

# **Diablo 2 Expansion Data Collection**

by D-Dave

based on LoD Version 1.08/1.09

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# I. Introduction

## 1. Preliminary Remarks

"The value of a printed guide lies in the fact that you can read it in on the biffy, or in bed, or have it open beside the computer you're playing the game on." (Bart Farkes, Author of the Official Diablo 2 Expansion Strategy Guide)

In this document I tried to present any relevant Information regarding the Diablo 2 Expansion: Lord of Destruction in the most compressed but still useable form.

I started with creating a compilation of all data relevant to the bow using Amazon back in early October 2000 but decided to stop that project soon after the release of the 1.04 Patch, as it turned the "Bowazon" into a pretty much invincible piece of walking artillery. Admittedly I did still enjoy taking out my Amazons for a few games, but did not feel that there was much need for such a limited guide anymore.

As the Beta Version of LoD went public, more and more data became available on various websites. So I started to collect those and add them to my existing guide, breaking the boundaries of the Amazon aspect.

Even though it was originally created for my personal use, it has so much grown in size and content that I assume some of you out there may appreciate getting it too.

As with any large document, I am pretty sure that some false data slipped into this one too. Additionally English is not my native language, so I suppose there are lots of grammatical, linguistical, and spelling errors. I'd greatly appreciate any help to correct these. (See below for mail address)

If for any reason the formatting of this Document is out of place you may wish to download the .pdf Version that is also available at my site.

## 2. Abbreviations

CD2=Classic Diablo 2 (no Mods /Expansion used)  
Chrg= Charge  
Cvl= Character Level  
D2X=Diablo 2 Expansion (Lord of Destruction=LoD=D2X ☺)  
Dex= Dexterity  
Dmg= Damage  
Dur=Duration  
En= Energy  
IAS=Increased Attack Speed  
Ilvl=Item Level

Mlvl= Monster Level  
NM=Nightmare  
Prreq= Prerequisite  
PvM= Player versus Monster  
PvP= Player versus Player  
Sec(s)=Second(s)  
Slvl=Skill Level  
Stam= Stamina  
Str= Strength  
Vit=Vitality

## 3. Legal Stuff

I know this is a bit "over the top" for a little document likes this one, but I'd rather be safe then sorry:

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On this document: All Information presented in this guide can be obtained freely on the Internet. However the compilation of this data has taken quite some time so I'd ask you to not change it in any way or use it commercially in any way.

Feel free to make it available to others as long as it is unchanged and you don't charge anything for it.

## 4. Contact Information

If you have any comments or corrections on this guide, please contact me by mail: [d-dave@d-dave.com](mailto:d-dave@d-dave.com)

You may also contact me on Battle.net. Account: D-Dave, Realm: Europe

The most recent version of this guide will be available at [www.d-dave.com](http://www.d-dave.com) for download.

## 5. Acknowledgement

I'd like to acknowledge some persons who have directly or indirectly helped me to put this document together.

First of all there is Jarnulf, who's Guide to Diablo and Hellfire served as a pillow for most of my time playing Diablo 1 (and had a great influence on the layout of this Guide) and whose discoveries of game mechanics is unparalleled.

As reliable part of the Diablo Community I'd like to thank Bolty for running the Lurker Lounge, Mavfin for hosting the Lounge and all those Lurkers who answered my questions. Also I would like to acknowlege Dagni for Weapon Speed /Cast Speed discoveries.

Special thanks go to Shlonger and the rest of the Chaos Sanctuary / Arreat Summit staff for providing extensive and up-to-date first hand information on Diablo 2 and LoD. (And answering some of my silly questions)

Extra special THANKS (!!!) go to Wargo and Aurora. Each of them send me a spell corrected version which fixed my krautish speeeeling. I realy appreciate the effort the two of you took.

Finally I'd like to thank Evasion and all the other players for tons of great games on Battle.net.

## II. Characters

### 1. Character Builds

#### 1.1. Standard Builds

A standard build is a form of character development with the goal of maximizing the effectiveness of that character. This effectiveness may differ due to the type of play one wants to focus on. (Primarily Solo PvM, Coop PvM and PvP) A subclass of standard builds are the "Uber builds" also referred to as "Cookie Cutters"™ who use only one skill / skill combination.

(Note: I won't comment on what I personally think about Cookie Cutters, just this much: half of the games fun is the diversity of different Characters [using different skills, equipment etc] so, after getting used to the world of CD2/D2X you may try a more challenging approach.)

#### 1.2. Variants

A Character is considered a Variant if it is built with certain restrictions / rules. Usually Variants are made to make the game more challenging.

### 2. Stat Points

#### 2.1. Strength

Strength is primarily needed for using equipment with strength requirements. Those requirements generally rise with better equipment. Secondly, Strength adds to the damage a character inflicts in melee battle and with throwing weapons (50/50 with Dex).

#### 2.2. Dexterity

Dexterity has various effects. It is needed to use certain types of equipment and it is a factor in the calculation of Bow/Crossbow Damage and Throwing Weapons (50/50 with Str) Attack rate, Defense rate and Shield blocking.

Note: Magic and Elemental Damage is not affected by Dexterity. Any Damage Bonuses from Skills, Auras, and Curses apply to Weapon Damage not the Final Damage in the above formula. The exception is Critical Strike, which grants a chance to double the final physical damage.

#### 2.3. Damage, Attack, Defense and Blocking Formulae

Final Damage=Weapon Damage \*  $\{[(Str + 100) / 100] + [(100 + Bonus) / 100]\}$

Final Bow/Crossbow Damage=Weapon Damage \*  $\{[(Dex + 100) / 100] + [(100 + Bonus) / 100]\}$

Final Throw Damage=Weapon Damage \*  $\{[(Str + 100) / 200] + [(Dex + 100) / 200] + [(100 + Bonus) / 100]\}$

Final Kick Damage=  $[(Str+Dex-20) / 4] * [(100 + Bonus) / 100]$

(Kick Damage [Assassin using Dragon Talon] is based on Strength and Dexterity)

Note: Magic and Elemental Damage is not affected by Strength / Dexterity. Any Damage Bonuses from Skills, Auras, and Curses apply to Weapon Damage not the Final Damage in the above formula. The exception is Critical Strike, which grants a chance to double the final physical damage.

The Base Attack rate without equipment is:  $AR=(Dex * 4) - 28$

The Base Defense rate without equipment is:  $DR=Dex / 4$

Shield Blocking is calculated according to the following formula:

Effective Blocking= $[Block * (Dex - 15)] / (Clvl * 2)$

#### 2.4. Vitality

Vitality determines your Life (HP) and Stamina. The actual effect is different for each Character Class and is listed below (2h). The Vitality value also determines the chance to "double heal", which means the chance that a Healing Potion will restore twice the amount of HP.

Chance to double heal if  $Vit \leq 200$ :  $Vit / 4$

Chance to double heal if  $Vit > 200$ :  $100 - (10000 / Vit)$

#### 2.5. Energy

Energy determines your Mana. As with the effect of Vitality towards Life / Stamina, the class specific values are listed below (2h).

Energy also grants a "double heal" on Mana Potions.

Chance to double mana heal if  $En \leq 200$ :  $En / 4$

Chance to double mana heal if  $En > 200$ :  $100 - (10000 / En)$

#### 2.6. Life

Life does not regenerate by itself. Special items with the "+Replenish Life" are needed to regain Life without using Potions or "Life steal".  
 $(\text{"+Replenish Life"} * 25) / 256 = \text{Life per Second}$

## 2.7. Stamina

Stamina is needed for running. While you run, stamina is drained, while you walk or stand still (even when fighting) Stamina is regenerated.

Stamina drain:

$$25 * \{40 * [1 + (\text{Armor speed} / 10)] * [(\text{Item Drain Rate} + 100) / 100] / 256\} = \text{Stamina Drain per Second}$$

Armor speed is a fixed value determined by the Armor Class you are wearing.

No Armor or Light Armor: Armor speed=0; Medium Armor: Armor speed=5; Heavy Armor: Armor speed=10

Item Drain rate is a special property listing a value by which the Stamina Drain is reduced.

Stamina Gain:

$$\text{While standing still: } 25 * \text{Maximum Stamina} * [(\text{Recovery Bonus} + 100) / 100] / 256 = \text{Stamina Gain per Second}$$

$$\text{While walking: } 25 * (\text{Maximum Stamina} / 2) * [(\text{Recovery Bonus} + 100) / 100] / 256 = \text{Stamina Gain per Second}$$

Note: While walking outside of Town, healing only starts if current Stamina > 0.

Recovery Bonus is the value of Stamina Heal granted by Items.

## 2.8. Mana

Mana is used to execute Skills. Unlike Life, Mana regenerates over time.

$$25 * \{[256 * \text{Maximum Mana} / (25 * 120)] * (\text{Mana Regeneration} + 100) / 100\} / 256 = \text{Mana Gain per Second}$$

Note: Totals within [ ] and { } Brackets are rounded down.

Mana Regeneration is a value from Items or Skills

## 2.9. Stat Point Effect

As points in Vitality and Energy give different results for each Character Classes, they are listed individually. Added to this list are the Bonuses a Character receives on gaining a Character Level.

Amazon	Starting Attributes	Attribute Point Effect	Civl Bonus	Assassin	Starting Attributes	Attribute Point Effect	Civl Bonus
Str	20			Str	20		
Dex	25			Dex	20		
Vit	20	1=3 HP + 1 Stam		Vit	20	1=3 HP + 1.25 Stam	
En	15	1=1.5 Mana		En	25	1=1.75 Mana	
HP	50		(Civl-1)*2	HP	55		(Civl-1)*2
Stam	84		(Civl-1)*1	Stam	84		(Civl-1)*1.25
Mana	15		(Civl-1)*1.5	Mana	20		(Civl-1)*1.5

Barbarian	Starting Attributes	Attribute Point Effect	Civl Bonus	Druid	Starting Attributes	Attribute Point Effect	Civl Bonus
Str	30			Str	15		
Dex	20			Dex	20		
Vit	25	1=4 HP + 1 Stam		Vit	25	1=2 HP + 1 Stam	
En	10	1=1 Mana		En	20	1=2 Mana	
HP	55		(Civl-1)*2	HP	55		(Civl-1)*1.5
Stam	91		(Civl-1)*1	Stam	84		(Civl-1)*1
Mana	10		(Civl-1)*1	Mana	20		(Civl-1)*2

Necro-mancer	Starting Attributes	Attribute Point Effect	Civl Bonus	Paladin	Starting Attributes	Attribute Point Effect	Civl Bonus
Str	15			Str	25		
Dex	25			Dex	20		
Vit	15	1=2 HP + 1 Stam		Vit	25	1=3 HP + 1 Stam	
En	25	1=2 Mana		En	15	1=1.5 Mana	
HP	55		(Civl-1)*1.5	HP	55		(Civl-1)*2
Stam	79		(Civl-1)*1	Stam	89		(Civl-1)*1
Mana	25		(Civl-1)*2	Mana	15		(Civl-1)*1.5

Sorceress	Starting Attributes	Attribute Point Effect	Civl Bonus
Str	10		
Dex	25		
Vit	10	1=2 HP + 1 Stam	
En	35	1=2 Mana	
HP	40		(Civl-1)*1
Stam	74		(Civl-1)*1
Mana	35		(Civl-1)*2

### 3. Skills

#### 3.1. Amazon

##### 3.1.1. Bow and Crossbow Skills

All bow skills apart from Magic Arrow, Multiple Shot and Strafe will always hit if not blocked by a shield.

Magic Arrow (Level 1, Prereq: none)

Creates an arrow made up of mana; Does not work passively = Not useable with other skills.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	1.5	1.3	1.2	1.1	1.0	0.8	0.7	0.6	0.5	0.3	0.2	0.1	0	0	0	0	0	0	0	0
Damage	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19

Fire Arrow (Level 1, Prereq: none)

Enchants an arrow with additional damage of fire

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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	33-34	35-38	37-40	39-42

Cold Arrow (Level 6, Prereq: none)

Enchants an arrow with cold damage which can slow enemies down

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Duration (secs)	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 (Level 6, Prereq: Magic Arrow)

Splits one arrow into several, which are released in an arch towards the aimed direction; The degree of the arch can be altered by having the pointer closer or further away from the character; Each arrow does 75% of normal damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
#of Arrows	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Exploding Arrow (Level 12, Prereq: Magic Arrow, Fire Arrow, Multiple Shot)

Adds fire damage to arrow and explodes on impact

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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

Ice Arrow (Level 18, Prereq: Cold Arrow)

Enchants an arrow that does cold damage and freezes target on impact

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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 time	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	12-16	18-22	24-28	30-34	36-40	42-46	48-52	60-64	72-76	84-88	96-100	108-112	120-124	132-136	144-148	162-166	180-184	198-202	216-220

Guided Arrow (Level 18, Prereq: Magic Arrow, Cold Arrow, Multiple Shot)

Enchants an arrow to seek its nearest enemy; travels in a straight line to where the pointer is (when triggered) and starts seeking the nearest enemy from that point.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	8	7.7	7.5	7.2	7	6.7	6.5	6.2	6	5.7	5.5	5.2	5	4.7	4.5	4.2	4	3.7	3.5	3.2
Damage +%	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95

Strafe (Level 24, Prereq: Magic Arrow, Cold Arrow, Multiple Shot, Guided Arrow)

Splits one arrow into several, which are fired at nearby enemies individually

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Maximum Arrows	5	6	7	8	9	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Damage +%	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
Mana Cost: 11																				

Immolation Arrow (Level 24, Prereq: Magic Arrow, Fire arrow, Multiple Shot, Exploding Arrow)

Creates an arrow that explodes with fire damage on impact and leaves a patch of fire

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Impact Damage	10-20	20-30	30-40	40-50	60-70	70-80	80-90	100-110	120-130	140-150	160-170	180-190	200-210	220-230	240-250	270-280	300-310	330-340	360-370	
Dam/sec	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
Duration 3 sec, Casting Delay 1 sec																				



## Diablo 2 Expansion Data Collection

### Freezing Arrow (Level 30, Prereq: Cold Arrow, Ice Arrow)

Creates an arrow that delivers cold damage and freezes any monster near the point of impact

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Damage	40-50	50-60	60-70	70-80	80-90	90-100	100-110	110-120	125-135	140-150	155-165	170-180	185-195	200-210	215-225	230-240	250-260	270-280	290-300	310-320

Freeze Duration: 2 seconds Radius:3.3 Yards

### 3.1.2. Passive and Magic Skills

#### Inner sight (Level 1, Prereq: none)

Lowers enemy defense by a straight number

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Duration (secs.)	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84
Enemy Defense	-46	-50	-54	-57	-60	-62	-63	-64	-66	-67	-68	-69	-70	-70	-71	-72	-72	-72	-73	-73

Mana Cost: 5 Radius:13.3 yards

#### Critical Strike (Level 1, Prereq: none)

Grants a chance to inflict double physical damage

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance for 2x Damage	16	25	32	38	42	46	49	51	54	56	58	59	61	62	63	65	65	66	67	68

Passive Skill (Values=%)

#### Dodge (Level 6, Prereq: none)

Grants a chance to avoid melee attacks while standing still (works when attacking); this skill is applied after shield block and defense rate check.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance to Dodge Melee	18	24	29	34	37	40	42	44	46	47	49	50	51	52	52	54	54	55	55	56

Passive Skill (Values=%)

#### Slow Missile (Level 12, Prereq: Inner Sight)

Slows down enemy missiles (magic projectiles, bolts/arrows...)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Duration (secs.)	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120	126

Mana Cost: 5 Radius:13.3 yards Enemy Ranged Attacks Slowed to 33%

#### Avoid (Level 12, Prereq: Dodge)

Grants a chance to avoid ranged attacks while standing still (works when attacking); This skill is applied after shield block and defense rate check.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance to Dodge Missile	24	31	36	41	45	48	50	52	54	55	57	58	60	61	61	63	63	64	64	65

Passive Skill (Values=%)

#### Penetrate (Level 18, Prereq: Critical Strike)

Increases Attack rate

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Bonus to AR	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195	205	215	225

(Values=%)

#### Decoy (Level 24, Prereq: Inner Sight, Slow Missile)

Lets you create a non-moving, non-attacking twin of yourself; Disappears when time limit is over or HP=0.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	19	18	17	16	16	15	14	13	13	12	11.5	10.7	10	9.2	8.5	7.7	7	6.2	5.5	4.7
Duration (secs.)	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105

#### Evade (Level 24, Prereq: Dodge, Avoid)

Grants a chance to avoid ranged attacks while running; if successful locks Character in place for recovery animation; this skill is applied after shield block and defense rate check.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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

Passive Skill (Values=%)

#### Valkyrie (Level 30, Prereq: Inner Sight, Dodge, Slow Missile, Avoid, Decoy, Evade)

Used to raise a spear-using minion; The equipment is created randomly on each cast.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	29	33	37	41	45	49	53	57	61	65	69	73	77	81	85	89	93	97	101
Hit Points	362	422	483	543	604	664	724	785	845	906	966	1026	1087	1147	1208	1268	1328	1389	1449	1510
+% Damage	0	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380
+% Attack	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
+% Defense	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95

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Pierce (Level 30, Prereq: Critical Strike, Penetrate)

Grants a chance to a missile that successfully hit to travel on and possibly strike another enemy.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance Missile passes through	23	34	42	49	55	59	63	65	69	71	73	75	77	79	80	82	82	83	84	85
Passive Skill (Values=%)																				

### 3.1.3. Spear and Javelin Skills

Jab (Level 1, Prereq: none)

Multiple attacks within the time span of a normal attack, each slightly less powerful then the last.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
% Damage	-15	-12	-9	-6	-3	0	+3	+6	+9	+12	+15	+18	+21	+24	+27	+30	+33	+36	+39	+42

Power Strike (Level 6, Prereq: Jab)

Adds lightning damage and increases normal attack rate to thrusting attacks.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
Lightning Damage	1-16	7-22	13-28	19-34	25-40	31-46	37-52	43-58	51-66	59-74	67-82	75-90	83-98	91-106	99-114	107-122	117-132	127-142	137-152	147-162

Poison Javelin (Level 6, Prereq: none)

Thrown javelin causes poison damage and leaves trail of poison clouds.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Poison Damage	9-14	14-18	18-23	23-28	28-32	32-37	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
Duration: 3 seconds																				

Impale (Level 12, Prereq: Jab)

Increases damage; Increases attack rate per level as well as an increased chance the weapon will lose durability.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack +%	25	32	39	46	53	60	67	74	81	88	95	102	109	116	123	130	137	144	151	158
Weapon Durability %	46	42	40	37	35	34	33	32	31	30	29	29	28	27	27	26	26	26	26	25
Damage +%	300	305	310	315	320	325	330	335	340	345	350	355	360	365	370	375	380	385	390	395
Mana Cost : 3																				

Lightning Bolt (Level 12, Prereq: Poison Javelin)

Leaves a trail of lightning and does lightning damage

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Lightning 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

Charged Strike (Level 18, Prereq: Jab, Poison Javelin, Power Strike, Lightning Bolt)

A lightning attack that releases charged bolts.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Lightning Damage	1-30	11-40	21-50	31-60	41-70	51-80	61-90	71-100	83-112	95-124	107-136	119-148	131-160	143-172	155-184	167-196	181-210	195-224	209-238	223-252

Plague Javelin (Level 18, Prereq: Poison Javelin, Lightning Bolt)

Casting Delay: 4 seconds

Similar to poison javelin with an additional cloud of expanding poison at the point of impact.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Poison Damage	23-37	30-44	37-51	44-58	51-65	58-72	65-79	72-86	84-98	96-110	107-121	119-133	131-145	142-157	154-168	166-180	185-199	203-217	222-236	241-255
Duration: 3 seconds																				

Fend (Level 24, Prereq: Jab, Impale)

Rapidly strikes several close targets.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230
+% Damage	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260
Mana Cost: 5																				

Lightning Strike (Level 30, Prereq: Jab, Poison Javelin, Power Strike, Lightning Bolt)

Does lightning damage and causes the target to release Chain Lightning.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Number of Hits	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Mana Cost: 9																				

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Lightning Fury (Level 30, Prereq: Poison Javelin, Lightning Bolt, Plague Javelin)

Creates a lightning bolt that releases multiple lightning bolts from target; Similar to Lightning Strike but works with thrown javelin, granting you a Chain Lightning attack with a ranged attack

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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 Damage	1-40	11-50	21-60	31-70	41-80	51-90	61-100	71-110	84-123	97-136	110-149	123-162	136-175	149-188	162-201	175-214	191-230	207-246	223-262	239-278
Number of Bolts	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

### 3.2. Assassin

#### 3.2.1. Martial arts

Tiger Strike (Level 1, Prereq: none)

Charge up skill; must be used with a dragon finishing move.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230
Chrg 1 +%Dmg	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400	420	440	460	480
Chrg 2 +%Dmg	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800	840	880	920	960
Chrg 3 +%Dmg	300	360	420	480	540	600	660	720	780	840	900	960	1020	1080	1140	1200	1260	1320	1380	1440
Mana Cost: 1																				

Dragon Talon (Level 1, Prereq: none)

Finishing move

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Kicks	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3
+% Kick Dmg	0	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133
+% Attack	40	53	64	76	88	100	112	124	136	148	160	172	184	196	208	220	232	244	256	268
Mana Cost: 6																				

Fist of Fire (Level 6, Prereq: none)

Charge up skill; adds fire damage to finishing moves.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Chrg 1: Fire dmg	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	51-55	61-65	71-75	81-85	91-95	101-105	111-115	121-125	141-145	161-165	181-185	201-205
Chrg 2: Radius 2 yards																				
Chrg 3: Duration 2.5 seconds																				
Mana Cost: 2																				

Dragon Claw (Level 6, Prereq: Dragon Talon)

Requires dual claw class weapons

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Dmg	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
+% Attack	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Mana Cost: 2																				

Cobra Strike (Level 12, Prereq: Tiger strike)

Charge up skill; adds life and mana steal to finishing moves; must be used with a dragon finishing move.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack		60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330
Chrg 1: +% Life Steal		40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130
Chrg 2: +% Life/Mana Steal		40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130
Chrg 3: +% Life/Mana Steal		80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260
Mana Cost: 2																				

Claws of Thunder (Level 18, Prereq: Fist of Fire)

Charge up skill; adds lightning damage to finishing moves.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack	80	95	110	125	140	155	170	185	200	215	230	245	260	270	290	305	320	335	350	365
Chrg 1: Lightning Dmg	1-80	11-90	21-100	31-110	41-120	51-130	61-140	71-150	81-160	91-170	111-180	131-190	151-210	171-230	191-250	211-270	231-290	251-310	271-330	291-350
Chrg 2: Nova Dmg	1-20	1-35	1-50	1-65	1-80	1-95	1-110	1-125	1-140	1-155	1-170	1-185	1-200	1-215	1-230	1-245	1-260	1-275	1-290	1-305
Chrg 3: Charged Bold Dmg	1-40	1-60	1-80	1-100	1-120	1-140	1-160	1-180	1-200	1-220	1-240	1-260	1-280	1-300	1-320	1-340	1-360	1-380	1-400	1-420
Mana Cost: 4																				

## Diablo 2 Expansion Data Collection

### Dragon Tail (Level 18, Prereq: Dragon Talon, Dragon Claw)

Finishing move; kick that knocks back target with explosive fire damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Damage +%	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Attack +%	40	47	54	61	68	75	82	89	96	103	110	117	124	131	138	145	152	159	166	173

Radius 4, Mana Cost: 10

### Blades of Ice (Level 24, Prereq: Fist of Fire, Claws of Thunder)

Charge up skill; adds cold damage to finishing moves.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack	80	95	110	125	140	155	170	185	200	215	230	245	260	270	290	305	320	335	350	365
Chrg 1: Cold Dmg	15-35	23-43	31-51	39-59	47-67	55-75	63-83	71-91	81-101	91-111	101-121	111-131	121-141	131-151	141-161	151-171	171-191	191-211	211-231	231-251
Chrg 2: Cold Damage Radius 3.3 yards																				
Chrg 3: Freeze Duration (secs)	4	4.4	4.8	5.2	5.6	6	6.4	6.8	7.2	7.6	8	8.4	8.8	9.2	9.6	10	10.4	10.8	11.2	11.6

Mana Cost: 3

### Dragon Flight (Level 24, Prereq: Dragon Talon, Dragon Claw, Dragon Tail)

Finishing move; allows the Assassin to teleport to her target and immediately attack with her charge ups.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack Rating +%	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400	420	440	460	480
Kick Damage +%	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575

Mana Cost: 15

### Phoenix Strike (Level 30, Prereq: Fist of Fire, Cobra Strike, Claws of Thunder, Blades of Ice)

Charge up skill; adds elemental novae to finishing moves.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
AR +%	70	85	100	115	130	145	160	175	190	205	220	235	250	265	280	295	310	325	340	355
Chrg 1: Meteor	20-40	30-50	40-60	50-70	60-80	70-90	80-100	90-110	100-130	130-150	150-170	170-190	190-210	210-230	230-250	250-270	280-300	310-330	340-360	370-390
Chrg 2: Chain Light	1-40	1-51	1-62	1-73	1-84	1-95	1-106	1-117	1-134	1-151	1-168	1-185	1-202	1-219	1-236	1-253	1-278	1-303	1-328	1-353
Chrg 3: Chaos Ice Bolt	16-32	20-36	24-40	28-44	32-48	36-52	40-56	44-60	52-68	60-76	68-84	76-92	84-100	92-108	100-116	108-124	120-136	132-148	144-160	156-172

Mana Cost: 4

### 3.2.2. Shadow Disciplines

#### Claw Mastery (Level 1, Prereq: none)

Improves attack rate and damage when using claw-class weapons (passive)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack Rating +%	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220
Damage Bonus +%	35	39	43	47	51	55	59	63	67	71	75	79	83	87	91	95	99	103	107	111

#### Psychic Hammer (Level 1, Prereq: none)

Always hits, damages, and knocks back enemies.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Damage	2-5	3-6	4-7	5-8	6-9	7-10	8-11	9-12	10-13	12-15	13-16	15-18	16-19	18-21	19-22	21-24	23-26	25-28	27-30	29-32

#### Burst of Speed (Level 6, Prereq: Claw Mastery)

Increases attack and movement speed for a period of time (fade and venom will override this skill and vice versa)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack Speed Bonus +%	21	27	31	34	37	41	42	44	44	45	46	47	49	50	51	51	51	52	52	52
Run/Walk Speed +%	23	29	34	39	42	45	47	49	51	52	54	55	56	57	57	59	59	60	60	61
Duration in Seconds	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348

Mana Cost: 10

#### Weapon Block (Level 12, Prereq: Claw Mastery)

Grants a chance to block while dual wielding claw-class weapons (passive)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance To Block +%	26	32	36	39	42	44	46	47	49	50	51	52	53	54	55	56	56	56	57	57

#### Cloak of Shadows (Level 12, Prereq: Psychic Hammer)

Cast a shadow to blind nearby enemies, lowering their defense for a period of time.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Enemy Defense -%	21	27	31	34	37	39	41	42	44	45	46	47	48	49	50	51	51	51	52	52

Range 20 yard, Duration 8 seconds, Mana Cost 13

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### Fade (Level 18, Prereq: Claw Mastery, Burst of Speed)

When cast, reduces curse duration and add to resistances for a limited time (Burst of Speed and Venom will override this skill and vice versa)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Curse Duration -%	47	53	58	62	65	67	69	71	73	74	75	76	77	78	79	80	80	81	81	82
Resist All +%	19	27	33	38	42	45	47	50	52	54	56	57	58	60	60	62	62	63	63	64
Duration (secs)	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348
Mana Cost: 10																				

### Shadow Warrior (Level 18, Prereq: Claw Mastery, Psychic Hammer, Weapon Block, Cloak of Shadows)

Summons a shadow of the Assassin that uses the left and right mouse button skills active; When the Assassin is out of mana the Shadow Warrior stops using the selected skills until mana reserve is high enough; The Shadow Warrior does not deplete the Assassins mana when executing skills.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63	65
Life	124	138	153	168	183	198	213	228	243	257	272	287	302	317	332	347	362	376	391	406
Attack Rating +%	-	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285

### Mind Blast (Level 24, Prereq: Psychic Hammer, Cloak of Shadows)

Damages and stuns enemies with a chance to convert them for a certain time.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	10-20	12-22	14-24	16-26	18-28	20-30	22-32	24-34	29-39	34-44	39-49	44-54	49-59	54-64	59-69	64-74	72-82	80-90	88-98	96-106
Chance To Convert %	18	21	24	26	27	28	29	30	31	32	32	33	33	34	34	35	35	35	35	36
Duration 6-10 seconds, Mana Cost 15																				

### Venom (Level 30, Prereq: Claw Mastery, Burst of Speed, Fade)

When cast imbues weapon used with poison (Burst of Speed and Fade will override this skill and vice versa)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Poison Damage	37-78	50-90	62-103	75-115	87-128	100-140	112-153	125-165	143-184	162-203	181-221	200-240	218-259	237-278	256-296	275-315	300-340	325-365	350-390	375-415
Duration in (secs)	120	124	128	132	136	140	144	148	152	156	160	164	168	172	176	180	184	188	192	196
Mana Cost: 12, Poison Damage done over 2 seconds																				

### Shadow Master (Level 30, Prereq: Claw Mastery, Psychic Hammer, Weapon Block, Cloak of Shadows, Shadow Warrior)

Summons a clone of the Assassin that may utilize every skill with at least one point in it.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Life	188	216	244	272	300	329	357	385	413	441	470	498	526	554	582	611	639	667	695	723
Attack Rating +%	-	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285
Resist All +%	16	16	25	32	38	42	46	49	51	54	56	58	59	61	62	63	65	65	66	67
Mana Cost 40																				

### 3.2.3. Traps

#### Fire Blast (Level 1, Prereq: none)

Not really a trap as it detonates on impact.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	3	3.1	3.2	3.3	3.5	3.6	3.7	3.8	4	4.1	4.2	4.3	4.5	4.6	4.7	4.8	5	5.1	5.2	5.3
Fire Damage	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	21-22	25-26	29-30	33-34	37-38	41-42	45-46	49-50	54-55	59-60	64-65	69-70
Radius 4.6 yard																				

#### Shock Web (Level 6, Prereq: none)

Not really a trap as it detonates on impact, discharging a small web of lightning.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Spikes	6	6	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	10
Lightning Damage	5-6	6-7	7-8	8-9	9-10	10-11	11-12	12-13	14-15	17-18	19-20	22-23	24-25	27-28	29-30	32-33	35-36	39-40	42-43	46-47
Duration 3.6 seconds, Mana Cost 6																				

#### Blade Sentinel (Level 6, Prereq: none)

Casting Delay: 2 Seconds

Throws a blade which will travel back and forth between the point clicked on to release and where the Assassin stands.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	6-10	9-13	12-16	15-19	18-22	21-25	24-28	27-31	31-35	35-39	39-43	43-47	47-51	51-55	55-59	59-63	64-68	69-73	74-78	79-83
Duration 4 seconds, Mana Cost 7																				

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### Charged Bolt Sentry (Level 12, Prereq: Fire Blast, Shock Web)

Creates small stationary tripods that fire charged bolts and finally self destruct

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	1-7	2-8	4-10	5-11	7-13	8-14	10-16	11-17	13-19	15-21	17-23	19-25	21-27	23-29	25-31	27-33	30-36	33-39	36-42	39-45

Mana Cost: 13, Number of Shots 5 (each with 5 Charged Bolts)

### Wake of Fire (Level 12, Prereq: Fire Blast)

Emits two firewalls in a V-shape

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Damage	5-10	7-12	9-14	11-16	13-18	15-20	17-22	19-24	22-27	25-30	28-33	31-36	34-39	37-42	40-45	43-48	47-52	51-56	55-60	59-64

Mana Cost: 13, Number of Shots 5

### Blade Fury (Level 18, Prereq: Fire Blast, Blade Sentinel, Wake of Fire)

Slightly more damaging version of Blade Sentinel; does not come back but on impact explodes in a cluster of blades; will launch 3 blades per click (so minimum mana to cast is from 3 to 24)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost Per Blade	1	1	2	2	3	3	3	4	4	5	5	5	6	6	7	7	7	8	8	8
Damage Per Blade	8-10	11-13	14-16	17-19	20-22	23-25	26-28	29-31	34-36	39-41	44-46	49-51	54-56	59-61	64-66	69-71	77-79	85-87	93-95	101-103

### Lightning Sentry (Level 24, Prereq: Fire Blast, Shock Web, Charged Bolt Sentry)

Releases Lightning shots

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Lightning Damage	10-20	15-25	20-35	25-35	30-40	35-45	40-50	45-55	52-62	59-69	66-76	73-83	80-90	87-97	94-104	101-111	111-121	121-131	131-141	141-151

Mana Cost: 20, Number of Shots 10

### Wake of Inferno (Level 24, Prereq: Fire Blast, Wake of Fire)

Releases an Inferno-like jet of flames

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Damage	8-21	16-29	24-37	32-45	40-53	48-61	56-69	63-77	73-86	83-96	92-105	102-115	112-125	121-134	131-144	140-154	153-166	166-178	177-190	189-203

Mana Cost: 20, Number of Shots 10, listed damage is damage per second

### Death Sentry (Level 30, Prereq: Fire Blast, Shock web, Charged Bolt Sentry, Lightning Sentry)

Trap explodes nearby corpses.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Lightning Damage	20-30	24-34	28-38	32-42	36-46	40-50	44-54	48-58	53-63	58-68	63-73	68-78	73-83	78-88	83-93	88-98	96-106	104-114	112-122	120-130
Radius (yard)	3.3	3.6	4	4.3	4.6	5	5.3	5.6	6	6.3	6.6	7	7.3	7.6	8	8.3	8.6	9	9.3	9.6

Mana Cost: 20, Damage: 40-80% of corpse life, shoots 5 times

### Blade Shield (Level 30, Prereq: Fire Blast, Blade Sentinel, Wake of Fire, Blade Fury)

Creates a ring of blades around the Assassin, any melee attacker will take damage when hitting her.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63	65
Duration (seconds)	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92	96
Damage	1-30	6-35	11-40	16-45	21-50	26-55	31-60	36-65	42-71	48-77	54-83	60-89	66-95	72-101	78-107	84-113	91-120	98-127	105-134	112-141

## 3.3. Barbarian

### 3.3.1. Combat Skills

#### Bash (Level 1, Prereq: none)

Increases damage and knocks back target

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+ Damage	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Damage	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
+% Attack	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115

Mana Cost: 2

#### Double Swing (Level 6, Prereq: Bash)

A quick double attack that can damage two nearby enemies

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110

Mana Cost: 2

#### Leap (Level 6, Prereq: none)

Lets the Barbarian jump (also across obstacles, enemies) and knock back enemies where he lands.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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: 2

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### Double Throw (Level 12, Prereq: Double Swing)

Throws two weapons

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
Mana Cost: 2																				

### Stun (Level 12, Prereq: Bash)

Successful attack stuns enemy.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110
Duration (secs)	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
Mana Cost: 2																				

### Leap Attack (Level 18, Prereq: Leap)

Leaps towards a target and attacks when landing; game considers this to be a ranged (!) attack; unlike leap, there is no range on this skill.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Attack	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	320	335
+% Damage	100	130	160	190	220	250	280	310	340	370	400	430	460	490	520	550	580	610	640	670
Mana Cost: 9																				

### Concentrate (Level 18, Prereq: Bash, Stun)

Uninterruptible attack that also temporarily improves defense

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Defense +%	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260	270	280	290
Attack +%	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250
Damage +%	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165
Mana Cost: 2																				

### Frenzy (Level 24, Prereq: Double Sing, Double Throw)

Every successful hit increases characters velocity and attack speed (works with 2 weapons only)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage +%	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185
Attack +%	100	107	114	121	128	135	142	149	156	163	170	177	184	191	198	205	212	219	226	233
Attack Speed +%	7	7-13	7-18	7-22	7-25	7-27	7-29	7-31	7-33	7-34	7-35	7-36	7-37	7-38	7-39	7-40	7-40	7-41	7-41	7-42
Walk/Run Speed +%	47	47-68	47-84	47-99	47-110	47-119	47-126	47-131	47-138	47-142	47-147	47-151	47-155	47-158	47-160	47-164	47-165	47-167	47-169	47-171
Mana Cost: 3																				

### Whirlwind (Level 30, Prereq: Bash, Leap, Sun, Concentrate, Leap Attack)

Spinning attack

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
% Damage	-50	-42	-34	-26	-18	-10	-2	+6	+14	+22	+30	+38	+46	+54	+62	+70	+78	+86	+94	+102
+% Attack	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
Mana Cost	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44

### Berserk (Level 30, Prereq: Bash, Stun, Concentrate)

Adds to attack rate and does boosted magic damage but leaves the Barbarian vulnerable briefly.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack Rating +%	100	115	130	145	160	175	190	205	220	235	250	265	280	295	310	325	340	355	370	385
Magic Damage +%	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360	375	390	405	420	435
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
Mana Cost: 4																				

### 3.3.2. Combat Masteries (all passive)

Sword/Axe/Mace Mastery (Level 1, Prereq: none)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Damage	28	33	38	43	48	53	58	63	68	73	78	83	88	93	98	103	108	113	118	123
+% Attack	28	36	44	52	60	68	76	84	92	100	108	116	124	132	140	148	156	164	172	180
% Critical Hit	3	6	9	11	12	13	14	15	16	17	17	18	18	19	19	20	20	20	20	21

Polearm/Throwing/Spear Mastery (Level 6, Prereq: none)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Damage	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
+% Attack	30	38	46	54	62	70	78	86	94	102	110	118	126	134	142	150	158	166	174	182
% Critical Hit	3	6	9	11	12	13	14	15	16	17	17	18	18	19	19	20	20	20	20	21

### Increased Stamina (Level 12, Prereq: none)

Increases stamina and stamina recovery rate

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Stamina	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315

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### Iron Skin (Level 18, Prereq: none)

Increases overall defense

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Defense	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220

### Increased Speed (Level 24, Prereq: Increased Stamina)

Increases walk/run speed

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Walk Speed	13	18	22	25	28	30	32	33	35	36	37	38	39	40	40	41	41	42	42	43

### Natural Resistance (Level 30, Prereq: Iron Skin)

Increases all resistances

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Resist All	12	21	28	35	40	44	47	49	52	54	56	58	60	61	62	64	64	65	66	67

### 3.3.3. War Cries

#### Howl (Level 1, Prereq: none)

Frightens monsters into retreat

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Enemy runs (yard)	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
Enemy runs (sec)	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Mana Cost: 4																				

#### Find Potion (Level 1, Prereq: none)

Used on corpses; Gives a chance to find potions.

If a Potion is found odds are: 60% for Healing, 30% for Mana and 10% for Rejuvenation.

