.8	5	6.2	5.4	5.6	5.8	6	6.2	6.4	6.6	6.8
Shiver Armor	Defense bonus (percent)	45 percent	51 percent	57 percent	63 percent	69 percent	75 percent	81 percent	87 percent	93 percent	99 percent	105 percent	111 percent	117 percent	123 percent	129 percent	135 percent	141 percent	147 percent	153 percent	159 percent
Mana cost: 11	Damage	6-8	8-10	10-12	12-14	14-16	16-18	18-20	20-22	22-24	24-26	26-28	28-30	30-32	32-34	34-36	36-38	38-40	40-42	42-44	44-46
Cold length: 4 seconds	Duration (in seconds)	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348





Glacial Spike	Mana cost	10	10.5	11	11.5	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19
	Damage	16-24	23-31	30-38	37-45	44-52	51-59	58-66	65-73	72-80	79-87	76-94	93-101	100-108	107-115	114-122	121-129	128-136	135-143	142-150	149-157
	Freeze length (in seconds)	2	2.1	2.2	2.3	2.4	2.6	2.7	2.8	2.9	3	3.2	3.3	3.4	3.5	3.6	3.8	3.9	4	4.1	4.2
Blizzard	Mana cost	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
	Damage (per second)	16-24	20-28	24-32	28-36	32-40	36-44	40-48	44-52	48-56	52-60	56-64	60-68	64-72	68-76	72-80	76-84	80-88	84-92	88-96	92-100
	Duration (in seconds)	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Chilling Armor	Defense bonus (percent)	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140
Mana cost: 17	Damage	4-6	5-7	6-8	7-9	8-10	9-11	10-12	11-13	12-14	13-15	14-16	15-17	16-18	17-19	18-20	19-21	20-22	21-23	22-24	23-25
	Duration (seconds)	144	150	156	162	168	174	180	186	192	198	204	210	216	222	228	234	240	246	252	258
Frozen Orb	Mana cost	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	65
	Damage	32-35	38-41	44-47	50-53	56-59	62-65	68-71	74-77	80-83	86-89	92-95	98-101	104-107	110-113	116-119	122-125	128-131	134-137	140-143	146-149
	Cold length (seconds)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Cold Mastery	Enemy resistance decrease (percent)	23	34	42	49	55	59	63	65	69	71	73	75	77	79	80	82	82	83	84	85

Sorceress Lightning Spells

Sorceress Lightning Spells	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Charged Bolt	Damage	2-4	2-4	3-5	3-5	4-6	4-6	5-7	5-7	6-8	6-8	7-9	7-9	8-10	8-10	9-11	9-11	10-12	10-12	11-13	11-13
	# of Bolts	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
	Mana Cost	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12
Static Field	Damage*																				
Mana Cost: 9	Radius (yards)	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16
Telekinesis	Mana Cost	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
	Damage	1-2	2-3	3-4	4-5	5-6	6-7	7-8	8-9	9-10	10-11	11-12	12-13	13-14	14-15	15-16	16-17	17-18	18-19	19-20	20-21
Nova	Mana Cost	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
	Damage	1-20	8-27	15-34	22-41	29-48	36-55	43-62	50-69	57-76	64-83	71-90	78-97	85-104	92-111	99-125	106-132	113-132	120-139	127-146	134-153
Lightning	Mana Cost	8	8.5	9	9.5	10	10.5	11	11.5	12	12	13	13	14	14	15	16	16	17	17	17
	Damage	1-40	1-48	1-56	1-64	1-72	1-80	1-88	1-96	1-104	1-112	1-120	1-128	1-136	1-144	1-152	1-160	1-168	1-176	1-184	1-192
Chain Lightning	Mana Cost	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Hits: 5	Damage	1-32	7-38	13-44	19-50	25-56	31-62	37-68	43-74	49-80	55-86	61-92	67-98	73-104	79-110	85-116	91-122	97-128	103-134	109-140	115-146
Teleport	Mana Cost	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
Thunder Storm	Mana Cost	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19
	Damage	1-100	11-110	21-120	31-130	41-140	51-150	61-160	71-170	81-180	91-190	101-200	111-210	121-220	131-230	141-240	151-250	161-260	171-270	181-280	191-290
	Duration (secs)	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160	168	176	184
Energy Shield	Absorbs % Damage	15	23	30	35	40	43	46	48	51	52	54	56	57	58	59	61	61	62	63	63
Mana Cost: 5	Duration (secs)	144	192	240	288	336	384	432	480	528	576	624	672	720	768	816	864	912	960	1008	1056
Lightning Mastery	Lightning Costs	15%	23%	30%	35%	40%	43%	46%	48%	51%	52%	54%	56%	57%	58%	59%	61%	61%	62%	63%	63%





	Reduced																		
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*reduces creature's current life points by 33%