Quality of Potions found:

- Act I, Normal: light healing / light mana / rejuvenation
- Act II, Normal: healing / mana / rejuvenation
- Act III, Normal: greater healing / greater mana / full rejuvenation

Should stay like this for the rest of the game (if fixed properly)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance to Find %	15	27	36	44	50	55	59	62	66	68	71	73	75	77	78	80	81	82	83	84
Mana Cost: 2																				

#### Shout (Level 6, Prereq: Howl)

Increases personal and allied defense value

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+% Defense	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260	270	280	290
Duration (sec)	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54
Mana Cost: 6																				

#### Taunt (Level 6, Prereq: Howl)

Taunts a monster to fight the "shouter" and reduces monsters damage and attack rate; will not work on bosses.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
-% damage	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43
-% Attack	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43
Mana Cost: 3																				

#### Battle Cry (Level 18, Prereq: Howl, Taunt)

Lowers nearby enemies' defense and damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Duration (sec)	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
-% target defense	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88
-% target damage	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Mana Cost: 5																				

#### Find Item (Level 12, Prereq: Find Potion)

Same as find potion, but turns up items instead

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance to Find %	13	19	24	29	32	35	37	39	41	42	44	45	46	47	47	49	49	50	50	51
Mana Cost: 7																				

#### Battle Orders (Level 24, Prereq: Howl Shout)

Increases own and party members maximum Mana, Life and Stamina.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Duration (sec)	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120	126	132	138	144
+% maximum	35	38	41	44	47	50	53	56	59	62	65	68	71	74	77	80	83	86	89	92
Mana Cost: 5																				

#### Grim Ward (Level 24, Prereq: Find Potion, Find Item)

Turns a corpse into a fetish that will frighten monsters away

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Mana Cost: 4, Duration 40																				



## Diablo 2 Expansion Data Collection

War Cry (Level 30, Prereq: Howl, Taunt, Shout, Battle Cry, Battle Orders)

Damages and stuns enemies

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Damage	20-30	26-36	32-42	38-48	44-54	50-60	56-66	62-72	69-79	76-86	83-93	90-100	97-107	104-114	111-121	118-128	126-136	134-144	142-152	150-160
Stun(secs)	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 (Level 30, Prereq: Howl, Shout, Battle Orders)

Temporarily increases skills by 1; works for party members.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Duration (sec)	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88
Mana Cost	11																			

### 3.4. Druid

#### 3.4.1. Elemental

Fire Storm (Level 1, Prereq: none)

*Casting Delay: 0.6 Seconds*

Produces three veins of fire which travel from the Druid for a short distance directly in front of him

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Dmg (per sec)	3-7	7-10	10-14	14-17	17-21	21-24	24-28	28-31	32-36	37-41	42-45	46-50	51-55	56-59	60-64	65-69	71-75	77-80	83-86	89-92
Mana Cost	4																			

Molten Boulder (Level 6, Prereq: Fire Storm)

*Casting Delay: 2 seconds*

Launches a boulder of magma that slowly rolls across the ground leaving a fire path in it's way; explodes at the end of rolling, dealing damage over 3 yards; knocks back enemies; timer: 3 seconds.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Dmg (per sec)	11-16	19-24	28-32	36-41	44-49	52-57	60-65	69-73	79-84	90-94	100-105	111-116	121-126	132-137	142-147	153-158	166-171	179-183	192-196	205-209
Mana Cost	10	10.5	11	11.5	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19

Arctic Blast (Level 6, Prereq: none)

Launches a jet of ice that chills enemies; similar to the Sorceress's Inferno, but with less damage and range.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	4	5	6	7	7	8	9	10	10	11	12	13	14	14	15	16	17	17	18	19
Cold Dmg (per sec)	8-15	14-21	20-28	26-34	33-40	39-46	45-53	51-59	58-66	65-72	71-79	78-85	85-92	91-99	98-105	105-112	112-119	119-126	126-133	133-140
Cold Dur (secs)	4	4.6	5.2	5.8	6.6	7	7.6	6.8	7.2	7.6	8	8.4	8.8	9.2	9.6	10	10.4	10.8	11.2	11.6
Range (y)	5.3	6	6	6.6	6.6	7.3	7.3	8	8	8.6	8.6	9.3	9.3	10	10	10.6	10.6	11.3	11.3	12

Fissure (Level 12, Prereq: Fire Storm, Molten Boulder)

*Casting Delay: 2 Seconds*

Opens volcanic vents

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Dmg (per sec)	15-25	21-31	27-37	33-43	39-49	45-55	51-61	57-67	69-79	81-91	93-103	105-115	117-127	129-139	141-151	153-163	169-179	185-195	201-211	217-227
Mana Cost	15, Duration: 3.2 Seconds																			

Cyclone Armor (Level 12, Prereq: Arctic Blast)

Absorbs damage from fire, cold and lightning attacks

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Damage Absorbed	40	52	64	76	88	100	112	124	136	148	160	172	184	196	208	220	232	244	256	268

Twister (Level 18, Prereq: Arctic Blast, Cyclone Armor)

Summons three tornados that move slowly across the ground, damaging and stunning enemies.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	6-8	8-10	10-12	12-14	14-16	16-18	18-20	20-22	23-25	27-29	30-32	34-36	37-39	41-43	44-46	48-50	52-54	57-59	61-63	66-68
Mana Cost	7, Stun Length 0.4 Seconds, Twister deals physical damage																			

Volcano (Level 24, Prereq: Fire Storm, Molten Boulder, Fissure)

*Casting Delay: 4 Seconds*

Raises a volcano that spews out lots of small molten boulders.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Damage	15-20	19-24	23-28	27-32	31-36	35-40	39-44	43-48	51-56	59-64	67-72	75-80	83-88	91-96	99-104	107-112	119-124	131-139	143-148	155-160
Mana Cost	25																			

## Diablo 2 Expansion Data Collection

Tornado (Level 24, Prereq: Arctic Blast, Cyclone Armor, Twister)

Creates a single tornado that can pass through monsters and go on to hit more

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	25-35	33-43	41-51	49-59	57-67	65-75	73-85	81-91	95-105	109-119	123-133	137-147	151-161	165-175	179-189	193-203	213-223	233-243	253-263	273-283

Mana Cost 10, Damage done by Tornado is physical

Hurricane (Level 30, Prereq: Arctic Blast, Cyclone Armor, Twister, Tornado)

*Casting Delay: 6 Seconds*

Creates a massive storm; moves along with the druid; supposedly able to "catch" smaller monsters and throw them off screen.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	25-50	32-57	39-64	46-71	53-78	60-85	67-92	74-99	84-109	94-119	104-129	114-139	124-149	134-159	144-169	154-179	166-191	178-203	190-215	202-227

Mana Cost 30, Duration 10 Seconds, Radius 5.3 Yards

Armageddon (Level 30, Prereq: all other skills on tab)

*Casting Delay: 6 Seconds*

Releases a bunch of meteorites which explode on impact

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Dmg (per sec)	25-75	40-90	55-105	70-120	85-135	100-150	115-165	130-180	150-200	170-220	190-240	210-260	230-280	250-300	270-320	290-340	315-365	340-390	365-415	390-440

Mana Cost 35, Duration 10 Seconds, Radius 5.3 Yards

### 3.4.2. Shape Shifting

While in Werewolf or Werebear form the druid swings slower than in Human form. (Details listed in the Weapon Speed Section)

Werewolf (Level 1, Prereq: none)

*Casting Delay: 1 Second*

Transform Druid into a werewolf

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack Speed +%	20	28	35	40	45	48	51	53	56	57	59	61	62	63	64	66	66	67	68	68
Attack Rating +%	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	320	335

Mana Cost: 15, Duration 40 Seconds, Life +35%, Stamina +25%

Lycanthropy (Level 1, Prereq: Werewolf)

Improves duration and life when in werewolf or werebear form; passive.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Life +%	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115
Dur +Secs	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400	420

Werebear (Level 6, Prereq: none)

*Casting Delay: 1 Second*

Transforms Druid into a werebear

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Dmg +%	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	155	162	169	176	183
Def +%	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120

Mana Cost: 15, Duration: 40 Seconds, Life: +100%

Feral Rage (Level 12, Prereq: Werewolf)

When in werewolf form, increases amount of life stolen (increases with successive hits)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Dmg +%	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
Attack +%	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
LSteal +%	4-12	4-16	4-16	4-20	4-20	4-24	4-24	4-28	4-28	4-32	4-32	4-36	4-36	4-40	4-40	4-44	4-44	4-48	4-48	4-52
Walk/Run Speed +%	19-31	19-36	19-36	19-40	19-40	19-43	19-43	19-45	19-45	19-47	19-47	19-49	19-49	19-50	19-50	19-52	19-52	19-53	19-53	19-55

Mana Cost 3, Duration 20 seconds

Maul (Level 12, Prereq: Werebear)

Adds to damage and stuns while in werebear form (+20% damage per charge, 3% +(3% per charge) bonus to attack rate)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Dmg +%	25-75	25-75	25-125	25-125	25-150	25-150	25-175	25-175	25-200	25-200	25-225	25-225	25-250	25-250	25-275	25-275	25-300	25-300	25-325	25-325
Attack +%	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
Stun (Secs)	1.7-2.8	1.7-3.2	1.7-3.2	1.7-3.4	1.7-3.4	1.7-3.7	1.7-3.7	1.7-3.9	1.7-3.9	1.7-4.0	1.7-4.0	1.7-4.2	1.7-4.2	1.7-4.4	1.7-4.4	1.7-4.5	1.7-4.5	1.7-4.6	1.7-4.6	1.7-4.7

Mana Cost: 3, Duration: 20 Seconds

## Diablo 2 Expansion Data Collection

### Rabies (Level 18, Prereq: Werewolf, Feral Rage)

When in werewolf form, this adds poison damage to bites.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Poison Dmg	18-43	31-56	43-68	56-81	68-93	81-106	93-118	106-131	121-146	137-162	153-178	168-193	184-209	200-225	215-240	231-256	250-275	268-293	287-312	306-331
Attack +%	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	155	162	169	176	183

Mana Cost 10, poison damage is applied over 4 seconds

### Fire Claws (Level 18, Prereq: Werewolf, Werebear, Feral Rage, Maul)

Fiery attack while in werebear or werewolf form

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Damage	15-20	21-26	27-32	33-38	39-44	45-50	51-56	57-62	69-74	81-86	93-98	105-110	117-122	129-134	141-146	153-158	173-178	193-198	213-218	233-238
Attack +%	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	320	335

Mana Cost: 4

### Hunger (Level 24, Prereq: Werewolf, Werebear, Feral Rage, Maul, Fire Claws)

Life and mana stealing bite; reduces damage inflicted.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack +%	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
LSteal %	187	217	240	260	275	287	297	305	315	320	327	332	337	342	345	350	352	355	357	360
MSteal %	187	217	240	260	275	287	297	305	315	320	327	332	337	342	345	350	352	355	357	360

Mana Cost: 3, Damage: -90%

### Shock Wave (Level 24, Prereq: Werebear, Maul)

While in werebear form, allows causing shock waves that damage and stun enemies.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	10-20	13-23	16-26	19-29	22-32	25-35	28-38	31-41	36-46	41-51	46-56	51-61	56-66	61-71	66-76	71-81	78-88	85-95	92-102	99-109
Stun Length (secs)	1.6	2.2	2.8	3.4	4	4.6	5.2	5.8	6.4	7	7.6	8.2	8.8	9.4	10	10.6	11.2	11.8	12.4	13

Mana Cost 7

### Fury (Level 30, Prereq: Werewolf, Feral Rage, Rabies)

Multiple attacks while in the form of werewolf

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack +%	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	155	162	169	176	183
Dmg +%	100	117	134	151	168	185	202	219	236	253	270	287	304	321	338	355	372	389	406	423
Hits	2	3	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

Mana Cost: 4

## 3.4.3. Summoning

### Raven (Level 1, Prereq: none)

Summons ravens that attack enemies a certain amount of times

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Ravens	1	2	3	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Hits	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
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

Mana Cost 6

### Poison Creeper (Level 1, Prereq: none)

Vine; emerges from underground and attacks with poison damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Life	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72
Poison Dmg	4-6	7-8	10-11	12-14	15-17	18-19	21-22	23-25	28-30	33-34	37-39	42-44	47-48	51-53	56-58	61-62	67-68	73-74	78-80	84-86

Mana Cost 8, poison damage dealt over 4 seconds

### Oak Sage (Level 6, Prereq: none)

Spirit; increases life for Druid and his party.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Life	30	39	48	57	66	75	84	93	102	111	120	129	138	147	156	165	174	183	192	201
Life +%	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125

### Summon Spirit Wolf (Level 6, Prereq: Raven)

Pet; summons a wolf with teleporting ability; includes passive bonus to damage and attack rate for all pets.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Wolves	1	2	3	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Damage	2-6	3-7	4-8	6-9	7-10	8-12	9-13	10-14	13-16	15-19	18-21	20-24	22-26	25-28	27-31	30-33	34-38	39-43	44-48	49-52
Passive AR +%	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Passive Def +%	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240

Mana Cost: 15, Life 35

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### Carrion Vine (Level 12, Prereq: Poison Creeper)

Vine; summons a vine that eats corpses to replenish the Druids life.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Life	47	56	65	75	84	94	103	112	122	131	141	150	159	169	178	188	197	206	216	225
Heals %	4	5	6	6	7	7	8	8	8	9	9	9	9	9	10	10	10	10	10	10
Mana Cost 10																				

### Heart of Wolverine (Level 18, Prereq: Oak Sage)

Spirit; adds to damage and attack rate of Druid and party.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Life	68	81	95	108	122	136	149	163	176	190	204	217	231	244	258	272	285	299	312	326
Dmg +%	20	27	34	41	48	55	62	69	76	83	90	97	104	111	118	125	132	139	146	153
Attack +%	25	32	39	46	53	60	67	74	81	88	95	102	109	116	123	130	137	144	151	158
Radius 20 Yards																				

### Summon Dire Wolf (Level 18, Prereq: Raven, Oak Sage, Summon Spirit Wolf)

Pet; summons a wolf that eats corpses to increase its damage; includes passive bonus to Life for all pets.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Wolves	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Life	85	91	96	102	108	114	119	125	131	136	142	148	153	159	165	171	176	182	188	193
Damage	8-14	10-16	13-19	15-21	18-24	20-26	22-28	25-31	28-34	32-38	36-42	39-45	43-49	46-52	50-56	54-60	61-67	68-74	75-81	82-88
Passive Life +%	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Mana Cost: 20																				

### Solar Creeper (Level 24, Prereq: Poison Creeper, Carrion Vine)

Vine; eats corpses to increase the rate at which the druid replenishes his health.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
Life	82	98	114	131	147	164	180	196	213	229	246	262	278	295	311	328	344	360	377	393
ManaRecov. Rate %	2	2	3	4	4	4	5	5	5	5	5	6	6	6	6	6	6	6	6	6

### Spirit of Barbs (Level 30, Prereq: Oak Sage, Heart of Wolverine)

Spirit; summons a spirit that reflects damage back to opponent.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Life	106	127	148	169	190	212	233	254	275	296	318	339	360	381	402	424	445	466	487	508
% Dmg Returned	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240

### Summon Grizzly (Level 30, Prereq: Raven, Oak Sage, Spirit Wolf, Dire Wolf)

Casting Delay: 1 Second

Pet; summons a Bear; includes passive bonus to damage for all pets.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	37-75	52-91	67-108	84-126	101-145	120-165	139-186	160-208	189-239	221-272	253-306	288-342	323-379	361-418	399-458	440-500	492-553	546-609	602-666	660-726
Passive % Dmg	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
Mana Cost: 40, Life 40																				

## 3.5. Necromancer

### 3.5.1. Curses

Curses affect those opponents that they are cast on. Newer curses override older.

#### Amplify Damage (Level 1, Prereq: none)

Increases the amount of physical damage received

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	2	2.6	3.3	4	4.6	5	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6
Dur (secs)	8	11	14	17	20	23	26	29	32	35	38	41	44	47	50	53	56	59	62	65
Mana Cost: 4, Damage Taken +100%																				

#### Dim Vision (Level 6, Prereq: None)

Decreases radius of awareness

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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
Dur (secs)	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45
Mana Cost: 9																				

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### Weaken (Level 6, Prereq: None)

Decreases the damage the target can do

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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
Dur (secs)	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

Mana Cost: 4, Target's Damage: -33%

### Iron Maiden (Level 12, Prereq: Amplify Damage)

Physical damage dealt is also inflicted on attacker.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
% Dmg Returned	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575	600	625	650	675
Dur (secs)	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, Radius 4.6 yards

### Terror (Level 12, Prereq: Weaken)

Cursed monsters run away

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Dur (secs)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

Mana Cost: 7, Radius: 2.6 yards

### Confuse (Level 18, Prereq: Dim Vision)

Cursed monsters attack randomly (may also attack other monsters)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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
Dur (secs)	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48

Mana Cost: 13

### Life Tap (Level 18, Prereq: Amplify Damage, Iron Maiden)

Attacking a cursed monster will give 50% of damage done to personal health.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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
Dur (secs)	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

Mana Cost: 9

### Attract (Level 24, Prereq: Dim Vision, Confuse)

Causes other monsters to attack the cursed (does not work on uniques and bosses)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Dur (secs)	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

Mana Cost: 17, Radius: 6 Yards

### Decrepify (Level 24, Prereq: weaken, Terror)

Decreases target's speed, damage, and physical resistance by 50%

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Dur (secs)	4	4.6	5.2	5.8	6.4	7	7.6	8.2	8.8	9.4	10	10.6	11.2	11.8	12.4	13	13.6	14.2	14.8	15.4

Mana Cost: 11, Radius: 4 Yards

### Lower Resist (Level 30, Prereq: Weaken, Amplify Damage, Terror, Iron Maiden, Life Tap, Decrepify)

Lowers the cursed monsters resists (magical, poison, fire, lightning and cold); does not work on immunes.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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
Dur (secs)	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58
ResAll -%	31	37	41	44	47	49	51	52	54	55	56	57	58	59	60	61	61	61	62	62

Mana Cost : 22

## 3.5.2. Poison and Bone Skills

### Teeth (Level 1, Prereq: none)

Summons multiple projectiles that inflict magic damage to enemies.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
# of Teeth	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

### Bone Armor (Level 1, Prereq: none)

A protective shield that absorbs melee physical damage

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
DmgShield	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210

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### Poison Dagger (Level 6, Prereq: none)

Adds poison damage to dagger

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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	10-19	14-23	18-27	22-31	26-35	30-39	34-42	40-48	46-54	51-60	57-66	63-73	69-78	75-83	81-89	89-97	96-105	104-113	112-121
AR +%	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195	205

Poison Damage dealt over 2 Seconds

### Corpse Explosion (Level 6, Prereq: Teeth)

Targeted corpse explodes, damaging nearby enemies; inflicts 50% physical, 50% fire damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Radius (y)	2.6	3	3.3	3.6	4	4.3	4.6	5	5.3	5.6	6	6.3	6.6	7	7.3	7.6	8	8.3	8.6	9

60-100% of corpse hit points

### Bone Wall (Level 12, Prereq: Bone Armor)

Creates a barrier of bone

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Hit Points	19	23	33	38	38	42	47	52	57	61	66	71	76	80	85	90	95	99	104	109

Mana Cost: 17, Duration: 48 Seconds

### Poison Explosion (Level 18, Prereq: Teeth, Corpse Explosion, Poison Dagger)

Releases a cloud of poison gas from a corpse

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Poison Damage	25-50	31-56	37-62	43-68	50-75	56-81	62-87	68-93	81-106	93-118	106-131	118-143	131-156	143-168	156-181	168-193	187-212	206-231	225-250	243-268

Mana Cost: 8, damage dealt over 2 seconds

### Bone Spear (Level 18, Prereq: Teeth, Corpse Explosion)

Summons a magical missile of bone; pierces through opponents; not defendable against.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
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

### Bone Prison (Level 24, Prereq: Teeth, Corpse Explosion, Bone Wall, Bone Spear)

Summons a ring of bones to surround a target.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Hit Points	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95	99	104	109

Duration: 48 seconds

### Poison Nova (Level 30, Prereq: Poison Dagger, Teeth, Corpse Explosion, Poison Explosion)

A ring of poison explodes from the Necromancer.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Poison Damage	43-78	56-90	68-103	81-115	93-128	106-140	118-153	131-165	146-181	162-196	178-212	193-228	209-243	225-259	240-275	256-290	281-315	306-340	331-365	356-390

Mana Cost: 25, damage dealt over 2 seconds

### Bone Spirit (Level 30, Prereq: Teeth, Corpse Explosion, Bone Spear)

Spirit tracks down a target, or finds one of its own.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21
Damage	20-30	36-46	52-62	68-78	84-94	100-110	116-126	132-142	149-159	166-176	183-193	200-210	217-227	234-244	251-261	268-278	286-296	304-314	322-332	340-350

### 3.5.3. Summoning Skills

#### Raise Skeleton (Level 1, Prereq: none)

Raises one skeleton per skill level to fight with the Necromancer (need corpse for successful raise)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skeletons	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Damage: 1-2, Hit Points: 21 (normal) / 30 (NM) / 42 (Hell)

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**Skeleton Mastery (Level 1, Prereq: Raise Skeleton)**

Improves stats of raised skeletons, magi and revived

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skel HP	+7	+14	+21	+28	+35	+42	+49	+56	+63	+70	+77	+84	+91	+98	+105	+112	+119	+126	+133	+140
Skel Dmg	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26	+28	+30	+32	+34	+36	+38	+40
Monster HP +%	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
Monster Dmg +%	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40

Improved Missile Damage past Level 2

**Clay Golem (Level 6, Prereq: none)**

Raises a golem Stats for Dmg and Hit Points for (top to bottom) Normal, NM and Hell Difficulty.

Level	1	2	3	4	5	6	7	8	9	10
Mana Cost	15	18	21	24	27	30	33	36	39	42
Dmg	2-5	2-6	3-8	4-10	4-12	5-13	6-15	6-17	7-19	8-20
	2-6	2-8	3-10	4-12	4-14	5-16	6-18	6-20	7-22	8-24
	3-7	4-9	5-11	6-14	7-16	8-19	9-21	10-24	11-26	12-29
Hit Points	100	135	170	205	240	275	310	345	380	415
	175	236	297	358	420	481	542	603	665	726
	275	371	467	563	660	756	852	948	1045	1141
Level	11	12	13	14	15	16	17	18	19	20
Mana Cost	45	48	51	54	57	60	63	66	69	72
Dmg	9-22	9-24	10-26	11-27	11-29	12-31	13-33	13-34	14-36	15-38
	9-27	9-29	10-31	11-33	11-35	12-37	13-39	13-41	14-43	15-45
	13-31	14-33	15-36	16-38	17-41	18-43	19-46	20-48	21-51	22-53
Hit Points	450	485	520	555	590	625	660	695	730	765
	787	848	910	971	1032	1093	1155	1216	1277	1338
	1237	1333	1430	1526	1622	1718	1815	1911	2007	2103

Defense: 20, Heal themselves Automatically

**Golem Mastery (Level 12, Prereq: Clay Golem)**

Enhances speed and life of golems

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP +%	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400
Speed +%	6	10	14	17	20	22	23	24	26	27	28	29	30	30	31	32	32	32	33	33

**Skeletal Mage (Level 12, Prereq: Raise Skeleton)**

Raises a skeletal mage per skill level that uses one elemental attack

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
SkelMages	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

Hit Points: 61 (normal) / 88 (NM) / 123 (Hell)

**Blood Golem (Level 18, Prereq: Clay Golem)**

Summons a golem that is linked to caster's health; golem steals life (70% to golem, 30% to caster)

Level	1	2	3	4	5	6	7	8	9	10
Mana Cost	25	29	33	37	41	45	49	53	57	61
Damage	6-16	8-21	10-27	12-32	14-38	16-44	18-49	20-55	22-60	24-66
	9-23	12-31	15-39	18-47	21-55	24-63	27-71	31-79	34-87	37-95
	10-27	13-36	17-45	20-55	24-64	27-74	31-83	34-93	38-102	41-112
Heal Convert Dmg to Life %	86	95	102	108	112	116	119	121	124	126
Level	11	12	13	14	15	16	17	18	19	20
Mana Cost	65	69	73	77	81	85	89	93	97	101
Damage	27-72	29-77	31-83	33-88	35-94	37-100	39-105	41-111	43-116	45-122
	40-103	43-111	46-119	49-127	53-135	56-143	59-151	62-159	65-167	68-175
	45-121	48-130	52-140	55-149	59-159	62-168	66-178	69-187	73-197	76-206
Heal Convert Dmg to Life %	128	129	131	132	133	135	136	137	138	138

Defense: 90, Hit Points: 201(Normal), 388 (NM), 636 (Hell)

**Summon Resist (Level 24, Prereq: Clay Golem, Golem Mastery)**

Raises elemental resistances of minions

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
ResAll %	28	34	39	44	47	50	52	54	56	57	59	60	61	62	62	64	64	65	65	66

**Iron Golem (Level 24, Prereq: Clay Golem, Blood Golem)**

Summons a golem from a metal item; Gains the magical properties of that item; Iron Golem has a thorns attribute; if created from ethereal item the Iron Golem will be translucent.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thorns %	0	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360	375	390	405	420

Mana Cost: 35, Damage: 7-19 / 11-30 / 12-33; Hit Points: 306 / 595 / 980 Defense: 111 (+any def from item created from)

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### Fire Golem (Level 30, Prereq: Clay Golem, Blood Golem, Iron Golem)

Summons a golem made of fire that uses fire damage to heal itself; has an attribute similar to the Holy Fire Aura; when summoned or dying, the golem causes fire splash damage.

Level	1	2	3	4	5	6	7	8	9	10
Mana Cost	50	60	70	80	90	100	110	120	130	140
Fire Damage	20-54 30-78 36-94	23-63 35-91 42-110	27-72 40-105 48-126	30-82 45-118 54-143	34-91 51-132 61-159	37-101 56-146 67-176	41-110 61-159 73-192	44-120 66-173 80-209	48-129 72-187 86-225	51-139 77-200 92-242
Absorbs %	36	45	52	58	62	66	69	71	74	76
Level	11	12	13	14	15	16	17	18	19	20
Mana Cost	150	160	170	180	190	200	210	220	230	240
Fire Damage	55-148 82-214 99-258	58-157 87-228 105-274	62-167 93-241 111-291	65-176 98-255 117-307	69-186 103-269 124-324	72-195 108-282 130-340	76-205 114-296 136-357	79-214 119-310 143-373	83-224 124-323 149-390	86-233 129-337 155-406
Absorbs %	78	79	81	82	83	85	85	86	87	88
Hit Points: 313 / 613 / 1013; Defense: 160										

### Revive (Level 30, Prereq: Raise Skeleton, Clay Golem, Raise Skeletal Mage, Blood Golem, Iron Golem)

Resurrects a dead monster to fight for the Necromancer

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Monsters	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost: 45, HP=corpse uses+200%, Duration: 180 seconds																				

## 3.6. Paladin

### 3.6.1. Combat Skills

#### Sacrifice (Level 1, Prereq: none)

Increased damage at the cost of health; 8% of damage dealt is done to personal health.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
AR +%	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115
Dmg %	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348	360	372	384	396	408

#### Smite (Level 1, Prereq: none)

Using the shield to attack; knocks back and stuns target; will always hit but does not work with life/mana steal.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Dmg +%	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300
Stun(secs)	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
Mana Cost																				

#### Holy Bolt (Level 6, Prereq: none)

Bolt of energy that damages undead or heals friendly units

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
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

#### Zeal (Level 12, Prereq: Sacrifice)

Quickly attacks multiple targets within range

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack +%	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
Hits	2	3	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Mana Cost: 2																				

#### Charge (Level 12, Prereq: Smite)

Character runs up to an enemy and bashes on contact; knocks back target; will not work when already within weapon range.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage +%	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575
Attack +%	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	320	335
Mana Cost: 9																				

#### Vengeance (Level 18, Prereq: Sacrifice, Zeal)

Adds elemental damage to melee attacks (each of fire, lightning and cold); the %-based bonus is based on the weapon damage and applied for each element.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
ColdDur	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
Elem Dmg +%	70	76	82	88	94	100	106	112	118	124	130	136	142	148	154	160	166	172	178	184
Attack +%	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210



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### Blessed Hammer (Level 18, Prereq: Holy Bolt)

A hammer spirals outward from the Paladin, delivering magic damage to enemies; always hits; undead take additional damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Damage	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

+150% damage to undead

### Conversion (Level 24, Prereq: Sacrifice, Zeal, Vengeance)

A successful attack has a chance to convert the target temporarily to fight for the paladin; will not follow Paladin but attacks all monsters within radius of awareness.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance to Convert %	7	13	18	22	25	27	29	31	33	34	35	36	37	38	39	40	40	41	41	42

Mana Cost: 4, Duration of conversion: 16 Seconds

### Holy Shield (Level 24, Prereq: Smite, Holy Bolt, Charge, Blessed Hammer)

Magically enhances shield to give defense bonuses; increases smite damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Dur (secs)	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220
Def +%	25	40	55	70	85	100	115	130	145	160	175	190	205	220	235	250	265	280	295	310
Block +%	14	18	20	23	25	26	27	28	29	30	31	31	32	33	33	34	34	34	34	35
Smite	3-	5-	7-	9-	11-	13-	15-	17-	20-	23-	26-	29-	32-	35-	38-	41-	45-	49-	53-	57-
Dmg +X	6	8	10	12	14	16	18	20	23	26	29	32	35	38	41	44	48	52	56	60

Mana Cost: 35

### Fist of Heavens (Level 30, Prereq: Sacrifice, Holy Bolt, Zeal, Vengeance, Blessed Hammer, Conversion)

Lightning attack from the sky that releases holy bolts on impact

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Lightning Damage	150-200	165-215	180-230	195-245	210-260	225-275	240-290	255-305	285-335	315-365	345-395	375-425	405-455	435-485	465-515	495-545	540-590	585-635	630-680	675-725
Holy Bolt Damage	40-50	46-56	52-62	58-68	64-74	70-80	76-86	82-92	92-102	102-112	112-122	122-132	132-142	142-152	152-162	162-172	178-188	194-204	210-220	226-236

Mana Cost: 25

### 3.6.2. Offensive Auras

#### Might (Level 1, Prereq: none)

Increases physical damage done by Paladin and party members

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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
Dmg +%	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230

#### Holy Fire (Level 6, Prereq: none)

Periodically does fire damage to nearby enemies

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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	8.5-10.5	9-11	10-12	11-13	12-14	13-15	14-16	15.5-17.5	16.5-18.5	18-20	19-21

#### Thorns (Level 6, Prereq: none)

Enemies take damage when they cause physical damage to party members

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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	28.3	30	31.3	32.6
Dmg Return +%	250	290	330	370	410	450	490	530	570	610	650	690	730	770	810	850	890	930	970	1010

#### Blessed Aim (Level 12, Prereq: Might)

Increases attack rate

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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	28.3	30	31.3	32.6
Attack +%	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360

#### Concentration (Level 18, Prereq: Might, Blessed Aim)

Grants a chance of attacks not being interrupted and increases physical damage

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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
Dmg +%	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330	345

20% Chance for uninterrupted Attack

#### Holy Freeze (Level 18, Prereq: Might, Holy Fire)

Periodically slows nearby enemies; does not do damage; can not be resisted with "cannot be frozen" items.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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

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Slowed(%)	30	34	37	40	42	44	45	46	48	48	49	50	51	51	52	53	53	53	54	54
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Holy Shock (Level 24, Might, Holy Fire, Holy Freeze)

Periodically does lightning damage to nearby enemies

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+Lightning	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-	1-
Dmg(attack)	50	85	120	155	190	225	260	295	330	365	400	435	470	505	540	575	610	645	680	715
Lightning Dmg (aura)	1-	4-	7-16	10-	13-	16-	19-	22-	26-	30-	34-	38-	42-	46-	50-	54-	59-	64-	69-	74-
	10	13		19	22	25	28	31	35	39	43	47	51	55	59	63	68	73	78	83

Radius: 7.3 yards

Sanctuary (Level 24, Prereq: Might, Thorns, Holy Fire, Holy Freeze)

Periodically damages and knocks back undead within its radius (does not knock back uniques)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (Y)	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 Dmg	8-	12-	16-	20-	24-	28-	32-	36-	40-	44-	48-	52-	56-	60-	64-	68-	72-	76-	80-	84-
	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92
Dmg +X% To Melee	150	180	210	240	270	300	330	360	390	420	450	480	510	540	570	600	630	660	690	720

Fanaticism (Level 30, Prereq: Might, Blessed Aim, Concentration)

Increases attack rate and attack speed of party members

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage +%	50	67	84	101	118	135	152	169	186	203	220	237	254	271	288	305	322	339	356	373
Attspeed+%	14	18	20	23	25	26	27	28	29	30	31	31	32	33	33	34	34	34	34	35
AR +%	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135

Radius: 7.3 Yards

Conviction (Level 30, Prereq: Might, Thorns, Holy Freeze, Sanctuary)

Reduces enemy defense and resistances

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Def -%	49	56	61	66	70	73	75	77	79	80	82	83	85	86	86	88	88	89	89	90
MaxRes- %	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125

Radius: 13.3 Yards

### 3.6.3. Defensive Auras

Prayer (Level 1, Prereq: none)

Heals all party members; uses constant mana / time as long as any party member is not at full health.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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	28.3	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 (Level 1, Prereq: none) / Resist Cold (Level 6, Prereq: None) / Resist Lightning (Level 12, Prereq: None)

Increases fire / cold / lightning resistance of all party members

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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	28.3	30	31.3	32.6
Resist+%	52	66	76	85	92	98	102	106	110	113	116	118	121	123	124	127	128	129	130	131

Defiance (Level 6, Prereq: none)

Boosts the defense of all party members

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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	28.3	30	31.3	32.6
Def +%	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260

Cleansing (Level 12, Prereq: Prayer)

Reduces poison and curse duration

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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	28.3	30	31.3	32.6
Dur -%	39	46	51	56	60	63	65	67	69	70	72	73	75	76	76	78	78	79	79	80

Vigor (Level 18, Prereq: Prayer, Cleansing, Defiance)

Increases walking/running speed, stamina, and stamina recovery for all party members

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
Speed +%	13	18	22	25	28	30	32	33	35	36	37	38	39	40	40	41	41	42	42	43
Max Stam +%	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525
Stamina Recov +%	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525

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Meditation (Level 24, Prereq: Prayer, Cleansing)

Boosts mana recovery for all party members

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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	28.3	30	31.3	32.6
Mana Recov +%	300	325	350	375	400	425	450	475	500	525	550	575	600	625	650	675	700	725	750	775

Redemption (Level 30, Prereq: Prayer, Cleansing, Defiance, Vigor)

Periodically attempts to redeem monster corpses for health and mana

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Redeem%	23	34	42	49	55	59	63	65	69	71	73	75	77	79	80	82	82	83	84	85
HP/Mana Recovery (points)	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
Radius: 7.3 yards																				

Salvation (Level 30, Prereq: none)

Increases all elemental resistances for all party members (Lightning/Cold/Fire)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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	28.3	30	31.3	32.6
Resist %	60	68	75	80	85	88	91	93	96	97	99	101	102	103	104	106	106	107	108	108

**3.7. Sorceress**

**3.7.1. Fire Spells**

Fire Bolt (Level 1, Prereq: none)

Creates a bolt of fire

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	3-6	4-7	6-9	7-10	9-12	10-13	12-15	13-16	16-19	18-21	21-24	23-26	26-29	28-31	31-34	33-36	37-40	40-43	44-47	47-50
Mana Cost: 3																				

Warmth (Level 1, Prereq: none)

Increases mana recovery rate

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
%	30	42	54	66	78	90	102	114	126	138	150	162	174	186	198	210	222	234	246	258

Inferno (Level 6, Prereq: none)

Releases a jet of flame

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	7	7	8	9	10	10	11	12	13	14	14	15	16	17	17	18	19	20	21	21
Damage (per sec)	12-25	21-34	31-43	40-53	50-62	59-71	68-81	78-90	88-100	98-110	108-121	118-131	128-141	139-151	149-161	159-171	170-182	181-193	192-204	203-215
Range (y)	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 (Level 12, Prereq: Inferno)

Leave a wall of fire along your footsteps

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	11	11.5	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20
Damage	18-37	28-46	37-56	46-65	56-75	65-84	75-93	84-103	89-117	112-131	126-145	140-159	154-173	168-187	182-201	196-215	215-234	234-253	253-271	271-290
Dur (secs)	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 (Level 12, Prereq: Fire Bolt)

Creates a ball of fire that explodes on impact

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Damage	6-14	13-21	20-28	27-35	34-42	41-49	48-56	55-63	67-75	79-87	91-99	103-111	115-123	127-135	139-147	151-159	165-173	179-187	193-201	207-215
Radius: 2 yards																				

Fire Wall (Level 18, Prereq: Inferno, Blaze)

Casting Delay: 1.4 Seconds

Creates a wall of fire

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
ManaCost	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
Dmg/Sec	70-93	112-135	154-178	196-220	239-262	281-304	323-346	365-389	450-473	534-557	618-642	703-726	787-810	871-895	956-979	1040-1064	1167-1190	1283-1317	1420-1443	1546-1570
Radius (y)	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30
Duration: 3.6 seconds																				

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### Enchant (Level 18, Prereq: Fire Bolt, Warmth, Fireball)

Temporarily adds fire damage to a weapon; can be cast on minions, hirelings and party members;  
currently bugged: uses fire mastery of character casted on for damage calculation (non sorc no fire mastery so no bonus)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63
Damage	8-10	10-12	12-14	14-16	16-18	18-20	20-22	22-24	26-28	30-32	34-36	38-40	42-44	46-48	50-52	54-56	60-62	66-68	72-74	78-80
Dur (secs)	144	168	192	216	240	264	288	312	336	360	384	408	432	456	480	504	528	552	576	600

### Meteor (Level 24, Prereq: Fire Bolt, Inferno, Blaze, Fire Wall, Fireball)

*Casting Delay: 1.2 Seconds*

Cast a meteor that explodes on impact and leaves a patch of fire

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26	26
Impact	80-	104-	128-	152-	176-	200-	224-	248-	288-	328-	368-	408-	448-	488-	528-	568-	648-	728-	808-	888-
Fire Dmg	100	124	148	172	196	220	244	268	308	348	388	428	468	508	548	588	668	748	828	908
Fire Dmg per sec	35-58	44-67	53-77	63-86	72-96	82-105	91-114	100-124	112-135	124-147	135-159	147-171	159-182	171-194	182-206	194-217	208-232	222-246	236-260	250-274

Radius: 4 yards

### Fire Mastery (Level 30, Prereq: none)

Increases the damage done by fire spells

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
FireDmg+%	30	37	44	51	58	65	72	79	86	93	100	107	114	121	128	135	142	149	156	163

### Hydra (Level 30, Prereq: Fire Bolt, Warmth, Fireball, Enchant)

*Casting Delay: 2 Seconds*

Cast a stationary 3 headed fire creature that attacks with bolts of fire

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28	28	29	29
Damage	12-17	17-22	22-27	27-32	32-37	37-42	42-47	47-52	54-59	61-66	68-73	75-80	82-87	89-94	96-101	103-108	112-117	121-126	130-135	139-144

Duration: 10 Seconds

## 3.7.2. Lightning Spells

### Charged Bolt (Level 1, Prereq: none)

Fires multiple bolts of lightning

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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	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

### Telekinesis (Level 6, Prereq: none)

Allows picking up items, trigger objects as well as knocking back and stunning others

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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

Mana Cost: 7

### Static Field (Level 6, Prereq: none)

Enemies within range will lose 25% of current health; effect is reduced by lightning resistance; Static Field will not benefit from Conviction and Lower Resist; will not take monsters health below 33% in NM and 50% in Hell.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (y)	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

Mana Cost: 9, Damage: 25% of current health

### Lightning (Level 12, Prereq: Charged Bolt)

Cast a bolt of lightning

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	8	8.5	9	9.5	10	10.5	11	11.5	12	12	13	13	14	14	15	15	16	16	17	17
Damage	1-40	1-48	1-56	1-64	1-72	1-80	1-88	1-96	1-108	1-120	1-132	1-144	1-156	1-168	1-180	1-192	1-212	1-232	1-252	1-272

### Nova (Level 12, Prereq: Static Field)

Creates an expanding ring of lightning

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Lightning Damage	1-20	8-27	15-34	22-41	29-48	36-55	43-62	50-69	58-77	66-85	74-93	82-101	90-109	98-117	106-125	114-133	123-142	132-151	141-160	150-169

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### Chain Lightning (Level 18, Prereq: Charged Bolt, Lightning)

Cast a lightning bolt that jumps through multiple targets

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Damage	1-40	1-51	1-62	1-73	1-84	1-95	1-106	1-117	1-130	1-143	1-156	1-169	1-182	1-195	1-208	1-221	1-236	1-251	1-266	1-281
Hits	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9

### Teleport (Level 18, Prereq: Telekinesis)

Instantly transports to the pointed location

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5

### Thunder Storm (Level 24, Prereq: Charged Bolt, Static Field, Lightning, Nova, Chain Lightning)

Summons a thunderstorm that periodically blasts a nearby enemy with a bolt of lightning

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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	162-261	173-272	184-283	195-294
Dur (secs)	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160	168	176	184
Mana Cost:	19																			

### Energy Shield (Level 24, Prereq: Charged Bolt, Telekinesis, Lightning, Teleport, Chain Lightning)

Absorbs magical and some physical damage to mana instead of life

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Absorbs %	15	23	30	35	40	43	46	48	51	52	54	56	57	58	59	61	61	62	63	63
Dur (secs)	144	192	240	288	336	384	432	480	528	576	624	672	720	768	816	864	912	960	1008	1056
Mana Cost:	5																			

### Lightning Mastery (Level 30, Prereq: none)

Increases damage of lightning spells

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Lightning Damage +%	50	62	74	86	98	110	122	134	146	158	170	182	194	206	218	230	242	254	266	278

### 3.7.3. Cold Spells

#### Ice Bolt (Level 1, Prereq: none)

Shoots a bolt of ice that damages and slows its target

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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	23-24
Cold dur(secs)	6	7.4	8.8	10.2	11.6	13	14.4	15.8	17.2	18.6	20	21	22.8	24.2	25.6	27	28.4	29.8	31.2	32.6
Mana Cost:	3																			

#### Frozen Armor (Level 1, Prereq: none)

Gives a defense bonus and freezes any melee attacker that hits the Sorceress.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Def +%	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
Dur (secs)	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348
Freeze(secs)	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
Mana Cost:	7																			

#### Frost Nova (Level 6, Prereq: none)

Creates an expanding ring of ice that damages and slows enemies

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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 dur(secs)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

#### Ice Blast (Level 6, Prereq: Ice Bolt)

Creates a bolt of ice that completely freezes a target

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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
Cold Dmg	10	17	24	31	38	45	52	59	73	87	101	115	129	143	157	171	192	213	234	255
FreezeDur(sec)	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 (Level 12, Prereq: Frozen Armor, Ice Bolt, Ice Blast)

Defense bonus, plus any melee attacker that hits you takes damage and is slowed

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Def +%	45	51	57	63	69	75	81	87	93	99	105	111	117	123	129	135	141	147	153	159
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

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Dur (secs)	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348
Mana Cost : 11, Cold Length : 4 Seconds																				

### Glacial Spike (Level 18, Prereq: Ice Bolt, Ice Blast)

Creates a shard of ice that inflicts cold damage and explodes on impact leaving nearby enemies frozen briefly; champions and uniques / bosses will be slowed, not frozen.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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	73-81	81-89	89-97	97-105	105-113	113-121	121-129	129-137	138-146	147-155	156-164	165-173
FreezeDur(sec)	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 (Level 24, Prereq: Ice Bolt, Ice Blast, Frost Nova, Glacial Spike)

*Casting Delay: 1.8 Seconds*

Summons an ice storm to rain shards of ice onto enemies

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
Dmg per Second	45-75	60-90	75-105	90-120	105-135	120-150	135-165	150-180	180-210	210-240	240-270	270-300	300-330	330-360	360-390	390-420	435-465	480-510	525-555	570-600
Duration: 4 Seconds																				

### Chilling Armour (Level 24, Prereq: Frozen Armor, Ice Bolt, Ice Blast, Shiver Armor)

Confers a defense bonus and launches an ice bolt against ranged attackers.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Def +%	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140
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
Dur (sec)	144	150	156	162	168	174	180	186	192	198	204	210	216	222	228	234	240	246	252	258
Mana Cost : 17																				

### Frozen Orb (Level 30, Prereq: Ice Bolt, Ice Blast, Frost Nova, Glacial Spike, Blizzard)

*Casting Delay: 1 Second*

Summons an orb that travels away from the Sorceress, unleashing freezing bolts on its way, which damage and slow down enemies.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	25	26	26	27	27	28	28	29	29	30	30	31	31	32	32	33	33	34	34
Cold Dmg	40-45	50-55	60-65	70-75	80-85	90-95	100-105	110-115	122-127	134-139	146-151	158-163	170-175	182-187	194-199	206-211	220-225	234-239	248-253	262-267
ColdDur(sec)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

### Cold Mastery (Level 30, Prereq: none)

Pierces the cold resistance of enemies; works only with the Sorceresses attacks, not with those of her party members/ minions/ hirelings has no effect on monsters with 0 cold resist or on cold immunes.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Resist -%	23	34	42	49	55	59	63	65	69	71	73	75	77	79	80	82	82	83	84	85

## 4. Experience

### 4.1. Experience Rules

#### 4.1.1. Basic Rules

- Characters below Level 25: Mlvl within 5 Levels (below or above) of Clvl 100% of listed exp  
Mlvl between +/- 6-10 Levels of Clvl receive from 100% to 5% of listed exp.  
(approximate values: +/- 6=88%, +/- 7=68%, +/- 8=37%, +/- 9=15%, +/- 10=5%)  
Mlvl and Clvl differ more than 10 Levels: 5% of listed exp.
- Characters Level 25-74: Mlvl>Clvl: exp\*(Clvl/Mlvl)  
Mlvl between 6-10 Levels below Clvl receive 100% to 5% of listed exp.  
(Greater difference means less exp)  
Mlvl more than 10 Levels below Clvl: 5% of listed exp.
- Characters above Level 75: rules for Characters Level 25-74 apply. The result is penalized:  
Clvl>75: only 1/2 exp is gained  
Clvl>80: only 1/3 exp is gained  
Clvl>85: only 1/4 exp is gained  
Clvl>90: only 1/5 exp is gained

#### 4.1.2. Death Penalty

Each time a Character dies on Nightmare or Hell difficulties, the Character loses experience.

This penalty (5% on NM, 10% on Hell) is applied to the difference between the Characters current Level and the next.

$5 * (\text{Min\_exp\_for\_cClvl} + 1) - \text{Min\_exp\_for\_cClvl} / 100 = \text{NM penalty}$

$10 * (\text{Min\_exp\_for\_cClvl} + 1) - \text{Min\_exp\_for\_cClvl} / 100 = \text{Hell penalty}$  (Clvl=current Character Level)

Experience will never get reduced below the minimum experience for the current Clvl.

Half of the penalty can be "recovered" if the Character recovers it's corpse without leaving the current game. (At the risk of dying again)

#### 4.1.3. Multiplayer Bonus

$\text{exp} = X + (n-1) * ([2/3] * X)$  (X=base experience; n=number of players in game)

#### 4.1.4. Party Rules

Parties share experience (and gain a bonus +35% per ally in area) when being within the same map area when killing monsters. (map area=area on Automap) The total experience earned for killing monsters is distributed to the individual party members according to the following formula:

$\text{Exp} / \text{Plvl} * \text{Clvl} = \text{iExp}$

(Exp=total exp from monster, Plvl=Party Level [all Clvls of Party members added together], iExp=individual exp)

The Basic rules for exp are applied to each iExp individually.

### 4.2. Level Requirements

Level	Exp (total)	Exp for next Level	Level	Exp (total)	Exp for next Level	Level	Exp (total)	Exp for next Level
1	-	500	34	8,458,379	1,171,344	67	219,066,380	20,126,064
2	500	1,000	35	9,629,723	1,276,765	68	239,192,444	21,937,409
3	1,500	2,250	36	10,906,488	1,391,674	69	261,129,853	23,911,777
4	3,750	4,125	37	12,298,162	1,516,924	70	285,041,630	26,063,836
5	7,875	6,300	38	13,815,086	1,653,448	71	311,105,466	28,409,582
6	14,175	8,505	39	15,468,534	1,802,257	72	339,515,048	30,966,444
7	22,680	10,206	40	17,270,791	1,964,461	73	370,481,492	33,753,424
8	32,886	11,510	41	19,235,252	2,141,263	74	404,234,916	36,791,232
9	44,396	13,319	42	21,376,515	2,333,976	75	441,026,148	40,102,443
10	57,715	14,429	43	23,710,491	2,544,034	76	481,128,591	43,711,663
11	72,144	18,036	44	26,254,525	2,772,997	77	524,840,254	47,645,713
12	90,180	22,545	45	29,027,522	3,022,566	78	572,485,967	51,933,826
13	112,725	28,181	46	32,050,088	3,294,598	79	624,419,793	56,607,872
14	140,906	35,226	47	35,344,686	3,591,112	80	681,027,665	61,702,579
15	176,132	44,033	48	38,935,798	3,914,311	81	742,730,244	67,255,812
16	220,165	55,042	49	42,850,109	4,266,600	82	809,986,056	73,308,835
17	275,207	68,801	50	47,116,709	4,650,593	83	883,294,891	79,906,630
18	344,008	86,002	51	51,767,302	5,069,147	84	963,201,521	87,098,226
19	430,010	107,503	52	56,836,449	5,525,370	85	1,050,299,747	94,937,067
20	537,513	134,378	53	62,361,819	6,022,654	86	1,145,236,814	103,481,403
21	671,891	167,973	54	68,384,473	6,564,692	87	1,248,718,217	112,794,729
22	839,864	209,966	55	74,949,165	7,155,515	88	1,361,512,946	122,946,255
23	1,049,830	262,457	56	82,104,680	7,799,511	89	1,484,459,201	134,011,418
24	1,312,287	328,072	57	89,904,191	8,501,467	90	1,618,470,619	146,072,446
25	1,640,359	410,090	58	98,405,658	9,266,598	91	1,764,543,065	159,218,965
26	2,050,449	512,612	59	107,672,256	10,100,593	92	1,923,762,030	173,548,673
27	2,563,061	640,765	60	117,772,849	11,009,646	93	2,097,310,703	189,168,053
28	3,203,826	698,434	61	128,782,495	12,000,515	94	2,286,478,756	206,193,177
29	3,902,260	761,293	62	140,783,010	13,080,560	95	2,492,671,933	224,750,564
30	4,663,553	829,810	63	153,863,570	14,257,811	96	2,717,422,497	244,978,115
31	5,493,363	904,492	64	168,121,381	15,541,015	97	2,962,400,612	267,026,144
32	6,397,855	985,897	65	183,662,396	16,939,705	98	3,229,426,756	291,058,498
33	7,383,752	1,074,627	66	200,602,101	18,464,279	99	3,520,485,254	-

## III. Items

### 1. Base Items

(Exceptional Items are marked "\*\*", Elite Items are marked "\*\*\*")

I apologize in advance for the inconsistency in the Order of Different Items. I started most of the tables below way back in my Bow-using Amazon Guide, if I can manage to get some more spare time, I promise to make it "smoother".

#### 1.1. Body Armor

The heavier the armour worn, the faster stamina drains. (For details see II. 2.6.)

Armor class also reduces running speed: Light -0%, Medium -5%, Heavy -10%

Light Armors	Defense	Damage Reduced	Durability	Requirements	Maximum Sockets
Quilted Armor	8-11	0	20	12 Str	2
Ghost Armor*	102-117	0	20	38 Str Lvl 22	2
Dusk Shroud**	361-467	0	20	77 Str Lvl 58	4
Leather Armor	14-17	0	24	15 Str	2
Serpentskin Armor*	111-126	0	24	43 Str Lvl 24	2
Wyrmhide**	364-470	0	24	84 Str Lvl 59	4
Hard Leather Armor	21-24	0	28	20 Str	2
Demonhide Armor*	122-136	0	28	50 Str Lvl 25	2
Scarab Husk**	369-474	0	28	95 Str Lvl 60	4
Studded Leather Armor	32-35	0	32	27 Str	2
Trellised Armor*	138-153	0	32	61 Str Lvl 25	2
Wire Fleece**	375-481	0	32	111 Str Lvl 62	4
Breast Plate	50-65	1	50	30 Str	3
Curiass*	188-202	1	50	65 Str Lvl 25	1
Great Hauberk**	395-501	1	50	118 Str Lvl 67	4
Light Plate	90-107	1	60	41 Str	3
Mage Plate*	225-261	1	60	82 Str Lvl 25	3
Archon Plate**	410-524	1	60	103 Str Lvl 77	4
Medium Armors	Defense	Damage Reduced	Durability	Requirements	Maximum Sockets
Ring Mail	45-48	0	26	36 Str	3
Linked Mail*	158-172	0	26	74 Str Lvl 25	3
Diamond Mail**	383-489	0	26	131 Str Lvl 64	4
Chain Mail	72-75	0	45	48 Str	2
Mesh Armor*	198-213	0	45	92 Str Lvl 25	2
Boneweave**	399-505	0	45	158 Str Lvl 56	4
Splint Mail	90-95	0	30	51 Str	2
Russet Armor*	225-248	0	30	97 Str Lvl 25	2
Balrog Skin**	410-517	0	30	165 Str Lvl 69	4
Field Plate	101-105	2	48	55 Str	2
Sharktooth Armor*	242-258	2	48	103 Str Lvl 25	2
Kraken Shell**	417-523	2	48	174 Str Lvl 73	4
Gothic Plate	128-135	0	55	70 Str	4
Embossed Plate*	282-303	0	55	125 Str Lvl 25	4
Lacquered Plate**	433-541	0	55	208 Str Lvl 76	4
Ancient Armor	218-233	5	60	100 Str	4
Ornate Armor*	417-450	5	60	170 Str Lvl 25	4
Sacred Armor**	487-600	5	60	232 Str Lvl 80	4
Heavy Armors	Defense	Damage Reduced	Durability	Requirements	Maximum Sockets
Scale Mail	57-60	0	36	44 Str	2
Tigulated Mail*	176-190	0	36	86 Str Lvl 25	2
Loricated Mail**	390-496	0	36	149 Str Lvl 64	4
Plate Mail	108-116	0	60	65 Str	2
Templar Coat*	252-274	0	60	118 Str Lvl 25	3
Hellforge Plate**	421-530	0	60	196 Str Lvl 71	4
Full Plate	150-161	2	70	80 Str	4
Chaos Armor*	315-342	2	70	140 Str Lvl 25	4
Shadow Plate**	446-557	2	70	230 Str Lvl 78	4



## 1.2. Headgear

Headgear	Defense	Durability	Requirements	Maximum Sockets		
Cap	3-5	12	-	2		
War Hat*	45-53	12	20 Str Lvl 22	2		
Shako**	98-141	12	50 Str Lvl 57	2		
Skull Cap	8-11	18	15 Str	2		
Sallet*	52-62	18	43 Str Lvl 25	2		
Hydraskull**	101-145	18	84 Str Lvl 60	2		
Helm	15-18	24	26 Str	2		
Casque*	63-72	24	59 Str Lvl 25	2		
Armet**	105-149	24	109 Str Lvl 65	2		
Full Helm	23-26	30	41 Str	2		
Basinet*	75-84	30	82 Str Lvl 25	2		
Giant Conch**	110-154	30	142 Str Lvl 46	2		
Mask	9-27	20	23 Str	3		
Death Mask*	54-86	20	55 Str Lvl 25	3		
Demonhead**	101-154	20	102 Str Lvl 68	3		
Bone Helm	33-36	40	25 Str	2		
Grim Helm*	60-125	40	58 Str Lvl 25	2		
Bone Visage**	70-108	40	106 Str Lvl 70	2		
Crown	25-45	50	55 Str	3		
Grand Crown*	78-113	50	103 Str Lvl 25	3		
Corona**	111-165	50	174 Str Lvl 73	3		
Great Helm	30-35	40	63 Str	3		
Winged Helm*	85-98	40	115 Str Lvl 25	3		
Spired Helm**	114-159	40	192 Str Lvl 70	3		
Circlets	Defense	Durability	Requirements	Max Sockets	Magic Lvl	
Circlet	20-30	35	Lvl 16	2	3	
Coronet	30-40	30	Lvl 27	2	8	
Tiara	40-50	25	Lvl 37	3	13	
Diadem	50-60	20	Lvl 52	3	18	
Druid (class specific)	Defense	Durability	Requirements	Maximum Sockets		
Wolf Head	8-11	20	Str 16 Lvl 3 Druid	3		
Alpha Helm*	52-62	20	Str 44 Lvl 20 Druid	3		
Blood Spirit**	101-145	20	Str 86 Lvl 48 Druid	3		
Hawk Helm	4-15	20	Str 20 Lvl 6 Druid	3		
Griffon Headdress*	46-68	20	Str 50 Lvl 23 Druid	3		
Sun Spirit**	98-147	20	Str 95 Lvl 50 Druid	3		
Antlers	18-24	20	Str 24 Lvl 12 Druid	3		
Hunter's Guise*	67-81	20	Str 56 Lvl 29 Druid	3		
Earth Spirit**	107-152	20	Str 104 Lvl 55 Druid	3		
Falcon Mask	12-28	20	Str 28 Lvl 15 Druid	3		
Sacred Feathers*	58-87	20	Str 62 Lvl 32 Druid	3		
Sky Spirit**	103-155	20	Str 113 Lvl 57 Druid	3		
Spirit Mask	22-35	20	Str 30 Lvl 18 Druid	3		
Totemic Mask*	73-98	20	Str 65 Lvl 35 Druid	3		
Dream Spirit**	109-159	20	Str 118 Lvl 59 Druid	3		
Barbarian (class specific)	Defense	Durability	Requirements	Maximum Sockets		
Jawbone Cap	10-15	25	Str 25 Lvl 3 Barbarian	3		
Jawbone Visor*	55-68	25	Str 58 Lvl 20 Barbarian	3		
Carnage Helm**	102-147	25	Str 106 Lvl 48 Barbarian	3		
Fanged Helm	15-20	35	Str 35 Lvl 6 Barbarian	3		
Lion Helm*	63-75	35	Str 73 Lvl 23 Barbarian	3		
Fury Visor**	105-150	35	Str 129 Lvl 50 Barbarian	3		
Horned Helm	25-30	45	Str 45 Lvl 12 Barbarian	3		
Rage Mask*	78-90	45	Str 88 Lvl 29 Barbarian	3		
Destroyer Helm**	111-156	45	Str 151 Lvl 55 Barbarian	3		
Assault Helmet	30-35	50	Str 55 Lvl 15 Barbarian	3		
Savage Helmet*	85-98	50	Str 103 Lvl 32 Barbarian	3		
Conquerer Crown**	114-159	50	Str 174 Lvl 57 Barbarian	3		
Avenger Guard	35-50	55	Str 65 Lvl 18 Barbarian	3		
Slayer Guard*	93-120	55	Str 118 Lvl 35 Barbarian	3		
Guardian Crown**	117-168	55	Str 196 Lvl 59 Barbarian	3		

Druid Pelts can have +1, +2 or +3 for up to 3 skills.

Barbarian Helms can have +1, +2 or +3 for up to 3 skills.

### 1.3. Gloves

Gloves	Defense	Durability	Requirements
Leather Gloves	2-3	12	-
Demonhide Gloves*	28-35	12	20 Str Lvl 24
Bramble Mitts**	54-62	12	50 Str Lvl 59
Heavy Gloves	5-6	14	-
Sharkskin Gloves*	33-39	14	20 Str Lvl 25
Vampirebone Gloves**	56-65	14	50 Str Lvl 61
Chain Gloves	8-9	16	25 Str
Heavy Bracers*	37-44	16	58 Str Lvl 25
Vambraces**	59-67	16	106 Str Lvl 64
Light Gauntlets	9-11	18	45 Str
Battle Gauntlets*	39-47	18	88 Str Lvl 25
Crusader Gauntlets**	59-68	18	151 Str Lvl 69
Gauntlets	12-15	24	60 Str
War Gauntlets*	43-53	24	110 Str Lvl 25
Ogre Gauntlets**	62-71	24	185 Str Lvl 73

### 1.4. Boots

Boots	Defense	Kick Damage	Durability	Requirements
Leather Boots	2-3	3-8	12	-
Demonhide Boots*	28-35	13-23	12	20 Str Lvl 24
Wyrmhide Boots**	54-62	23-38	12	50 Str Lvl 59
Heavy Leather Boots	5-6	4-10	14	18 Str
Sharkskin Boots*	33-39	14-25	14	47 Str Lvl 25
Scarabshell Boots**	56-65	24-40	14	91 Str Lvl 61
Chain Boots	8-9	6-12	16	30 Str
Mesh Boots*	37-44	16-27	16	65 Str Lvl 25
Boneweave Boots**	59-67	26-42	16	118 Str Lvl 64
Light Plated Boots	9-11	8-16	18	50 Str
Battle Boots*	39-47	18-31	18	95 Str Lvl 25
Mirrored Boots**	59-68	28-46	18	163 Str Lvl 69
Greaves	12-15	10-20	24	70 Str
War Boots*	45-53	20-35	24	125 Str Lvl 25
Myrmidon Greaves**	62-71	30-50	24	208 Str Lvl 73

### 1.5. Belts

Belts	Defense	Durability	Slots	Requirements
Sash	1-2	12	8	-
Demonhide Sash*	29-34	12	16	20 Str Lvl 24
Spiderweb Sash**	55-62	12	16	50 Str Lvl 59
Light Belt	3	14	8	-
Sharkskin Belt*	31-36	14	16	20 Str Lvl 25
Vampirefang Belt**	56-63	14	16	50 Str Lvl 61
Belt	5	16	12	25 Str
Mesh Belt*	35-40	16	16	58 Str Lvl 25
Mithril Coil**	58-65	16	16	106 Str Lvl 64
Heavy Belt	6	18	12	45 Str
Battle Belt*	37-42	18	16	88 Str Lvl 25
Troll Belt**	59-66	18	16	151 Str Lvl 69
Plated Belt	8-11	24	16	60 Str
War Belt*	41-52	24	16	110 Str Lvl 25
Colossus Girdle**	61-71	24	16	185 Str Lvl 73

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### 1.6. Shields

Block rate is listed. For the Paladin; Amazon, Assassin and Barbarian: subtract 5%, Druid, Necromancer and Sorceress: 10%.  
Medium shields slows running speed by 5%; Heavy by 10%

Light Shields	Defense	Block Rate (%)	Damage Reduced	Smite Damage	Durability	Requirements	Max Sockets
Buckler	4-6	30	0	1-3	12	12 Str	1
Defender*	41-49	30	0	8-12	12	38 Str Lev 22	1
Heater**	81-100	30	0	16-30	12	77 Str Lev 58	1
Small Shield	8-10	35	0	2-3	16	22 Str	2
Round Shield*	47-55	35	0	7-14	16	53 Str Lev 25	2
Luna**	84-103	35	0	17-29	16	100 Str Lev 60	2
Kite Shield	16-18	38	0	2-5	24	47 Str	3
Dragon Shield*	59-67	38	0	15-24	24	91 Str Lev 25	3
Monarch**	90-109	38	0	12-34	24	156 Str Lev 66	4
Bone Shield	10-30	50	0	3-6	30	25 Str	2
Grim Shield*	50-150	50	0	14-20	30	58 Str Lev 25	2
Troll Nest**	65-120	50	0	24-38	30	106 Str Lev 68	3
Spiked Shield	15-25	40	0	5-9	40	30 Str	2
Barbed Shield*	58-78	40	0	18-35	40	65 Str Lev 25	2
Blade Barrier**	69-84	40	0	26-40	40	118 Str Lev 64	3
Paladin (class specific)	Defense	Block Rate (%)	Damage Reduced	Smite Damage	Durability	Requirements	Max Sockets
Targe	8-12	40	0	2-6	20	16 Str Lev 3 Paladin	4
Akaran Targe*	47-58	40	0	12-16	20	44 Str Lev 20 Paladin	4
Sacred Targe**	84-104	60	0	22-70	45	86 Str Lev 48 Paladin	4
Rondache	10-18	45	0	2-8	30	26 Str Lev 6 Paladin	4
Akaran Rondache*	50-67	45	0	15-20	30	59 Str Lev 23 Paladin	4
Sacred Rondache**	85-109	58	0	35-58	68	109 Str Lev 50 Paladin	4
Heraldic Shield	16-26	50	0	3-9	40	40 Str Lev 12 Paladin	4
Protector Shield*	59-79	50	0	18-24	40	69 Str Lev 29 Paladin	4
Kurast Shield**	90-115	55	0	10-82	55	124 Str Lev 55 Paladin	4
Aerin Shield	26-36	52	0	4-10	50	50 Str Lev 12 Paladin	4
Gilded Shield*	74-94	52	0	20-28	50	89 Str Lev 32 Paladin	4
Zakarum Shield**	97-122	52	0	46-46	65	142 Str Lev 57 Paladin	4
Crown Shield	30-40	55	0	4-12	60	65 Str Lev 18 Paladin	4
Royal Shield*	80-100	55	0	24-32	60	114 Str Lev 35 Paladin	4
Vortex Shield**	100-125	51	0	5-87	90	148 Str Lev 59 Paladin	4
Necromancer (class specific)	Defense	Block Rate (%)	Damage Reduced	Smite Damage	Durability	Requirements	Max Sockets
Preserved Head	2-5	23	0	-	20	12 Str Lev 3 Necro	2
Mummified Trophy*	38-48	23	0	-	20	38 Str Lev 20 Necro	2
Minion Skull**	95-139	23	0	-	20	77 Str Lev 48 Necro	2
Zombie Head	4-8	25	0	-	20	14 Str Lev 6 Necro	2
Fetish Trophy*	41-52	25	0	-	20	41 Str Lev 23 Necro	2
Hellspawn Skull**	96-141	25	0	-	20	82 Str Lev 50 Necro	2
Unraveller Head	6-10	28	0	-	20	18 Str Lev 12 Necro	2
Sexton Trophy*	44-55	28	0	-	20	47 Str Lev 29 Necro	2
Overseer Skull**	98-142	28	0	-	20	91 Str Lev 55 Necro	2
Gargoyle Head	10-16	30	0	-	20	20 Str Lev 15 Necro	2
Cantor Trophy*	50-64	30	0	-	20	50 Str Lev 32 Necro	2
Succubus Skull**	100-146	30	0	-	20	95 Str Lev 57 Necro	2
Deamon Head	15-20	32	0	-	20	25 Str Lev 18 Necro	2
Hierophant Trophy*	58-70	32	0	-	20	58 Str Lev 35 Necro	2
Bloodlord Skull**	103-148	32	0	-	20	106 Str Lev 59 Necro	2
Medium Shields	Defense	Block Rate (%)	Damage Reduced	Smite Damage	Durability	Requirements	Max Sockets
Large Shield	12-14	42	0	2-4	24	34 Str	3
Sucutum*	53-61	42	0	11-15	24	71 Str Lvl 25	3
Hyperion**	87-106	42	0	14-32	24	127 Str Lvl 64	3
Gothic Shield	30-35	46	0	2-6	40	60 Str	3
Ancient Shield*	80-93	46	0	12-16	40	110 Str Lvl 25	3
Ward**	100-121	46	0	11-35	40	185 Str Lvl 74	4
Heavy Shield	Defense	Block Rate (%)	Damage Reduced	Smite Damage	Durability	Requirements	Max Sockets
Tower Shield	22-25	54	1	1-5	60	75 str	3
Pavise*	68-78	54	1	10-17	60	133 Str Lvl 25	3
Aegis**	94-144	54	1	18-28	60	219 Str Lvl 70	4

Necromancer Shrunk Heads will have poison damage as auto-mod (will always show on all versions, even normal) Higher Items have better chances for better mods. Shrunk heads can also have +1, +2 or +3 for up to 3 Skills.

Paladin Shields will have +all resists or +AR and +% damage as auto mods.

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**1.7. Weapons**

**1.7.1. Axes**

1 Handed Axe	Min/Max 1h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Cvl	Str	Dex				
Hand Axe	3-6	-	-	-	1	28	2	0
Axe	3-11	-	32	-	2	24	4	10
Double Axe	5-12	-	43	-	2	24	5	10
Military Pick	6-10	-	49	33	2	26	6	-10
War Axe	8-14	-	64	-	3	26	6	0
Hatchet*	10-21	19	25	25	1	28	2	0
Cleaver*	10-33	22	68	-	2	24	4	10
Twin Axe*	13-38	25	85	-	2	24	5	10
Crowbill*	14-34	25	94	70	2	26	6	-10
Naga*	16-45	25	121	-	3	26	6	0
Tomahawk**	33-58	58	125	67	1	28	2	0
Small Crescent**	38-60	61	115	83	2	24	4	10
Etlin Axe**	33-66	64	145	45	2	24	5	10
War Spike**	30-48	67	133	54	2	26	6	-10
Berserker Axe**	24-71	71	138	59	3	26	6	0
2 Handed Axe	Min/Max 2h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Cvl	Str	Dex				
Large Axe	6-13	-	35	-	2	30	4	-10
Broad Axe	10-18	-	48	-	2	35	5	0
Battle Axe	12-28	-	54	-	2	40	5	10
Great Axe	8-26	-	63	39	3	50	6	-10
Giant Axe	26-38	-	70	-	4	50	6	10
Military Axe*	14-34	25	73	-	2	30	4	-10
Beared Axe*	21-49	25	92	-	2	35	5	0
Tabar*	24-77	25	101	-	2	40	5	10
Gothic Axe*	18-70	25	115	79	3	50	6	-10
Ancient Axe*	43-85	25	125	-	4	50	6	10
Feral Axe**	25-123	61	196	-	3	30	4	-15
Silver Edged Axe**	62-110	64	166	65	3	35	5	0
Decapitator**	49-137	67	189	33	3	40	5	10
Champion Axe**	59-94	70	167	59	3	50	6	-10
Glorious Axe**	60-124	73	164	55	4	50	6	10

**1.7.2. Bows**

Bows	Min/Max 2h Damage	Requirements			Sockets	Speed Index
		Cvl	Str	Dex		
Short Bow	1-4	-	-	15	3	5
Hunter's Bow	2-6	-	-	28	4	-10
Long Bow	3-10	-	22	19	5	0
Composite Bow	4-8	-	25	35	4	-10
Short Battle Bow	5-11	-	30	40	5	0
Long Battle Bow	3-18	-	40	50	6	10
Short War Bow	6-14	-	35	55	5	0
Long War Bow	3-23	-	50	65	6	10
Edge Bow*	6-19	18	25	43	3	5
Razor Bow*	8-22	21	-	62	4	-10
Cedar Bow*	10-29	23	53	49	5	0
Double Bow*	11-26	25	58	73	4	-10
Short Siege Bow*	13-30	25	65	80	5	0
Large Siege Bow*	10-42	25	80	95	6	10
Rune Bow*	14-35	25	73	103	5	0
Gothic Bow*	10-50	25	95	118	6	10
Spider Bow**	23-50	50	64	143	3	5
Blade Bow**	21-41	52	76	119	4	-10
Shadow**	15-59	53	52	188	5	0
Great Bow**	12-52	56	127	107	4	-10
Diamond Bow**	33-40	59	89	132	5	0
Crusader Bow**	15-63	62	97	121	6	10
Ward Bow**	20-53	64	72	146	5	0
Hydra Bow**	10-68	66	134	167	6	10

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**1.7.3. Crossbows**

Crossbows	Min/Max 2h Damage	Requirements			Sockets	Speed Index
		Civl	Str	Dex		
Light Crossbow	6-9	-	21	27	3	-10
Crossbow	9-14	-	40	33	4	0
Heavy Crossbow	12-20	-	60	40	6	10
Repeating Crossbow	6-12	-	40	50	5	-40
Arbalest*	14-27	22	52	61	3	-10
Siege Crossbow*	20-42	25	80	70	4	0
Ballista*	33-55	25	110	80	6	10
Chu-Ko-Nu*	14-32	25	80	95	5	-60
Pellet Bow**	28-73	53	83	155	3	-10
Gorgon Crossbow**	25-87	57	117	105	4	0
Colossus Crossbow**	32-91	62	163	77	6	10
Demon Crossbow**	23-30	68	141	98	5	-60

**1.7.4. Daggers**

Daggers	Min/Max 1h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Civl	Str	Dex				
Dagger	1-4	-	-	-	1	16	1	-20
Dirk	3-7	-	-	25	1	20	1	0
Kris	2-9	-	-	45	1	24	3	-20
Blade	4-12	-	35	51	1	24	2	-10
Poignard*	6-18	19	25	-	1	16	1	-20
Rondel*	10-26	24	25	58	1	20	1	0
Cinquedeas*	15-31	25	25	88	1	24	3	-20
Stiletto*	19-36	25	73	97	1	24	2	-10
Bone Knife**	23-49	58	38	75	1	16	1	-20
Mithril Point**	37-53	62	55	98	1	20	1	0
Fanged Knife**	15-57	67	42	86	1	24	3	-20
Legend Spike**	31-47	70	65	67	1	24	2	-10

**1.7.5. Javelins**

Javelins	Throw (min/max)	Damage	Min/Max Damage	Requirements			Range (melee)	Stack size	Speed Index
				Civl	Str	Dex			
Javelin	6-14		1-5	-	-	-	3	60	-10
Pilum	7-20		4-9	-	-	45	3	50	0
Short Spear	14-25		2-13	-	40	40	3	40	10
Glaive	2-10		5-17	-	52	35	3	40	20
Throwing Spear	8-28		5-15	-	-	65	3	80	-10
War Javelin*	14-32		6-19	18	25	25	3	60	-10
Great Pilum*	16-42		11-26	25	25	88	3	50	0
Simbilan*	27-50		8-32	25	80	80	3	40	10
Spiculum*	8-26		13-38	25	93	73	3	20	20
Harpoon*	18-54		13-35	25	25	118	3	80	-10
Hyperion Javelin**	28-55		21-57	50	98	123	3	60	-10
Syngian Pilum**	21-75		14-64	55	118	112	3	50	0
Balrog**	40-62		33-63	57	127	95	3	40	10
Ghost Claive**	30-85		19-60	62	89	137	3	20	20
Winged Harpoon**	11-77		27-35	65	76	145	3	80	-10

**1.7.6. Maces**

(all Maces do 150% damage to undead)

1 Hand Maces	Min/Max 1h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Civl	Str	Dex				
Club	1-6	-	-	-	1	24	2	-10
Spiked Club	5-6	-	-	-	2	36	2	0
Mace	3-10	-	27	-	1	60	2	0
Morning Star	5-12	-	36	-	2	72	3	10
Flail	1-15	-	41	35	3	30	5	-10
War Hammer	11-20	-	53	-	1	55	4	20
Cudgel*	6-21	18	25	-	1	24	2	-10
Barbed Club*	13-25	20	20	-	2	36	2	0
Flanged Mace*	15-23	23	61	-	1	60	2	0
Jagged Star*	20-31	25	74	-	2	72	3	10
Knout*	13-35	25	82	73	3	30	5	-10
Battle Hammer*	35-58	25	100	-	1	55	4	20
Trucheon**	35-43	58	88	43	1	29	2	-10
Tyrant Club**	32-58	56	133	-	2	45	3	0
Reinforced Mace**	41-49	61	145	46	1	60	2	0
Devil Star**	43-53	64	153	44	2	72	3	10
Scourge**	3-80	67	125	77	3	65	5	-10
Legendary Mallet**	50-61	71	189	-	1	65	4	20

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2 Hand Maces	Min/Max 2h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Cvl	Str	Dex				
Maul	30-40	-	69	-	2	60	6	10
Great Maul	35-55	-	99	-	3	60	6	20
War Club*	53-78	25	124	-	2	60	6	10
Martel de Fer*	61-99	25	169	-	3	60	6	20
Orge Maul**	77-106	69	225	-	2	60	6	10
Thunder Maul**	30-180	75	253	-	3	60	6	20

**1.7.7. Polearms**

Polearms	Min/Max 2h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Cvl	Str	Dex				
Bardiche	1-27	-	40	-	3	50	3	10
Voulge	6-20	-	50	-	3	50	4	0
Scythe	8-20	-	41	41	2	65	5	-10
Poleaxe	18-30	-	62	-	4	65	5	10
Halberd	12-40	-	75	47	5	55	6	0
War Scythe	15-32	-	80	80	5	55	6	-10
Lochaber Axe*	6-58	21	80	-	3	50	3	10
Bill*	14-53	25	95	-	3	50	4	0
Battle Scythe*	18-45	25	82	82	2	65	5	-10
Partizan*	35-75	23	113	-	4	65	5	10
Bec-De-Corbin*	18-85	25	133	91	5	55	6	0
Grim Scythe*	30-70	25	140	140	5	55	6	-10
Ogre Axe**	28-145	52	195	75	3	50	3	10
Colossus Voulge**	17-165	55	210	55	3	50	4	0
Thresher**	12-141	57	152	118	2	65	5	-10
Cryptic Axe**	33-150	53	165	103	4	65	5	10
Great Poleaxe**	46-127	65	179	99	5	55	6	0
Giant Thresher**	40-114	68	188	140	5	55	6	-10

**1.7.8. Scepters**

(All scepters do 150% damage to undead)

Scepters	Min/Max 1h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Cvl	Str	Dex				
Scepter	6-11	-	25	-	1	50	2	0
Grand Scepter	8-18	-	37	-	2	60	3	10
War Scepter	10-17	-	55	-	2	70	5	-10
Rune Scepter*	13-24	19	58	-	1	50	2	0
Holy Water Sprinkler*	14-36	25	76	-	2	60	3	10
Divine Scepter*	16-38	25	103	-	2	70	5	-10
Mighty Scepter**	40-52	50	125	65	1	50	2	0
Seraph Rod**	45-54	57	108	69	2	60	3	10
Caduceus**	37-43	61	97	70	2	70	5	-10

**1.7.9. Spears**

Spears	Min/Max 2h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Cvl	Str	Dex				
Spear	3-15	-	-	-	4	30	3	-10
Trident	9-15	-	38	-	4	35	4	0
Brandistock	7-17	-	40	50	5	28	5	-20
Septum	15-21	-	54	-	5	28	6	0
Pike	14-63	-	60	45	5	25	6	20
War Spear*	10-37	21	-	-	4	30	3	-10
Fuscina*	19-37	24	77	-	4	35	4	0
War Fork*	16-40	25	80	95	5	28	5	-20
Yari*	29-59	25	101	-	5	28	6	0
Lance*	27-114	25	110	88	5	25	6	20
Hyperion Spear**	35-119	52	155	120	4	30	3	-10
Stygian Pike**	29-144	54	168	97	4	35	4	0
Mancatcher**	42-92	58	132	134	5	28	5	-20
Ghost Spear**	18-155	60	122	163	5	25	6	0
War Pike**	33-178	62	165	106	5	25	6	20

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**1.7.10. Staves**

(All Staves do 150% Damage to undead)

Staves	Min/Max 2h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Cvl	Str	Dex				
Short Staff	1-5	-	-	-	2	20	2	-10
Long Staff	2-8	-	-	-	2	30	3	0
Gnarled Staff	4-12	-	-	-	2	35	4	10
Battle Staff	6-13	-	-	-	2	40	4	0
War Staff	12-28	-	-	-	2	50	6	20
Jo Staff*	6-21	18	-	-	2	20	2	-10
Quarter Staff*	8-26	23	-	-	2	30	3	0
Cedar Staff*	11-32	25	-	-	2	35	4	10
Gothic Staff*	14-34	25	-	-	2	40	4	0
Rune Staff*	24-58	25	25	-	2	50	6	20
Walking Stick**	69-85	50	25	-	2	20	2	-10
Stalagmite**	75-107	53	63	35	2	30	3	0
Elder Staff**	80-93	56	44	37	2	35	4	10
Shillelah**	65-108	59	52	27	2	40	4	0
Archon Staff**	83-99	62	34	-	2	50	6	20

**1.7.11. Swords**

1 Hand Sword	Min/Max 1h Damage		Requirements			Range	Durability	Sockets	Speed Index
			Civl	Str	Dex				
Short Sword	2-7		-	-	-	1	24	2	0
Scimitar	2-6		-	-	21	1	22	2	-20
Sabre	3-8		-	25	25	1	32	2	-10
Falchion	7-15		-	33	-	1	32	2	20
Crystal Sword	5-15		-	43	-	2	20	6	0
Broad Sword	7-14		-	48	-	1	32	4	0
Long Sword	3-19		-	55	39	1	44	4	-10
War Sword	8-20		-	71	45	1	44	3	0
Gladius*	8-22		18	25	-	1	24	2	0
Cutlass*	8-21		25	25	52	1	22	2	-30
Shamshir*	10-24		23	58	58	1	32	2	-10
Tulwar*	16-35		25	70	-	1	32	2	20
Dimensional Blade*	13-35		25	85	-	1	20	6	0
Battle Sword*	16-34		25	92	-	1	32	4	0
Rune Sword*	10-42		25	103	79	1	44	4	-10
Ancient Sword*	18-43		25	127	88	1	44	3	0
Falcata**	31-59		50	150	88	1	24	2	0
Ataghan**	26-46		59	135	95	1	22	2	-20
Elegant Blade**	33-45		53	109	122	1	32	2	-10
Hydra Edge**	28-68		55	142	105	1	32	2	20
Phase Blade**	31-35		55	25	136	2	Indestruct.	6	-30
Conquest Sword**	37-53		57	142	112	1	32	4	0
Cryptic Sword**	5-77		60	99	109	2	44	4	-10
Mythical Sword**	40-52		64	147	124	2	44	3	0
2 Hand Sword	Min/Max 1h Damage	Min/Max 2h Damage	Requirements			Range	Durability	Sockets	Speed Index
			Civl	Str	Dex				
Two-handed Sword	2-9	8-17	-	35	27	3	44	3	0
Claymore	5-12	13-30	-	47	-	3	50	4	10
Giant Sword	3-16	9-28	-	56	34	3	50	4	0
Bastard Sword	6-18	20-28	-	62	-	2	40	4	10
Flamberg	9-15	13-26	-	70	49	3	50	5	-10
Great Sword	12-18	25-42	-	100	80	3	50	6	10
Espandon*	8-26	18-40	25	73	61	3	44	3	0
Dacian Falx*	13-30	26-61	25	91	20	3	50	4	10
Tusk Sword*	10-37	19-58	25	104	71	3	50	4	0
Gothic Sword*	14-40	39-60	25	113	20	2	40	4	10
Zweihander*	19-35	29-54	25	125	94	3	50	5	-10
Executioner Sword*	24-40	47-80	25	170	110	3	50	6	10
Legend Sword**	20-56	50-94	55	175	100	3	44	3	-15
Highland Blade**	22-62	67-96	59	171	104	3	50	4	-5
Balrog Blade**	15-75	55-118	61	185	87	3	50	4	0
Champion Sword**	24-54	71-83	63	163	103	3	40	4	-10
Clossal Sword**	26-70	61-121	64	182	95	3	50	5	10
Colossus Blade**	25-65	58-115	68	189	110	3	50	6	5

### 1.7.12. Throwing Weapons

Throwing Weapons	Throwing Damage	Min/Max 1h Damage	Requirements			Melee Range	Max Stack	Class	Speed Index
			Civl	Str	Dex				
Throwing Knife	4-9	2-3	-	-	21	1	75	Dagger	0
Balanced Knife	6-11	1-8	-	-	51	1	60	Dagger	-20
Throwing Axe	8-12	4-7	-	-	40	1	32	Axe	10
Balanced Axe	12-15	5-10	-	-	57	1	24	Axe	-10
Battle Dart*	11-24	8-16	19	25	52	1	75	Dagger	0
War Dart*	14-27	6-24	22	25	97	1	60	Dagger	-20
Francisca*	18-29	11-22	25	25	80	1	32	Axe	10
Hurlbat*	24-34	13-27	25	25	106	1	24	Axe	-10
Flying Knife**	23-54	23-54	50	48	141	1	75	Dagger	0
Winged Knife**	23-39	27-35	56	45	142	1	60	Dagger	-20
Flying Axe**	15-66	17-65	53	88	108	1	32	Axe	10
Winged Axe**	7-60	11-56	58	96	122	1	24	Axe	-10

### 1.7.13. Wands

(All wands do 150% Damage to Undead)

Wands	Min/Max 1h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Civl	Str	Dex				
Wand	2-4	-	-	-	1	15	-	0
Yew Wand	2-8	-	-	-	1	15	-	10
Bone Wand	3-7	-	-	-	1	15	-	-20
Grim Wand	5-11	-	-	-	1	15	-	0
Burnt Wand*	8-18	19	25	-	1	15	-	0
Petrified Wand*	8-24	25	25	-	1	15	-	10
Tomb Wand*	10-22	25	25	-	1	15	-	-20
Grave Wand*	13-29	25	25	-	1	15	-	0
Polished Wand**	18-33	58	25	-	1	15	-	0
Ghost Wand**	20-42	64	25	-	1	15	-	10
Lich Wand**	10-31	67	25	-	1	15	-	-20
Unearthed Wand**	22-28	72	25	-	1	15	-	0

### 1.7.14. Amazon Weapons (class specific)

Bows can have +1, +2 or +3 to Bow / Crossbow skills; Spears and Javelins can have +1, +2 or +3 to Javelin and Spear Skills.