Sorceress Fire Spells

Sorceress Fire Spells	Variables	Lev. 1	Lev. 2	Lev. 3	Lev. 4	Lev. 5	Lev. 6	Lev. 7	Lev. 8	Lev. 9	Lev. 10	Lev. 11	Lev. 12	Lev. 13	Lev. 14	Lev. 15	Lev. 16	Lev. 17	Lev. 18	Lev. 19	Lev. 20
Fire Bolt (mana cost: 2.5)	Damage	3-6	4-7	6-9	7-10	9-12	10-13	12-15	13-16	15-18	16-19	18-21	19-22	21-24	22-25	24-27	25-28	27-30	28-31	30-33	31-34
Warmth	Percent	30	42	54	66	78	90	102	114	126	138	150	162	174	186	198	210	222	234	246	258
Inferno	Mana cost	7	7	8	9	10	10	11	12	13	14	14	15	16	17	17	18	19	20	21	21
	Damage (per second)	12-25	21-34	31-43	40-53	50-62	59-71	68-81	78-90	87-100	96-109	106-118	115-128	125-137	134-146	143-156	153-165	162-175	171-184	181-193	190-203
	Range (yards)	3.3	3.3	4	4.6	5.3	5.3	6	6.6	7.3	7.3	8	8.6	9.3	9.3	10	10.6	11.3	11.3	12	12.6
Blaze	Mana cost	11	11.5	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20
	Damage (per second)	18-37	28-46	37-56	46-65	56-75	65-84	75-93	84-103	93-112	103-121	112-131	121-140	131-150	140-159	150-168	159-178	168-187	178-196	187-206	196-215
	Duration (seconds)	4.6	5.6	6.6	7.6	8.6	9.6	10.6	11.6	12.6	13.6	14.6	15.6	16.6	17.6	18.6	19.6	20.6	21.6	22.6	23.6
Fireball	Mana cost	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12	13	13	14	14
Radius: 2 yards	Damage	6-14	13-21	20-28	27-35	34-42	41-49	48-56	55-63	62-70	69-77	76-84	85-91	90-98	97-105	111-119	118-126	125-133	132-140	139-147	
Fire Wall	Mana cost	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
	Damage (per second)	32-42	51-60	70-79	89-98	107-117	125-135	145-154	164-173	182-192	201-210	220-229	239-248	257-267	276-285	295-304	314-323	332-342	351-360	370-379	389-398
	Radius (yards)	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30
	Duration (in seconds)	4.6	5.6	6.6	7.6	8.6	9.6	10.6	11.6	12.6	13.6	14.6	15.6	16.6	17.6	18.6	19.6	20.6	21.6	22.6	23.6
Enchant	Mana cost	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
	Damage	8-10	9-11	10-12	11-13	12-14	13-15	14-17	15-18	16-19	17-20	18-21	19-22	20-23	21-24	22-25	23-26	24-27	25-28	26-29	
	Duration (in seconds)	144	168	192	216	240	264	288	312	336	360	384	408	432	456	480	504	528	552	576	600
Meteor	Mana cost	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
Radius: 4 yards	Damage	40-50	52-62	64-74	76-86	88-98	100-110	112-122	124-134	136-146	148-158	160-170	172-182	184-194	196-206	208-218	220-230	232-242	244-254	256-266	268-278
	Fire damage (per second)	16-21	23-28	30-35	37-42	44-49	51-56	58-63	65-70	72-77	79-84	86-91	88-93	90-95	92-97	94-99	100-105	107-112	114-119	121-126	128-133
Fire Mastery	Fire damage increase	18 perc ent	32 perc ent	43 perc ent	52 perc ent	60 perc ent	66 perc ent	73 perc ent	74 perc ent	79 perc ent	81 perc ent	85 perc ent	87 perc ent	90 perc ent	92 perc ent	93 perc ent	96 perc ent	97 perc ent	98 perc ent	99 perc ent	100 perc ent
Hydra	Mana cost	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59
	Damage	11-12	15-23	19-31	23-35	27-39	31-43	35-47	39-51	43-55	47-59	51-63	55-67	59-71	63-75	67-79	71-83	75-87	79-91	83-95	87-99
	Duration (in seconds)	23	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

Magic Prefixes and Suffixes

Magic prefixes and suffixes help determine the effects of a particular magic item. The following chart lists all the magic prefixes and suffixes in Diablo II with their corresponding effect.

Magical Prefixes

Prefix	Effect
Sturdy	Defense is 130-140 percent of normal
Strong	Defense is 141-150 percent of normal
Glorious	Defense is 151-160 percent of normal





Blessed	Defense is 161-175 percent of normal
Saintly	Defense is 176-190 percent of normal
Holy	Defense is 191-210 percent of normal
Devious	Magic damage reduced by 1
Fortified	Magic damage reduced by 2
Jagged	Damage is 110-130 percent of normal
Deadly	Damage is 131-140 percent of normal
Vicious	Damage is 141-150 percent of normal
Brutal	Damage is 151-160 percent of normal
Massive	Damage is 161-175 percent of normal
Savage	Damage is 176-190 percent of normal
Merciless	Damage is 191-210 percent of normal
Vulpine	10 percent damage taken goes to mana
Tireless	Stamina recovery +50 percent
Rugged	Base stamina +5-10
Bronze	+10-20 to attack rating
Iron	+21-40 to attack rating
Steel	+41-60 to attack rating
Silver	+61-80 to attack rating
Gold	+81-100 to attack rating
Platinum	+101-120 to attack rating
Meteoric	+121-150 to attack rating
Sharp	+10-20 to attack rating, damage is 110-130 percent of normal
Fine	+21-40 to attack rating, damage is 131-140 percent of normal
Warrior's	+41-60 to attack rating, damage is 141-150 percent of normal
Soldier's	+61-80 to attack rating, damage is 151-160 percent of normal
Knight's	+81-100 to attack rating, damage is 161-175 percent of normal
Lord's	+101-120 to attack rating, damage is 176-190 percent of normal
King's	+121-150 to attack rating, damage is 191-210 percent of normal
Howling	Hit causes monster to flee
Fortuitous	+10-15 percent better chance of finding a magic item
Glimmering	Light radius +1
Glowing	Light radius +2
Lizard's	+1-5 to mana
Snake's	+5-10 to mana
Serpent's	+11-20 to mana
Drake's	+21-30 to mana
Dragon's	+31-40 to mana
Dragon's	+31-40 to mana
Wurm's	+41-60 to mana
Prismatic	+15-25 to all resistances
Azure	+5-10 percent to cold resistance