Bows	Min/Max 2h Damage		Requirements			Sockets			Speed Index
			Civl	Str	Dex				
Stag Bow	7-13		14	30	45	5			0
Reflex Bow	5-22		20	35	60	6			10
Ashwood Bow*	16-40		27	56	77	5			0
Ceremonial Bow*	13-50		41	73	110	6			10
Matriarchal Bow**	20-47		53	87	187	5			0
Grand Matron Bow**	14-74		64	108	152	6			10
Spears	Min/Max 2h Damage		Requirements			Range	Durability	Sockets	Speed Index
			Civl	Str	Dex				
Maiden Spear	18-20		14	54	40	5	28	6	0
Maiden Pike	16-58		20	63	52	5	25	6	10
Ceremonial Spear*	34-45		27	101	80	5	28	6	0
Ceremonial Pike*	42-101		41	115	98	5	25	6	20
Matriarchal Spear**	65-95		53	114	142	5	28	6	0
Matriarchal Pike**	37-153		64	132	149	5	25	6	20
Javelins	Throw Damage	Min/Max 1h Damage	Requirements			Melee Range	Max Stack	Speed Index	
			Civl	Str	Dex				
Maiden Javelin	5-24	6-14	17	33	47	3	80	-10	
Ceremonial Javelin*	12-43	14-35	34	25	109	3	80	-10	
Matriarchal Javelin**	35-66	30-54	59	107	151	3	80	-10	



### 1.7.15. Assassin Katars (class specific)

Elite, and some Normal/Exceptional Katars, can have +1, +2 or +3 for up to 3 skills (Marked with + in the Skills column)

Katars	Min/Max 1h Damage	Requirements			Range	Durability	Sockets	+Skills	Speed Index
		Civl	Str	Dex					
Katar	4-7	1	20	20	1	48	2	-	-10
Wrist Blade	5-9	1	33	33	1	52	2	-	0
Hatchet Hands	2-15	1	37	37	1	56	2	-	10
Cestus	7-15	1	42	42	1	72	2	-	0
Claws	8-15	1	46	46	1	64	2	-	-10
Blade Talons	10-14	1	50	50	1	69	2	-	-20
Scissors Katar	9-17	1	55	55	1	68	2	+	-10
Quhab*	11-24	18	57	57	1	48	2	-	0
Wrist Spike*	13-27	24	66	66	1	56	2	-	-10
Fascia*	8-37	26	69	69	1	64	2	-	10
Hand Scythe*	16-37	28	73	73	1	72	2	+	-10
Greater Claws*	18-37	31	76	76	1	52	2	+	-20
Greater Talons*	21-35	33	79	79	1	69	2	+	-30
Scissors Quhab*	19-40	35	82	82	1	68	2	+	0
Suwayyah**	39-52	54	99	99	1	48	2	+	0
Wrist Sword**	34-45	59	105	105	1	56	2	+	-10
War Fist**	44-53	61	108	108	1	64	2	+	10
Battle Cestus**	36-42	62	110	110	1	72	2	+	-10
Feral Claws**	22-53	64	113	113	1	69	2	+	-30
Runic Talons**	24-44	66	115	115	1	69	2	+	-30
Scissors Suwayyah**	40-51	67	118	118	1	68	2	+	0

### 1.7.16. Sorceress Orbs (class specific)

Orbs have auto mods that will always show on all versions. (+Life or +Mana) Higher class Orbs have better chances for higher auto mods and +skills.

Orbs	Min/Max 1h Damage	Requirements			Range	Durability	Sockets	Speed Index
		Civl	Str	Dex				
Eagle Orb	2-5	1	-	-	1	20	-	-10
Sacred Globe	3-8	1	-	-	1	30	-	-10
Smoked Sphere	4-10	8	-	-	1	35	-	0
Clasped Orb	5-12	13	-	-	1	40	-	0
Dragon Stone	8-18	18	-	-	1	50	-	10
Glowing Orb*	8-21	20	-	-	1	20	-	-10
Crystalline Globe*	10-26	23	-	-	1	30	-	-10
Clody Sphere*	11-29	26	-	-	1	35	-	0
Sparkling Ball*	13-32	30	-	-	1	40	-	0
Swirling Crystal*	18-42	35	-	-	1	50	-	10
Heavenly Stone**	21-46	46	-	-	1	20	-	-10
Eldritch Orb**	18-50	50	-	-	1	30	-	-10
Demon Heart**	23-55	53	-	-	1	35	-	0
Vortex Orb**	12-66	55	-	-	1	40	-	0
Dimensional Shard**	30-53	59	-	-	1	50	-	10

## 2. Unique Items

Obvious attributes will not be listed in the Attributes column. (Like enhanced defense on armor, enhanced durability...)

### 2.1. Body Armor

Unique Body Armor	Defense	Durability	Requirements	Attributes
Grayform (Quilted Armor)	28-31	20	Str 12, Lev 7	5% life steal, magic damage reduced by 3, cold resist 20, fire resist 20, +10 dex
Blinkbat's Form (Leather Armor)	39-42	24	Str 15, Lev 12	+50 Defense VS. Missile, 10% Faster Run/Walk, 40% Faster Hit Recovery, Adds 3-6 Fire Damage
The Centurion (Hard Leather Armor)	51-54	28	Str 20, Lev 14	Replenish Life +5, +50 AR, +15 Mana, +15 Max Stamina, +15 Life, 25% Slow Stamina Drain, Damage Reduced By 2
Twitchthroe (Studded Leather)	57-60	32	Str 27, Lev 16	+25% chance of blocking, 20% Faster Hit Recovery, 20% IAS. +10 Dex, +10 Str
Darkglow (Ring Mail)	76.5-96	26	Str 36, Lev 14	+5% Max All Resist, +50 Defense vs. Melee, +20 AR, All Resistances +10, +3 Light
Hawkmail (Scale Mail)	102.6-120	36	Str 44, Lev 15	10% Faster Run/Walk, 15% Max Cold Resist, Cold Resist +15% Cannot Be Frozen
Venom Ward (Breast Plate)	104-136	50	Str 30, Lev 20	+2 Light, 15% Max Poison Resist, Poison Resist +90%, Poison Length Reduced By 50%
Sparking Mail (Chain Mail)	126-138.75	45	Str 48, Lev 17	Lightning Resist +30%, Attacker Takes Lightning Dmg of 10-14, Adds 1-20 Lightning Dmg
Iceblink (Splint Mail)	153-171	30	Str 51, Lev 22	Freezes Melee Target, Cold Resist +30%, Magic Damage Reduced By 1, +4 To Light Radius
Heavenly Garb (Light Mail)	180-214	60	Str 41, Lev 29	Regenerate Mana 25%, All Resistances +10, +15 En +50% Damage To Undead, +100 AR Against Undead
Boneflesh (Plate Mail)	216-255.2	60	Str 65, Lev 26	5% Life Steal, 25% Chance Of Open Wounds, +35 AR
Rockfleece (Field Plate)	202-241.5	48	Str 50, Lev 28	Damage Reduced By 10%, +5 To Str, Damage Reduced By 5
Rattlecage (Gothic Plate)	328-335	55	Str 70, Lev 29	25% Chance of Crushing Blow, Melee Hit Causes Monster To Flee 40%, +45 To Attack Rating
Goldskin (Full Plate Mail)	375-402	70	Str 80, Lev 28	+2 Light, All Resistances +35, Attacker Takes Damage of 10, 100% Extra Gold From Monsters
Silks of the Victor (Ancient Armor)	436-512.6	60	Str 100, Lev 28	+1 Skills, 5% Mana Steal, +2 Light
The Spirit Shroud (Ghost Armor)	257.5-295	20	Str 38, Lev 28	Cannot Be Frozen, +1 Skills, Replenish Life +10 Magic Damage Reduced By 7-11
Skin of the Vipermagi (Serpentskin Armor)	246.4-279.4	24	Str 43, Lev 29	+1 Skills, 30% Faster Cast Rate, Magic Dmg Reduced By 9-13, All Resistances +20-35
Skin of the Flayed One (Demonhide Armor)	307.5-397.3	58	Str 50, Lev 31	Repairs 1 Durability In 20 Seconds, 5-7% Life Steal Replenish Life +15-25, Attacker Takes Damage of 15
Iron Pelt (Trellised Armor)	211.5-605	157	Str 61, Lev 33	+3 Per CLvl Defense, Damage Reduced by 15-20, Magic Dmg Reduced by 10-16, +25 Life
Crow Caw (Tigulated Mail)	442.5-534.8	36	Str 86, Lev 37	15% IAS, 15% Faster Hit Recovery, 35% Chance of Open Wounds, +15 Dex
Spirit Forge (Linked Mail)	349.8-449.8	26	Str 44, Lev 35	+1.25 Per CLvl Life, Fire Resist +5%, +20-65 Fire Damage +15 Str, Gem Sockets (2), +4 Light
Duriel's Shell (Curiass)	491.4-609	150	Str 65, Lev 41	+1.25 Per CLvl Defense, +1 Per CLvl Life, Resist Fire +20% Resist Lightning +20%, Resist Poison +20%, Resist Cold +50% Cannot Be Frozen, +15 To Strength
Shaftstop (Mesh Armor)	517.4-684.8	45	Str 92, Lev 38	+250 defense vs missile, damage reduced by 30%, +60 life
Skullder's Ire (Russet Armor)	587.6-732	90	Str 97, Lev 42	Repairs 1 Durability In 4-5 Se, +1.25 Per CLvl % Better Chance Of Getting Magic Items, +1 Skill, Magic Damage Reduced By 10
Que-Hegan's Wisdom (Mage Plate)	542.4-681.2	60	Str 55, Lev 51	+1 Skill, +3 To Mana/Kill, 20% Faster Cast Rate, 20% Faster Hit Recovery, Magic Damage Reduced By 6-10, +15 En
Guardian Angel (Templar Coat)	708.4-825	60	Str 118, Lev 45	+20% Chance Of Blocking, +30% Faster Block, +5 AR Against Demons, +1 Paladin Skills, +4 Light, +15% All Max Resists
Toothrow (Sharktooth Armor)	671.8-888.8	63	Str 103, Lev 48	40% Chance of Open Wounds, Fire Resist +15% +10 Str, Melee Attacker Takes Dmg of 20-40
Atma's Wail (Embossed Plate)	624.6-988.4	105	Str 125, Lev 51	+2 Based PCvl Defense, 30% Faster Hit Recovery, Replenish Life +10, Max Mana +15%, +15 Dex, +20% Better Chance Of Getting Magic Items
Black Hades (Chaos Armor)	758.4-1029	70	Str 140, Lev 53	+30-60% Dmg To Demons, +200-250 AR vs Demons, Half Freeze Duration, Sockets 3, -2 Light
Corpsemourn (Ornate Plate)	1125-1217	60	Str 170, Lev 55	Lvl 5 Corpse Explosion (40 Chrgs), +12-36 Fire Dmg, 6% Lvl 2 Iron Maiden When Struck, Cold Resist +35%, +10Vit, +8 Str
The Gladiator's Bane (Wire Fleece)	990-1496	135	Str 111, Lev 85	Cannot Be Frozen, +30% Hit Recovery, Poison Length -50%, Attacker Takes Dmg Of 20, Dmg -(15-20), Magic Dmg -(15-20)
Arkaine's Valor (Balrog Skin)	1230-1551	30	Str 165, Lev 85	+1-2 All Class Skills, + 0.5 / CLvl Vit, +30% Hit Recovery, Dmg -(10-15)

## 2.2. Headgear

Unique Headgear	Defense	Durability	Requirements	Attributes
Biggin's Bonnet (Cap)	17-20	60	Lev 3	+30% enhanced damage, +30 attack, +15 mana, +15 life
Tarnhelm (Skull Cap)	8-11	90	Str 15, Lev 15	+1 all skills, 25-50% better chance to get magic items (varies), 75% extra gold from monsters
Coif of Glory (Helm)	25-28	120	Str 26, Lev 14	Melee attacker takes lightning damage of 4, melee hit blinds target, +15 lightning resist, +25 defense vs missile
Duskdeep (Full Helm)	33-36	150	Str 41, Lev 17	-2 light radius, damage reduced by 3, +5 all resists, +8 maximum damage
Howltusk (Great Helm)	54-63	200	Str 63, Lev 25	35% damage taken goes to mana, magic damage reduced by 2, melee attacker takes damage of 3
The Face of Horror (Mask)	34-52	100	Str 23, Lev 20	150% damage to undead, hit causes monsters to flee (50%, melee only), +5 all resists, +20 str
Undead Crown (Crown)	65-85	250	Str 66, Lev 29	Half freeze duration, 4% life steal, +50 poison resist
Wormskull (Bone Helm)	33-36	200	Str 25, Lev 21	+1 all Necromancer skills, 5% life steal, +25 poison resist, +10 mana
Peasant Crown (War Hat)	90-106	12	Str 20, Lev 28	+1 all skills, 5% faster run/walk, replenish life +12, +20 en, +20 vit
Rockstopper (Sallet)	110-132	18	Str 43, Lev 31	+37 lightning resist, +23 life, 30% faster hit recovery, +15 en, +13 dex
Stealskull (Casque)	98-107	24	Str 59, Lev 35	5% mana steal, 5% life steal, 10% faster hit recovery, 10% faster cast rate, +0.5 mana per level
Darksight Helm (Basinet)	76-(86-282)	30	Str 82, Lev 38	-4 light radius, +2 defense per level, cannot be frozen, 5% mana steal, 2% chance to cast level 5 Dim Vision when struck
Valkyrie Wing (Winged Helm)	120-133	40	Str 115, Lev 44	30% faster run/walk, 30% faster hit recovery, 30% faster cast rate, 30% increased attack speed
Blackhorn's Face (Death Mask)	162-258	20	Str 55, Lev 41	attacker takes lightning damage of 25, slows target by 20%, prevent monster heal, absorbs 20 lightning damage, +15 lightning resist
Crown of Thieves (Grand Crown)	214-310	50	Str 103, Lev 49	+25 dex, 8% life steal, +50 life, +35 mana, +33 fire resist
Vampire Gaze (Grim Helm)	120-250	40	Str 58, Lev 41	8% mana steal, 8% life steal, 15% stamina drain, damage reduced by 25%, magic damage reduced by 15
Harlequin Crest (Shako)	98-141	12	Str 50, Lev 62	+2 Skills, +1.5/CLvl Life, +1.5/CLvl Mana, Dmg -10%, 50% Better Chance of Getting Magic Items, +2 Str, +2 Dex, +2 Vit, +2 En
Veil of Steel (Spired Helm)	324-396	60	Str 192, Lev 73	+50 all resists, +15 str, +15 vit, -4 light
Ialal's Mane (Totematic Mask)	185-297	20	Str 65, Lev 42 Druid	+30% hit recovery, +20% AR, +2 Skills, All resists +30, +5 Mana/Kill, +20 Vit, +20 Str, +2 Shape Shifting Skills
Arreat's Face (Slayer Guard)	235-363	55	Str 118, Lev 42 Barbarian	+30% hit recovery, +20% AR, +2 Barb Skills, 3-6% Life steal, All resists +30, +20 Str, +20 Dex, +2 Combat Skills

## 2.3. Gloves

Unique Gloves	Defense	Durability	Requirements	Attributes
The Hand of Broc (Leather Gloves)	13.3-14.8	12	Lev 5	3% life steal, 3% mana steal, +10 poison resist, +20 mana
Bloodfist (Heavy Gloves)	15.5-17.2	14	Lev 9	10% IAS, 30% faster hit recovery, +40 life, +5 min damage
Chance Guards (Chain Gloves)	24.6-26.7	16	Str 25, Lev 15	+2 light radius, +25 AR, 25-40% better chance to get magic items, 200-300% extra gold from monsters
Mage Fist (Light Gauntlets)	20.8-24.3	18	Str 45, Lev 23	+1 fire skills (except Necro Fire Golem), 20% faster cast rate, regenerate mana 25%, adds 1-6 fire damage
Frostburn (Gauntlets)	43.2-48	24	Str 60, Lev 29	+5% enhanced damage, +40% maximum mana, adds 1-6 cold damage (2 sec duration)
Venom Grip (Demonhide Gloves)	81.7-118.6	12	Str 20, Lev 29	5% chance of crushing blow, +60 poison damage (over 4 sec), 5% life steal, +30 poison resist, +5 max poison resist,
Gravepalm (Sharkskin Gloves)	81.6-112	14	Str 20, Lev 32	+10 en, +10 str, +100-200% damage to undead, +100-200 AR vs undead
Ghoulhide (Heavy Bracers)	95-130.5	16	Str 58, Lev 36	+4 AR per Cvl vs undead, +2 per Cvl dmg vs undead, 4% mana steal, +20 life
Lava Gout (Battle Gauntlets)	100-144	38	Str 88, Lev 42	2% lvi 10 Enchant on attack, half freeze duration, +13-46 fire damage; +20% IAS, +24 fire resist,
Hellmouth (War Gauntlets)	110-162	39	Str 110, Lev 47	4% lvi 12 Firestorm on attack, 2% lvi 4 Meteor on attack, +15 Fire absorb, +15-72 fire dmg

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**2.4. Boots**

Unique Boots	Defense	Durability	Requirements	Attributes
Hotspur (Boots)	9.3-10.8	12	Lev 5	+15 max fire resist, +15 fire resist, adds 3-6 fire damage, +15 life
Gorefoot (Heavy Boots)	19.2-21.1	14	Str 18, Lev 9	20% faster run/walk, 2% mana steal, attacker takes damage of 2, +2 Leap (Barb only)
Treads of Cthon (Chain Boots)	22.4-24.6	16	Str 30, Lev 15	50% stamina drain, 30% faster run/walk, +50 defense vs missile, +10 life
Goblin Toe (Light Plated Boots)	28.5-32.6	18	Str 50, Lev 22	25% chance of crushing blow, -1 light radius, damage reduced by 1, magic damage reduced by 1
Tearhaunch (Greaves)	54-62	24	Str 70, Lev 29	20% Faster run/walk, +10 all resists, +5 dex, +5 str, +2 Vigor (Paladin only)
Infernostride (Demonhide Boots)	78.8-105	12	Str 20, Lev 29	20% faster walk/run, 5% lvl 8 Blaze when struck, Fire resist +30%, +10% max fire resist, +12-33 Fire dmg, +47-70% gold from monsters, +2 light
Waterwalk (Sharkskin Boots)	95.2-124	14	Str 18, Lev 32	+100 defense vs missile, 20% faster run/walk, +15 dex, +5% max fire resist, Heal stamina +50%, +45-65 life, +40 max stamina
Silkweave (Mesh Boots)	95-130.5	16	Str 65, Lev 36	+5 mana per kill, +200 defense vs missile, +10% max mana, 30% faster run/walk
War Traveler (Battle Boots)	100-139.2	48	Str 95, Lev 42	+10 vit, +10 str, +15-25 dmg, 40% slower stamina drain, attacker takes dmg of 5-10, +30-50% chance to get magic items, 25% faster run/walk
Gore Rider (War Boots)	70-87	24	Str 93, Lev 47	+15% chance of deadly strike, +10 maximum damage, 30% fastest run/walk

**2.5. Belts**

Unique Belts	Defense	Durability	Requirements	Attributes
Lenymo (Sash)	2	12	Lev 7	+1 light radius, regenerate mana 30%, +5 all resists, +15 mana
Snakecord (Light Belt)	13,6-15	14	Lev 12	replenish life +5, +25 poison resist, Poison length -50%, +12 poison dmg over 3 sec
Nightsmoke (Belt)	21.5-23	16	Str 25, Lev 20	50% damage taken goes to mana, damage reduced by 2, +10 all resists, +20 mana
Goldwrap (Heavy Belt)	33.4-35	18	Str 45, Lev 27	+2 light radius, +10% AR, 30% better chance to get magic items, 50-80% extra gold from monsters
Bladebuckle (Plated Belt)	44,4-52	24	Str 60, Lev 29	+30% faster hit recovery, damage reduced by 3, +10 dex, +5 str, melee attacker takes damage of 8
String of Ears (Demonhide Sash)	90-113	22	Str 20, Lev 29	magic damage reduced by 10-15, damage reduced by 10-15%, 6-8% life steal
Razortail (Sharkskin Belt)	85.4-107.5	14	Str 20, Lev 32	Melee attacker takes damage of 1 per Cvl, +15 dex, +10 max dmg, Piercing (33)
Gloom's Trap (Mesh Belt)	79.2-102.5	16	Str 58, Lev 36	-3 light radius, +15% max mana, 5% mana steal, +15 vitality, replenish life +15
Snowclash (Battle Belt)	87.4-116.1	18	Str 88, Lev 36	5% lvl 7 Blizzard when struck, +15 cold absorb, +15 max cold resist, +13-21 cold dmg, Sorc only: +2 Chilling Armor, +2 Blizzard, +3 Glacial Spike
Thundergod's Vigor (War Belt)	109.2-159	24	Str 110, Lev 47	5% lvl 7 Fist of Heavens when struck, +20 Lightn absorb, +10% max lightn. resist, +20 str, +20 vit, Ama only: +3 Lightn Fury & Lightn Strike
Nosferatu's Coil (Vampirefang Belt)	56-63	14	Str 50, Lev 51	Slows target by 10%, +2 mana / kill, 5% life steal, +15 str, 10% IAS, -3 light

**2.6. Shields**

Unique Shields	Defense	Durability	Requirements	Attributes
Pelta Lunata (Buckler)	34-36	20-24	Str 12, Lev 2	40% faster block, +10 en, +10 vit, +2 str, Block: Pal: 50%, Ama/Asn/Bar/: 45%, Dru/Nec/Sor: 40%
Umbra Disk (Small Shield)	42.6-46.5	28	Str 22, Lev 9	melee hit blinds target, -2 light radius, +20 life, +10 dex, Block: Pal: 65%, Ama/Asn/Bar: 60%, Dru/Nec/Sor: 55%
Stormguild (Large Shield)	48-54	34-39	Str 34, Lev 13	Lightning Resist +25%, +1-6 Lightning Dmg, Attacker Takes Lightning Dmg Of 3, Magic Dmg Reduced By 1, Block: Pal: 72%, Ama/Asn/Bar: 67%, Dru/Nec/Sor: 62%
Steelclash (Kite Shield)	45.6-56	45-50	Str 47, Lev 17	20% Faster Block Rate, All Resist +15, +1 To Pala Skills, +3 To Light Radius, Damage Reduced By 3 Block: Pal: 63%, Ama/Asn/Bar: 58%, Dru/Nec/Sor: 53%
Swordback Hold (Spiked Shield)	30.8-51.6	200	Str 30, Lev 15	50% Chance of Open Wounds, Attacker Takes Damage of 10 Block: Pal: 60%, Ama/Asn/Bar: 55%, Dru/Nec/Sor: 50%
Bverrit Keep (Tower Shield)	69.6-82.2	140-160	Str 75, Lev 19	magic damage reduced by 5, +75 fire resist, +5 str Block: Pal: 64%, Ama/Asn/Bar: 59%, Dru/Nec/Sor: 54%
Wall of the Eyeless (Bone Shield)	23-52	40	Str 25, Lev 20	+5 to Mana after Each Kill, 20% Faster Cast Rate, 3% Mana Steal, Poison Resist +20% Block: Pal: 50%, Ama/Asn/Bar: 45%, Dru/Nec/Sor: 40%
The Ward (Gothic Shield)	112	40	Str 60, Lev 26	All Resistances +30-50, Magic Damage Reduced By 2, +10 str Block: Pal: 56%, Ama/Asn/Bar: 51%, Dru/Nec/Sor: 46%
Visceratuant (Defender)	84-125	68	Str 37, Lev 28	30% Faster Block Rate, +1 To Sorc Skill Levels, Attacker Takes Lightning Damage of 10 Block: Pal: 70%, Ama/Asn/Bar: 65%, Dru/Nec/Sor: 60%

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Unique Shields	Defense	Durability	Requirements	Attributes
Moser's Blessed Circle (Round Shield)	134.4-179.2	64	Str 53, Lev 31	30% Faster Block Rate, All Resistances +25, Gem Sockets (2) Block: Pal: 67%, Ama/Asn/Bar: 62%, Dru/Nec/Sor: 57%
Stormchaser (Sucutum)	140.4-198.4	24	Str 71, Lev 35	4% Lvl 5 Tornado When Struck, 4% Lvl 6 Blizzard When Struck, 10% Faster Block Rate, +150 AR, Lightning Resist +50%, Half Freeze Duration, +1-60 Lightning Damage Block: Pal: 62%, Ama/Asn/Bar: 57%, Dru/Nec/Sor: 52%
Tiamat's Rebuke (Dragon Shield)	144-204	116	Str 91, Lev 38	+27-53 Cold Dmg 3 Sec Dur, +35-95 Fire Dmg, +1-120 Lightning Dmg, 3% lvl 6 Hydra When Struck, 5% lvl 7 Nova When Struck, 5% lvl 9 Frost Nova When Struck, All Resist +25-35% Block: Pal: 48%, Ama/Asn/Bar: 43%, Dru/Nec/Sor: 38%
Lance Guard (Barbed Shield)	117.3-173.8	40	Str 65, Lev 35	15% Damage Taken Goes To Mana, 30% Faster Hit Recovery, 20% Deadly Strike, +50 To Life, Attacker Takes Damage of 47 Block: Pal: 60%, Ama/Asn/Bar: 55%, Dru/Nec/Sor: 50%
Gerke's Sanctuary (Pavise)	193.2-268.6	172	Str 133, Lev 44	All Resistances +20-30, Replenish Life +15, Dmg Reduced By 11-16, Magic Damage Reduced By 14-18 Block: Pal: 75%, Ama/Asn/Bar: 75%, Dru/Nec/Sor: 74%
Lidless Wall (Grim Shield)	91.8-347.3	40	Str 58, Lev 41	+1 Skills, Maximum Mana +10%, 20% Faster Cast Rate, +3-5 To Mana After Each Kill, +10 To Enrg, +1 To Light Radius Block: Pal: 50%, Ama/Asn/Bar: 45%, Dru/Nec/Sor: 40%
Radament's Sphere (Ancient Shield)	210.6-282	100	Str 110, Lev 50	+20% Faster Block Rate, 5% Lvl 5 Poison Nova When Struck, Lvl 6 Poison Explosion (40 Chrgs), Poison Resist +75%, +80 Poison Dmg Over 4 Sec Block: Pal: 66%, Ama/Asn/Bar: 61%, Dru/Nec/Sor: 56%
Blackoak Shield (Luna)	283.4-372	129	Str 100, Lev 61	+0.5/ CLvl Dex, +0.625/ CLvl, +1.25/ CLvl Life, 4% Lvl 5 Weaken When Struck, 50% Faster Block, Half Freeze Duration Block: Pal: 50%, Ama/Asn/Bar: 45%, Dru/Nec/Sor: 40%
Stormshield (Monarch)	148.75- (164.75-532.25)	Indestruct.	Str 156, Lev 73	+3.75/ CLvl Def, 35% Faster Block, Dmg -35%, Cold Resist +60%, Lightn Resist +25%, +30 Str, Attacker Takes Lightn Dmg of 10, Block: Pal: 75%, Ama/Asn/Bar: 72%, Dru/Nec/Sor: 67%
Herald of Zakarum (Gilded Shield)	362.5-507	50	Str 104, Lev 40, Paladin	+30% faster block, +20% AR, +20 str, +20 vit, All resists +50, +2 skills, +2 combat skills, Block: 75%
Homunculus (Hierophant Trophy)	127.5-213	20	Str 58, Lev 42, Necromancer	25% dmg to mana, +30% faster block, +2 Necro skills, +20 en, regenerate mana 33%, all resists +40, +2 curses, Block: 72%

## 2.7. Weapons

### 2.7.1. Axes

Unique 1 Handed Axe	Min/Max 1h Damage	Durability	Requirements			Attributes
			Cvl	Str	Dex	
The Gnasher (Hand Axe)	(6.4-6.8)- (11.2-11.9)	28	5	-	-	20% Chance of Crushing Blow, 50% Chance of Open Wounds, +30 Attack
Deathspade (Axe)	(16-16.5)- (19.2-20.4)	24	9	32	-	+15% Attack, Hit Blinds Target, +4 Mana each kill
Bladebone (Double Axe)	(7.8-9)- (18.2-21)	24	15	43	-	+100% Damage to Undead, +8-12 Fire Damage, +20% IAS, +40 Attack vs Undead, +20 defense
Skull Splitter (Military Pick)	(12.8-16)- (19.2-24)	26	21	49	33	+1-(12-15) lightning damage, +50-100 AR, Hit blinds target, Mana regenerate +20%, 15% chance Open Wounds
Rakescar (War Axe)	(19.25-27.5)- (33.25-47.5)	26	27	64	-	+38 poison (over 3sec), 30% IAS, +50 Attack, +50 poison resist
Coldkill (Hatchet)	(27.5-31.9)- (55-63.8)	28	36	-	-	+40 cold damage, +30% IAS, 10% lvl 10 Ice Blast on attack, 10% lvl 5 Frost Nova when struck, +40 cold dmg 2 sec duration, +15 max cold resist, +15 cold resist
Butcher's Pupil (Cleaver)	(57.5-63)- (135-152)	Indestruct.	39	68	-	35% deadly strike, 25% chance of open wounds, 30% increased attack speed
Islestrike (Twin Axe)	(37.8-40.6)- (105.3-113.1)	24	43	85	-	25% chance of crushing blow, +2 Druid Skills, +50 def vs missile, +10 en, +10 vit, +10 dex, +10 str, Druid only: +1 Fury, +1 Maul
Pompeii's Wrath (Crowbill)	(36-40.5)- (84-94.5)	26	45	94	70	+35-150 fire damage, slows target by 50%, 4% chance to cast lvl 8 Volcano on attack, knockback
Guardian Naga (Naga)	(42.5-47.6)- (135-148.8)	26	48	121	-	+250 poison damage (over 10 sec), 5% lvl 8 Poison Nova on attack, +30 poison resist, attacker takes damage of 15
Unique 2 Handed Axe	Min/Max 2h Damage	Durability	Requirements			Attributes
			Cvl	Str	Dex	
Axe of Fechar (Large Axe)	(11.9-13.3)- (23.8-26.6)	30	8	35	-	Freezes target +3, +50 cold resist, +2 light
Gorshovel (Broad Axe)	(15.4-16.5)- (35.6-37.5)	35	14	48	-	60% chance of open wounds, 30% IAS, +25 str
The Chieftain (Battle Axe)	26-66	40	19	54	-	20% IAS, +1-40 Lightning dmg, All resists +10-20, +6 mana/kill
Brainhew (Great Axe)	(29-32)- (46.5-55.8)	50	25	63	39	+15-35 Fire dmg, 10-13% mana steal, +25 mana, +4 light
The Humonguous (Giant Axe)	(47.6-56.4)- (96-124)	250	29	84	-	33% chance of crushing blow, +20-30 str
Warlord's Trust (Military Axe)	41-96	30	35	73	-	Repairs 1 durability in 4 sec, +0.5 vit per Cvl, replenish life +20, +10 all resists, +75 defense

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Unique 2 Handed Axe	Min/Max 2h Damage	Durability	Requirements			Attributes
			Cvl	Str	Dex	
Spellsteel (Beared Axe)	58-132	35	39	37	-	10% faster cast rate, regen mana 25%, magic damage reduced by 12-15, +100 mana, lvl 12 Firestorm (60 chrgs), lvl 10 Holy Bolt (100 chrgs), lvl 3 Decrepify (30 chrgs), lvl1 Teleport (20 chrgs)
Stormrider (Tabar)	85-231	90	41	101	-	+1-200 lightning damage, 15% lvl 5 Charged Bolt when struck, 10% lvl 19 Charged Bolt on attack, 5% lvl 10 chain lightning on attack, Attacker takes dmg of 15
Boneslayer Blade (Gothic Axe)	(53.2-60.8)-(198.8-227.2)	50	42	115	79	+5 AR vs Undead per Cvl, +2.5% damage vs Undead per Cvl, 50% lvl 16 Holy Bolt when struck, lvl 20 Holy Bolt (200 chrgs), 20% IAS, +35% AR, +8 str
The Minotaur (Ancient Axe)	(125.6-152)-(236.4-288)	50	45	125	-	Slows target by 50%, 30% chance of crushing blow, hit blinds target +2, half freeze duration, +15-20 str
Hellslayer (Decapitator)	100-(280.14-685.86)	40	66	189	33	+3% / CLvl Max Dmg, +150-250 Fire Dmg, +0.5 / CLvl Str, +0.5 / CLvl Vit, 10% Lvl 19-20 Fire Ball On Attack, +25 Life
Messerschmidt's Reaver (Champion Axe)	177-282	75	70	157	114	+2.5 / CLvl Max Dmg, +20-240 Fire Damage, +20% AR, +15 En, +15 Vit, +15 Dex, +15 Str

### 2.7.2. Bows

Unique Bows	Min/Max 2h Damage	Requirements			Attributes
		Cvl	Str	Dex	
Pluckeye (Short Bow)	4-10	7	-	15	+28 AR, 3% mana steal, +10 life, +2 mana/kill, +2 light
Witherstring (Hunter's Bow)	(5.2-5.5)-(12.8-13.5)	13	-	28	Fires Magic Arrows, 30% IAS, +50 attack
Raven's Claw (Long Bow)	(6.4-6.8)-(17.6-18.7)	15	22	19	Fires Explosive Arrows, +50-60% AR, +3 dex, +3 str
Rogue's Bow (Composite Bow)	(7-8)-(12.6-14.4)	20	25	35	+100% damage to undead, 30% deadly strike, 50% IAS, +60 AR, +10 all resists
Stormstrike (Short Battle Bow)	(10.2-11.4)-(20.4-22.8)	25	30	40	+1-30 lightning damage, piercing (25), +28 AR, +25 lightning resist, +8 str
Wizendraw (Long Battle Bow)	(6.8-7.2)-(32.3-34.2)	26	40	50	+50-100 AR, Fires Magic Arrows, 20% IAS, Cold Resist 26%, +15 En, +30 Mana
Hellclap (Short War Bow)	(11.9-13.3)-(25.5-28.5)	27	35	55	+15-(30-50) Fire Damage, 10% IAS, +50-75 AR, +1 Fire Skills, Fire Resist +40%, +12 Dex
Blastbark (Long War Bow)	(6.8-9.2)-(40.8-55.2)	28	50	65	+1 Amazon Skills, 3% mana steal, +5 str, +2 Exploding Arrow (Ama)
Skystrike (Edge Bow)	(17.5-21)-(50-60)	28	25	43	+1-250 Lightning Dmg, 2% Lvl 6 Meteor On Striking, 30% IAS, +100 AR, +1 Amazon Skills, +10 En
Riphook (Razor Bow)	(25.2-28.8)-(64.4-73.6)	31	25	62	Slows target by 30%, 30% chance of open wounds, 30% IAS, 7-9% life steal, +35 mana
Kuko Shakaku (Cedar Bow)	(27.5-30.8)-(75-84)	33	53	49	Fires Explosive Arrows Or Bolts, Piercing (50), +40-180 Fire Damage, Ama only: +3 Immolation Arrow. +3 Bow And Crossbow Skills
Endlessail (Double Bow)	(33.6-38.4)-(75.6-86.4)	36	58	73	+15-30 Cold Dmg - 3 Sec Duration, Cold Resist +35%, +50 Def VS. Missile, +40 Mana, +3-5 Strafe (Ama Only)
Whichwild String (Short Siege Bow)	(35-37.8)-(77.5-83.7)	39	65	80	Fires Magic Arrows, 2% Lvl 5 Amplify Damage On Attack +1%/CLvl Deadly Strike, All Resists +40
Cliffkiller (Large Siege Bow)	(36.9-46.3)-(144.7-171.9)	41	80	95	+2 Amazon Skills, +80 def vs missile, +50 life, knockback
Magewrath (Rune Bow)	(53-60)-(129.2-140)	43	73	103	+200-250 AR, +1 Ama Skills, Hit Blinds Target, 15% Mana Steal, Magic Dmg Reduced By 9-13, +10 Dex, +3 Guided Arrow (Ama Only)
Goldstrike Arch (Gothic Bow)	(33-38.5)-(153-178.5)	46	95	118	+100-200% dmg to demons, +100-200% dmg to undead, 50% IAS, 5% Lvl 5-7 Fist Of Heavens On Attack, Replenish life +12, +100-150% AR
Eaglehorn (Crusader Bow)	48-(192-318.72)	69	97	121	+2% / CLvl Max Dmg, +1 Amazon Skills, +6 / CLvl AR, +25 Dex, Ignores Target's Defense
Windforce (Hydra Bow)	38.5-(244.625-550.875)	74	134	167	+3.125 / CLvl Max Dmg, 20% IAS, 6-8% Mana Steal, Heal Stamina +30%, +10 Str, +5 Dex, Knockback

### 2.7.3. Crossbows

Unique Crossbows	Min/Max 2h Damage	Requirements			Attributes
		Cvl	Str	Dex	
Leadcrow (Light Crossbow)	11-17	9	21	27	25% deadly strike, +40 AR, +30 poison resist, +10 life, +10 dex
Ichorsting (Crossbow)	15-25	18	40	33	+30 poison damage (over 3sec), 20% IAS, piercing (50), +50 AR, +20 dex
Hellcast (Heavy Crossbow)	(25.5-27)-(45.9-48.6)	27	60	40	Fires explosive arrows, +15-35 Fire dmg, 20% IAS, +70 AR, +15 max fire resist, +15 fire resist
Doomslinger (Repeating Crossbow)	(11.2-14)-(20.8-26)	28	40	50	Pierce (35), 30% IAS, +1 Amazon Skills, +15 life
Langer Briser (Arbalest)	(40.5-45)-(85.6-114)	32	52	61	33% Chance Of Open Wounds, +1-212 Lightning Dmg, +30 Life, Knockback, 30-60% Better Chance Of Getting Magic Items

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Unique Crossbows	Min/Max 2h Damage	Requirements			Attributes
		Civl	Str	Dex	
Pus Spitter (Siege Crossbow)	(52.5-67.2)-(107.5-137.6)	36	32	28	+150 Poison Dmg Over 8 Sec, 9% Lvl 6 Poison Nova When Struck, 4% Lvl 1 Lower Resist On Striking, +5/CLvl AR, 10% IAS, +2 Necro Skills, 10% Max Poison Resist, Poison Resist +25%
Buriza-Do Kyanon (Ballista)	(85-102)-(142.5-415.5)	41	110	80	+2.5/CLvl Max Dmg, +32-196 Cold Damage - 4 Sec Duration, Piercing (100), Freezes Target +3, +75-150 Def, +35 Dex, 80% IAS
Demon Machine (Chu-Ko-Nu)	33-139	49	80	95	Fires Explosive Arrows Or Bolts, +632 AR, Piercing (66), +321 Def, +36 Mana

**2.7.4. Daggers**

Unique Daggers	Min/Max 1h Damage	Dura-bility	Requirements			Attributes
			Civl	Str	Dex	
Gull (Dagger)	2-19	16	4	-	-	100% better chance to get magic items, -5 mana
The Diggler (Dirk)	4-13	20	11	-	25	Ignore Target's Defense, 30% IAS, Cold Resist +25% Fire Resist +25%, +10 Dex
The Jade Tan Do (Kris)	2-11	24	19	-	45	+180 Poison Damage Over 4 Sec, Poison Resist +95%, +20% Max Poison Resist, Cannot Be Frozen
Spectral Shard (Blade)	4-15	24	25	35	51	50% faster cast rate, +55 AR, +10 all resists, +50 mana
Spineripper (Poignard)	(36-38.8)-(84-91.6)	16	32	25		15% IAS, +1 To Necro Skills, Prevent Monster Heal Ignore Target's Defense, 8% Life Steal, +10 Dex
Heart Carver (Rondel)	(46-52.4)-(113.3-126.8)	20	36	25	58	35% Deadly Strike, Ignore Target's Defense. Brab only: +4 Grim Ward, +4 To Find Item, +4 To Find Potion
Blackbog's Sharp (Cinquedeas)	30-76	24	38	25	88	30% IAS, Slows Target By 50%, +50 Def, Necro only: +4 Poison Nova, +4 Poison Explosion, +5 Poison Dagger
Stormspike (Stiletto)	47-90	24	41	47	97	+1-120 Lightning Dmg, 25% Lvl 3 Charged Bolt When Struck Lightning Resist +1%/CLvl, Attacker Takes Lightning Damage of 20
Wizardspike (Bone Knife)	23-49	Inde-struct.	61	38	75	+2 mana / Civl, 50% faster cast rate, +15% mana regenerate, +15% mana, +75 all resists

**2.7.5. Maces**

1 Hand Unique Maces	Min/Max 1h Damage	Durabi-ly	Requirements			Attributes
			Civl	Str	Dex	
Felloak (Club)	(3.4-3.6)-(11.9-12.6)	24	3	-	-	+6-8 Fire Damage, Knockback, Lightning Resist +60%, Fire Resist +20%
Stoutnail (Spiked Club)	12-18	36	5	-	-	+7 Vit, Attacker Takes Dmg of 5, Magic Dmg Reduced By 2
Crushflange (Mace)	(6-6.4)-(16.5-17.6)	60	9	27	-	33% Chance Of Crushing Blow, Knockback, Fire Resist +50%, +15 Str, +2 Light
Bloodrise (Morning Star)	17-37	72	15	36	-	25% Chance Of Open Wounds, 10% IAS, 5% Life Steal, +50% AR, +3 Sacrifice (Pala Only), +2 Light
The General's Tan Do Li Ga (Flail)	(4-4.2)-(57.5-60)	30	21	41	-	20% IAS, 5% Mana Steal, Slows Target By 50%, +25 Def
Ironstorm (War Hammer)	(40-50)-(60-75)	55	27	53	-	+1-10 Lightning Damage, +100-150 AR, +10 Str
Dark Clan Crusher (Cudgel)	20-64	24	34	25	-	+200% Damage To Demons, +200 AR vs. Demons +20-25% AR, +15 Life/Demon Kill, +2 Druid Skills
Fleshrender (Barbed Club)	(62.2-72)-(109.8-128)	56	38	30	-	20% Deadly Strike, 20% Crushing Blow, 15% Open Wounds, +1 Druid Skills, +2 Shape Shifting Skills (Druid Only), Prevent Monster Heal
Sureshril Frost (Flanged Mace)	(45-49.8)-(70-77.2)	60	39	61	-	+63-112 Cold Dmg, Freezes Target +3, Lvl 9 Frozen Orb (50 Chrgs), Cannot Be Frozen
Moonfall (Jagged Star)	(56.2-62.5)-(85.4-95)	72	42	74	-	+55-115 Fire Damage, 5% Lvl 6 Meteor On Striking, Level 11 Meteor (60 Charges), Magic Dmg Reduced By 9-12
Baezil's Vortex (Knout)	(36.4-42)-(93.6-108)	30	45	82	73	+1-150 Lightning Dmg, 20% IAS, 5% Lvl 8 Nova On Attack, Lvl 15 Nova (80 Chrgs), Lightning Resist +25%, +100 Mana
Earthshaker (Battle Hammer)	100-165	105	43	100	-	5% Lvl 7 Fissure On Attack, 30% IAS, Hit Blinds Target Knockback, +3 Elemental Skills (Druid Only)
Baranar's Star (Devil Star)	132-162	172	65	153	44	+1-200 Fire Dmg, +1-200 Lightning Dmg, +1-200 Cold Dmg 50% IAS, +200% AR, +15 Dex, +15 Str
Schaefer's Hammer (Legendary Mallet)	(102-117.3)-(126-340.6)	Inde-struct.	79	189	-	+50-200 lightn dmg, 20% lvl 10 static field on attack, 20% IAS, +8/Civl AR, lightn Res +75%, +50 Life, +1 light
2 Hand Unique Maces	Min/Max 2h Damage	Durabili-ty	Requirements			Attributes
			Civl	Str	Dex	
Bonesnap (Maul)	(93-124)-(132-176)	60	24	69	-	50-200% Damage To Undead, 40% Crushing Blow, Cold Resist +30%, Fire Resist +30%
Steeldriver (Great Maul)	(95-133)-(145-203)	60	29	50	-	40% IAS, Heal Stamina plus 25%
Boldtree Stump (War Club)	(151.2-172.8)-(221.2-252.8)	100	48	124	-	50% Chance Of Crushing Blow, All Resists +20, +25 Str, Barb only: +2 To Masteries, +3 To Mace Masteries
The Gravel of Pain (Martel de Fer)	(154.6-173.2)-(260-290)	Inde-struct.	45	169	-	5% Lvl 1 Iron Maiden When Struck, 5% Lvl 1 Amplify Dmg On Attack, Lvl 8 Amplify Dmg (3 Chrgs), Attacker Takes Dmg of 26
The Cranium Basher (Thunder Maul)	(113-125.4)-(563-635.4)	Inde-struct.	87	253	-	75% Crushing Blow, 4% Lvl 1 Amplify Damage On Attack, 20% IAS, All Resists +25, +25 Str

### 2.7.6. Polearms

Unique Polearms	Min/Max 2h Damage	Durability	Requirements			Attributes
			Clvl	Str	Dex	
Dimoak's Hew (Bardiche)	2-54	250	8	40	-	20% IAS, +15 dex, -8 def
Steelgoad (Voulge)	(11.2-12.6)-(35.2-39.6)	70-90	14	50	-	30% deadly strike, +30 AR, +5 all resists, hit causes monsters to flee 75%
Soul Harvest (Scythe)	(13.5-17.1)-(31.5-39.9)	255	19	41	41	30% chance of Open Wounds, 10% Mana Steal, +45 AR, +5 En, All Resists +20
The Battlebranch (Poleaxe)	(28.5-32.3)-(60-68)	65	25	62	-	30% IAS, +50-100 AR, 7% life steal, +10 dex
Woestave (Halberd)	(15.6-18.2)-(55.2-64.4)	55	28	75	47	50% Open Wounds, Slows Target 50%, Hit Blinds Target, -50 Monster Def Per Hit, Freezes Trgt, Prevent Monster Heal, -3 Light
The Grim Reaper (War Scythe)	34-44	55	29	80	80	100% deadly strike, 5% mana steal, prevent monster heal
The Meat Scraper (Lochaber Axe)	(17.5-21)-(147.5-177)	50	41	80	-	50% Open Wounds, 30% IAS, 10% Life Steal, 25% Better Chance Of Getting Magic Items, +3 To Masteries (Barb Only)
Blackleach Blade (Bill)	(30-36)-(109.25-253.35)	50	42	50	-	+1.25 / CLvl Max Dmg, 5% Lvl 5 Weaken On Attack, -2 Light, 8% Life Steal
Athena's Wrath (Battle Scythe)	(47.5-53.2)-(116-227.8)	82	42	82	82	+1 / CLvl Max Dmg, +1 / CLvl Life, 30% IAS, +1-3 Druid Skills, +100 Life, +15 Dex
Pierre Tombale Couant (Partizan)	(103-124)-(217.6-263.2)	65	43	113	67	55% Deadly Strike, +100-200 AR, +3 Barb Skills, 6% Mana Steal, 30% Faster Hit Recovery
Hunsoldal Evo (Bec-De-Corbin)	(56.4-62)-(255.6-290)	55	44	133	91	20% IAS, +200-250 AR, Prevent Monster Heal, Replenish Life +20
Grim's Burning Dead (Grim Scythe)	(74.4-86.8)-(170.4-198.8)	55	45	70	70	+131-232 Fire Damage, +3 Necro Skills, 50% Target Def, +20% Def, +200-250 AR, Fire Resist +45%, Attacker Takes Damage of 8

### 2.7.7. Scepters

Unique Scepters	Min/Max 1h Dmg	Durability	Requirements			Attributes
			Clvl	Str	Dex	
Knell Striker (Scepter)	(11.9-12.6)-(20.4-21.6)	50	5	25	-	+70-80% dmg, 25% crushing blow, +35 AR, +20 poison resist, +20 fire resist, +15 mana
Rusthandle (Grand Scepter)	(16.5-17.4)-(35.5-37.4)	60	17	37	-	+50-60% dmg, +3-7 dmg, 8% life steal, +1 Paladin Skills, magic dmg reduced by 1, Following Pal only: +3 Thorns, +3 Vengeance
Stormeye (War Scepter)	(19.8-24.2)-(32.4-39.6)	70	30	55	-	+3-5 cold dmg (3 sec), +1-6 lightning dmg, replenish life +10, Pal only: +1 Fist of the Heavens, +3 Holy Shock, +5 Resist Lightning
Zakarum's Hand (Rune Scepter)	39-72	50	37	25	-	40% IAS, 3% to cast lvl 5 Blizzard on attack, +300% AR, 8% mana steal, regenerate mana +10%, heal stamina +15%
The Fetid Sprinkler (Holy Water Sprinkler)	(51.4-55.6)-(82.6-129.4)	60	38	76	-	+2 Paladin Skills, 10% lvl 1 Confuse on attack, 5% lvl 1 Decrepify on attack, +160 Poison dmg over 4 sec, +150-200 AR
Hand of Blessed Light (Divine Scepter)	70-170	70	42	93	-	+100% AR, +4 light, regenerate mana +15%, +50 def, +3 Holy Bolt (Paladin)

### 2.7.8. Spears

Unique Spears	Min/Max 2h Dmg	Durability	Requirements			Attributes
			Clvl	Str	Dex	
The Dragon Chang (Spear)	14-16	30	8	-	-	+200% dmg to undead, +35 AR, +2 light, +3-6 Fire dmg
Razortine (Trident)	(13-15)-(20.8-24)	35	12	38	-	Slows target by 25%, 30% IAS, 50% target def, +8 dex, +15 str
Bloodthief (Brandistock)	(12-13.6)-(27-30.6)	28	17	40	50	35% open wounds, 8-12% life steal, +26 life, +10 str
Lance of Yaggai (Spetum)	15-23	28	22	54	-	+1-60 lightning dmg, +15 all resists, +40% IAS, attacker takes 8 dmg
The Tannr Gorerod (Pike)	(27-30)-(115.2-128)	125	27	60	45	+23-54 fire dmg, +60 AR, +15 fire resist, 15% to max Fire resist, +30 life, +3 light
The Impaler (War Spear)	(24-27)-(88.8-99.9)	30	31	25	25	40% open wounds, +20% IAS, ignore target's def, +150 AR, prevent monster heal, Ama only: +5 Impale, +3 Power Strike
Kelpie Snare (Fuscina)	(78-86)-(141.2-156.4)	35	33	77	25	Slows target by 75%, +1.25 life / Clvl, +50 fire resist, +10 str
Soulfeast Tine (War Fork)	44-110	28	35	64	76	Requirements -20%, 7% life steal, 7% mana steal, 20% stamina drain
Hone Sundan (Yari)	(95.4-107)-(193.4-217)	28	37	101	-	+160-200% dmg, +20-40 dmg, 45% crushing blow, repairs 1 dur in 10 sec, 3 sockets
Spire of Honor (Lance)	(87.5-101)-(325-382)	25	39	110	88	+150-200 dmg, +20-40 dmg, +1.5% dmg to demons per Clvl, 20% faster hit recovery, replenish life +20, +25% AR, +25% def, +3 light, +3 Combat Skill (Paladin Only)



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**2.7.9. Staves**

Unique Staves	Min/Max 2h Dmg	Durability	Requirements			Attributes
			Civl	Str	Dex	
Bane Ash (Short Staff)	(3-3,2)-(13,5-14,4)	20	5	-	-	20% IAS, +30 mana, +50 fire resist, +4-6 fire dmg, All Sorc only: +5 Fire Bolt, +2 Warmth
Serpent Lord (Long Staff)	(2,6-2,8)-(10,4-11,2)	30	9	-	-	+12 poison dmg (over 3sec), +10 mana, +50 poison resist, -1 light, 100% mana steal, -50% Target defence
Spire of Lazarus (Gnarled Staff)	4-12	35	18	-	-	+1-28 lightning dmg, +1 Sorc skills, regen mana 43%, +15 en, dmg -5, lightning resist +75%, Sorc only: +2 Lightning, +1 Chain Lightning, +3 Static Field
The Salamander (Battle Staff)	6-13	40	21	-	-	+15-32 fire dmg, +2 fire skills (excl. Necro's Fire Golem), +30 fire resist, Following Sorc only: +3 Warmth, +2 Fire Ball, +1 Fire Wall
The Iron Jang Bong (War Staff)	26-58	50	28	-	-	+50% AR, 20% faster cast rate, +30 defence, Following Sorc only: +2 All Skills, +3 Frost Nova, +2 Blaze, +2 Nova
Razorswitch (Jo Staff)	6-21	20	28	18	-	+1 Skills, 30% faster cast rate, Magic dmg reduced by 15, all resists +50, +175 mana, +80 life, attacker takes dmg of 15
Ribcracker (Quarterstaff)	(57-66)-(146-173)	130	31	25	-	50% Chance Of Crushing Blow, 50% IAS, +50% Hit Recovery, +100% Def, +100 Def, +15 Dex
Chromatic Ire (Cedar Staff)	11-32	35	35	25	-	+20% cast rate, +3 sorc skills, max life +20-25%, all resists +20-40, attacker takes lightn dmg of 20, sorc only: +1 Cold Mastery, +1 Lightning Mastery, +1 Fire Mastery
Warp Spear (Gothic Staff)	14-34	40	39	25	-	Ignore Target's Defense, +250 Defense vs. Missiles, Sorc only: +3 Skills, +3 Energy Shield, +3 Telekinesis, +3 Teleport
Skull Collector (Rune Staff)	24-58	50	41	25	-	+20 Mana/Kill, Increase Max Mana 20%, +1% Per CLvl Better Chance Of Getting Magic Items, +2 Skills
Stormspire (Archon Staff)	(210-294)-(250-350)	Indestruct.	70	34	-	2% lvl 31 Charged Bolt When Struck, 5% lvl 5 Chain Lightning When Struck, 30% IAS, Lightning Resist +50%, +10 Str, Attacker Takes Lightning Damage of 27

**2.7.10. Swords**

Unique 1 Hand Sword	Min/Max 1h Damage	Durabi-lity	Requirements			Attributes	
			Cvl	Str	Dex		
Rixot's Keen (Short Sword)	11-16	24	2	-	-	+5 minimum dmg, 25% crushing blow, +20% AR, +25 def, +2 light	
Blood Crescent (Scimitar)	(4,8-5,4)-(11,2-12,6)	22	7	-	21	33% Open Wounds, 15% IAS, 15% life steal, +15 all resists, +15 life, +4 light	
Skewer of Krintiz (Sabre)	9-20	32	10	25	25	+ 3-7 dmg, Ignore target's def, 7% mana steal, +10 dex, +10 str	
Gleamscythe (Falchion)	(16-20)-(28,8-36)	32	13	33	-	+3-5 Cold dmg (2 sec), 20% IAS, +20 def, +30 mana, +3 light	
Azurewrath (Crystal Sword)	10-30	75	13	43	-	50% deadly strike, +3-6 cold dmg (4 sec), 10% better chance to get magic items, magic dmg reduced by 5-10	
Griswold's Edge (Broad Sword)	(14,4-17,6)-(27-33)	32	17	48	-	+(10-12)-(15-25) fire dmg, 10% IAS, +100 AR, knockback, +12 str	
Hellplague (Long Sword)	(6,8-7,2)-(34-36)	44	22	55	39	+2 Fire skills, +25-75 Fire dmg, +28-56 poison dmg (over 6sec), 5% life steal, 5% mana steal	
Culwen's Point (War Sword)	(15,3-16,2)-(35,7-37,8)	44	29	71	45	Poison length -50%, 20% IAS, 20% faster hit recovery, +60 AR, +1 all Skills	
Bloodletter (Gladius)	33-100	54	30	25	-	+12-45 dmg, +90 AR, 20% IAS, 10% slower stamina drain, 8% life steal, Both Barb only: +1-3 Whirlwind, +2-4 Sword Mastery	
Coldsteel Eye (Cutlass)	24-63	37	31	25	52	50% crushing blow, slows target by 30%, hit blinds target,	
Hexfire (Shamshir)	61-102	32	33	58	58	3% lvl 4 Hydra on attack, ITD, +25 fire resist, +10 max fire resist	
Blade of Ali Baba (Tulwar)	(25,6-35,2)-(56-77)	32	35	70	42	+2.5% extra gold from monsters per Cvl, +15 mana, +5-15 dex, +1% better chance to get magic items per Cvl, 2 sockets	
Ginther's Rift (Dimensional Blade)	(26-32,5)-(70-87,5)	60	37	85	60	+50-120 Magic dmg, +30% AR, magic dmg -(7-12), repairs 1 durability in 5 sec	
Headstriker (Battle Sword)	40-(86-184)	32	39	92	43	(+1 max dmg per Cvl), +0.75% deadly strike per Cvl, +15 str, prevent monster heal	
Plague Bearer (Rune Sword)	35-150	44	41	103	79	+47-94 poison dmg (over 4sec), 3% to cast lvl 4 Poison Nova on attack, +45 poison resist	
The Atlantean (Ancient Sword)	52-124	44	42	127	88	+2 Paladin Skills, +75 def, +10 vit, +8 dex, +16 str	
Lightsabre (Elegant Blade)	(90-106)-(120-138)	Indestruct.	58	25	136	+60-120 magic dmg, +1-200 lightn dmg, 5-8% mana steal, 5% lvl (8-16) chain lightn on attack, 20% IAS, ITD, lightn absorb 25%, +100 def vs missile, +7 light	
Unique 2 Hand Sword	Min/Max 1h Dmg	Min/Max 2h Damage	Dura bi-lity	Requirements			Attributes
				Cl vl	Str	Dex	
Shadowfang (Two-Handed S)	6-20	18-36	44	12	35	27	+10-30 cold dmg (3 sec), 9% mana steal, 9% life steal, +20 cold resist, -2 light
Soulflay (Claymore)	(10,2-12)-(22,1-26)	(23,8-28)-(52,7-62)	50	19	47	-	+10% IAS, 4% life steal, 4-10% mana steal, +5 all resists,
Kinemil's Awl (Giant Sword)	(7,2-8)-(30,6-34)	(18-20)-(58,2-58)	50	23	56	34	+6-(20-40) fire dmg, +100-150 AR, +20 mana, +6 Holy Fire (Paladin only)

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Unique 2 Hand Sword	Min/Max 1h Dmg	Min/Max 2h Damage	Durability	Requirements			Attributes
				Clvl	Str	Dex	
Blacktounge (Bastard Sword)	(12-2,8)-(30-32)	(31,5-33,6)-(43,5-46,4)	40	26	62	-	+14-18 poison dmg (over 3sec), prevent monster heal, +50 poison resist, +50 AR
Ripsaw (Flamberg)	(18-20)-(43,8-47)	(25,2-28)-(63,6-69)	50	26	70	49	+15 max dmg, 80% open wounds, 6% mana steal
The Patriarch (Great Sword)	(26-28,6)-(42-46,2)	(52-57,2)-(86-94,6)	50	29	100	60	Hit blinds target, magic dmg reduced by 3, 100% extra gold from monsters, dmg reduced by 3
Crainte Vomir (Espandon)	(23,4-27)-(70,2-81)	(49,4-57)-(106,6-123)	44	42	73	61	+50% IAS, Slows Target By 35%, -70 To Monster Def Per Hit, 20% Faster Run/Walk, Dmg Reduced By 10%
Bing Sz Wang (Dacian Falx)	(32,2-36,4)-(71,3-80,6)	(62,1-70,2)-(142,6-161,2)	50	43	64	14	+50-140 Cold Dmg - 3 Sec Duration, 5% Lvl 3 Frozen Orb On Striking, Freezes Target +2, +20 Str
The Vile Husk (Tusk Sword)	(27,5-33)-(95-114)	(50-60)-(147,5-177)	50	44	104	71	+7,5% Per CLvl Dmg vs Undead, +10 Per CLvl AR, +250 Poison Dmg Over 6 Sec, 6% Lvl 1 Amplify Dmg On Attack, Poison Resist +50%
Cloudcrack (Gothic Sword)	(37,5-45)-(102,5-123)	(100-120)-(152,5-183)	40	45	113	20	6% Lvl 7 Fist Of The Heavens On Attack, +1-240 Lightning Dmg, 10% Max Lightning Resist, +30 Def, Attacker Takes Lightning Dmg Of 15, +2 Light, Pal only: +2 Of/Def Auras
Todesfaelle Flamme (Zweihander)	(44-52)-(79,2-93,6)	(66-78)-(121-143)	50	46	125	94	+50-200 Fire Dmg, 10% Lvl 6 Fire Ball On Attack, Lvl 10 Fire Wall (20 Chrgs), Lvl 10 Enchant (45 Chrgs), +10 Fire Absorb, Fire Resist +40%
Swordguard (Executioner S)	(67,5-70)-(110,7-114,8)	(129,6-134,4)-(218,7-226,8)	50	48	85	55	+5 Per CLvl Def, 30% Dmg To Mana, All Resists +10-20, +20% Hit Recovery, +20% Block, +100 Def vs. Missile, +200 Def vs. Melee
Doombringer (Champion Sw)	(100-117,5)-(254-292,5)	(231,6-282)-(335,2-394)	Indestruct.	69	163	103	8% Lvl 3 Weaken On Attack, +40% AR, Max Life +20%, 5-7% Life Steal
The Grandfather (Colossus Blade)	(67,5-94,5)-(180-496)	(155-217)-(307,5-674,5)	Indestruct.	81	189	110	+2,5 / CLvl Max Damage, +50% AR, +80 Life, +20 Dex, +20 Str, +20 Vit, +20 En

**2.7.11. Throwing Weapons**

Throwing Weapons	Throwing Damage	Min/Max 1h Damage	Requirements			Melee Range	Max Stack	Class	Speed Index	Attributes
			Civil	Str	Dex					
Death Bit (Battle Dart)	(27,6-33,6)-(57,5-70)	(20,7-25,2)-(39,1-47,6)	44	25	52	1	?	Dagger	0	40% Deadly Strike, +200-450 AR, 7-9% Life Steal, 4-6% Mana Steal
The Scalper (Francisca)	(47,5-57)-(85-102)	(30-36)-(57,5-69)	57	80	25	1	?	Axe	10	33% Open Wounds, +4 Mana/Kill, 20% IAS, +25% AR, 4-6% Life Steal

**2.7.12. Wands**

Unique Wands	Min/Max 1h Damage	Durability	Requirements			Attributes
			Civil	Str	Dex	
Torch of Iro (Wand)	2-4	15	5	-	-	+5-9 fire dmg, +1 Necromancer Skills, 6% life steal, +10 enrg, Regenerate mana 5%, +3 to light radius
Mealstrom (Yew Wand)	2-8	15	14	-	-	+1-9 lightning dmg, +13 mana, 30% faster cast rate, +40 lightning resist, All Necro only: +1-3 Iron Maiden, +1-3 Amplify Damage, +1-3 Terror, +1-3 Corpse Explosion
Gravespine (Bone Wand)	3-7	15	20	-	-	+2 all Necro skills, +4-8 cold dmg (3 sec), 5% mana steal, +10 dex, +10 str, +25-50 mana
Ume's Lament (Grim Wand)	5-11	15	28	-	-	+2 Necro Skills, 20% faster cast rate, +40 mana, hit casues monsters to flee (64), Necro only: +2 Decrepify, +3 Terror
Suicide Branch (Burnt Wand)	8-18	15	33	25	-	+1 skils, 50% faster cast rate, +10% max mana, +10 all resists, +40 life, attacker takes 25 dmg
Carin Shard (Petrified Wand)	8-24	15	35	25	-	+1.25 mana per Civil, +1.25 life per Civil, +1 Necro skills, +2 Summoning Skills (Necro) 10% faster cast rate, 30% faster hit recovery, replenish life +5
Arm of King Leoric (Tomb Wand)	10-22	15	36	25	-	10 lvl 2 Bone Prison when struck, 5% lvl 10 Bone Spirit when struck, +1.25 per Civil mana, +10% cast rate, All Necro only: +2 Terror, Raise Skeletal Mage, Summoning Skills, Poison and Bone Skills, +3 Skeleton Mastery, Raise Skeleton
Blackhand Key (Grave Wand)	23-54	15	41	25	-	+2 Necro skills, 20% dmg taken goes to mana, 30% faster cast rate, +37% Fire resist, -2 light, +50 life, Lvl 13 Grim Ward (30 chrgs), +1 Curses (Necro)

**2.7.13. Amazon Weapons (class specific)**

Unique Bows	Min/Max 2h Damage		Requirements			Attributes
			Civil	Str	Dex	
Lycander's Aim (Ceremonial Bow)	(72,5-82)-(152,5-173)		43	95	118	20% IAS, +2 Amazon Skills, 5-8% Mana Steal+20 En, +20 Dex +20% Def, +2 To Bow And Crossbow Skills
Unique Spears	Min/Max 2h Damage	Durability	Requirements			Attributes
			Civil	Str	Dex	
Lycander's Flank (Ceremonial Pike)	(132,5-154)-(305-356)	25	42	115	98	+2 Amazon Skills, 30% IAS, 5-9% Life Steal, +20 Str +20 Vit, +20% Def, +2 To Javelin and Spear Skills

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Unique Javelins	Throw Damage	Min/Max 1h Damage	Requirements			Attributes
			Civl	Str	Dex	
Titan's Revenge (Ceremonial Javelin)	(70-79)-(185-212)	(70-79)-(137.5-155)	42	25	109	+2 Ama Skills, 5-9% Life Steal, 30% Faster Run/Walk, +20 Str, +20 Dex, Repl. Quantity [30], Incr. Stack Size [60], +2 Javelin & Spear Skills

### 2.7.14. Assassin Katars (class specific)

Unique Katars	Min/Max 1h Damage	Requirements			Attributes
		Civl	Str	Dex	
Bartuc's Cut-Throat (Greater Talons)	(80-91)-(140-158)	42	79	79	+30% Hit Recovery, +20% AR, 5-9% Life Steal, +20 Str, +20 Dex, +2 Assassin Skills +1 Martial Arts Skills

### 2.7.15. Sorceress Orbs (class specific)

Unique Orbs	Min/Max 1h Damage	Requirements			Attributes
		Civl	Str	Dex	
The Oculus (Swirling Crystal)	18-42	42	-	-	+3 Sorc Skills, +5 Mana/Kill, All Resists +20, 25% Lvl 1 Teleport When Struck, +30% Cast Rate, +20 Vit, +20 En, +20% Def, 50% Better Chance Of Getting Magic Items

## 2.8. Unique Rings

Unique Rings	Required Level	Attributes
Nagelring	7	Magic Damage reduced by 3, +50-75 AR, melee attacker takes damage of 3, 15-30% better chance to get magic items
Manald Heal	15	4-7% mana steal, replenish life +5-8, +20 life, Regenerate mana 20%
Stone of Jordan	29	+1 all skills, increase maximum mana 25%, adds 1-12 lightning damage, +20 mana
Dwarf Star	45	Magic Damage reduced by 12-15, Fire absorb 15%, heal stamina plus 15%, +40 maximum stamina, +40 life, 100% extra gold from monsters
Raven Frost	45	+150-250 AR, cannot be frozen, cold absorb 20%, adds 15-45 cold damage, +15-20 dex, +40 mana
Bul-Katho's Wedding Band	58	+1 all skills, 3-5% life steal, +50 maximum stamina, + (0.5 Per Character Level) 0.5-49.5 life
Constricting Ring*	95	All resists +100, replenish life -30, 100% better chance to get magic items, +15 to maximum resists

\*Will cause character to constantly loose health while wearing it. (Negative replenish value)

## 2.9. Unique Amulets

Unique Amulets	Required Level	Attributes
Nokozan Relic	10	+3 light radius, +10% to max fire resist, fire resist 50%, adds 3-6 fire damage, 20% faster hit recovery
The Eye of Etlich	15	+1-5 light radius, +1 all skills, 3-7% life steal, adds 1/2 - 3/4/5 cold damage, +10-40 defense vs. missile, (hidden: cold duration 2-12 [varies] )
The Mahim-Oak Curio	25	+10 defense, +10% defence, +10% attack, +10 enrg, +10 vit, +10 dex, +10 str, all resists +10
Saracen's Chance	47	10% chance to cast level 2 iron maiden when struck, all resists +15-25, +12 dex, +12 str, +12 enrg, +12 vit.
The Cat's Eye	50	30% Faster run/walk, 20% IAS, +100 defense vs. missile, +100 defense, +25 dex
Crescent Moon	50	10% damage taken goes to mana, -2 light radius, 11-15% mana stolen per hit, magic damage reduced by 10, +45 mana, 3-6% life stolen per hit
Atma's Scarab	60	5% chance to cast level 2 Amplify damage on attack, +3 light radius, +75% poison resist, adds 29-39 poison damage over 4 secs, attacker takes damage of 5, 20% Bonus to AR
The Rising Sun	65	+2 to Fire Skills, 2% chance to cast level 1-10 Meteor when struck, + (0.75 Per Character Level) 0.75-74.25 fire absorb per Civl, +4 light radius, adds 24-48 fire damage, Replenish Life +10
Highlord's Wrath	65	+1 all skills, 20% IAS, +35% lightning resist, adds 1-30 lightning damage, +0.375% deadly strike per Civl, Attack takes lighting dmg of 15
Mara's Kaleidoscope	67	+2 all skills, all resists +20-30, +5 energy, +5 vit, +5 dex, +5 str

### 3. Item Sets

#### Angelic Raiment

Items	Properties	Level	Set Bonus
Angelic Mantle Ring Mail	Def 63-67, dam reduced by 2 2 Items: +150 def 3 Items: +50 fire resist	12	2 Items: +10 dex 3 Items: +50 mana
Angelic Sickie Sabre	350% dmg to Undead, +75 AR 2 Items: +75% enhanced dam 3 Items: 30% IAS	12	Complete Set: Half freeze Duration +25 all resists 40% better chance to get magic items regenerate mana +8% +10 dex +50 mana
Angelic Halo Ring	Replenish life +6, +20 life 2 Items: +12 AR per Clvl 3 Items: 50% better chance to get magic items	12	
Angelic Wings Amulet	20% dmg taken goes to mana, +3 light 2 Items: +75 life 3 Items: +1 All Skills	12	

#### Arcanna's Tricks

Items	Properties	Level	Set Bonus
Arcanna's Head Skull Cap	Replenish Life +4, attacker takes 2 dmg 2 Items: +3 def per Clvl 3 Items: +15 lightning resist	15	2 Items: +25 mana 3 Items: +50 life
Arcanna's Flesh Light Plate	+2 light, damage reduced by 3 2 Items: +100 def 3 Items: +10 energy	15	
Arcanna's Deathwand War Staff	+1 Sorceress Skills, 25% deadly strike 2 Items: +50 mana 3 Items: regenerate mana +5%	15	Complete Set: +50 mana +50 life 20% faster cast rate 5% mana steal
Arcanna's Sign Amulet	Regenerate mana +20%, +15 mana 2 Items: 50% better chance to get magic items 3 Items: +20 fire resist	15	

#### Arctic Gear

Items	Properties	Level	Set Bonus
Arctic Furs Quilted Armor	22-49 def, +10 all resists 2 Items: +3 def per Clvl Set: +15 cold resist	2	2 Items: +5 str 3 Items: +50 Life
Arctic Binding Light Belt	33 def, +40 cold resist 2 Items: 40% better chnce to get magic items Set: +10 cold resist	2	
Arctic Mitts Light Gauntlets	+20 life, 10% IAS 2 Items: +50 AR Set: +10 dex	2	Complete Set: +5 str +50 Life cannot be frozen adds 6-14 cold dmg (4 sec)
Arctic Horn Short War Bow	8-18 dam, +20% AR 2 Items: +8 AR per Clvl Set: +20-30 cold dam	2	

#### Berserker's Arsenal

Items	Properties	Level	Set Bonus
Berserker's Headgear Helm	30-33 def, +25 fire resist 2 Items: +8 AR per Clvl	3	2 Items: +50 life
Berserker's Hauberk Splint Mail	+1 Barbarian Skills, magic dam reduced by 2 2 Items: +3 def per Clvl	3	Complete Set: +50 life poison length -75% adds 4-9 poison dam (over 3sec)
Berserker's Hatchet Double Axe	+30% AR, 5% mana steal 2 Items: +50% enhanced dam	3	

#### Cathan's Traps

Items	Properties	Level	Set Bonus
Cathan's Visage Mask	9-27 def, +25 cold resist, +20 mana 2 Items: +2 def per Clvl (31-225)	11	2 Items: +15-20 fire dmg 3 Items: +25 lightning resist
Cathan's Mesh Chain Mail	87-90 def, -50% requirements 2 Items: attacker takes 5 dmg 3 Items: +30 fire resist	11	
Cathan's Rule Battle Staff	+1 fire skills, +10 max fire dmg 2 Items: +50 mana 3 Items: +10 all resists	11	Complete Set: +15-20 fire dmg +25 lightning resist 10% faster cast rate magic dmg reduced by 3 +25 all resists +60 AR +20 mana
Cathan's Sigil Amulet	Attacker takes 5 lightning dmg, fast hit recovery 2 Items: +50 AR 3 Items: 25% better chance to get magic items	11	
Cathan's Seal Ring	6% life steal, dmg reduced by 2 2 Items: +10 str	11	

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**Civerb's Vestements**

Items	Properties	Level	Set Bonus
Civerb's Cudgel Grand Scepter	8-(36-140) dmg (+1 max dmg per Clvl), +17-23 max dmg, +75 AR	9	2 Items: +15 fire resist  Complete Set: +15 fire resist 300% dmg to Undead +25 lightning resist
Civerb's Icon Amulet	Replenish Life +4, Regenerate Mana +40% 2 Items: +25 cold resist Set: +25 def	9	
Civerb's Ward Large Shield	27-29 def, +15% increased blocking with Icon: +21-22 Mana with Cudgel: +25-26 poison resist	9	

**Cleglaw's Brace**

Items	Properties	Level	Set Bonus
Cleglaw's Tooth Long Sword	50% deadly strike, +30% AR 2 Items: +1.25 max dmg per Clvl	4	2 Items: +50 Def Complete Set: +100 def 35% crushing blow 6% mana steal 20% IAS
Cleglaw's Pincers Chain Gloves	Slows target by 25%, knockback 2 Items: +10 AR per Clvl	4	
Cleglaw's Claw Small Shield	25-27 def, poison length reduced by 75% 2 Items: +15 all resists	4	

**Death's Disguise**

Items	Properties	Level	Set Bonus
Death's Hand Leather Gloves	11-26 dmg, 4% life steal 2 Items: +25-75 cold dmg	6	2 Items: 8% life steal Complete Set: 8% life steal +40% AR +25 all resists +10 max dmg
Death's Guard Sash	Poison length reduced by 75%, +50 poison resist 2 Items: +30% IAS	6	
Death's Touch War Sword	22 def, cannot be frozen 2 Items: +15 all resists	6	

**Hsarus' Defense**

Items	Properties	Level	Set Bonus
Hsarus' Iron Fist Buckler	Dmg reduced by 2, +10 str 2 Items: +2.5 def per Clvl	3	2 Items: attacker takes 5 dmg Complete Set: attacker takes 5 dmg cannot be frozen +25 lightning resist +5 max dmg
Hsarus' Iron Stay Belt	+20 cold resist, +20 life 2 Items: +2.5 def per Clvl	3	
Hsarus' Iron Heel Chain Boots	20% faster run/walk, +25 fire resist 2 Items: +10 AR per Clvl	3	

**Infernal Tools**

Items	Properties	Level	Set Bonus
Infernal Cranium Cap	20% dmg taken goes to mana, +10 all resists 2 Items: +2 def per Clvl	5	2 Items: +7 poison dmg (over 3sec)  Complete Set: +7 poison dmg (over 3sec) 20% open wounds +1 Necromancer Skills +20% AR
Infernal Sign Heavy Belt	31 def, +20 life 2 Items: +25 poison resist Set: half freeze duration	5	
Infernal Torch Grim Wand	13-14 dmg, +1 Necromancer Skills 2 Items: +10 AR per Clvl	5	

**Iratha's Finery**

Items	Properties	Level	Set Bonus
Iratha's Coil Crown	+30 lightning resist, +30 fire resist 2 Items: +2 def per Clvl	15	2 Items: +50 def 3 Items: 20% faster run/walk Complete Set: +50 def 20% faster run/walk +15 dex +10 max all resists +20 all resists
Iratha's Collar Amulet	Poison length reduced by 75%, +30 poison resist 2 Items: +15 all resists	15	
Iratha's Cord Heavy Belt	31 def, +5 min dmg 2 Items: +10 dex	15	
Iratha's Cuff Light Gauntlets	Half freeze duration, +30 cold resist 2 Items: 20% IAS	15	

**Isenhardt's Armory**

Items	Properties	Level	Set Bonus
Isenhardt's Lightbrand Broad Sword	17-18 dmg, 20% IAS 2 Items: +5 AR per Clvl	8	2 Items: +10 str 3 Items: +10 dex Complete Set: +10 str +10 dex 20% faster run/walk +30% blocking +35% AR 5% life steal +20 all resists
Isenhardt's Horns Full Helm	Dmg reduced by 2, +6 dex 2 Items: +8 all resists	8	
Isenhardt's Case Breast Plate	105-108 def, magic dmg reduced by 2 2 Items: +2 def per Clvl	8	
Isenhardt's Parry Gothic Shield	70-75 def, attacker takes 4 lightning dmg 2 Items: +8 all resists	8	

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**Milabrega's Regalia**

Items	Properties	Level	Set Bonus
Milabrega's Diadem Crown	+15 mana, +15 life 2 Items: +40 cold resist	17	2 Items: +75 AR 3 Items: +125 AR  Complete Set: +200 AR +2 Paladin Skills 8% life steal 10% mana steal +15 poison resist
Milabrega's Robe Ancient Armor	Dmg reduced by 2, attacker takes 3 dmg 2 Items: +100% items defense	17	
Milabrega's Orb Kite Shield	42-44 def, 20% better chance to get magic items 2 Items: +50 life 3 Items: +50% items defense	17	
Milabrega's Rod War Scepter	16-27 dmg, 150% dmg to undead, +1 Paladin Skills, +2 light	17	

**Sigon's Complete Steel**

Items	Properties	Level	Set Bonus
Sigon's Visor Great Helm	55-60 def, +30 mana 2 Items: +8 AR per Cvl	6	2 Items: 10% life steal 3 Items: +100 def  Complete Set: 10% life steal +100 def +12 fire resist +24 max fire dmg attacker takes 12 dmg dmg reduced by 7
Sigon's Shelter Gothic Plate	170 def, +30 lightning resist 2 Items: attacker takes 20 dmg	6	
Sigon's Sabot Greaves	20% faster run/walk, +40 cold resist 2 Items: +50 AR 3 Items: 50% better chance to get magic items	6	
Sigon's Guard Tower Shield	+1 all skills, +20% blocking	6	
Sigon's Wrap Plated Belt	+20 fire resist, +20 life 2 Items: +2 def per Cvl	6	
Sigon's Gage Gauntlets	+20 AR, +10 str 2 Items: 30% IAS	6	

**Tancred's Battlegear**

Items	Properties	Level	Set Bonus
Tancred's Skull Bone Helm	+10% dmg, +40 AR 2 Items: +10 all resists	20	2 Items: +15 lightning dmg 3 Items: 5% life steal  Complete Set: +15 lightning dmg 5% life steal slows target by 35% 5% mana steal +10 all resists 75% extra gold from monsters
Tancred's Spine Full Plate Mail	+40 life, +15 str 2 Items: +2 def per Cvl	20	
Tancred's Hobnails Boots	Heal stamina +25%, +10 dex 2 Items: 30% faster run/walk 3 Items: +10 str	20	
Tancred's Crowbill Military Pick	14-21 dmg, +75 AR 2 Items: +20 mana 3 Items: 20% IAS	20	
Tancred's Weird Amulet	Dmg reduced by 2, magic dmg reduced by 1 2 Items: 78% better chance to get magic items 3 Items: +60 AR	20	