Lapis	+11-20 percent to cold resistance
Cobalt	+21-30 percent to cold resistance
Sapphire	+31-50 percent to cold resistance
Crimson	+5-10 percent to fire resistance
Burgundy	+11-20 percent to fire resistance
Garnet	+21-30 percent to fire resistance
Ruby	+31-50 percent to fire resistance
Ocher	+5-10 percent to lightning resistance
Tangerine	+11-20 percent to lightning resistance
Coral	+21-30 percent to lightning resistance
Amber	+31-50 percent to lightning resistance
Beryl	+5-10 percent to poison resistance
Jade	+11-20 percent to poison resistance
Viridian	+21-30 to poison resistance
Emerald	+31-50 to poison resistance
Fletcher's	+1 to all amazon skills
Archer's	+2 to all amazon skills
Monk's	+1 to all paladin skills
Priest's	+2 to all paladin skills
Summoner's	+1 to all necromancer skills
Necromancer's	+2 to all necromancer skills
Angel's	+1 to all sorceress skills
Arch-angel's	+2 to all sorceress skills
Slayer's	+1 to all barbarian skills
Berserker's	+2 to all barbarian skills
Triumphant	+1 mana after each kill

Magical Suffixes

Suffix	Effect
of health	Damage reduced by 1
of protection	Damage reduced by 2
of absorption	Damage reduced by 3
of life	Damage reduced by 4
of warding	Magic damage reduced by 1
of the sentinel	Magic damage reduced by 2
of guarding	Magic damage reduced by 3
of negation	Magic damage reduced by 4
of piercing	Ignores target defense
of bashing	Hit reduces monster defense by 25-40
of puncturing	Hit reduces monster defense by 10-20
of thorns	Attacker takes 1-3 damage





of spikes	Attacker takes 2-6 damage
of readiness	Attack speed increased by 1 level
of alacrity	Attack speed increased by 2 levels
of swiftness	Attack speed increased by 3 levels
of quickness	Attack speed increased by 4 levels
of blocking	+10 percent chance of blocking
of deflecting	+20 percent chance of blocking
of the apprentice	Fast cast rate
of the magus	Fastest cast rate
of frost	Adds 1-3 cold damage
of the glacier	Adds 4-11 cold damage
of warmth	Half freeze duration
of flame	Adds 1-5 fire damage
of fire	Adds 2-10 fire damage
of burning	Adds 10-17 fire damage
of shock	Adds 1-8 lightning damage
of lightning	Adds 1-16 lightning damage
of thunder	Adds 1-32 lightning damage
of craftsmanship	Adds 1 to maximum damage
of quality	Adds 2 to maximum damage
of maiming	Adds 3-4 to maximum damage
of slaying	Adds 5-7 to maximum damage
of gore	Adds 8-10 to maximum damage
of carnage	Adds 11-14 to maximum damage
of slaughter	Adds 15-20 to maximum damage
of worth	Adds 1 to minimum damage
of measure	Adds 2 to minimum damage
of excellence	Adds 3 to minimum damage
of performance	Adds 4 to minimum damage
of blight	Adds 2-7 poison damage over three seconds
of venom	Adds 4-14 poison damage over three seconds
of pestilence	Adds 12-28 poison damage over four seconds
of dexterity	Adds 1-3 to dexterity
of skill	Adds 4-6 to dexterity
of accuracy	Adds 7-10 to dexterity
of precision	Adds 11-15 to dexterity
of perfection	Adds 16-20 to dexterity
of balance	Fast hit recovery
of stability	Fastest hit recovery
of regeneration	Replenish life +3
of regrowth	Replenish life +5
of vileness	Prevents monster heal





of greed	40-60 percent more gold when looting
of wealth	80-120 percent more gold when looting
of chance	10-19 percent better chance of finding a magic item
of fortune	20-35 percent better chance of finding a magic item
of energy	Adds 1-5 to mana
of the mind	Adds 6-10 to mana
of brilliance	Adds 11-15 to mana
of sorcery	Adds 16-20 to mana
of wizardry	Adds 21-30 to mana
of the bear	Causes knockback
of light	Light radius +1
of radiance	Light radius +3
of the sun	Light radius +5
of life	Adds 5 to life
of the jackal	Adds 1-5 to life
of the fox	Adds 5-10 to life
of the wolf	Adds 11-20 to life
of the tiger	Adds 21-30 to life
of the mammoth	Adds 31-40 to life
of the colossus	Adds 41-60 to life
of the leech	Steals 4-7 percent of damage done and adds it to your life
of the locust	Steals 8-10 percent of damage done and adds it to your life
of the bat	Steals 4-8 percent of damage done and adds it to your mana
of the vampire	Steals 9-12 percent of damage done and adds it to your mana
of defiance	Poison length reduced by 75 percent
of amelioration	Poison length reduced by 50 percent
of remedy	Poison length reduced by 25 percent
of simplicity	-40 percent to requirements to use
of ease	-20 percent to requirements to use
of strength	Adds 1-3 to strength
of might	Adds 4-6 to strength
of the ox	Adds 7-10 to strength
of the giant	Adds 11-15 to strength
of the titan	Adds 16-20 to strength
of pacing	Fast run/walk
of haste	Faster run/walk
of speed	Fastest run/walk





Unique Items

Though many magical and rare items in Diablo II are fairly randomized, there are many unique items in the game. This section lists all Diablo II's unique items with name, type, and magical properties.