**Vidala's Rig**

Items	Properties	Level	Set Bonus
Vidala's Barb Long Battle Bow	+1-20 lightning dmg	14	3 Items: +75 AR  Complete Set: +75 AR +15-20 cold dmg piercing attack freezes target +15 dex +10str
Vidala's Ambush Leather Armor	64-67 def, +11 dex 2 Items: +24 fire resist 3 Items: +2.5 def per Cvl	14	
Vidala's Fetlock Light Plated Boots	30% faster run/ walk, +150 max stamina 2 Items: +8 all resists	14	
Vidala's Snare Amulet	+20 cold resist, +15 life 2 Items: 50% better chance to get magic items	14	

**Aldur's Watchtower**

Items	Properties	Level	Set Bonus
Aldur's Stony Gaze Hunter's Guise	158 def, 24% faster hit recovery, +5 light, regenerate mana +17%, +25 cold resist	36	2 Items: +100 AR 3 Items: 50% better chance to get magic Items  Complete Set: +100 AR 50% better chance to get magic Items +3 all skills 10% life steal 10% mana steal +50 all resists +150 def +150 mana
Aldur's Advance Battle Boots	Indestructible, 40% faster run/walk, +180 stamina, 10% dmg taken goes to mana, heal stamina +32%, +50 life	45	
Aldur's Deception Shadow Plate	746-857 def, requirements -50%, +30 lightning resist, +15 dex, +20 str, +1 Elemental skills (Druid), +1 Shape Shifting skills(Druid)	76	
Aldur's Rhythm Jagged Star	63-96 dmg, +200% dmg to demons, 150% dmg to undeads, +50-75 lightning dmg, 30% IAS 10% life steal, 5% mana steal	42	

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### Bul-Kathos' Children

Items	Properties	Level	Set Bonus
Bul-Kathos' Sacred Charge Colossus Blade	78-210 1h dmg, 183-363 2h dmg, 35% crushing blow, +20 all resists, 20% IAS, knockback	63	Complete Set: 300% dmg to undead 300% dmg to demons +2 all skills +20 fire dmg +25 def +200 AR
Bul-Kathos' Tribal Guardian Mythical Sword	120-156 dmg, +50 poison dmg (over 2sec), +50 fire resist, +20 str, 20% IAS	66	

### Cow King's Leathers (Items can only be found at the Cow-Level, see quests)

Items	Properties	Level	Set Bonus
Cow King's Horns War Hat	126 def, 35% dmg taken goes to mana, half freeze duration, attacker takes 10 dmg	25	2 Items: +25 poison resist Complete Set: +25 Poison resist 25% to cast lvl 5 Static Field when struck +100 stamina +20 str 30% IAS 100% better chance to get magic items 100% extra gold from monsters
Cow King's Hide Studded Leather	51-56 def, 18% to cast lvl 5 Chain Lightning when struck, +18 all resists, +30 life	18	
Cow King's Hooves Sharkskin Boots	58-74 def, 30% faster run/walk, +25-35 fire dmg, +20 dex, 25% better chance to get magic items	13	

### The Disciple

Items	Properties	Level	Set Bonus
Telling of Beads Amulet	+1 all skills, +35-40 poison resist, +18 cold resist, attacker takes 8-10 dmg	30	2 Items: +150 def 3 Items: +21 poison dmg (over 3sec) 4 Items: +10 str Complete Set: +150 def +21 poison dmg (over 3sec) +10 str +10 dex +2 all skills +50 all resists +100 mana
Laying of Hands Bramble Mitts	79-87 def, 20% IAS, 450% dmg to demons, 50 fire resist, 10% to cast lvl 3 Holy Bolt on attack	63	
Dark Adherent Dusk Shroud	666-882 def, +24 fire resist, 25% to cast lvl 3 Nova when struck, +4-6 poison dmg (over 2sec),	43	
Rite of Passage Demonhide Boots	53-60 def, 30% faster run/walk, +15-25 stamina, half freeze duration	29	
Credenum Mithril Coil	108-115 def, +15 all resists, +10 dex, +10 str	65	

### Griswold's Legacy

Items	Properties	Level	Set Bonus
Griswold's Heart Ornate Plate	917-950 def, requirements -40%, +20 str, +2 Defensive Auras (Paladin), 3 Sockets	45	2 Items: +20 str 3 Items: +30 dex Complete Set: +20 str +30 dex +150 life +3 all skills +50 all resists +200 AR
Griswold's Valor Corona	166-280 def, requirements -40%, +5 all resists, 20-30% better chance to get magic items, 2 sockets	69	
Griswold's Redemption Caduceus	102-118 dmg, 350% dmg to undead, requirements -20%, 40% IAS, 3 Sockets	53	
Griswold's Honor Vortex Shield	246-274 def, 65% faster block rate, 3 sockets	68	

### Heaven's Brethren

Items	Properties	Level	Set Bonus
Haemosu's Adament Curiass	688-702 def, +40 def vs melee, +35 def vs missile, requirements -20%, +75 life	44	2 Items: heal stamina +50% 3 Items: replenish life +20 Complete Set: Heal stamina +50% Replenish life +20 Cannot be frozen +5 light +2 all skills +50 all resists
Dangoon's Teaching Reinforced Mace	41-(50-197) dmg, (+1.5 max dmg per Clvl), 10% to cast frost nova on attack, +20-30 fire dmg	68	
Taebaek's Glory Ward	203-220 def, +25% blocking, +30 lightning resist, indestructible, 30% fastest block rate, +100 mana, attacker takes 30 dmg	81	
Ondal's Almighty Spired Helm	164-209 def, 10% to cast lvl 3 Weaken on attack, 24% faster hit recovery, requirements -40%, +15 dex, +10 str	69	

### Hwanin's Majesty

Items	Properties	Level	Set Bonus
Hwanin's Splendor Grand Crown	156-226 def, replenish life +20, magic dmg reduced by 10, +37 cold resist	45	2 Items: +100 def 3 Items: +200 def Complete Set: +300 def 30% faster run/walk +2 all skills 20% life steal +30 all resists
Hwanin's Justice Bill	42-159 dmg, +5-25 lightning dmg, 40% IAS, +330 AR, indestructible, 10% to cast lvl 3 Ice Blast on attack	28	
Hwanin's Refuge Tigulated Mail	376-390 def, 10% to cast lvl 3 Static Field when struck, +27 poison resist, +100 life	30	
Hwanin's Blessing Belt	6-153 def (+1.5 def per Clvl), +3-33 lightning dmg, prevent monster heal, 12% dmg taken goes to mana	35	

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**Immortal King**

Items	Properties	Level	Set Bonus
Immortal King's Will Avenger Guard (Barb only)	160-175 def, +4 light, 37% extra gold from monsters, 25-40% better chance to get magic items, +2 Warcries (Barbarian)	47	2 Items: +50 AR 3 Items: +125 AR 4 Items: +250 AR 5 Items: +450 AR  Complete Set: +3 all skills Magic dmg reduced by 10 +50 all resists +450 AR +150 life
Immortal King's Stone Crusher Orge Maul	234-321 dmg, +200% dmg to demons, +250% dmg to undead, 40% IAS, indestructible, 35-40% crushing blow	76	
Immortal King's Soul Cage Sacred Armor	887-1000 def, 5% to cast lvl 5 Enchant when struck, +50 poison resist, +2 Combat Skills (Barbarian)	76	
Immortal King's Detail War Belt	77-88 def, +31 lightning resist, +28 fire resist, +25 str	29	
Immortal King's Forge War Gauntlets	108-118 def, 12% to cast lvl 4 Charged Bolt when struck, +20 dex, +20 str	30	
Immortal King's Pillar War Boots	118-128 def, 40% faster run/walk, +110 AR, +44 life	31	

**M'avina's Battle Hymn**

Items	Properties	Level	Set Bonus
M'avina's True Sight Diadem	200-210 def, replenish life +10, +25 mana, 30% IAS	64	2 Items: +20 str 3 Items: +30 dex  Complete Set: +20 str +30 dex +3 all skills +50 all resists +100 def +100 AR 100% better chance to get magic items
M'avina's Caster Grand Matron Bow	43-210 dmg, 40% IAS, +50 AR, 10% to cast lvl 3 Nova when struck, AMAZON only	70	
M'avina's Embrace Kraken Shell	767-873 def, requirements -30%, 10% to cast lvl 3 Glacial Spike when struck, magic dmg reduced by 5-12, +4 def per Cvl, +2 Passive and Magic Skills (Amazon)	70	
M'avina's Icy Clutch Battle Gauntlets	76-86 def, 6-18 cold dmg, half freeze duration, 56% extra gold from monsters, +10 str, +15 dex	32	
M'avina's Tenet Sharkskin Belt	81-86 def, 20% faster run/walk, +5 light, 5% mana steal	45	

**Natalya's Odium**

Items	Properties	Level	Set Bonus
Natalya's Totem Grim Helm	195-260 def, magic dmg reduced by 3, +10 all resists, +25 dex, +10 str	59	2 Items: magic dmg reduced by 15 3 Items: +200 def Complete Set: Magic dmg reduced yb 15 +350 def +3 all skills 16% life steal 16% mana steal +50 all resists
Natalya's Mark Scissors Suwayyah	123-156 dmg, +200% dmg to undead, +200% dmg to demons, +12-17 fire dmg, ignore target's def, 40% IAS, +50 cold dmg	79	
Natalya's Shadow Lorincated Mail	540-646 def, +1 life per Cvl, poison length reduced by 75%, +25 poison resist, +2 Shadow Disciplines (Assassin)	73	
Natalya's Soul Mesh Boots	112-119 def, 40% faster run/walk, heal stamina +0.25% per Cvl, +15 cold resist, +15 lightning resist	25	

**Naj's Ancient Vestige**

Items	Properties	Level	Set Bonus
Naj's Circlet Circlet	95-105 def, +25-35 fire dmg, +5 light radius, 12% to cast lvl 5 Chain Lightning when struck, +15 str	28	2 Items: +175 def Complete Set: +175 def +15 dex +50 all resists +20 str +100 mana +1 all skills replenish life +10
Naj's Light Plate Hellforge Plate	721-830 def, requirements -60%, 45% dmg taken goes to mana, +1 all skills, +25 all resists, +65 life	71	
Naj's Puzzler Elder Staff	200-228 dmg, +6-45 lightning dmg, 40% IAS, 30% faster cast rate, +1 all skills, +70 mana, +35 energy	78	

**Orphan's Call**

Items	Properties	Level	Set Bonus
Guillaume's Face Winged Helm	187-245 def, 30% faster hit recovery, 15% deadly strike, 35% crushing blow, +15 str	34	2 Items: +35 life 3 Items: attacker takes 5 dmg Complete Set: +85 life attacker takes 5 dmg +15 all resists +100 def +10 dex +20 str 80% better chance to get magic items
Whitstan's Guard Round Shield	129-151 def, half freeze duration, fastest block rate, +5 light, +55% blocking	29	
Magnus' Skin Sharkskin Gloves	49-60 def, 20% IAS, +100 AR, +3 light, +15 fire resist	37	
Wilhelm's Pride Battle Belt	64-73 def, 5% life steal, 5% mana steal, +10 cold resist	42	

**Sander's Folly**

Items	Properties	Level	Set Bonus
Sander's Paragon Cap	4-104 def (+1 def per Cvl), attacker takes 8 dmg, 35% better chance to get magic items	25	2 Items: +50 def 3 Items: +75 AR Complete Set: +50 def +75 AR +1 all skills 4% life steal +50 mana 50% better chance to get magic items
Sander's Superstition Bone Wand	5-12 dmg, 20% faster cats rate, +25 mana, 8% mana steal, 25-75 cold dmg	25	
Sander's Taboo Heavy Gloves	25-31 def, +9-11 poison dmg (over 3sec), +40 life, 20% IAS	28	
Sander's Riprap Heavy Boots	40% faster run/walk, +100 AR, +10 dex, +5 str	20	



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**Sazabi's Grand Tribute**

Items	Properties	Level	Set Bonus
Sazabi's Mental Sheath Basinet	175-184 def, +1 all skills, +15-20 lightning resist, +15-20 fire resists, +100 def	43	2 Items: 40% faster run/walk Complete Set: 40% faster run/walk 15% life steal +27% life +30 all resists
Sazabi's Cobalt Redeemer Cryptic Sword	12-192 dem, 418% dmg to demons, +25-35 cold dmg, 40% IAS, indestructible, +15 dex, +5 str	73	
Sazabi's Ghost Liberator Balrog Skin	810-917 def, 30% faster hit recovery, +300 AR vs demons, +50-75 life, +25 str	67	

**Tal Rasha's Wrappings**

Items	Properties	Level	Set Bonus
Tal Rasha's Lidless Eye Swirling Crystal	18-42 dmg, 20% faster cast, +77 mana, +57 life, +10 en, Sorc only: +1 Lightning Mastery, +2 Fire Mastery, +1 Cold Mastery	65	2 Items: replenish life +10 3 Items: 65% better chance to get magic items 4 Items: 24% faster hit recovery Complete Set: Replenish life +10 65% better chance to get magic items 24% faster hit recovery +? Life per Clvl +3 all skills +50 all resists +50 def vs missile +150 def
Tal Rasha's Horadric Crest Death Mask	99-131 def, 10% mana steal, 10% life steal, +15 all resists, +30 mana, +60 life	66	
Tal Rasha's Guardianship Lacquered Plate	833-941 def, requirements -60%, magic dmg reduced by 15, +40 cold resist, +40 fire resist, +40 lightning resist, 88% better chance to get magic items	71	
Tal Rasha's Fine Spun Cloth Mesh Belt	Requirements -20%, 37% dmg taken goes to mana, +30 mana, +20 dex, 10-15% better chance to get magic items	53	
Tal Rasha's Adjudication Amulet	+2 sorceress skills, +33 lightning resist, +42 mana, +50 life	67	

**Trang-Oul's Avatar**

Items	Properties	Level	Set Bonus
Trang-Oul's Guise Bone Visage	180-257 def, 24% faster hit recovery, replenish life +5, +150 mana, attacker takes 20 dmg	65	2 Items: regenerate mana +15% 3 Items: regenerate mana +15% 4 Items: regenerate mana +15% Complete Set: regenerate mana +60% +3 all skills replenish life +5 +50 all resists +200 def +100 mana
Trang-Oul's Scales Chaos Armor	787-855 def, requirements -40%, 40% faster run/walk, +40 poison resist, +100 def vs missile, +2 Summoning skills (Necromancer)	49	
Trang-Oul's Wing Cantor Trophy	175-189 def, +30% blocking, +38-45 fire resist, +15 dex, +25 str +2 Poison and Bone skills (Necromancer)	54	
Trang-Oul's Girth Traoll Belt	134-166 def, requirements -40%, cannot be frozen, +25-50 mana, replenish life +5, +30 stamina, +66 life	62	
Trang-Oul's Claws Heavy Bracers	89-96 def, 20% faster cast rate, +30 cold resist, +2 Curses (Necromancer)	45	

## 4. Runes

### 4.1. Single Rune Stats

Runes can be put into Sockets and will have the listed effect. Additionally, if you socket the correct runes, into the correct item with the correct number of sockets, you will receive an additional bonus for socketing a rune word. (See below)

Runes 1-9 can be upgraded. 3 of a kind in the cube will transmute into 1 of the next higher number. So 3 Els make 1 Eld, etc, up to 3 Orts making 1 Thul.

Runes can also be used in some Horadric Cube recipes.

Runes ordered from most common to least common:

Name	Weapon	Armor/Helm/Shield	Level
El	+50 To Attack Rating, +1 Light Radius	+15 Defense, +1 To Light Radius	11
Eld	+75% Damage To Undead, +50 Attack Rating Against Undead	15% slower Stamina Drain Increased Chance of Blocking(Shields)	11
Tir	+2 To Mana After Each Kill	+2 To Mana After Each Kill	13
Nef	Knockback	+30 Defense Vs. Missile	13
Eth	-25% Target Defense	Regenerate Mana 15%	15
Ith	+9 To Maximum Damage	15% Damage Taken Goes to Mana	15
Tal	+75 Poison Damage Over 5 Seconds	Poison Resist 30% Poison Resist 35%(Shields)	17
Ral	Adds 5-30 Fire Damage	Fire Resist 30% Fire Resist 35%(Shields)	19
Ort	Adds 1-50 Lightning Damage	Lightning Resist 30% Lightning Resist 35%(Shields)	21
Thul	Adds 3-14 Cold Damage	Cold Resist 30% Cold Resist 35%(Shields)	23
Amn	7% Life Stolen Per Hit	Attacker Takes Damage of 14	25
Sol	+9 To Minimum Damage	Damage Reduced By 7	27
Shael	20% Increased Attack Speed	20% Faster Hit Recovery 20% Faster Block Rate(Shields)	29
Dol	Hit Causes Monster To Flee 25%	Replenish Life +7	31
Hel	Requirements -20%	Requirements -15%	-
Io	+10 To Vitality	+10 To Vitality	35
Lum	+10 To Energy	+10 To Energy	37
Ko	+10 To Dexterity	+10 To Dexterity	39
Fal	+10 To Strength	+10 To Strength	41
Lem	75% Extra Gold From Monsters	50% Extra Gold From Monsters	43
Pul	+75% Damage To Demons, +100 Attack Rating Against Demons	+30% Enhanced Defense	45
Um	25% Chance of Open Wounds	All Resistances +15(Armor/Helms) +22(Shields)	47
Mal	Prevent Monster Heal	Magic Damage Reduced By 7	49
Ist	30% Better Chance of Getting Magic Items	25% Better Chance of Getting Magic Items	51
Gul	20% Bonus To Attack Rating	5% To Maximum Poison Resist	53
Vex	7% Mana Stolen Per Hit	5% To Maximum Fire Resist	55
Ohm	+50% Enhanced Damage	5% To Maximum Cold Resist	57
Lo	20% Deadly Strike	5% To Maximum Lightning Resist	59
Sur	Hit Blinds Target	Maximum Mana 5% +50 To Mana (Shields)	61
Ber	20% Chance of Crushing Blow	Damage Reduced by 8%	63
Jah	Ignore Target's Defense	Increase Maximum Life 5% +50 Life (Shields)	65
Cham	Freeze Target	Cannot Be Frozen	67
Zod	Indestructible	Indestructible	69

### 4.2. Rune words...more added when confirmed

-Rune words will only work on non-magical (normal, superior, damaged) socketed items. (Original stats will affect the rune worded item!)

-The items must have the exact number of required sockets;

-Runes have to be socketed in the correct order;

Name	Items it works on	Runes	Attributes granted (single Runes + Rune word)
Ancient's Pledge	3 Socket Shields	Ral + Ort + Tal	+50% Enhanced Defense, +43% Cold res., +48% Lightning, Poison and Fire resists, 10% Dmg taken goes to mana
Black	3 Socket Clubs/Hammers/Maces	Thul + Io + Nef	+120% Dmg, 40% Crushing Blow, +200 AR, +3-14 Cold Dmg (3 Secs), +10 To Vit, +19 Poison Dmg (over 2secs), 15% IAS, Magic dmg reduced By 2, Level 4 Corpse Explosion (12 Charges)
Fury	3 Socket Melee Weapons	Jah + Gul + Eth	+209% Dmg, 40% IAS, Prevent Monster Heal, 66% Open Wounds, 33% Deadly Strike, Ignore Target's Defense, -25% Target Def, +20% AR 6% Life Stolen Per Hit, +5 To Frenzy (Barbarian Only)
Holy Thunder	4 Socket Scepters	Eth + Ral + Ort + Tal	+60% Dmg, -25% Target Def, +5-30 Fire Dmg, +21-110 Lightning Dmg, +20 Poison Dmg (over 1 sec), +10 To Max Dmg, +60 Lightning Resist, +5 Max Lightning Resist, +3 To Holy Shock (Paladin), Lvl 7 Chain Lightning (60 Charges)
Honor	5 Socket Melee Weapons	Amn + El + Ith + Tir + Sol	+160% Dmg, +9 To MinDmg, +9 To Max Dmg, 25% Deadly Strike, +250 AR, +1 All Skills, 7% Life Steal, Replenish Life +10, +10 Str, +1 Light, +2 To Mana After Each Kill

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Name	Items it works on	Runes	Attributes granted (single Runes + Rune word)
King's Grace	3 Socket Swords/Scepters	Amn + Ral + Thul	+100% Dmg, +200Dmg vs. Demons, +50% Dmg vs. Undead, +5-30 Fire Dmg, +3-14 Cold Dmg (3 secs), +150 AR, +100 AR vs. Demons, +100 AR vs. Undead, 7% Life Stolen Per Hit
Leaf	2 Socket Staves	Tir + Ral	+5-30 Fire Dmg, +3 Fire Skills, +3 Fire Bolt (Sorceress), +3 Inferno (Sorceress), +3 Warmth (Sorceress), +2 Mana per kill, +33 Cold Resist
Lionheart	3 Socket Body Armor	Hel + Lum + Fal	+20% Dmg, Requirements -15%, +25 Str, +10 Energy, +20 Vit, +15 Dex, +50 Life, +30 all resists
Lore	2 Socket Helms	Ort + Sol	+1 All Skill, +10 Energy, +2 mana per Kill, +30 Lightning Resist, Dmg Reduced By 7, +2 Light
Malice	3 Socket Melee Weapons	Ith + El + Eth	+33% Dmg, +9 To Max Dmg, 100% Open Wounds, -25% Target Def, -100% Monster Def Per Hit, Prevent Monster Heal, +50 AR, Drain Life -5
Melody	3 Socket Missile Weapons	Shael + Ko + Nef	+50% Dmg, 300% Dmg vs Undead, +3 Bow and Crossbow Skills (Amazon), +3 Critical Strike (Amazon), +3 Dodge (Amazon), +3 Slow Missiles (Amazon), 20% IAS, +10 Dex, Knockback
Memory	4 Socket Staves	Lum + Io + Sol + Eth	150% dmg vs Undead, +3 Sorceress Skills, 33% Faster Cast Rate, +20% mana, +3 Energy Shield (Sorceress), +2 Stactic Field (Sorceress), +10 Energy, +10 Vit, +9 Min Dmg, -25% Target Def, Magic Damage Reduced By 7, +50% Def
Nadir	2 Socket Helms	Nef + Tir	+50% Def, +10 Def, +30 Def vs. Missile, Level 13 Cloak of Shadows (9 Charges), +2 mana per kill, +5 Str, -33% Extra Gold From Monsters, -3 To Light Radius
Radiance	3 Socket Helms	Nef + Sol + Ith	+75% Def, +30 Def vs. Missile, +10 Energy, +10 Vit, 15% Dmg taken to Mana, Magic Dmg Reduced By 3, +33 Mana, Dmg Reduced By 7, +5 Light
Rhyme	2 Socket Shields	Shael + Eth	+20% Blocking, 40% Faster Block Rate, +25 All Resists, Regenerate Mana +15%, Cannot Be Frozen, 50% Extra Gold From Monsters, 25% Better Chance to get Magic Items
Silence	6 Socket Weapons	Dol + Eld + Hel + Ist + Tir + Vex	200% Dmg, 175% dmg vs. Undead, Requirements -20%, 20% IAS, +50 AR vs. Undead, +2 All Skills, +75 all aesisits , 20% Faster Hit Recovery, 11% Mana Steal, Hit Causes Monster To Flee 25%, Hit Blinds Target (33), +2 Mana Per Kill, 30% Better Chance to get Magic Items
Smoke	2 Socket Body Armor	Nef + Lum	+75% Def, +280 Def vs. Missile, +50 All Resists, 20% Faster Hit Recovery, Level 6 Weaken (18 Charges), +10 Energy, -1 Light
Stealth	2 Socket Body Armor	Tal + Eth	Magic Dmg Reduced By 3, +6 Dex, +15 Stam, +30 Poison Resist, Regenerate Mana +15%, 25% Faster Run/Walk, 25% Faster Cast Rate, 25% Faster Hit Recovery
Steel	2 Socket Swords/Axes/Maces	Tir + El	+20% Damage, +3 min dmg, +3 max dmg, +50 AR, 50% Open Wounds, 25% IAS, +2 mana per kill, +1 light
Strength	2 Socket Melee Weapons	Amn + Tir	+35% Dmg, 25% Crushing Blow, 7% Life Steal, +2 Mana Per Kill, +20 Str, +10 Vit
Venom	3 Socket Weapons	Tal + Dol + Mal	+20 Poison Dmg (over 1sec), hit Causes Monster To Flee 25%, Prevent Monster Heal, Ignore Target's Def, 7% Mana Steal, Level 15 Poison Explosion (27 Charges), Level 13 Poison Nova (11 Charges) Poison Damage [175/312]
Wealth	3 Socket Body Armor	Lem + Ko + Tir	300% Extra Gold From Monsters, 100% Better Chance Of Getting Magic Items +2 Mana per Kill, +10 Dex
White	2 Socket Wand	Dol + Io	Hit Causes Monster To Flee 25%, +10 Vit, +3 Poison/Bone Spells (Necromancer) +3 Bone Armor (Necromancer), +2 Bone Spear (Necromancer), +4 To Skeleton Mastery (Necromancer), Magic Dmg Reduced By 4, 20% Faster Cast Rate, +13 Mana
Zephyr	2 Socketed Missile Weapons	Ort + Eth	+33% Dmg, +66 AR, +1-50 Lightning Dmg, -25% Target Def, +25 Def, 25% Faster Run/Walk, 25% IAS, 7% to Cast Level 1 Twister When Hit

## 5. Gems

Gems can normally not be bought from NPCs (only if another player has just sold them to the vendor).

Gems can be upgraded in the Horadric Cube: 3 gems of same quality=1 gem of next higher quality. (Perfect gems will not upgrade)

Gems can be socketed into Items to have the effect listed below. The effects are stackable. (When socketing Emeralds, both damage and poisoned time duration are added up. (The same applies to Sapphires where both cold damage and cold length are added up)

Gems may also be used in some Horadric Cube recipes.

When socketing multiple gems into one item, the highest quality determines the item's Character Level Requirement. (If multiple gems of the same quality are socketed, Character Level Requirements do not stack)

Name	Level	Weapons	Shields	Armor, Helms
Chipped Skull	1	Steals 2% life, 1% Mana	Attacker Takes 4 Damage	Replenish Life +2, Regenerate Mana 8%
Flawed Skull	5	Steals 2% life, 2% Mana	Attacker Takes 8 Damage	Replenish Life +3, Regenerate Mana 8%
Skull	12	Steals 3% life, 2% Mana	Attacker Takes 12 Damage	Replenish Life +3, Regenerate Mana 12%
Flawless Skull	15	Steals 3% life, 3% Mana	Attacker Takes 16 Damage	Replenish Life +4, Regenerate Mana 12%
Perfect Skull	18	Steals 4% life, 3% Mana	Attacker Takes 20 Damage	Replenish Life +5, Regenerate Mana 19%
Chipped Amethyst	1	+40 to Attack Rating	+8 to Defense	+3 to Strength
Flawed Amethyst	5	+60 to Attack Rating	+12 to Defense	+4 to Strength
Amethyst	12	+80 to Attack Rating	+18 to Defense	+6 to Strength
Flawless Amethyst	15	+100 to Attack Rating	+24 to Defense	+8 to Strength
Perfect Amethyst	18	+150 to Attack Rating	+30 to Defense	+10 to Strength
Chipped Sapphire	1	1-3 Cold Dmg - 1.0 sec Dur	12% Resist Cold	+10 Max Mana
Flawed Sapphire	5	3-5 Cold Dmg - 1.4 sec Dur	16% Resist Cold	+17 Max Mana
Sapphire	12	4-7 Cold Dmg - 2.0 sec Dur	22% Resist Cold	+24 Max Mana
Flawless Sapphire	15	6-10 Cold Dmg - 2.4 sec Dur	28% Resist Cold	+31 Max Mana
Perfect Sapphire	18	10-14 Cold Dmg - 3.0 sec Dur	40% Resist Cold	+38 Max Mana
Chipped Emerald	1	+10 Poison Dmg over 3 Sec	12% Resist Poison	+3 to Dexterity
Flawed Emerald	5	+20 Poison Dmg over 4 Sec	16% Resist Poison	+4 to Dexterity
Emerald	12	+42 Poison Dmg over 5 Sec	22% Resist Poison	+6 to Dexterity
Flawless Emerald	15	+60 Poison Dmg over 6 Sec	28% Resist Poison	+8 to Dexterity
Perfect Emerald	18	+100 Poison Dmg over 7 Sec	40% Resist Poison	+10 to Dexterity
Chipped Ruby	1	3-4 Fire Damage	12% Resist Fire	+10 to Life
Flawed Ruby	5	5-8 Fire Damage	16% Resist Fire	+17 to Life
Ruby	12	8-12 Fire Damage	22% Resist Fire	+24 to Life
Flawless Ruby	15	10-16 Fire Damage	28% Resist Fire	+31 to Life
Perfect Ruby	18	15-20 Fire Damage	40% Resist Fire	+38 to Life
Chipped Diamond	1	+28% Dmg vs. Undead	6% Resist All	+20 to attack Rating
Flawed Diamond	5	+34% Dmg vs. Undead	8% Resist All	+40 to attack Rating
Diamond	12	+44% Dmg vs. Undead	11% Resist All	+60 to attack Rating
Flawless Diamond	15	+54% Dmg vs. Undead	14% Resist All	+80 to attack Rating
Perfect Diamond	18	+68% Dmg vs. Undead	19% Resist All	+100 to attack Rating
Chipped Topaz	1	1-8 Lightning Damage	12% Resist Lightning	+9% Chance to Find Magic Items
Flawed Topaz	5	1-14 Lightning Damage	16% Resist Lightning	+13% Chance to Find Magic Items
Topaz	12	1-22 Lightning Damage	22% Resist Lightning	+16% Chance to Find Magic Items
Flawless Topaz	15	1-30 Lightning Damage	28% Resist Lightning	+20% Chance to Find Magic Items
Perfect Topaz	18	1-40 Lightning Damage	40% Resist Lightning	+24% Chance to Find Magic Items

## 6. Jewels

Jewels are much like gems with the main difference that they do not have fixed properties, but can drop as magic or rare like other items. Jewels can be socketed into items to have the listed effect or used for Horadric Cube Formulae.

Jewels have their own set of Affixes. For details on Affix Levels see Affix Section.

Magic Prefixes	Effect	Affix Level	Magic only
Blanced	+5-8 Defense	1	
Eburin	+9-20 Defense	16	
Bone	+21-40 Defense	32	
Ivory	+41-64 Defense	64	yes
Scarlet	+1-4 To Minimum Damage	8	
Crimson	+5-8 To Minimum Damage	38	
Carbuncle	+1-5 To Maximum Damage	12	
Carmine	+6-9 To Maximum Damage	35	
Vermillion	+11-15 To Maximum Damage	58	Yes
Cinnabar	+5-10% Damage	1	
Rusty	+11-20% Damage	13	
Realgar	+21-30% Damage	45	
Ruby	+31-40% Damage	66	yes
Dun	+7-12% Damage Goes To Mana Damage	7	
Brown	Heal Stamina Plus +10-15%	39	
Chestnut	+10-15 Max Stamina	1	
Maroon	+16-25 Max Stamina	17	
Nickel	+10-20 To Attack Rating	1	
Tin	+21-40 To Attack Rating	8	
Silver	+41-60 To Attack Rating	25	
Argent	+61-100 To Attack Rating	44	yes
Bright	+1 To Light Radius	1	
Emerald	+3-7% Better Chance Of Getting Magic Items	25	
Zircon	+5-10 Mana	3	
Jacinth	+11-15 Mana	17	
Turquoise	+16-20 Mana	29	yes
Shimmering	All Resistances +5-10	16	
Scintillating	All Resistances +11-15	34	yes
Lapis Lazuli	Resist Cold +5-15%	2	
Sapphire	Resist Cold +16-30%	19	
Garnet	Resist Fire +5-15%	2	
Ruby	Resist Fire +16-30%	18	
Camphor	Resist Lightning +5-15%	2	
Ambergris	Resist Lightning +16-30%	19	
Beryl	Resist Poison +5-15%	2	
Jade	Resist Poison +16-30%	19	
Aureolin	+1-3 Mana Per Kill	22	
Diamond	+25-50 To Attack Rating vs Demons, +25-40% Damage vs Demons	26	
Pearl	+25-50 To Attack Rating vs Undead, +25-50% Damage vs Undead	2	
Magic Suffixes	Effect	Affix Level	Magic only
Malice	Attacker Takes Damage of 1-5	37	
Fervor	15% Increased Attack Speed	39	yes
Frigidity	1-5 Cold Damage	16	
Passion	+1-3 Minimum Fire Damage And +6-10 Maximum Fire Damage	15	
Ennui	+1 Minimum And +10-20 Maximum Lightning Damage	15	
Ire	+2-5 To Maximum Damage	4	
Wrath	+6-9 To Maximum Damage	11	
Carnage	+11-15 Maximum Damage	25	yes
Joyfulness	+1-4 To Minimum Damage	5	
Bliss	+5-10 To Minimum Damage	43	
Envy	+9 Minimum Poison Damage and +26 Maximum Poison Dmg	1	
Truth	7% Faster Hit Recovery	44	
Honor	Replenish Life +1-4	47	
Avarice	+10-30% More Gold	1	
Prosperity	+5-10% Better Chance Of Getting Magic Items	26	
Spirit	+3-8 To Life	1	
Hope	+9-20 To Life	45	yes
Freedom	Requirements -15%	1	
Icicle	+2-3 Minimum and +6-10 Maximum Cold Damage	37	
Glacier	+4-5 Minimum and +11-15 Maximum Cold Damage	58	yes
Fire	+4-10 Minimum and +11-30 Maximum Fire Damage	36	
Burning	+11-25 Minimum and +35-50 Maximum Fire Damage	57	
Lightning	+1 Minimum and +21-60 Maximum Lightning Damage	36	
Thunder	+1 Minimum and +61-100 Maximum Lightning Damage	57	
Daring	+4-9 Dexterity	19[4-6], 36[7-9]	
Knowledge	+4-9 To Energy	24[4-6], 41[7-9]	
Virility	+5-9 Strength	33[5-6], 50[7-9]	

## 7. Charms

Charms are magical Items that grant the associated attributes by carrying them in the Inventory. They do not work while inside the Stash or the Horadric Cube. Charms will always be magical, there are no rare, set, unique, or crafted Charms. They come in 3 sizes each with their own set of Affixes. For details on Affix Levels check the Affix Section.

### 7.1. Affixes on Small Charms

Magic Prefixes	Effect	Affix Level
Stout	+1-8 Defense	1[1], 15[4-8]
Burly	+15-20 Defense	28
Stalwart	+20-30 Defense	40
Red	+1 To Minimum Damage	90
Jagged	+1 To Maximum Damage	90
Rugged	+4-16 Max Stamina	1[4-8], 15[9-16]
Bronze	+2-12 To Attack Rating	1[2-4], 15[6-12]
Iron	+13-24 To Attack Rating	31
Steel	+25-36 To Attack Rating	49
Fine	+10-20 To Attack Rating, +1-3 To Maximum Damage	21
Lizard's	+1-7 Mana	12
Snake's	+8-12 Mana	24
Serpent's	+13-17 Mana	40
Shimmering	All Resistances +3-5%	25
Azure	Resist Cold +3-5%	1
Lapis	Resist Cold +6-7%	10
Cobalt	Resist Cold +8-9%	20
Sapphire	Resist Cold +10-11%	32
Russet	Resist Fire +3-5%	1
Garnet	Resist Fire +6-7%	10
Ruby	Resist Fire +8-9%	20
Crimson	Resist Fire +10-11%	32
Tangerine	Resist Lightning +3-5%	1
Ocher	Resist Lightning +6-7%	10
Coral	Resist Lightning +8-9%	20
Amber	Resist Lightning +10-11%	32
Beryl	Resist Poison +3-5%	1
Viridian	Resist Poison +6-7%	10
Jade	Resist Poison +8-9%	20
Emerald	Resist Poison +10-11%	32
Snowflake	+1-2 Minimum and +2-4 Maximum Cold Damage - 1 Second Duration	27
Shivering	+3-4 Minimum and +5-8 Maximum Cold Damage - 1 Second Duration	42
Boreal	+5-7 Minimum and +9-14 Maximum Cold Damage - 1 Second Duration	66
Hibernal	+8-10 Minimum and +15-20 Maximum Cold Damage - 1 Second Duration	99
Ember	+1 Minimum and +2-3 Maximum Fire Damage	21
Smoldering	+2-3 Minimum and +4-10 Maximum Fire Damage	40
Smoking	+4-9 Minimum and +11-19 Maximum Fire Damage	64
Flaming	+10-19 Minimum and +20-29 Maximum Fire Damage	89
Static	+1 Minimum and +6-11 Maximum Lightning Damage	23
Glowing	+1 Minimum and +12-24 Maximum Lightning Damage	41
Arcing	+1 Minimum and +25-43 Maximum Lightning Damage	65
Shocking	+1 Minimum and +44-71 Maximum Lightning Damage	90
Septic	+6 Poison Damage Over 2 Seconds	18
Foul	+9 Poison Damage Over 2 Seconds	39
Toxic	+18 Poison Damage Over 2 Seconds	63
Pestilent	+24 Poison Damage Over 2 Seconds	88
Magic Suffixes	Effect	Affix Level
Craftsmanship	+1 To Maximum Damage	85
Balance	5% Fast Hit Recovery	29
Greed	5-10% More Gold	15
Fortune	3-5% Better Chance Of Getting Magic Items	18
Good Luck	6-7% Better Chance Of Getting Magic Items	33
Life	+5-10 Life	14
Substinence	+11-15 Life	17
Vita	+16-20 Life	39
Strength	+1-2 To Strength	5[1], 16[2]
Inertia	3% Faster Run/Walk	27
Blight	+3 Poison Damage Over 2 Seconds	9
Venom	+6 Poison Damage Over 2 Seconds	20
Pestilence	+8 Poison Damage Over 2 Seconds	32
Anthrax	+10 Poison Damage Over 2 Seconds	44
Frost	+1 Minimum and +2 Maximum Cold Damage - 1 Second Duration	14
Icicle	+2 Minimum and +3-4 Maximum Cold Damage - 1 Second Duration	21
Glacier	+3 Minimum and +5-6 Maximum Cold Damage - 1 Second Duration	33
Winter	+4-5 Minimum and +7-9 Maximum Cold Damage - 1 Second Duration	46

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Magic Suffixes	Effect	Affix Level
Flame	+1 Minimum and +2 Maximum Fire Damage	11
Fire	+2 Minimum and +3-4 Maximum Fire Damage	20
Burning	+3-4 Minimum and +5-8 Maximum Fire Damage	32
Incineration	+5-7 Minimum and +9-13 Maximum Fire Damage	45
Shock	+1 Minimum and +3-6 Maximum Lightning Damage	12
Lightning	+1 Minimum and +7-10 Maximum Lightning Damage	21
Thunder	+1 Minimum and +11-18 Maximum Lightning Damage	33
Storms	+1 Minimum and +19-28 Maximum Lightning Damage	45

**7.2. Affixes on Medium Charms**

Magic Prefixes	Effect	Affix Level
Stout	+2-12 Defense	1[2-3], 14[4-6], 20[8-12]
Burly	+13-30 Defense	26[13-18], 32[20-30]
Stalwart	+30-60 Defense	38[30-40], 45[45-60]
Red	+1 To Minimum Damage	30
Sanguinary	+2 To Minimum Damage	60
Jagged	+1 To Maximum Damage	33
Forked	+2 To Maximum Damage	52
Rugged	+8-32 Maximum Stamina	1[8-16], 7[17-25], 21[26-32]
Bronze	+4-25 To Attack Rating	1[4-8], 7[6-12], 16[13-25]
Iron	+39-51 To Attack Rating	25[26-38], 34[39-51]
Steel	+52-64 To Attack Rating	43[52-64], 52[65-77]
Fine	+10-20 To Attack Rating +1-3 To Maximum Damage	19
Sharp	+21-48 To Attack Rating +4-6 To Maximum Damage	28
Lucky	1-6% Better Chance Of Getting Magic Items	34[1], 53[2-3], 51[4-6]
Lizard's	+2-12 Mana	1[2-4], 9[5-7], 17[8-12]
Snake's	+13-23 Mana	23[13-18], 33[19-23]
Serpent's	+24-34 Mana	41[24-29], 49[30-34]
Shimmering	All Resistances +3-8%	17[3-5], 34[6-8]
Azure	Cold Resist +4-7%	1
Lapis	Cold Resist +8-10%	16
Cobalt	Cold Resist +11-12%	25
Sapphire	Cold Resist +13-15%	35
Crimson	Fire Resist +4-7%	1
Russet	Fire Resist +8-10%	16
Garnet	Fire Resist +11-12%	25
Ruby	Fire Resist +13-15%	35
Tangerine	Lightning Resist +4-7%	1
Ocher	Lightning Resist +8-10%	16
Coral	Lightning Resist +11-12%	25
Amber	Lightning Resist +13-15%	35
Beryl	Poison Resist +4-7%	1
Viridian	Poison Resist +8-10%	16
Jade	Poison Resist +11-12%	25
Emerald	Poison Resist +13-15%	35
Septic	+3 Poison Damage Over 2 Seconds	9
Envenomed	+9 Poison Damage Over 2 Seconds	26
Toxic	+18 Poison Damage Over 2 Seconds	46
Pestilent	+36 Poison Damage Over 2 Seconds	66
Snowflake	+2-3 Minimum and +3-5 Maximum Cold Damage - 1 Second Duration	18
Shivering	+4-5 Minimum and +6-10 Maximum Cold Damage - 1 Second Duration	29
Boreal	+6-10 Minimum and +11-20 Maximum Cold Damage - 1 Second Duration	49
Hibernal	+11-15 Minimum and +21-30 Maximum Cold Damage - 1 Second Duration	69
Ember	+1 Minimum and +2-3 Maximum Fire Damage	13
Smoldering	+2-3 Minimum and +4-12 Maximum Fire Damage	27
Smoking	+4-9 Minimum and +13-27 Maximum Fire Damage	47
Flaming	+10-27 Minimum and +28-43 Maximum Fire Damage	67
Static	+1 Minimum and +5-9 Maximum Lightning Damage	14
Glowing	+1 Minimum and +10-26 Maximum Lightning Damage	28
Arcing	+1 Minimum and +27-58 Maximum Lightning Damage	48
Shocking	+1 Minimum and +59-90 Maximum Lightning Damage	68
Magic Suffixes	Effect	Affix Level
Craftsmanship	+1 To Maximum Damage	26
Quality	+2 To Maximum Damage	56
Dexterity	+2-5 To Dexterity	3[2-3], 18[4-5]
Balance	8% Faster Hit Recovery	19
Greed	+5-22% Extra Gold From Monsters	1[5-10], 20[11-22]
Life	+Life 6-15	1[6-10], 12[11-15]
Substinence	+16-25 Life	26[16-20], 42[21-25]
Vita	+26-35 Life	58[26-30], 74[31-35]
Strength	+2-5 Strength	3[2-3], 18[4-5]
Inertia	5% Faster Run/Walk	24

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Magic Suffixes	Effect	Affix Level
Blight	+3 Poison Damage Over 2 Seconds	5
Venom	+6 Poison Damage Over 2 Seconds	13
Pestilence	+9 Poison Damage Over 2 Seconds	23
Anthrax	+12 Poison Damage Over 2 Seconds	33
Frost	+1 Minimum and +2-3 Maximum Cold Damage - 1 Second Duration	9
Icicle	+2 Minimum and +4-5 Maximum Cold Damage - 1 Second Duration	15
Glacier	+3 Minimum and +6-8 Maximum Cold Damage - 1 Second Duration	25
Winter	+4-6 Minimum and +9-12 Maximum Cold Damage - 1 Second Duration	35
Flame	+1 Minimum and +2 Maximum Fire Damage	7
Fire	+2 Minimum and +3-5 Maximum Fire Damage	14
Burning	+3-5 Minimum and +6-11 Maximum Fire Damage	24
Incineration	+6-10 Minimum and +12-17 Maximum Fire Damage	34
Shock	+1 Minimum and +3-5 Maximum Lightning Damage	7
Lightning	+1 Minimum and +6-13 Maximum Lightning Damage	14
Thunder	+1 Minimum and +14-25 Maximum Lightning Damage	24
Storms	+1 Minimum and +26-38 Maximum Lightning Damage	34

**7.3. Affixes on Large Charms**

Magic Prefixes	Effect	Affix Level
Stout	+3-12 Defense	1[3-5], 7[6-9], 12[10-12]
Burly	+13-30 Defense	17[13-15], 22[16-22], 27[23-30]
Stalwart	+33-100 Defense	32[33-40], 37[44-50], 42[60-100]
Red	+1 To Minimum Damage	15
Sanguinary	+2 To Minimum Damage	45
Bloody	+3 To Minimum Damage	75
Jagged	+1 To Maximum Damage	7
Forked	+2 To Maximum Damage	37
Serrated	+3 To Maximum Damage	67
Rugged	+12-50 Maximum Stamina	1[12-24], 7[25-36], 21[37-50]
Bronze	+6-42 To Attack Rating	1[6-12], 7[13-27], 13[28-42]
Iron	+43-87 To Attack Rating	19[43-57], 25[58-72], 31[73-87]
Steel	+88-132 To Attack Rating	37[88-102], 43[103-117], 49[118-132]
Fine	+10-48 To Attack Rating +1-6 Maximum Damage	15[10-20/1-3], 22[21-48/4-6]
Sharp	+49-76 To Attack Rating +7-10 Maximum Damage	29
Lucky	+1-12% Better Chance Of Getting Magic Items	21[1-4], 38[5-7], 55[8-12]
Lizard's	+3-20 Mana	1[3-7], 7[8-13], 13[14-20]
Snake's	+21-39 Mana	19[21-26], 25[27-33], 31[34-39]
Serpent's	+40-59 Mana	37[40-46], 43[47-52], 49[53-59]
Shimmering	All Resistances +3-15%	8[3-6], 14[8-12], 35[13-15]
Azure	Resist Cold +7-15%	1
Lapis	Resist Cold +16-20%	10
Cobalt	Resist Cold +21-25%	20
Sapphire	Resist Cold +26-30%	30
Crimson	Resist Fire +7-15%	1
Russet	Resist Fire +16-20%	10
Garnet	Resist Fire +21-25%	20
Ruby	Resist Fire +26-30%	30
Tangerine	Resist Lightning +7-15%	1
Ocher	Resist Lightning +16-20%	10
Coral	Resist Lightning +21-25%	20
Amber	Resist Lightning +26-30%	30
Beryl	Resist Poison +7-15%	1
Viridian	Resist Poison +16-20%	10
Jade	Resist Poison +21-25%	20
Emerald	Resist Poison +26-30%	30
Fletcher's	+1 Amazon Bow and Crossbow Skills	50
Acrobat's	+1 Amazon Passive Skills	50
Harpoonist's	+1 Amazon Javelin and Spear Skills	50
Burning	+1 Sorceress Fire Skills	50
Sparkling	+1 Sorceress Lightning Skills	50
Chilling	+1 Sorceress Cold Skills	50
Hexing	+1 Necromancer Curses	50
Fungal	+1 Necromancer Poison and Bone Spells	50
Graverober's	+1 Necromancer Summoning Spells	50
Lion Branded	+1 Paladin Combat Skills	50
Captain's	+1 Paladin Offensive Auras	50
Preserver's	+1 Paladin Defensive Auras	50
Sounding	+1 Barbarian Combat Skills	50
Fanatic	+1 Barbarian Combat Masteries	50
Expert's	+1 Barbarian Warcries	50
Trainer's	+1 Druid Summoning	50
Spiritual	+1 Druid Shapeshifting	50



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Magic Prefixes	Effect	Affix Level
Nature's	+1 Druid Elemental	50
Entrapping	+1 Assassin Traps	50
Mentalist's	+1 Assassin Shadow Disciplines	50
Shogukusha's	+1 Assassin Martial Arts	50
Septic	+8 Poison Damage Over 2 Seconds	1
Foul	+15 Poison Damage Over 2 Seconds	12
Toxic	+39 Poison Damage Over 2 Seconds	27
Pestilent	+68 Poison Damage Over 2 Seconds	42
Snowy	+1 Minimum and +2-3 Maximum Cold Damage - 1 Second Dur	9
Shivering	+2-4 Minimum and +4-8 Maximum Cold Damage - 1 Sec Dur	15
Boreal	+5-7 Minimum and +9-15 Maximum Cold Damage - 1 Sec Dur	30
Hibernal	+8-13 Minimum and +16-25 Maximum Cold Damage - 1 Sec Dur	45
Ember	+1 Minimum and +2-3 Maximum Fire Damage	5
Smoldering	+2-3 Minimum and +4-7 Maximum Fire Damage	15
Smoking	+4-7 Minimum and +8-19 Maximum Fire Damage	28
Flaming	+8-18 Minimum and +20-36 Maximum Fire Damage	43
Static	+1 Minimum and +4-5 Maximum Lightning Damage	7
Glowing	+1 Minimum and +6-17 Maximum Lightning Damage	14
Arcing	+1 Minimum and +18-44 Maximum Lightning Damage	29
Shocking	+1 Minimum and +45-79 Maximum Lightning Damage	44
Magic Suffixes	Effect	Affix Level
Craftsmanship	+1 To Maximum Damage	85
Quality	+2 To Maximum Damage	41
Maiming	+3-4 To Maximum Damage	71
Dexterity	+3-6 To Dexterity	1[3-4], 14[5-6]
Balance	12% Faster Hit Recovery	1
Greed	10-40% Extra Gold From Monsters	1[10-20], 7[21-30], 19[31-40]
Life	+5-20 Life	1[5-10], 9[11-15], 19[16-20]
Sustenance	+21-35 Life	31[21-25], 45[26-30], 61[31-35]
Vita	+36-50 Life	77[36-40], 91[41-45], 110[46-50]
Strength	+3-6 To Strength	1[3-4]14[5-6]
Inertia	7% Faster Run/Walk	19
Blight	+2-7 Poison Damage Over 2 Seconds	1
Venom	+3-9 Poison Damage Over 2 Seconds	6
Pestilence	+6-14 Poison Damage Over 2 Seconds	14
Anthrax	+13-25 Poison Damage Over 2 Seconds	21
Frost	+1 Minimum and +2 Maximum Cold Damage - 1 Sec Dur	5
Icicle	+2 Minimum and +3-4 Maximum Cold Damage - 1 Sec Dur	8
Glacier	+3 Minimum and +5-7 Maximum Cold Damage - 1 Sec Dur	15
Winter	+4-6 Minimum and +8-11 Maximum Cold Damage - 1 Sec Dur	23
Flame	+1 Minimum and +2 Maximum Fire Damage	3
Fire	+1-2 Minimum and +3 Maximum Fire Damage	8
Burning	+2-3 Minimum and +4-7 Maximum Fire Damage	14
Incineration	+4-7 Minimum and +8-14 Maximum Fire Damage	22
Shock	+1 Minimum and +2-3 Maximum Lightning Damage	4
Lightning	+1 Minimum and +4-7 Maximum Lightning Damage	7
Thunder	+1 Minimum and +8-21 Maximum Lightning Damage	15
Storms	+1 Minimum and +22-33 Maximum Lightning Damage	22

## 8. Affixes

### 8.1. Basics

Affixes consist of two groups: Prefixes and Suffixes.

Affixes of the same type do not occur on the same item. (e.g. Pacing and Haste) But as there are some attributes that show as both a Prefix and Suffix or from a Different Group, those can be on the same Item (e.g. Lizard's [Pre] and Energy [Suf] may occur on one item granting you both Bonuses; Prismatic [Group Resist All] and Emerald [Group Resist Poison] may also occur on the same Item)

#### 8.1.1. Magic Items

Magic Items can have a Prefix, a Suffix or both. Some Affixes only appear on Magic Items, not on rares.

If a magic Item is dropped there is a:

- 50% chance it will have a Suffix only
- 25% chance it will have a Prefix only
- 25% chance it will have a Prefix and a Suffix

#### 8.1.2. Rare Items

Rare Items are very much like magical items but can have more than just one prefix and one suffix. The maximum number of affixes on a rare item is 6. Some rares dropping at very early stages of the game may have only 1-3 affixes but typically rares will have at least 4 affixes.

Every affix has the same chance to be a prefix as to be a suffix; however there will be no more than 3 prefixes or 3 suffixes on one rare item.

Only one prefix/suffix of any class will appear on one item (affixes of the same class are listed in one table). Prefixes and Suffixes that have the same effect can appear on one item. (For example two +life prefixes can not be on one item, a +life prefix and a +life suffix can)

#### 8.1.3. Crafted Items

Crafted Items are created by transmuting certain items with the Horadric Cube (for recipes, see Horadric Cube Recipes section).

They will have 1-5 fixed properties and 1-5 random magical affixes.

The random affixes are applied using the same rules as for rare items.

I could not yet get a reliable answer on two issues with crafted items:

1. Can magic only affixes appear on crafted items? (Unlikely)
2. Can a fixed property and a random property be of the same class? (Not sure, the Arreat Summit seems to indicate this)

#### 8.1.4. Affix Levels

Affix Levels are listed in the Affix Tables for the appropriate Items (sorry for splitting the information into Weapon and Body Gear section but they would just not fit into one Table).

The highest Affix Level on an item will determine the Level Requirement for that item:  $\text{Affix Level} * 75 / 100 = \text{Level Required}$ .

For magic and rare items dropping from monsters the maximum Affix Level is  $\leq \text{Monster Level} + 2$ .

For imbued items the maximum Affix Level is  $= \text{Character Level} + 6$ .

For crafted items the maximum Affix Level is  $= \text{Character Level} * 2 / 3$ .

When gambling the maximum Affix Level is randomly chosen from a range of (Character Level -3) to (Character Level -6)

For drops from objects (like chests, weapon racks...), the maximum Affix Level is determined by the area and the difficulty. So far I have no Information about the actual "Area-Levels" or how they are calculated into maximum Affix Levels. (If you know anything about this, please share your wisdom with me ☺)

## 8.2. Weapon Affixes

Key to Weapon Affixes Tables:

All: [All] can appear on all Weapons  
 Axes: [A] can appear on Axes  
 Bows: [B] can appear on Bows ([Amazon] Bows, Crossbows)  
 Dagger: [D] can appear on Daggers  
 Javelin: [J] can appear on [Amazon] Javelins  
 Mace: [M] can appear on Maces  
 Orbs: [O] can appear on Orbs  
 Pole: [P] can appear on Polearms  
 Scepter: [Sc] can appear on Scepters  
 Spear: [Sp] can appear on [Amazon] Spears  
 Staves: [St] can appear on Staves  
 Swords: [Sw] can appear on Swords  
 Throw: [T] can appear on Throwing Weapons  
 Wands: [W] can appear on Wands  
 Magic Only: [MO] can only appear on Magic Items

(If an Affix can be Rare on some but only Magic on other Items, magic will be marked with a \*)

If an Affix can appear on an Item the appropriate Affix Level will be listed in the Tables below.

If the Affix Level is the same for every Item Class and it can appear on all it will be listed under "All".

### 8.2.1. Weapon Prefixes

MO	+AR	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Bronze	+10-20 to Attack Rating	1														
	Iron	+21-40 to Attack Rating	4														
	Steel	+41-60 to Attack Rating	8														
	Silver	+61-80 to Attack Rating	12														
	Gold	+81-100 to Attack Rating	17														
	Platinum	+101-120 to Attack Rating	22														
	Meteoric	+121-150 to Attack Rating	27														
Y	Strange	+151-300 to Attack Rating	32*														
Y	Weird	+301-450 to Attack Rating	37*														

MO	+AR per Clvl	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
Y	Hawkeye	+1.5 AR per Clvl	35*														

MO	+Cold dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
Y	Snowy	+(6-9) – (19-30) Cold Damage - 1 sec Duration	25*														
Y	Shivering	+(10-15) – (31-45) Cold Damage - 2 sec Duration	35*														
Y	Boreal	+(16-23) – (46-90) Cold Damage - 3 sec Duration	50*														
Y	Hibernal	+(24-45) – (91-140) Cold Damage - 4 sec Duration	70*														

MO	+Fire dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
Y	Fiery	+16-25 Min and 31-60 Maximum Fire Damage	25*														
Y	Smoldering	+26-50 Min and 61-90 Maximum Fire Damage	35*														
Y	Smoking	+51-80 Min and 91-130 Maximum Fire Damage	47*														
Y	Flaming	+81-120 Min and 131-180 Maximum Fire Damage	61*														
Y	Scorching	+121-170 Min and 181-240 Maximum Fire Damage	77*														

MO	+lightning dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
Y	Static	+1 Min and 49-120 Max Lightning Damage	25*														
Y	Glowing	+1 Min and 121-180 Max Lightning Damage	34*														
Y	Buzzing	+1 Min and 181-260 Max Lightning Damage	46*														
Y	Arching	+1 Min and 261-360 Max Lightning Damage	60*														
Y	Shocking	+1 Min and 361-480 Max Lightning Damage	76*														

MO	+poison dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
Y	Septic	+8 Poison Damage Over 2 Seconds	1*														
Y	Foul	+15 Poison Damage Over 2 Seconds	10*														
Y	Corrosive	+29 Poison Damage Over 2 Seconds	20*														
Y	Toxic	+39 Poison Damage Over 2 Seconds	35*														
Y	Pestilent	+68 Poison Damage Over 2 Seconds	50*														

MO	+% dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Jagged	+10-20% Damage	1														
	Deadly	+21-30% Damage	5														
	Vicious	+31-40% Damage	8														
	Brutal	+41-50% Damage	14														
	Massive	+51-65% Damage	20														
	Savage	+66-80% Damage	26														
	Merciless	+81-100% Damage	32														

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Y	Ferocious	+101-200% Damage	41*														
Y	Cruel	+201-300% Damage	51*														
MO	+AR / max dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Fool's	+16.5 AR per Clvl / +0.5 max dmg per Clvl	50														
	Screaming	+0.75 max dmg per Clvl	50														

MO	+%AR per clvl	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Visionary	+0.25% AR per Clvl			35												

MO	+AR /+% dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Sharp	+10-20 to Attack Rating, Damage: +10-20%	5														
	Fine	+21-40 to Attack Rating, Damage: +21-30%	12														
	Warrior's	+41-60 to Attack Rating, Damage: +31-40%	19														
	Soldier's	+61-80 to Attack Rating, Damage: +41-50%	27														
	Knight's	+81-100 to Attack Rating, Damage: +51-65%	38														
	Lord's	+101-120 to Attack Rating, Damage: +66-80%	47														
	King's	+121-150 to Attack Rating, Damage: +81-100%	56														
Y	Master's	+151-250 to Attack Rating, Damage: +101-150%	56*														
Y	Grandmaster's	+251-300 to Attack Rating, Damage: +151-200%	69*														

MO	+AR /+% dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Assamic	+25-50 AR and +10-25% Dmg vs Demons	3														
	Arcadian	+51-100 AR and +26-50% Dmg vs Demons	15														
	Unearthly	+101-150 AR and +51-100% Dmg vs Demons	25														
	Astral	+151-200 AR and +101-150% Dmg vs Demons	35														
	Elysian	+201-300 AR and +151-200% Dmg vs Demons	45														
Y	Celestial	+300-400 AR and +201-300% Dmg vs Demons	55*														

MO	+AR /+% dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Consecrated	+25-75 AR and +25-75% Dmg vs Undead	1														
	Pure	+76-175 AR and +76-125% Dmg vs Undead	15														
	Sacred	+175-250 AR and +126-200% Dmg vs Undead	25														
	Hallowed	+251-325 AR and +201-275% Dmg vs Undead	35														
Y	Divine	+326-450 AR and +276-350% Dmg vs Undead	55*														

MO	+mana	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Lizard's	+1-5 to Mana								3		3		3			3
	Snake's	+5-10 to Mana								6		6		6			6
	Serpent's	+11-20 to Mana								14		14		14			14
	Drake's	+21-30 to Mana								20		20		20			20
	Dragon's	+31-40 to Mana								24		24		24			24
	Wym's	+41-60 to Mana								30		30		30			30
Y	Great Wym's	+61-90 to Mana								37*		37*		37*			37*
Y	Bahamut's	+91-120 to Mana								45*		45*		45*			45*

MO	+light	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Glimmering	+1 to Light Radius								1			1				1
	Glowing	+2 to Light Radius								6			6				6

MO	+fire resist	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Crimson	Fire Resist +5-10	5														
	Russet	Fire Resist +11-20	35							12							
	Garnet	Fire Resist +21-30	55							18							
	Ruby	Fire Resist +31-40								25							

MO	+cold res	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Azure	Cold Resist +5-10	5							5							
	Lapis	Cold Resist +11-20	35							12							
	Cobalt	Cold Resist +21-30	55							18							
	Sapphire	Cold Resist +31-40								25		25		25			25

MO	+lightnign res	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Tangerine	Lightning Resist +5-10	5							5							
	Ocher	Lightning Resist +11-20	35							12							
	Coral	Lightning Resist +21-30	55							18							
	Amber	Lightning Resist +31-40								25		25		25			25

MO	+poison res	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Beryl	Poison Resist +5-10	5							5							
	Viridian	Poison Resist +11-20	35							12							

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	Jade	Poison Resist +21-30	55							18							
	Emerald	Poison Resist +31-40								25		25		25			25

MO	+skills	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Maiden's	+1 Amazon Skill Levels			30												
	Valkyrie's	+2 to Amazon Skill Levels			50												
	Slayer	+1 to Barbarian Skill Levels		30		30	30		30				30		30	30	
	Berserker	+2 to Barbarian Skill Levels		50		50	50		50				50		50	50	
	Monk's	+1 to Paladin Skill Levels							30/35			30			35		
	Priest's	+2 to Paladin Skill Levels							50/60			50			60		
	Summoner's	+1 to Necromancer Skill Levels				30											30
	Necromancer's	+2 to Necromancer Skill Levels				50											50
	Angel's	+1 to Sorceress Skill Levels								30				30			
	Arch-Angel's	+2 to Sorceress Skill Levels								50				50			
	Shaman's	+1 to Druid Skill Levels							30								
	Hierophant's	+2 to Druid Skill Levels							50								
	Magekiller's	+1 to Assassin Skill Levels						30									
	Witch-hunter's	+2 to Assassin Skill Levels						50									

MO	Dmg to mana	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Vulpine	7-12% (varies) Damage taken Goes to Mana								9				9			

MO	+mana per kill	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Triumphant	+1 Point of Mana After Each Kill	3														
	Victorious	+2-5 Point of Mana After Each Kill	17														

MO	Monster flee	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Screaming	Hit Causes Monsters to Flee 12-25%	10		10												
	Howling	Hit Causes Monsters to Flee 18-50%	16		16												
	Wailing	Hit Causes Monsters to Flee 25-100%	20		24												

MO	+sockets	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Mechanist's	Add 1 Socket	10														
Y	Artificer's	Add 3 Sockets	33*														
Y	Jeweler's	Add 4 Sockets	55*														

MO	+stacksize	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Compact	+10-20 Quantity														2	
	Thin	+21-40 Quantity														17	
	Dense	+41-60 Quantity														38	

MO	+skill tabs	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Fletcher's	+1 Amazon Bow and Crossbow Skills			20												
	Bowyer's	+2 Amazon Bow and Crossbow Skills			40												
Y	Archer's	+3 Amazon Bow and Crossbow Skills			60*												
	Acrobat's	+1 Amazon Passive Skills															
	Gymnast's	+2 Amazon Passive Skills															
Y	Athlete's	+3 Amazon Passive Skills															
	Harpoonist's	+1 Amazon Javelin and Spear Skills											20				
	Spearmaiden's	+2 Amazon Javelin and Spear Skills											40				
Y	Lance's	+3 Amazon Javelin and Spear Skills											60*				
	Burning	+1 Sorceress Fire Spells							20					20			
	Blazing	+2 Sorceress Fire Spells							40					40			
Y	Volcanic	+3 Sorceress Fire Spells							60*					60*			
	Sparkling	+1 Sorceress Lightning Spells							20					20			
	Charged	+2 Sorceress Lightning Spells							40					40			
Y	Powered	+3 Sorceress Lightning Spells							60*					60*			
	Chilling	+1 Sorceress Cold Spells							20					20			
	Freezing	+2 Sorceress Cold Spells							40					40			
Y	Glacial	+3 Sorceress Cold Spells							60*					60*			
	Hexing	+1 Necromancer Curses															20
	Blighting	+2 Necromancer Curses															40
Y	Accursed	+3 Necromancer Curses															60*
	Fungal	+1 Necromancer Poison and Bone Spells				20											20
	Noxious	+2 Necromancer Poison and Bone Spells				40											40
Y	Venomous	+3 Necromancer Poison and Bone Spells				60*											60*
	Graverobber's	+1 Necromancer Summoning Spells															20
	Vodoun	+2 Necromancer Summoning Spells															40
Y	Golemlord's	+3 Necromancer Summoning Spells							20			20			20		60*
	Lion Branded	+1 Paladin Combat Skills							40			40			40		
	Hawk Branded	+2 Paladin Combat Skills							60*			60*			60*		
Y	Rose Branded	+3 Paladin Combat Skills							60*			60*			60*		

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	Captain's	+1 Paladin Offensive Auras								20			20			20		
	Commander's	+2 Paladin Offensive Auras								40			40			40		
Y	Marshal's	+3 Paladin Offensive Auras								60*			60*			60*		
	Preserver's	+1 Paladin Defensive Auras																
MO	+skill tabs	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W	
	Warder's	+2 Paladin Defensive Auras																
Y	Guardian's	+3 Paladin Defensive Auras																
	Sounding	+1 Barbarian Combat Skills	20															
	Resonant	+2 Barbarian Combat Skills	40															
Y	Echoing	+3 Barbarian Combat Skills	60*															
	Fanatic	+1 Barbarian Combat Masteries	20															
	Raging	+2 Barbarian Combat Masteries	40															
Y	Furious	+3 Barbarian Combat Masteries	60*															
	Expert's	+1 Barbarian Warcries	20															
	Veteran's	+2 Barbarian Warcries	40															
Y	Master's	+3 Barbarian Warcries	60*															
	Trainer's	+1 Druid Summoning							20									
	Caretaker's	+2 Druid Summoning							40									
Y	Keeper's	+3 Druid Summoning							60*									
	Spiritual	+1 Druid Shapeshifting							20									
	Feral	+2 Druid Shapeshifting							40									
Y	Communal	+3 Druid Shapeshifting							60*									
	Nature's	+1 Druid Elemental							20									
	Terra's	+2 Druid Elemental							40									
Y	Gaea's	+3 Druid Elemental							60*									
	Entrapping	+1 Assassin Traps						20										
	Trickster's	+2 Assassin Traps						40										
Y	Cunning	+3 Assassin Traps						60*										
	Mentalist's	+1 Assassin Shadow Disciplines						20										
	Psychic	+2 Assassin Shadow Disciplines						40										
Y	Shadow	+3 Assassin Shadow Disciplines						60*										
	Shogukusha's	+1 Assassin Martial Arts						20										
	Sensei's	+2 Assassin Martial Arts						40										
Y	Kenshi's	+3 Assassin Martial Arts						60*										

**8.2.2. Weapon Suffixes**

MO	+Strength	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Strength	+1-2 to Strength		12				12	1/5	12	12	5	12	12	12		12
	Might	+3-5 to Strength		33				33	10/21	33	33	21	33	33	33		33
	Ox	+6-9 to Strength		45				45	26/38	45	45	38	45	45	45		45
	Giant	+10-15 to Strength		59*				59*	42/55	59*	59*	55	59*	59*	59*		59*
	Titan	+16-20 to Strength						58/74*				74*					
y	Atlas	+21-30 to Strength						71*									

MO	+Dexterity	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Dexterity	+1-2 to Dexterity			2												
	Skill	+3-5 to Dexterity			11												
	Accuracy	+6-9 to Dexterity			27												
	Precision	+10-15 to Dexterity			43												
	Perfection	+16-20 to Dexterity			59												
y	Nirvana	+21-30 to Dexterity			72*												

MO	+Energy	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Energy	+1-3 to Energy								1		4		1			1
	Mind	+4-6 to Energy								7		10		7			7
	Brilliance	+7-10 to Energy								13		16		13			13
	Sorcery	+11-15 to Energy								21		26*		21			21
	Wizardry	+16-20 to Energy								31				31			31
y	Enlightenment	+21-30 to Energy								41*				41*			41*

MO	+Life	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Jackal	+1-5 to Life							8								
	Fox	+6-10 to Life							17								
	Wolf	+11-20 to Life							17								
	Tiger	+21-30 to Life							51								
	Mammoth	+31-40 to Life							68								
	Gargantuan	+41-60 to Life															
y	Squid	+61-80 to Life															
y	Whale	+81-100 to Life															

MO	+Light	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Light	+1 to Light Radius										6		6			6

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	Radiance	+3 to Light Radius			15						15		15			15
	Sun	+5 to Light Radius			17						17		17			17

MO	+min Dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Worth	+1-2 to Minimum Damage	2														
	Measure	+3-4 to Minimum Damage	12														
	Excellence	+5-8 to Minimum Damage	24														
	Performance	+9-14 to Minimum Damage	48														
	Transcendence	+15-20 to Minimum Damage	76														

MO	+max Dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Craftsmanship	+1 to Maximum Damage	1														
	Quality	+2 to Maximum Damage	4														
	Maiming	+3-4 to Maximum Damage	7														
	Slaying	+5-7 to Maximum Damage	11														
	Gore	+8-10 to Maximum Damage	14														
	Carnage	+11-14 to Maximum Damage	19														
	Slaughter	+15-20 to Maximum Damage	25														
Y	Butchery	+21-40 to Maximum Damage	35*														
Y	Evisceration	+41-63 to Maximum Damage	45*														

MO	+Fire dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Flame	+1 - (2-6) Fire Damage	4														
	Fire	+(1-4) – (6-11) Fire Damage	15														
	Burning	+(5-9) – (10-20) Fire Damage	25														
Y	Incineration	+(10-15) – (21-75) Fire Damage	32*														

MO	+Cold dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Frost	+1 – (1-2) Cold Damage - 2 sec Dur	4														
	Icicle	+1 – (3-4) Cold Damage - 3 sec Dur	13														
	Glacier	+(2-4) – (4-15) Cold Damage - 4 sec Dur	27				27	27	27	27		27	27	27	27		27
y	Winter	+(5-9) – (16-50) Cold Damage - 5 sec Dur	30*				30*	30*	30*	30*		30*	30*	30*	30*		30*

MO	+Lightning dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Shock	+1 – (6-8) Lightning Damage	4														
	Lightning	+1 – (9-16) Lightning Damage	15														
	Thunder	+1 – (17-40) Lightning Damage	25														
	Storms	+(1-6) – (40-120) Lightning Damage	34														

MO	+Poison dmg	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Blight	Adds 2-7 Poison Damage over 2 Seconds	5														
	Venom	Adds 3-9 Poison Damage over 2 Seconds	15														
	Pestilence	Adds 6-14 Poison Damage over 2 Seconds	25														
	Anthrax	Adds 13-25 Poison Damage over 2 Seconds	33														

MO	+life steal	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Leech	3-5% Life Stolen Per Hit	6														
	Locust	5-7% Life Stolen Per Hit		20				20	20	20	20		20	20	20		20
	Lamprey	7-9% Life Stolen Per Hit		55				55	55	55	55		55	55	55		55

MO	+mana steal	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Bat	3-5% Mana Stolen Per Hit	7														
	Wraith	6-7% Mana Stolen Per Hit		21				21	21	21	21		21	21	21		21
	Vampire	7-9% Mana Stolen Per Hit		56				56	56	56	56		56	56	56		56

MO	+replenish life	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Regeneration	Replenish Life +3-5	70									10					
	Regrowth	Replenish Life +6-10										17					
y	Revivification	Replenish Life +11-15										38*					

MO	+Attack Speed	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Readiness	10% Attack Rate Increase	5														
	Alacrity	20% Attack Rate Increase	25														
	Swiftess	30% Attack Rate Increase		34				34	34	34	34		34	34	34		34
	Quickness	40% Attack Rate Increase		46				46	46	46	46		46	46	46		46

MO	Magic Dmg Red	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Warding	Magic Damage Reduced by 1								7							
	Sentinel	Magic Damage Reduced by 2								18							
	Guarding	Magic Damage Reduced by 3								26							
y	Negation	Magic Damage Reduced by 4-6								42*							

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MO	-Cast Time	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Apprentice	10% Faster Cast Rate								5		5		5			5
	Magus	20% Faster Cast Rate								17		17		17			17
MO	-Requirements	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Ease	Requirements -20%	15														
	Simplicity	Requirements -30%	25														
MO	Monster Knockback	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Bear	Knockback		8				8	8	8	8		8	8	8		8
MO	Ignores Target's Def	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Piercing	Ignores Target's Defense				25		25				25		25			25
MO	No Monster Heal	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Vileness	Prevent Monster Heal		9				9	9	9	9		9	9	9		9
MO	-Freeze Duration	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Warmth	Half Freeze Duration								10							
MO	Self-Repair	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Self-Repair	Repair Durability (3)	3														
	Fast Repair	Repair Durability (5)	20														
MO	Indestructible	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
y	Ages	Indestructible	50*														
MO	Refill Stacks	Effect	All	A	B	D	J	K	M	O	P	Sc	Sp	St	Sw	T	W
	Replenishing	Replenish Quantity (2)														5	
	Propagation	Replenish Quantity (24)														24	

### 8.3. Body Gear Affixes

Key to Weapon Affixes Tables:

Armor: [Ar] can appear on Armors (includes Body Armor, Boots, Gloves, Belts, Shields, Shrunk Heads)  
 Head: [Hg] can appear on Headgear (includes Helms, Circlets, Barbarian Helms and Druid Pelts)  
 Amulet: [Am] can appear on Amulets  
 Ring: [R] can appear on Rings  
 Body: [BA] can appear on Body Armors  
 Boots: [Bo] can appear on Boots  
 Gloves: [Gl] can appear on Gloves  
 Belt: [Be] can appear on Belts  
 Shields: [Sh] can appear on Shields (includes Paladin Shields and Necromancer Shrunk Heads)  
 Paladin: [PS] can appear on Paladin Shields  
 Necro: [NH] can appear on Necromancer Shrunk Heads  
 Helm: [He] can appear on Helms  
 Circlet: [C] can appear on Circlets  
 Barb: [BH] can appear on Barbarian Helms  
 Druid: [DH] can appear on Druid Pelts  
 Magic Only: [MO] can only appear on Magic Items  
 (If an Affix can be Rare on some but only magic on other items, magic will be marked with a \*)

If an Affix can appear on an item the appropriate Affix Level will be listed in the tables below.

If the Affix Level is the same for every Item Class and it can appear on all, it will be listed under "Ar" or "Hg".

#### 8.3.1. Body Gear Prefixes

MO	+AR	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Bronze	+10-20 to Attack Rating			1	1			1						1		
	Iron	+21-40 to Attack Rating				4									4		
	Steel	+41-60 to Attack Rating				8									8		
	Silver	+61-80 to Attack Rating				12									12		
	Gold	+81-100 to Attack Rating				17									17		
	Platinum	+101-120 to Attack Rating				22									22		
	Meteoric	+121-150 to Attack Rating															
Y	Strange	+151-300 to Attack Rating															
Y	Weird	+301-450 to Attack Rating															
MO	+Cold dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
Y	Snowy	+(6-9) – (19-30) Cold Damage - 1 sec Duration													25*		
Y	Shivering	+(10-15) – (31-45) Cold Dmg - 2 sec Duration															
Y	Boreal	+(16-23) – (46-90) Cold Dmg - 3 sec Duration															



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Y	Hibernal	+ (24-45) – (91-140) Cold Dmg - 4 sec Duration															
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MO	+Fire dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
Y	Fiery	+16-25 Min and 31-60 Max Fire Damage													25*		
Y	Smoldering	+26-50 Min and 61-90 Max Fire Damage															
Y	Smoking	+51-80 Min and 91-130 Max Fire Damage															
Y	Flaming	+81-120 Min and 131-180 Max Fire Damage															
Y	Scorching	+121-170 Min and 181-240 Max Fire Damage															

MO	+lightning dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
Y	Static	+1 Min and 49-120 Max Lightning Damage													25*		
Y	Glowing	+1 Min and 121-180 Max Lightning Damage															
Y	Buzzing	+1 Min and 181-260 Max Lightning Damage															
Y	Arching	+1 Min and 261-360 Max Lightning Damage															
Y	Shocking	+1 Min and 361-480 Max Lightning Damage															

MO	+poison dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
Y	Septic	+8 Poison Damage Over 2 Seconds													1*		
Y	Foul	+15 Poison Damage Over 2 Seconds															
Y	Corrosive	+29 Poison Damage Over 2 Seconds															
Y	Toxic	+39 Poison Damage Over 2 Seconds															
Y	Pestilent	+68 Poison Damage Over 2 Seconds															

MO	+% dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Jagged	+10-20% Damage													1		
	Deadly	+21-30% Damage													5		
	Vicious	+31-40% Damage															
	Brutal	+41-50% Damage															
	Massive	+51-65% Damage															
	Savage	+66-80% Damage															
	Merciless	+81-100% Damage															
Y	Ferocious	+101-200% Damage															
Y	Cruel	+201-300% Damage															

MO	+AR /+% dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Assamic	+25-50 AR and +10-25% Dmg vs Demons													3		
	Arcadian	+51-100 AR and +26-50% Dmg vs Demons													15		
	Unearthly	+101-150 AR and +51-100% Dmg vs Demons															
	Astral	+151-200 AR and +101-150% Dmg vs Demons															
	Elysian	+201-300 AR and +151-200% Dmg vs Demons															
Y	Celestial	+300-400 AR and +201-300% Dmg vs Demons															

MO	+def	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Sturdy	+10-30% Defense	1/4														
	Strong	+31-40% Defense	9														
	Glorious	+41-50% Defense	19														
	Blessed	+51-65% Defense	25														
	Saintly	+66-80% Defense	31														
	Holy	+81-100% Defense	36														
Y	Godly	+101-200% Defense	45*														

MO	+def	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Faithful	+3 def per Cvl / +0.5 def per Cvl					30	30	30	30	30						

MO	+mana	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Lizard's	+1-5 to Mana	3		3	3											
	Snake's	+5-10 to Mana			6	6				6	6				6		
	Serpent's	+11-20 to Mana			14	14	37	37	37	14	14				14		
	Drake's	+21-30 to Mana			20	20									20		
	Dragon's	+31-40 to Mana			24	24	52	52	52						24		
	Wym's	+41-60 to Mana			30	30									30		
Y	Great Wym's	+61-90 to Mana			37*	37*									37*		
Y	Bahamut's	+91-120 to Mana			45*	45*									45*		

MO	+mana	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Mnemonic	+0.5 mana per Cvl												25			

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MO	+light	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Glimmering	+1 to Light Radius	1		1	1											
	Glowing	+2 to Light Radius	6		6	6											

MO	+%AR per clvl	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Visionary	+0.25% AR per Clvl												35			

MO	+fire resist	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Crimson	Fire Resist +5-10	5		5	5									5		
	Russet	Fire Resist +11-20	12		12	12									12		
	Garnet	Fire Resist +21-30	18		18	18									18		
	Ruby	Fire Resist +31-40	25		25	25									25		

MO	+cold res	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Azure	Cold Resist +5-10	5		5	5									5		
	Lapis	Cold Resist +11-20	12		12	12									12		
	Cobalt	Cold Resist +21-30	18		18	18									18		
	Sapphire	Cold Resist +31-40			25			25							25		

MO	+lightnign res	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Tangerine	Lightning Resist +5-10	5		5	5									5		
	Ocher	Lightning Resist +11-20	12		12	12									12		
	Coral	Lightning Resist +21-30	18		18	18									18		
	Amber	Lightning Resist +31-40			25			25							25		

MO	+poison res	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Beryl	Poison Resist +5-10	5		5	5									5		
	Viridian	Poison Resist +11-20	12		12	12									12		
	Jade	Poison Resist +21-30	18		18	18									18		
	Emerald	Poison Resist +31-40			25			25							25		

MO	+resist all	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Shimmering	+3-7 to each Resistance			8	45					6				8		
	Rainbow	+8-11 to each Resistance			21	56					18				21		
	Scintillating	+12-15 to each Resistance			34	67					28				34		
	Prismatic	+16-20 to each Resistance			42						39				42		
Y	Chromatic	+21-30 to each Resistance			55*						50*				55*		

MO	+skills	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Maiden's	+1 Amazon Skill Levels			36										36		
	Valkyrie's	+2 to Amazon Skill Levels			90										90		
	Slayer	+1 to Barbarian Skill Levels			36										36	30	
	Berserker	+2 to Barbarian Skill Levels			90										90	50	
	Monk's	+1 to Paladin Skill Levels			36						30	30	-		36		
	Priest's	+2 to Paladin Skill Levels			90						50	50	-		90		
	Summoner's	+1 to Necromancer Skill Levels			36								30		36		
	Necromancer's	+2 to Necromancer Skill Levels			90								50		90		
	Angel's	+1 to Sorceress Skill Levels			36										36		
	Arch-Angel's	+2 to Sorceress Skill Levels			90										90		
	Shaman's	+1 to Druid Skill Levels			36										36		30
	Hierophant's	+2 to Druid Skill Levels			90										90		50
	Magekiller's	+1 to Assassin Skill Levels			36										36		
	Witch-hunter's	+2 to Assassin Skill Levels			90										90		