Unique Item	Item Type	Properties
Biggin's Bonnet	Cap	Enhanced damage +30 to attack rating +15 to mana +15 to life
Tarnhelm	Skull cap	+1 to all skill levels 25-50 percent better chance of getting magic items (varies) 75 percent extra gold from monsters
Coif of Glory	Helm	Attacker takes 4 lightning damage Hit blinds target Lightning resist 15 percent +25 defense vs. missile
Duskdeep	Full helm	-2 to light radius Damage reduced by 3 All resistances +5 +8 to maximum damage
Howltusk	Great helm	35 percent damage taken goes to mana Enhanced defense Magic damage reduced by 2 Attacker takes damage of 3
Undead Crown	Crown	Half freeze duration 4 percent life stolen per hit Poison resist 50 percent +8 defense
The Face of Horror	Mask	150 percent damage to undead Hit causes monster to flee All resistances +5 +20 to strength
Greyform	Quilted armor	5 percent life stolen per hit Magic damage reduced by 3 Cold resist 20 percent Fire resist 20 percent +10 to dexterity
Blinkbat's Form	Leather armor	Fast run/walk Adds 3-6 fire damage +16 defense vs. missile +25 defense





The Centurion	Hard leather armor	Replenish life +3 Damage reduced by 2 +30 defense +25 to attack rating +15 to mana +15 to maximum stamina +15 to life
Twitchthroe	Studded leather	Increased chance of blocking +15 defense +10 to dexterity +10 to strength Slightly increased attack speed
Darkglow	Ring mail	+3 to light radius 5 percent to maximum poison resist 5 percent to maximum cold resist 5 percent to maximum lightning resist 5 percent to maximum fire resist All resistances +10 +25 defense vs. melee +20 to attack rating
Hawkmail	Scale mail	Cannot be frozen 15 percent to maximum cold resist Cold resist 15 percent +12 defense
Sparking Mail	Chain mail	Attacker takes lightning damage of 1-10 (varies) Adds 1-10 lightning damage +40 defense
Venom Ward	Breast plate	+2 to light radius Enhanced damage 15 percent to maximum poison resist Poison resist 15 percent Adds 7-9 poison damage over three seconds
Iceblink	Splint mail	Freezes target +4 to light radius Magic damage reduced by 1 Cold resist 30 percent
Boneflesh	Plate mail	5 percent life stolen per hit +35 defense +35 to attack rating
Rockfleece	Field plate	Requirements -10 percent Damage reduced by 3 Poison resist 50 percent +25 defense +5 to strength





Rattlecage	Gothic plate	25 percent chance of crushing blow Hit causes monster to flee +45 defense +45 to attack rating
Goldskin	Full plate mail	+2 to light radius All resistances +30 +75 defense Attacker takes damage of 1-10 (varies)
Silks of the Victor	Ancient armor	+2 to light radius +1 to all skill levels 5 percent mana stolen per hit
Heavenly Garb	Light plate	Enhanced defense Regenerate mana 25 percent All resistances +10
Pelta Lunata	Buckler	+40 defense +10 to mana +10 to life +2 to strength
Umbral Disk	Small shield	Hit blinds target -2 to light radius +18 defense +20 to life +10 to dexterity
Stormguild	Large shield	Magic damage reduced by 1 Lightning resist 25 percent Adds 1-6 lightning damage +15 defense
Steelclash	Kite shield	Increased chance of blocking +3 to light radius +1 to paladin skill levels Damage reduced by 3
Bverrit Keep	Tower shield	Magic damage reduced by 4 Fire resist 25 percent +20 defense +5 to strength
The Ward	Gothic shield	Increased chance of blocking Magic damage reduced by 2 +40 defense +10 to strength
The Hand of Broc	Gloves	3 percent life stolen per hit 3 percent mana stolen per hit Poison resist 10 percent +20 to mana





Bloodfist	Heavy gloves	Fastest hit recovery +40 to life +5 to minimum damage
Chance Guards	Bracers	+2 to light radius +15 defense +25 to attack rating 24 percent better chance of getting magic items 200 percent extra gold from monsters
Magefist	Light gauntlets	+1 to fire skills Faster cast rate Regenerate mana 25 percent Adds 1-5 fire damage
Frostburn	Gauntlets	Enhanced damage Maximum mana 40 percent Adds 1-6 cold damage +30 defense
Hotspur	Leather boots	15 percent to maximum fire resist Fire resist 15 percent Adds 3-6 fire damage +15 to life
Gorefoot	Heavy boots	Faster run/walk 2 percent mana stolen per hit Attacker takes damage of 2
Treads of Cthon	Chain boots	50 percent stamina drain Fastest run/walk +50 defense vs. missile +10 to life
Goblin Toe	Light plate boots	25 percent chance of crushing blow -1 to light radius Damage reduced by 1 Magic damage reduced by 1 +5 defense
Tearhuanch	Plate boots	Faster run/walk All resistances +10 +10 defense +5 to dexterity +5 to strength
Lenymo	Sash	+1 to light radius Regenerate mana 30 percent All resistances +5 +15 to mana





Snakecord	Light belt	Replenish life +5 Poison resist 25 percent Adds 4-6/7/8 poison damage over three seconds (varies) +11 defense
Night smoke	Belt	50 percent damage taken goes to mana Damage reduced by 2 All resistances +10 +20 to mana
Goldwrap	Heavy belt	+2 to light radius +40 defense Slightly increased attack speed 30 percent better chance of getting magic items
Bladbuckle	Girdle	Damage reduced by 3 +20 defense +10 to dexterity +5 to strength Attacker takes damage of 8
Wormskull	Bone helm	+1 to necromancer skills 5 percent life stolen per hit Poison resist 25 percent +10 to mana
Wall of the Eyeless	Bone shield	+5 to mana after each kill Faster cast rate 3 percent mana stolen per hit Poison resist 20 percent
Swordback Hold	Spiked shield	50 percent chance of open wounds Increased chance of blocking Attacker takes damage of 3, 4, or 5 (varies)
The Gnasher	Hand axe	20 percent chance of crushing blow 50 percent chance of open wounds +30 to attack rating
Deathspade	Axe	+2 points of mana after each kill 15 percent bonus to attack rating Hit blinds target +8 to minimum damage
Bladebone	Double axe	+40 to attack rating against undead 200 percent damage to undead Adds 4-7 fire damage +20 defense Increased attack speed
Skull Splitter	Military pick	Hit blinds target Regenerate mana 20 percent Adds 1-12 lightning damage +50 to attack rating





Rakescar	War axe	Poison resist 50 percent Adds 18-28 poison damage over three seconds +50 to attack rating
Axe of Fechmar	Large axe	Freezes target +2 to light radius Enhanced damage Cold resist 30 percent
Goreshovel	Broad axe	60 percent chance of open wounds +25 to strength Greatly increased attack speed
The Chieftain	Battle axe	Enhanced damage Poison resist 30 percent Cold resist 10 percent Lightning resist 10 percent Fire resist 10 percent Slightly increased attack speed
Brainhew	Great axe	+4 to light radius 10 percent mana stolen per hit +25 to mana +14 to minimum damage
Humongous	Giant axe	33 percent chance of crushing blow Requirements 20 percent Adds 8-15 damage +10 to strength
Torch of Iro	Wand	+1 to necromancer skill levels 6 percent life stolen per hit Adds 5-9 fire damage
Maelstrom	Yew wand	Half freeze duration Faster cast rate Lightning resist 40 percent Adds 1-9 lightning damage +13 to mana
Gravenspine	Bone wand	5 percent mana stolen per hit Adds 4-8 cold damage +10 to dexterity +10 to strength
Ume's Lament	Grim wand	Hit causes monster to flee Faster cast rate +2 to necromancer skill levels +40 to mana
Felloak	Club	Lightning resist 60 percent Fire resist 20 percent Adds 6-8 fire damage Knockback





Knell Striker	Scepter	25 percent chance of crushing blow Poison resist 20 percent Fire resist 20 percent +35 to attack rating +15 to mana
Rusthandle	Grand scepter	+1 to paladin skill levels 8 percent life stolen per hit Magic damage reduced by 1 Adds 3-7 damage
Stormeye	War scepter	Replenish life +10 Adds 3-5 cold damage Adds 1-6 lightning damage
Stoutnail	Spiked club	Magic damage reduced by 2 Enhanced damage +15 to life Attacker takes damage of 1-10 (varies)
Crushflange	Mace	+2 to light radius Fire resist 50 percent +15 to strength Knockback
Bloodrise	Morning star	50 percent bonus to attack rating +2 to light radius Enhanced damage Slightly increased attack speed
The General's Tan Do Li Ga	Flail	Slows target by 50 percent 5 percent mana stolen per hit +25 defense Adds 1-20 damage
Ironstone	War hammer	Enhanced damage Adds 1-10 lightning damage +80 to attack rating -5 to dexterity
Bonesnap	Maul	40 percent chance of crushing blow Enhanced damage Cold resist 30 percent Fire resist 30 percent
Steeldriver	Great maul	Requirements -50 percent Heal stamina plus 25 percent Greatly increased attack speed
Rixot's Keen	Short sword	25 percent chance of crushing blow 20 percent bonus to attack rating +2 to light radius +25 defense +5 to minimum damage





Blood Crescent	Scimitar	+4 to light radius Enhanced damage All resistances +15 +15 to life
Skewer of Krintiz	Saber	Ignore target's defense 3 percent mana stolen per hit Enhanced damage +10 to dexterity +10 to strength
Gleamsythe	Falchion	+3 to light radius +20 defense +30 to mana Increased attack speed
Azurewrath	Crystal sword	30 percent deadly strike Adds 3-6 cold damage 10 percent better chance of getting magic item
Griswold's Edge	Broad sword	Adds 8/9/10 to 12/13/14/15/16 fire damage +40 to attack rating Slightly increased attack speed Knockback
Hellplague	Long sword	5 percent life stolen per hit 5 percent mana stolen per hit Adds 28-56 poison damage over six seconds
Culwen's Point	War sword	Poison length reduced by 50 percent Faster block rate Faster hit recovery +1 to all skill levels +60 to attack rating
Shadowfang	Two-handed sword	-2 to light radius 5 percent mana stolen per hit Cold resist 20 percent Adds 5-10 cold damage
Soulflay	Claymore	4 percent life stolen per hit 4-10 percent mana stolen per hit Enhanced damage All resistances +5
Kinemil's Awl	Giant sword	Adds 6-12 fire damage +45 to attack rating +20 to mana
Blacktongue	Bastard sword	Prevent monster heal Poison resist 50 percent Adds 14-18 poison damage over three seconds -10 to life





Ripsaw	Flamberge	50 percent chance of open wounds 6 percent mana stolen per hit +15 to maximum damage
The Patriarch	Great sword	Hit blinds target Damage reduced by 3 Magic damage reduced by 3 100 percent extra gold from monsters
Gull	Dagger	-5 to mana Adds 1-15 damage 50 percent better chance of getting magic item
The Diggler	Dirk	Enhanced damage Cold resist 25 percent Fire resist 25 percent +10 to dexterity Greatly increased attack speed
The Jade Tan Do	Kriss	+75 to attack rating Cannot be frozen Adds 7-14 poison damage over three seconds
Spectral Shard	Blade	Fastest cast rate All resistances +10 +55 to attack rating +50 to mana
The Dragon Chang	Spear	200 percent damage to undead +2 to light radius +35 to attack rating +10 to minimum damage
Razortine	Trident	Slows target by 25 percent 50 percent target defense +8 to dexterity +15 to strength Greatly increased attack speed
Bloodthief	Brandistock	35 percent chance of open wounds 8 percent life stolen per hit +26 to life +10 to strength
Lance of Yaggai	Spetum	Adds 1-40 lightning damage All resistances +15 Attacker takes damage of 8
The Tannr Gorero	Pike	+3 to light radius 15 percent to maximum fire resist Fire resist 15 percent Adds 12-18 fire damage +60 to attack rating +30 to life





Dimoak's Hew	Bardiche	Enhanced damage -8 defense +15 to dexterity Increased attack speed
Steelgoad	Voulge	30 percent deadly strike Hit causes monster to flee All resistances +5 +30 to attack rating
Soul Harvest	Scythe	30 percent chance of open wounds Adds 15-23 poison damage over five seconds All resistances +20 +45 to attack rating
The Battlebranch	Poleaxe	7 percent life stolen per hit Enhanced damage +40 to attack rating +10 to dexterity Greatly increased attack speed
Woestave	Halberd	Slows target by 50 percent +2 to light radius 15 percent to maximum poison resist Poison resist 15 percent Adds 7-28 poison damage over three seconds
The Grim Reaper	War scythe	50 percent deadly strike Prevent monster heal 5 percent mana stolen per hit -20 to life
Bane Ash	Short staff	Fire resist 50 percent Adds 4-6 fire damage +30 to mana Increased attack speed
Serpent Lord	Long staff	-1 to light radius Poison resist 50 percent Adds 2-37 poison damage over three seconds +10 to mana
Spire of Lazarus	Gnarled staff	Magic damage reduced by 3 All resistances +30 Adds 7-12 fire damage +20 to mana +9 to strength Increased attack speed
The Salamander	Battle staff	+2 to fire skills Fire resist 20 percent Adds 1-10 fire damage +50 to attack rating





The Iron Jang Bong	War staff	50 percent bonus to attack rating Faster cast rate +1 to sorceress skill levels Adds 1-25 lightning damage +25 defense
Pluckeye	Short bow	+2 to light radius 3 percent mana stolen per hit Enhanced damage +28 to attack rating +10 to life
Witherstring	Hunter's bow	Fires magic arrows +50 to attack rating Adds 1-3 damage Greatly increased attack speed
Raven Claw	Long bow	Fires explosive arrows 50 percent bonus to attack rating +3 to dexterity +3 to strength
Rogue's Bow	Composite bow	30 percent deadly strike 200 percent damage to undead All resistances +10 +60 to attack rating
Stormstrike	Short battle bow	Piercing attack Lightning resist 25 percent Adds 1-10 lightning damage +28 to attack rating +8 to strength
Wizendraw	Long battle bow	Fires magic arrows Cold resist 26 percent +36 to attack rating +30 to mana Increased attack speed
Hellclap	Short war bow	Fire resist 40 percent Adds 6-9 fire damage +20 to attack rating +12 to dexterity Slightly increased attack speed
Blastbark	Long war bow	+1 to amazon skill levels 3 percent mana stolen per hit Enhanced damage +5 to strength





Leadcrow	Light crossbow	25 percent deadly strike Enhanced damage Poison resist 30 percent +40 to attack rating +10 to life +10 to dexterity
Ichorsting	Crossbow	Piercing attack Adds 7-9 poison damage over three seconds +50 to attack rating +20 to dexterity
Hellcast	Heavy crossbow	Fires explosive bolts 15 percent to maximum fire resist Fire resist 15 percent +70 to attack rating Increased attack speed
Doomslinger	Repeating crossbow	Piercing attack +1 to amazon skill levels +15 to life Greatly increased attack speed
Hell Forge Hammer	Hellforge hammer	Fire resist 40 percent Adds 5-20 fire damage +35 defense
Horadric Staff	Horadric staff	Poison resist 35 percent Cold resist 10 percent Lightning resist 10 percent Fire resist 10 percent +10 to mana +10 to life Greatly increased attack speed
Staff of Kings	Staff of the kings	All resistances +10 Greater attack rate increase
Khalim's Flail	Pre-tran flail	Adds 1-20 lightning damage +40 to attack rating Greatly increased attack speed
Khalim's Flail	Post-tran flail	6 percent mana stolen per hit Adds 1-40 lightning damage +40 to attack rating Greatly increased attack speed
Nokozan Relic	Amulet	+3 to light radius 10 percent to maximum fire resist Fire resist 10 percent Adds 3-6 fire damage





The Eye of Etlich	Amulet	+1 to 5 to light radius (varies) +1 to all skill levels 3-7 percent life stolen per hit (varies) Adds 1/2 to 3/4/5 cold damage (varies) +10 to 40 defense vs. missile (varies)
The Mahim-Oak Curio	Amulet	+10 defense +40 to attack rating +20 to mana +20 to life +5 to dexterity +5 to strength
Amulet of the Viper	Viper amulet	Poison resist 25 percent +10 to mana +10 to life
The Stone of Jordan	Ring	+1 to all skill levels Increase maximum mana 25 percent Adds 1-12 lightning damage +20 to mana
Nagelring	Ring	Magic damage reduced by 2 +18 to attack rating Attacker takes damage of 3 15 percent better chance of getting magic items
Manald Heal	Ring	4 percent mana stolen per hit Replenish life +5 +20 to life

Set Items

Set items are what some might consider the holy grail of Diablo II items. Set items are extremely rare; while each item in the set possesses its own powers, you can gain additional powers by locating and equipping the entire set. With their rarity, that's easier said than done! This section lists all Diablo II's set items, their effect, and the complete set attributes.

Angelic Raiment

Complete Set Attributes: Half freeze duration; all resistances +25; 40 percent chance of getting magic item

Item Name	Item Type	Properties
Angelic Halo	Ring	Replenish life +6 +20 life
Angelic Mantle	Ring mail	Enhanced defense Damage reduced by 3
Angelic Sickle	Sabre	350 percent damage to undead +75 attack rating





Angelic Wings	Amulet	20 percent damage taken goes to mana +3 light radius
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Arcanna's Tricks

Complete Set Attributes: Faster cast rate; 5 percent mana stolen per hit; +25 mana

Item Name	Item Type	Properties
Arcanna's Deathwand	War staff	25 percent deadly strike +1 sorceress skills
Arcanna's Flesh	Light plate	+2 light radius Damage reduced by 3
Arcanna's Head	Skull cap	Replenish life +4 Attacker takes damage of 2
Arcanna's Sign	Amulet	Regenerate mana 20 percent +15 mana

Arctic Gear

Complete Set Attributes: Cannot be frozen; adds 6-14 cold damage

Item Name	Item Type	Properties
Arctic Binding	Light belt	Cold resist 40 percent +30 defense
Arctic Furs	Quilted armor	Enhanced defense All resistances +10
Arctic Horn	Short war bow	20 percent bonus to attack rating Enhanced damage
Arctic Mitts	Light gauntlets	+20 life Slightly increased attack speed

Berserker's Arsenal

Complete Set Attributes: Poison length reduced by 75 percent; adds 4-9 poison damage over three seconds

Item Name	Item Type	Properties
Berserker's Hatchet	Double axe	30 percent bonus to attack rating 5 percent mana stolen per hit
Berserker's Hauberk	Splint mail	+1 barbarian skills Magic damage reduced by 2
Berserker's Headgear	Helm	Fire resist 25 percent +15 defense

Cathan's Traps

Complete Set Attributes: Fast cast rate; magic damage reduced by 3; all resistances +25; +60 attack rating; +20 to mana





Item Name	Item Type	Properties
Cathan's Mesh	Chain mail	Requirements -50 percent +15 defense
Cathan's Rule	Battle staff	+1 fire skills +10 maximum fire damage
Cathan's Seal	Ring	6 percent life stolen per hit Damage reduced by 2
Cathan's Sigil	Amulet	Attacker takes 5 lightning damage Fast hit recovery
Cathan's Visage	Mask	Cold resist 25 percent +20 mana

Civerb's Vestments

Complete Set Attributes: 200 percent damage to undead; +15 strength

Item Name	Item Type	Properties
Civerb's Cudgel	Grand scepter	+75 attack rating +17 to +23 maximum damage (varies)
Civerb's Icon	Amulet	Replenish life +4 Regenerate mana 40 percent
Civerb's Ward	Large shield	Increased block +15 defense

Cleglaw's Brace

Complete Set Attributes: 35 percent crushing blow; 6 percent mana stolen per hit; +50 defense

Item Name	Item Type	Properties
Cleglaw's Claw	Small shield	Poison length reduced by 75 percent +17 defense
Cleglaw's Pincers	Chain gloves	Slows target by 25 percent Knockback
Cleglaw's Tooth	Long sword	50 percent deadly strike 30 percent bonus to attack rating

Death's Disguise

Complete Set Attributes: 40 percent bonus to attack rating; all resistances +25; +10 min damage

Item Name	Item Type	Properties
Death's Guard	Sash	Cannot be frozen +20 defense
Death's Hand	Leather gloves	Poison length reduced by 75 percent Poison resist 50 percent
Death's Touch	War sword	4 percent life stolen per hit





	Enhanced damage
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Hsaru's Trim

Complete Set Attributes: Cannot be frozen; lightning resist 25 percent; +5 maximum damage

Item Name	Item Type	Properties
Hsaru's Iron Fist	Buckler	Damage reduced by 2 +10 strength
Hsaru's Iron Heel	Chain boots	Fast run/walk Fire resist 25 percent
Hsaru's Iron Stay	Belt	Cold resist 20 percent +20 life

Infernal Tools

Complete Set Attributes: 20 percent open wounds; 20 percent bonus to attack rating; +1 necromancer skills

Item Name	Item Type	Properties
Infernal Buckle	Heavy belt	+25 defense +20 life
Infernal Cranium	Cap	20 percent damage taken goes to mana All resistances +10
Infernal Torch	Grim wand	+1 necromancer skills +8 min damage

Iratha's Finery

Complete Set Attributes: 10 percent to maximum poison resist; 10 percent to maximum cold resist; 10 percent to maximum lightning resist; 10 percent to maximum fire resist; all resistances +20; +15 dexterity

Item Name	Item Type	Properties
Iratha's Coil	Crown	Lightning resist 30 percent Fire resist 30 percent
Iratha's Collar	Amulet	Poison length reduced by 75 percent Poison resist 30 percent
Iratha's Cord	Heavy belt	+25 defense +5 minimum damage
Iratha's Cuff	Light gauntlets	Half freeze duration Cold resist 30 percent

Isenhart's Armory

Complete Set Attributes: 35 percent bonus to attack rating; 5 percent life stolen per hit; all resistances +20





Item Name	Item Type	Properties
Isenhart's Case	Breast plate	Magic damage reduced by 2 +40 defense
Isenhart's Horns	Full helm	Damage reduced by 2 +6 dexterity
Isenhart's Lightband	Broad sword	+3 light radius +10 min damage
Isenhart's Parry	Gothic shield	Attacker takes 4 lightning damage +40 defense

Milabrega's Regalia

Complete Set Attributes: +2 paladin skills; +2 light radius; 8 percent life stolen per hit; poison resist 15 percent

Item Name	Item Type	Properties
Milabrega's Diadem	Crown	+15 mana +15 life
Milabrega's Orb	Kite shield	+25 defense 20 percent chance of getting magic item
Milabrega's Robe	Ancient armor	Damage reduced by 2 Attacker takes damage of 3
Milabrega's Rod	War scepter	+1 paladin skills Enhanced damage

Sigon's Complete Steel

Complete Set Attributes: Damage reduced by 7; adds 12-24 fire damage; attacker takes 12 damage

Item Name	Item Type	Properties
Sigon's Gage	Gauntlets	+20 attack rating +10 strength
Sigon's Guard	Tower shield	Increased block +1 all skills
Sigon's Sabot	Greaves	Faster run/walk Cold resist 40 percent
Sigon's Shelter	Gothic plate	Enhanced defense Lightning resist 30 percent
Sigon's Visor	Great helm	+3 light radius +30 mana
Sigon's Wrap	Plated belt	Fire resist 20 percent +20 life

Tancred's Battlegear

Complete Set Attributes: Slows target by 35 percent; 5 percent mana stolen per hit; all resistances +10; 75 percent extra gold from monsters





Item Name	Item Type	Properties
Tancred's Crowbill	Military pick	Enhanced damage +75 attack rating
Tancred's Hobnails	Boots	Heal stamina plus 25 percent +10 dexterity
Tancred's Skull	Bone helm	Enhanced damage +40 attack rating
Tancred's Spine	Full plate armor	+40 life +15 strength
Tancred's Weird	Amulet	Damage reduced by 2 Magic damage reduced by 1

Vidala's Rig

Complete Set Attributes: Piercing attack; freezes target; enhanced damage

Item Name	Item Type	Properties
Vidala's Ambush	Leather Armor	+50 defense +11 dexterity
Vidala's Barb	Long Battle Bow	Adds 1-20 lightning damage
Vidala's Fetlock	Light Plated Boots	Fastest run/walk +150 maximum stamina
Vidala's Snare	Amulet	Cold resist 20 percent +15 life

Unique Monster Attributes

Most unique monsters you encounter in Diablo II feature attributes that denote special abilities the monster possesses, such as special damage the monster inflicts. The section lists the unique monster attributes and their explanation.

Unique Monster Attributes	Description
Extra strong	Minimum damage x3, maximum damage x3, to-hit +25 percent
Extra fast	Unique and minions get velocity increase, attack rate x2 (unique only)
Magical resistance	Resist all 75 percent (fire, cold, and lightning)
Curse	50 percent hits with an amplify damage curse (monster level / 4) on attacker
Fire enchanted	Fire minimum damage + (minimum damage) fire maximum damage + (maximum damage), to-hit x2, fire resist 75 percent
Cold enchanted	Cold minimum damage + (min damage) cold maximum damage + (maximum damage), cold length +20, to-hit x2, cold resist 75 percent
Lightning enchanted	Lightning minimum damage + (minimum damage) lightning maximum damage + (maximum damage), to-hit x2, lightning resist 75 percent
Mana burn	Mana minimum damage + (minimum damage x4) mana maximum





	damage + (maximum damage x4), to-hit x2, magic resist 75 percent
Spectral hit	Fire, light, and cold resist 20 percent, to-hit x2, (random fire, cold, light, magic, and poison element hit) + (minimum damage) + (maximum damage)
Stone skin	Damage resist +80 percent, armor class x3
Multishot	Two more missiles of the same type are shot
Teleport	(health < 33 percent) or (ranged monster and someone is close) teleport if (health < 33 percent) add +25 percent of maximum hit points to health
Aura enchanted	Monster could use might, holy fire, thorns, blessed aim, holy freeze, holy shock, conviction, or fanaticism
Thieving	Monster steals potions out of the belt (potions drop down to proper slot)
Champions	Minimum damage x2, maximum damage x2, to-hit x2, velocity +20 percent, attack rate +120 percent, hit points x6, level +4, experience x3



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