MO	Dmg to mana	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Vulpine	7-12% (varies) Damage taken Goes to Mana			9						9						

MO	+mana per kill	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Triumphant	+1 Point of Mana After Each Kill				3									3		
	Victorious	+2-5 Point of Mana After Each Kill													17		

MO	+magic items	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Felicitous	5-10% Better Chance of Getting Magic Item			5	5									5		
Y	Fortuitous	11-15% Better Chance of Getting Magic Item			12*	12*									12*		

Increase is applied to base chance, works with non-monster drops(chests, barrels...), Find Item Skill, Minions (incl. Hirelings);  
Does not work with gambling and with party (player that deals killing blow will determine chance)

MO	+stamina	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Rugged	+5-20 to Max Stamina			1/8	1/8		1/8	1/8	1/8					1/8		
	Vigorous	+21-30 to Max Stamina						16		16							

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MO	+heal stam	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Tireless	Heal Stamina +25/50%						6/14									

MO	+sockets	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Mechanist's	Add 1 Socket					10				10			10	10		
Y	Artificer's	Add 3 Sockets					33*				33*			33*			
Y	Jeweler's	Add 4 Sockets					55*				55*			55*			

MO	+skill tabs	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Fletcher's	+1 Amazon Bow and Crossbow Skills						20									
	Bowyer's	+2 Amazon Bow and Crossbow Skills						40									
Y	Archer's	+3 Amazon Bow and Crossbow Skills						60*									
	Acrobat's	+1 Amazon Passive Skills						20									
	Gymnast's	+2 Amazon Passive Skills						40									
Y	Athlete's	+3 Amazon Passive Skills						60*									
	Harpoonist's	+1 Amazon Javelin and Spear Skills						20									
	Spearmaiden's	+2 Amazon Javelin and Spear Skills						40									
Y	Lance's	+3 Amazon Javelin and Spear Skills						60*									
	Burning	+1 Sorceress Fire Spells			20										20		
	Blazing	+2 Sorceress Fire Spells			40										40		
Y	Volcanic	+3 Sorceress Fire Spells			60*										60*		
	Sparking	+1 Sorceress Lightning Spells			20										20		
	Charged	+2 Sorceress Lightning Spells			40										40		
Y	Powered	+3 Sorceress Lightning Spells			60*										60*		
	Chilling	+1 Sorceress Cold Spells			20										20		
	Freezing	+2 Sorceress Cold Spells			40										40		
Y	Glacial	+3 Sorceress Cold Spells			60*										60*		
	Hexing	+1 Necromancer Curses			20								20		20		
	Blighting	+2 Necromancer Curses			40								40		40		
Y	Accursed	+3 Necromancer Curses			60*								60*		60*		
	Fungal	+1 Necromancer Poison and Bone Spells			20								20		20		
	Noxious	+2 Necromancer Poison and Bone Spells			40								40		40		
Y	Venomous	+3 Necromancer Poison and Bone Spells			60*								60*		60*		
	Graverobber's	+1 Necromancer Summoning Spells			20								20		20		
	Vodoun	+2 Necromancer Summoning Spells			40								40		40		
Y	Golemlord's	+3 Necromancer Summoning Spells			60*								60*		60*		
	Lion Branded	+1 Paladin Combat Skills			20						20	20	-		20		
	Hawk Branded	+2 Paladin Combat Skills			40						40	40	-		40		
Y	Rose Branded	+3 Paladin Combat Skills			60*						60*	60*	-		60*		
	Captain's	+1 Paladin Offensive Auras			20						20	20	-		20		
	Commander's	+2 Paladin Offensive Auras			40						40	40	-		40		
Y	Marshal's	+3 Paladin Offensive Auras			60*						60*	60*	-		60*		
	Preserver's	+1 Paladin Defensive Auras			20						20	20	-		20		
	Warder's	+2 Paladin Defensive Auras			40						40	40	-		40		
Y	Guardian's	+3 Paladin Defensive Auras			60*						60*	60*	-		60*		
	Sounding	+1 Barbarian Combat Skills												20		20	
	Resonant	+2 Barbarian Combat Skills												40		40	
Y	Echoing	+3 Barbarian Combat Skills												60*		60*	
	Fanatic	+1 Barbarian Combat Masteries			20											20	
	Raging	+2 Barbarian Combat Masteries			40											40	
Y	Furious	+3 Barbarian Combat Masteries			60*											60*	
	Expert's	+1 Barbarian Warcries			20											20	
	Veteran's	+2 Barbarian Warcries			40											40	
Y	Master's	+3 Barbarian Warcries			60*											60*	
	Trainer's	+1 Druid Summoning			20										20		20
	Caretaker's	+2 Druid Summoning			40										40		40
Y	Keeper's	+3 Druid Summoning			60*										60*		60*
	Spiritual	+1 Druid Shapeshifting			20										20		20
	Feral	+2 Druid Shapeshifting			40										40		40
Y	Communal	+3 Druid Shapeshifting			60*										60*		60*
	Nature's	+1 Druid Elemental			20										20		20
	Terra's	+2 Druid Elemental			40										40		40
Y	Gaea's	+3 Druid Elemental			60*										60*		60*
	Entrapping	+1 Assassin Traps			20										20		
	Trickster's	+2 Assassin Traps			40										40		
Y	Cunning	+3 Assassin Traps			60*										60*		
	Mentalist's	+1 Assassin Shadow Disciplines			20									20	20		
	Psychic	+2 Assassin Shadow Disciplines			40									40	40		
Y	Shadow	+3 Assassin Shadow Disciplines			60*									60*	60*		
	Shogukusha's	+1 Assassin Martial Arts			20			20							20		
	Sensei's	+2 Assassin Martial Arts			40			40							40		
Y	Kenshi's	+3 Assassin Martial Arts			60*			60*							60*		

### 8.3.2. Body Gear Suffixes

MO	+Strength	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Strength	+1-2 to Strength			1	5	5		12	1	12				1		
	Might	+3-5 to Strength			10	21	21		33	10	33				10		
	Ox	+6-9 to Strength			26	38	38		45	26	45				26		
	Giant	+10-15 to Strength			42	55	55		59*	42					42		
	Titan	+16-20 to Strength			58	74*	74*			58					58		
y	Atlas	+21-30 to Strength			71*					71*					71*		
MO	+Dexterity	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Dexterity	+1-2 to Dexterity			2	6	13		6						2		
	Skill	+3-5 to Dexterity			11	22	34		22						11		
	Accuracy	+6-9 to Dexterity			27	39	46		39						27		
	Precision	+10-15 to Dexterity			43	56	60		56						43		
	Perfection	+16-20 to Dexterity			59	75*			75*						59		
y	Nirvana	+21-30 to Dexterity			72*										72*		

MO	+Energy	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Energy	+1-3 to Energy			1	7								4	1		
	Mind	+4-6 to Energy			7	13								10	7		
	Brilliance	+7-10 to Energy			13	21								16	13		
	Sorcery	+11-15 to Energy			21	31								26*	21		
	Wizardry	+16-20 to Energy			31	31*									31		
y	Enlightenment	+21-30 to Energy			41*												

MO	+Life	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Jackal	+1-5 to Life			1	8	1			1	4			8	1	1	4
	Fox	+6-10 to Life			7	17	7			7	11			17	7	7	11
	Wolf	+11-20 to Life			15	17	15			15	11			17	15	15	11
	Tiger	+21-30 to Life			20	51	20			20	43			51	20	20	43
	Mammoth	+31-40 to Life			20	68	20			20	59			68	20	20	59
	Gargantuan	+41-60 to Life			30		30			30	75*				30	30	75*
Y	Squid	+61-80 to Life			40*		40*			40*					40*	40*	
Y	Whale	+81-100 to Life			50*		50*			50*					50*	50*	

MO	+Light	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Light	+1 to Light Radius			6	6	6										
	Radiance	+3 to Light Radius			15	15								15			
	Sun	+5 to Light Radius			17	17								17			

MO	+min Dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Worth	+1-2 to Minimum Damage			15	15									15		
	Measure	+3-4 to Minimum Damage			37	37									37		
	Excellence	+5-8 to Minimum Damage			59	59									59		
	Performance	+9-14 to Minimum Damage			81	81									81		
	Transcendence	+15-20 to Minimum Damage															

MO	+max Dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Craftsmanship	+1 to Maximum Damage			1	1											
	Quality	+2 to Maximum Damage															
	Maiming	+3-4 to Maximum Damage			42	42					42						
	Slaying	+5-7 to Maximum Damage															
	Gore	+8-10 to Maximum Damage															
	Carnage	+11-14 to Maximum Damage															
	Slaughter	+15-20 to Maximum Damage															
Y	Butchery	+21-40 to Maximum Damage															
Y	Visceration	+41-63 to Maximum Damage															

MO	+Fire dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Flame	+1 - (2-6) Fire Damage			40	40			40								
	Fire	+(1-4) – (6-11) Fire Damage															
	Burning	+(5-9) – (10-20) Fire Damage															
Y	Incineration	+(10-15) – (21-75) Fire Damage															

MO	+Cold dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Frost	+1 – (1-2) Cold Damage - 2 sec Duration			55					55							
	Icicle	+1 – (3-4) Cold Damage - 3 sec Duration															
	Glacier	+(2-4) – (4-15) Cold Damage - 4 sec Duration															
Y	Winter	+(5-9) – (16-50) Cold Damage - 5 sec Dur															

MO	+Lightning dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Shock	+1 – (6-8) Lightning Damage			50	50		50									

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	Lightning	+1 – (9-16) Lightning Damage															
	Thunder	+1 – (17-40) Lightning Damage															
	Storms	+(1-6) – (40-120) Lightning Damage															

MO	+Poison dmg	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Blight	Adds 2-7 Poison Damage over 2 Seconds			45	45									5		
	Venom	Adds 3-9 Poison Damage over 2 Seconds													15		
	Pestilence	Adds 6-14 Poison Damage over 2 Seconds													25		
	Anthrax	Adds 13-25 Poison Damage over 2 Seconds															

MO	-Poison Length	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Remedy	Poison Length Reduced by 25%	7		7										7		
	Amelioration	Poison Length Reduced by 50%			18		18				18				18		
	Defiance	Poison Length Reduced by 75%			18	18					18				18		

MO	+life steal	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Leech	3-5% Life Stolen Per Hit				14			34						14		
	Locust	5-7% Life Stolen Per Hit				47									47		
	Lamprey	7-9% Life Stolen Per Hit				77									77		

MO	+mana steal	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Bat	3-5% Mana Stolen Per Hit			15				35						15		
	Wraith	6-7% Mana Stolen Per Hit			58										58		
	Vampire	7-9% Mana Stolen Per Hit			78										78		

MO	+replenish life	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Regeneration	Replenish Life +3-5			10	10			10	10	40				10		
	Regrowth	Replenish Life +6-10			17	55				55					17		
Y	Revivification	Replenish Life +11-15			38*										38*		

MO	+Attack Speed	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Readiness	10% Attack Rate Increase															
	Alacrity	20% Attack Rate Increase							43								
	Swiftness	30% Attack Rate Increase															
	Quickness	40% Attack Rate Increase															

MO	+blocking	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Blocking	+10% Increased Blocking									1						
	Deflecting	+20% Increased Blocking									11						

MO	+hit recovery	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Balance	10% Faster Hit Recovery	5														
	Equilibrium	17% Faster Hit Recovery					9			9	9						
	Stability	24% Faster Hit Recovery					18			18							

MO	Dmg Reduction	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Health	Damage Reduced by 1			7	7	7				7				7		
	Protection	Damage Reduced by 2			18	18	24				24				18		
	Absorption	Damage Reduced by 3			26		32				32				26		
	Life	Damage Reduced by 4			35		41				41				35		
Y	Life Everlasting	Damage Reduced by 10-25			45*										45*		
Y	Anima	Damage Reduced by 8-15					51*				51*				51*		

MO	MDR	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Warding	Magic Damage Reduced by 1			7	7	7				7				7		
	Sentinel	Magic Damage Reduced by 2			18	18	18				18				18		
	Guarding	Magic Damage Reduced by 3			26		26				26				26		
Y	Negation	Magic Damage Reduced by 4-6			42*		42*				42*				42*		

MO	+Gold	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Greed	25-40% Extra Gold From Monsters			2	2									2		
	Wealth	41-80% Extra Gold From Monsters			17			17	17	17					17		

MO	+Magic Items	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Chance	5-15% Better Chance to get Magic Item			12	12		12	12						12		
	Fortune	16-25% Better Chance to get Magic Item			16	42*		16	16						16		

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Y	Luck	26-35% Better Chance to get Magic Item			26*			26*								26*		
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MO	-Cast Time	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Apprentice	10% Faster Cast Rate			5	5									5		
	Magus	20% Faster Cast Rate													17		

MO	+Thorns	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Thorns	Attacker Takes Damage of 1-3					14			14	14				14		
	Spikes	Attacker Takes Damage of 4-6					21			21	21				21		
	Razors	Attacker Takes Damage of 7-9					34								34		
Y	Swords	Attacker Takes Damage of 10-12					47*								47*		

MO	-Requirements	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Ease	Requirements -20%					15				15						
	Simplicity	Requirements -30%					25				25						

MO	+Run Speed	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Pacing	10% Faster Run/Walk						2							2		
	Haste	20% Faster Run/Walk						22							22		
	Speed	30% Faster Run/Walk						37							37		
Y	Acceleration	40% Faster Run/Walk						51*									
Y	Traveling	30% Faster Run/Walk, Heal Stam +80-90%						65*									

MO	-Freeze Duration	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Warmth	Half Freeze Duration			10	10		10	10		10				10		

MO	Self-Repair	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Self-Repair	Repair Durability (3)	3														
	Fast Repair	Repair Durability (5)	20														

MO	Indestructable	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
Y	Ages	Indestructible	50														

MO	+life per Clvl	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Centaur	+ 0.5 life per Clvl			20		20									20	20

MO	+mana per Clvl	Effect	Ar	Hg	Am	R	BA	Bo	Gl	Be	Sh	PS	NH	He	C	BH	DH
	Memory	+ 0.5 mana per Clvl			20										20		20

#### 8.4. Charged Item Suffixes

Charged items have a suffix that grants the user the ability to use the skill no matter what Character Class he/she/it is. Each charged item has a maximum number of uses (Charges) that can be refilled through item repair by NPCs.  
(Charged Item Suffixes are not magic only)

Amazon Skills	Appears on (Affix Level)
Magic Arrows	Amazon Weapons(12), Bows(12), Crossbows(12)
Fire Arrows	Gloves(40)
Inner Sight	Amulets(18), Amazon Weapons(18), Circlets(18), Gloves(50)
Cold Arrows	Amazon Weapons(15), Bows(15), Crossbows(15), Gloves(47)
Multiple Shot	Amazon Weapons(18), Bows(18), Crossbows(18), Gloves(63)
Exploding Arrows	Amazon Bows(30), Bows(30), Crossbows(30), Gloves(69)
Ice Arrows	Amazon Bows(36), Bows(36), Crossbows(36), Gloves(72)
Freezing Arrows	Amazon Bows(50), Bows(50), Crossbows(50), Gloves(94)
Power Strike	Amazon Spears(12), Spears(12), Gloves(55)
Charged Strike	Amazon Spears(33), Spears(36), Gloves(68)
Lightning Strike	Amazon Spears(47), Spears(47), Gloves(90)
Sorceress Skills	Appears on
Ice Bolts	Orbs(7), Staves(7), Daggers(14)
Ice Blasts	Orbs(12), Staves(12), Circlets(24), Hammers(24), Maces(24), Rings(24), Scepters(24)
Frost Novas	Orbs(12), Staves(12), Amulets(24), Circlets(24), Daggers(24)
Glacial Spikes	Orbs(24), Staves(24), Daggers(48)
Blizzards	Orbs(30), Staves(30), Daggers(60)
Frozen Orbs	Orbs(36), Staves(36), Daggers(72)
Charged Bolts	Orbs(7), Staves(7), Circlets(14), Hammers(14), Maces(14), Rings(14), Scepters(14)
Telekinesis	Orbs(12), Staves(12), Circlets(24), Hammers(24), Maces(24), Rings(24), Scepters(24)
Novas	Orbs(18), Staves(18), Shields(36)
Lightning	Orbs(18), Staves(18), Axes(36), Hammers(36)
Chain Lightning	Orbs(24), Staves(24), Spears(48)
Teleportation	Orbs(24), Staves(24), Amulets(48), Circlets(48)
Fire Bolts	Orbs(7), Staves(7), Circlets(14), Rings(14), Swords(14)
Fire Balls	Orbs(18), Staves(18), Spears(36), Wands(36)
Enchantment	Orbs(24), Staves(24), Melee Weapons(48)
Meteors	Orbs(30), Staves(30), Clubs(60), Daggers(60)
Necromancer Skills	Appears on
Poison Dagger	Head(12), Daggers(12), Circlets(24), Gloves(24), Rings(24)
Bone Spears	Head(24), Daggers(24), Wands(48), Scepters(48)
Poison Novas	Head(36), Daggers(36), Wands(36), Scepters(72)
Bone Spirits	Head(36), Daggers(36), Wands(36), Amulets(72) Circlets(72)
Weaken	Head(12), Daggers(12), Wands(12), Gloves(24)
Terror	Head(18), Daggers(18), Wands(18), Shields(36)
Confusion	Head(24), Daggers(24), Wands(24), Circlets(48), Rings(48)
Life Tap	Head(24), Daggers(24), Wands(24), Axes(48)
Attraction	Head(30), Daggers(30), Wands(30), Amulets(60), Circlets(60), Rings(60)
Lower Resistance	Head(36), Daggers(36), Wands(36), Staves(72)
Paladin Skills	Appears on
Sacrifice	Paladin Shields(7), Scepters(7), Melee Weapons(14)
Holy Bolts	Paladin Shields(12), Scepters(12), Amulets(24), Circlets(24)
Zeal	Paladin Shields(18), Scepters(18), Melee Weapons(36)
Vengeance	Paladin Shields(24), Scepters(24), Axes(48), Swords(48)
Blessed Hammers	Paladin Shields(24), Scepters(24), Hammers(48)
Barbarian Skills	Appears on
Bashing	Barbarian Helms(7)
Stunning	Barbarian Helms(18)
Concentration	Barbarian Helms(24)
Grim Ward	Barbarian Helms(30)
Druid Skills	Appears on
Firestorms	Clubs(7), Staves(14)
Fissure	Clubs(18), Staves(36)
Twister	Clubs(24), Amulets(48), Circlets(48)
Volcano	Clubs(30), Hammers(60)
Tornado	Clubs(30), Amulets(60), Circlets(60)

## 8.5. Special Attributes

Set Items and Unique Items can have special attributes that do not appear on magic or rare items. (Crafted items can have special attributes, but only as fixed properties, not as random magical affixes.)

- Deadly Strike:  
Chance of doing double damage; applied to final physical damage (after other bonuses from skills, items etc.)
- Open Wounds:  
Chance of causing bleeding wounds; while bleeding health is lost.
- Crushing Blow:  
Chance of reducing a monster's health by 50% with a single hit; on bows, Crushing Blow is at ½ effectiveness; effect is reduced by physical resistance; does not work vs physical immune opponents; does not work on Champions, Uniques and Super Uniques; normal damage (incl. Deadly Strike) is applied first and if damage is less then 50% of current monsters health, Crushing Blow is checked.
- Hit Causes Monsters to Flee:  
Effect similar to Barbarian Howl Warcry; under certain conditions Monsters will run away from Character.
- Defense vs Missile:  
Raises the defense value vs missile attacks
- Hit Blinds Target:  
Effect similar to Necromancer Dim Vision Curse; decreases radius of awareness.
- Slows Target by %:  
Slows velocity and attack speed; looks like cold effect, but does not do cold damage.
- Absorption:  
Instead of taking damage the attack will heal the player; for example, a 5% absorb will heal 5% of the attacks potential damage; so 5% absorbs are roughly equal to 10% resist; is not limited by maximum resistance.

## 9. Gambling

Gambling prices depend on Character Level. Prices for Rings and Amulets however are fixed.

Items gambled for can be magic items, (95%) rare (5%), set items, and Uniques can not be gambled. The item quality can be normal, exceptional or elite.

(Higher item quality only available to higher level characters; they will always appear as normal items on the gamble screen)

The Levels shown in this table are Item Levels. They are used to determine which items can be gambled for. The maximum Item Level is determined randomly within a range from (Clvl – 5) to (Clvl + 4)

Level 1	Level 7	Level 13	Level 21	Level 28
Amulet	Axe	Balanced Knife	Maul	Field Plate
Ring	Throwing Axe	Double Axe	Giant Sword	Level 29
Club	Heavy Gloves	Morning Star	Poleaxe	Helberd
Short Sword	Heavy Boots	Scale Mail	Blade Talons	Crown
Short Bow	Light Belt	Level 15	Level 22	Throwing Spear
Cap	Level 8	Broad Sword	Tower Shield	Level 30
Quilted Armor	Mace	Scythe	Bone Helm	Gothic Shield
Buckler	Sabre	Crossbow	Level 23	Level 31
Javelin	Long Bow	Full Helm	Great Axe	Long War Bow
Katar	Studded Leather	Chain Mail	Blade	Level 32
Level 2	Level 9	Kite Shield	Long Battle Bow	Great Maul
Throwing Knife	Dirk	Short Spear	Great Helm	Gothic Plate
Level 3	Trident	Cestus	Glaive	Level 33
Hand Axe	Wrist Blade	Level 16	Level 24	Great Sword
Dagger	Level 10	Balanced Axe	Bastard Sword	Repeating Crossbow
Leather Armor	Pilum	Brandistock	Pike	Level 34
Leather Gloves	Two-Handed Sword	Level 17	Heavy Crossbow	War Scythe
Boots	Level 11	Battle Axe	Plate Mail	Level 35
Sash	Falchion	Claymore	Scissors Katar	Light Plate
Level 4	Crystal Sword	Kris	Circlet	Coronet
Spiked Club	Voulge	Short Battle Bow	Level 25	Level 37
Level 5	Helm	Breast Plate	War Axe	Full Plate Mail
Scimitar	Ring Mail	Level 19	War Hammer	Level 40
Spear	Large Shield	Military Pick	Level 27	Ancient Armor
Bardiche	Spiked Shield	Flail	Giant Axe	
Hunter's Bow	Level 12	Mask	War Sword	
Skull Cap	Broad Axe	Bone Shield	Falmberge	
Hard Leather Armor	Composite Bow	Level 20	Short War Bow	
Small Shield	Chain Gloves	Long Sword	Gauntlets	
Level 6	Chain Boots	Septum	Greaves	
Large Axe	Hatchet Hands	Splint Mail	Plated Belt	
Light Crossbow	Belt	Light Gauntlets		
		Light Plated Boots		
		Heavy Belt		



## 10. Weapon Speed / Casting Speed

This section is based on the studies of Trucidation and Crystalion, modified according to Dagni's discoveries.

### 10.1. Base Weapon Speed

#### 10.1.1. Categories

For speed calculations, weapons are categorized in the following groups:

Quest Items are in "[ ]"

-One-handed Weapons (1hWeap)

One-handed Axes, one-handed Maces (incl. Wands), one-handed Swords, throwing Axes when used in melee, [Wirt's Leg, Horadric Malus, Hellforge Hammer, Khalim's Flail and Khalim's Will]; Orbs most likely also belong in this category.

-Two-handed Swords (2hSword)

Only two-handed Swords (duh! ☺)

-One-handed Thrusting Weapons (1hThrust)

Daggers, Javelins and Throwing Knives (both only when used in melee) [and the Gidbinn]; Katars should belong here too.

-Two-handed Thrusting Weapons (2hThrust)

Spears

-Staves and other two-handed Weapons (2hWeap)

Staves, two-handed Axes, two-handed Maces, Polearm [and the Horadric Staff]

-Bows (Bow)

Bows, but not Crossbows

-Crossbows (xBow)

Crossbows, but not Bows

-Throwing weapons (ThrowWeap)

Throwing Axes, Throwing Knives, Javelins, Throwing Potions (all only belong to this category when thrown)

#### 10.1.2. Category Speeds / Character Class

This table lists the Base Speed for weapons for each Character Class using them. (in Frames; 25 Frames=1 Second)

(Don't have the information for the Assassin and the different Druid Forms yet, if you know more, please let me know)

Class	1hWeap	2hSword	1hThrust	2hThrust	2hWeap	Bow	Xbow	ThrowWeap
Amazon	13	17	12	15	17	13	19	15
Assassin								
Barbarian	15	17	15	18	18	14	19	15
Druid (Human)								
Druid (Wolf Lvl 1)								
Druid (Bear)								
Necromancer	18	22	18	23	19	17	19	19
Paladin	14	17/18*	16	19	17	15	19	15
Sorceress	17	21	16	20	15	16	19	19

\*Two different animations, one with 17 frames the other with 18 frames base speed

### 10.2. Weapon Speed Calculation

To calculate the actual speed at which a character can swing a particular weapon there are two steps:

(Values in "[ ]" are rounded down; values in "{ }" are rounded up.)

First calculate the Speed Increase:

Speed Increase= Base Weapon Speed Modifier + Fanat\* +[IAS / (1 + IAS /120)]

Base Weapon Speed Modifier: it is the **negative** of the Speed Index listed in the Basic Items Section. In other Words, the lower the listed Speed Index is, the faster the weapon really is! (I decided to stick with this "odd" Speed Index from the Arreat Summit so nobody gets confused when checking something there)

Fanat: The Bonus gained from Fanaticism (Just take the percentage value as plain numbers)

\*Not sure yet how other speed increasing skills (like Assassin's Burst of Speed, Druid's Werewolf) are applied; they may be applied like Fanaticism or completely different; again I'd be most grateful for any info on this issue.

IAS: Speed increase granted by attributes (Runes, Affixes, Setboni) (Again, just take the percentage value as plain numbers)

Note: Speed Increase is capped at 75%

When done calculating the Speed Increase use it in this Formula:

Frames= {256 \* (Base + 1) / [ (100 + Speed Increase) / 100 \* 256] } – 1

Base: Base Speed from the Category Speed table

Note: The above calculation is for normal attacks; various Skills increase this speed (Druid's Fury, Amazon's Strafe) I'm sure information on this is available somewhere, but I just could not find it right now.

### 10.3. Base Casting Speed

This table lists the Base Casting Speed for each Character Class. (In Frames; 25 Frames=1 Second)

Classe	Amazon	Assassin	Barbarian	Druid	Necromancer	Paladin	Sorceress
Casting Speed	19	16	13	18	15	15	13

### 10.4. Casting Speed Calculation

The Calculation is much like the Weapon Speed Calculation:

Step 1:

Speed Increase =  $\left[ \frac{\text{Cast Speed Bonus}}{1 + \frac{\text{Cast Speed Bonus}}{120}} \right]$

Cast Speed Bonus: Speed increase granted by attributes (Runes, Affixes, Setboni) (just take the percentage value as plain numbers)

Note: Speed Increase is capped at 75%

Step 2:

Frames =  $\left\{ 256 * \left( \frac{\text{Base} + 1}{100 + \text{Speed Increase}} \right) \right\} - 1$

Base: Base Casting Speed from the above table.

## IV. Horadric Cube Recipes...more added when confirmed

If a recipe lists a magic item, it always means magic or better (rare, set, unique, crafted) (supposed to chage post 1.09!)

### 1. Standard Recipes

Ingredients	Result	Notes
3 Health Potions + 3 Mana Potions	1 Rejuvenation Potion	Any grade of Potion will work
3 Health Potions + 3 Mana Potions + 1 Gem	1 Full Rejuvenation Potion	Any grade of Potion / gem will work
3 Rejuvenation Potions	1 Full Rejuvenation Potion	
3 Gems (same type and quality)	1 Gem of same type but next better quality	Perfect gems will not transmute
2 Quivers of Bolts	1 Quiver of Arrows	Random quantity produced
2 Quiver of Arrows	1 Quivers of Bolts	Random quantity produced
Strageling Gas Potion + 1 Healing Potion	1 Antidote Potion	

### 2. Item Recipes

Ingredients	Result	Notes
3 Perfect Skulls + Rare Item + Stone of Jordan	+ 1 Socket to Rare Item	Only works on items that can have socket
1 Perfect Skull + Rare Item + Stone of Jordan	New Rare Item of same type	Max Affix Level 66
6 Perfect Skulls + Rare Item (max size 3x2)	New Rare Item of same type	Max Affix Level 40 (don't use on swords!!!)
4 Health Potions + Ruby + Magic Sword	Long Sword of Leech	Any grade Potion/Gem, any type of sword
3 Rings	1 Amulet	Max Affix Level = $[(3 * Clvl) / 4] + 3$
3 Amulets	1 Ring	Max Affix Level = $[(3 * Clvl) / 4] + 3$
3 Gems + 1 Sword	1 Socketed Long Sword	Any grade Gem, any type of sword
1 Axe + 2 Daggers	Throwing Axe	Any type of Axe/Daggers can be used
3 Perfect Gems + Magic Item	Magic Item of same type	Max Affix Level = 100
6 Perfect Gems + 1 Amulet	Prismatic Amulet	1 Gem of each type is needed for this recipe
1 Ring + 1 Emerald + 1 Antidote Potion	Viridian Ring (poison resist)	Any grade Emerald will work
1 Ring + 2 Topaz	Coral Ring (lightning resist)	Any grade Topaz will work
1 Ring + 1 Sapphire + 1 Thawing Potion	Cobalt Ring (cold resist)	Any grade Sapphire will work
1 magic small shield + 1 Spiked Club + 2 Skulls	Small Shield of Spikes	Any quality Spiked Club
1 Diamond + 1 Staff + 1 Kris + 1 Belt	Savage Bardiche	Any quality items / Diamond

### 3. Crafting Recipes

#### 3.1. Hit Power Recipes

Item	Ingredients	Fixed Attributes
Hit Power Helm	Magic Full Helm, El Rune, Perfect Sapphire, any Jewel	Knockback, 5% to cast lvl 8 Frost Nova when struck, attacker takes 5-10 dmg
Hit Power Boots	Magic Chain Boots, Eld Rune, Perfect Sapphire, any Jewel	+10-20 def vs Missile, 5% to cast lvl 8 Frost Nova when struck, attacker takes 5-10 dmg
Hit Power Gloves	Magic Leather Gloves, Tir Rune, Perfect Sapphire, any Jewel	+10-20 def vs Melee, 5% to cast lvl 8 Frost Nova when struck, attacker takes 5-10 dmg
Hit Power Belt	Magic Light Belt, Nef Rune, Perfect Sapphire, any Jewel	10-20% dmg taken goes to mana, 5% to cast lvl 8 Frost Nova when struck, attacker takes 5-10 dmg
Hit Power Shield	Magic Gothic Shield, Eth Rune, Perfect sapphire, any Jewel	5-10% increased blocking, 5% to cast lvl 8 Frost Nova when struck, attacker takes 5-10 dmg
Hit Power Body	Magic Light Plate, Ith Rune, Perfect Sapphire, any Jewel	Hit causes Monsters to flee (10-20%), 5% to cast lvl 8 Frost Nova when struck, attacker takes 5-10 dmg
Hit Power Amulet	Magic Amulet, Tal Rune, Perfect Sapphire, any Jewel	1-15% faster hit recovery, 5% to cast lvl 8 Frost Nova when struck, attacker takes 5-10 dmg
Hit Power Ring	Magic Ring, Ral Rune, Perfect Sapphire, any Jewel	+5-10 dex, 5% to cast lvl 8 Frost Nova when struck, attacker takes 5-10 dmg
Hit Power Weapon	Any Weapon, Ort Rune, Perfect Sapphire, any Jewel	+34-67% enhanced dmg, 5% to cast lvl 8 Frost Nova when struck, attacker takes 5-10 dmg
Hit Power Helm	Magic Giant Conch, Amn Rune, Perfect Sapphire, any Jewel	Knockback, 7% to cast lvl 12 Frost Nova when struck, attacker takes 8-20 dmg
Hit Power Boots	Magic Boneweave Boots, Sol Rune, Perfect Sapphire, any Jewel	+20-35 def vs missile, 7% to cast lvl 12 Frost Nova when struck, attacker takes 8-20 dmg
Hit Power Gloves	Magic Bramble Mitts, Shae Rune, Perfect Sapphire, any Jewel	+20-35+ def vs melee, 7% to cast lvl 12 Frost Nova when struck, attacker takes 8-20 dmg
Hit Power Belt	Magic Vamprefang Belt, Dol Rune, Perfect Sapphire, any Jewel	20-35% dmg taken goes to mana, 7% to cast lvl 12 Frost Nova when struck, attacker takes 8-20 dmg
Hit Power Shield	Magic Ward, Hel Rune, Perfect Sapphire, any Jewel	8-15% increased blocking, 7% to cast lvl 12 Frost Nova when struck, attacker takes 8-20 dmg
Hit Power Body	Magic Arachon Plate, Po Rune, Perfect Sapphire, any Jewel	Hit causes monsters to flee (20-35%), 7% to cast lvl 12 Frost Nova when struck, attacker takes 8-20 dmg
Hit Power Amulet	Magic Amulet, Lum Rune, Perfect Sapphire, any Jewel	1-15% faster hit recovery, 7% to cast lvl 12 Frost Nova when struck, attacker takes 8-20 dmg
Hit Power Ring	Magic Ring, Ko Rune, Perfect Sapphire, any Jewel	+8-15 dex, 7% to cast lvl 12 Frost Nova when struck, attacker takes 8-20 dmg
Hit Power Weapon	Any Weapon, Fal Rune, Perfect Sapphire, any Jewel	+40-80% enhanced dmg, 7% to cast lvl 12 Frost Nova when struck, attacker takes 8-20 dmg

### 3.2. Blood Recipes

Item	Ingredients	Fixed Attributes
Blood Helm	Magic Great Helm, El Rune, Perfect Ruby, any Jewel	5-10% deadly strike, 1-4% life steal, +10-20 life
Blood Boots	Magic Light Plated Boots, Eld Rune, Perfect Ruby, any Jewel	+5-10 replenish life, 1-4% life steal, +10-20 life
Blood Gloves	Magic Heavy Gloves, Tir Rune, Perfect Ruby, any Jewel	5-10% crushing blow, 1-4% life steal, +10-20 life
Blood Belt	Magic Belt, Nef Rune, Perfect Ruby, any Jewel	5-10% open wounds, 1-4% life steal, +10-20 life
Blood Shield	Magic Tower Shield, Eth Rune, Perfect Ruby, any Jewel	Attacker takes 5-10 dmg, 1-4% life steal, +10-20 life
Blood Body	Magic Field Plate, Ith Rune, Perfect Ruby, any Jewel	+1-3 life per demon kill, 1-4% life steal, +10-20 life
Blood Amulet	Magic Amulet, Tal Rune, Perfect Ruby, any Jewel	1-15% faster run/walk, 1-4% life steal, +10-20 life
Blood Ring	Magic Ring, Ral Rune, Perfect Ruby, any Jewel	+5-10 str, 1-4% life steal, +10-20 life
Blood Weapon	Any Weapon, Ort Rune, Perfect Ruby, any Jewel	+34-67% enhanced dmg, 1-4% life steal, +10-20 life
Blood Helm	Magic Spired Helm, Amn Rune, Perfect Ruby, any Jewel	8-15% deadly strike, 2-6% life steal, +15-25 life
Blood Boots	Magic Mirrored Boots, Sol Rune, Perfect Ruby, any Jewel	Replenish life +8-15, 2-6% life steal, +15-25 life
Blood Gloves	Magic Vampirebone Gloves, Shae Rune, Perfect Ruby, any Jewel	8-15% crushing blow, 2-6% life steal, +15-25 life
Blood Belt	Magic Mythril Belt, Dol Rune, Perfect Ruby, any Jewel	8-15% open wounds, 2-6% life steal, +15-25 life
Blood Shield	Magic Aegis Shield, Hel Rune, Perfect Ruby, any Jewel	Attacker takes 8-15 dmg, 2-6% life steal, +15-25 life
Blood Body	Magic Kraken Shell, Po Rune, Perfect Ruby, any Jewel	+1-3 life per demon kill, 2-6% life steal, +15-25 life
Blood Amulet	Magic Amulet, Lum Rune, Perfect Ruby, any Jewel	1-15% faster run/walk, 2-6% life steal, +15-25 life
Blood Ring	Magic Ring, Ko Rune, Perfect Ruby, any Jewel	+8-15 str, 2-6% life steal, +15-25 life
Blood Weapon	Any Weapon, Fal Rune, Perfect Ruby, any Jewel	+40-80% enhanced dmg, 2-6% life steal, +15-25 life

### 3.3. Caster Recipes

Item	Ingredients	Fixed Attributes
Caster Helm	Magic Mask, El Rune, Perfect Amethyst, any Jewel	1-4% mana steal, +4-12% mana regeneration, +10-20 mana
Caster Boots	Magic Boots, Eld Rune, Perfect Amethyst, any Jewel	+5-10% mana, +4-12% mana regeneration, +10-20 mana
Caster Gloves	Magic Chain Boots, Tir Rune, Perfect Amethyst, any Jewel	+1-3 mana per kill, +4-12% mana regeneration, +10-20 mana
Caster Belt	Magic Heavy Belt, Nef Rune, Perfect Amethyst, any Jewel	1-15% faster cast rate, +4-12% mana regeneration, +10-20 mana
Caster Shield	Magic Shield, Eth Rune, Perfect Amethyst, any Jewel	+5-15% blocking, +4-12% mana regeneration, +10-20 mana
Caster Body	Magic Plate Mail, Ith Rune, Perfect Amethyst, any Jewel	+1-3 mana per kill, +4-12% mana regeneration, +10-20 mana
Caster Amulet	Magic Amulet, Tal Rune, Perfect Amethyst, any Jewel	1-15% faster cast rate, +4-12% mana regeneration, +10-20 mana
Caster Ring	Magic Ring, Ral Rune, Perfect Amethyst, any Jewel	+5-10 energy, +4-12% mana regeneration, +10-20 mana
Caster Weapon	Any Weapon, Ort Rune, Perfect Amethyst, any Jewel	+34-67% enhanced dmg, +4-12% mana regeneration, +10-20 mana
Caster Helm	Magic Demonhead, Amn Rune, Perfect Amethyst, any Jewel	2-7% mana steal, +8-15% mana regeneration, +15-25 mana
Caster Boots	Magic Wyrmhide Armor, Sol Rune, Perfect Amethyst, any Jewel	+8-15% mana, +8-15% mana regeneration, +15-25 mana
Caster Gloves	Magic Vambraces, Shae Rune, Perfect Amethyst, any Jewel	+2-5 mana per kill, +8-15% mana regeneration, +15-25 mana
Caster Belt	Magic Troll Belt, Dol Rune, Perfect Amethyst, any Jewel	1-15% faster cast rate, +8-15% mana regeneration, +15-25 mana
Caster Shield	Magic Luna, Hel Rune, Perfect Amethyst, any Jewel	+8-15% blocking, +8-15% mana regeneration, +15-25 mana
Caster Body	Magic Hellforge Plate, Po Rune, Perfect Amethyst, any Jewel	+2-5 mana per kill, +8-15% mana regeneration, +15-25 mana
Caster Amulet	Magic Amulet, Lum Rune, Perfect Amethyst, any Jewel	1-15% faster cast rate, +8-15% mana regeneration, +15-25 mana
Caster Ring	Magic Ring, Ko Rune, Perfect Amethyst, any Jewel	+8-15 energy, +8-15% mana regeneration, +15-25 mana
Caster Weapon	Any Weapon, Fal Rune, Perfect Amethyst, any Jewel	+40-80% enhanced dmg, +8-15% mana regeneration, +15-25 mana

### 3.4. Safety Recipes

Item	Ingredients	Fixed Attributes
Safety Helm	Magic Crown, El Rune, Perfect Emerald, any Jewel	+5-15 lightning resist, +10-33% enhanced def, magic dmg reduced by 2-5, dmg reduced by 3-9
Safety Boots	Magic Greaves, Eld Rune, Perfect Emerald, any Jewel	+5-15 fire resist, +10-33% enhanced def, magic dmg reduced by 2-5, dmg reduced by 3-9
Safety Gloves	Magic Gauntlets, Tir Rune, Perfect Emerald, any Jewel	+5-15 cold resist, +10-33% enhanced def, magic dmg reduced by 2-5, dmg reduced by 3-9
Safety Belt	Magic Sash, Nef Rune, Perfect Emerald, any Jewel	+5-15 poison resist, +10-33% enhanced def, magic dmg reduced by 2-5, dmg reduced by 3-9
Safety Shield	Magic Kite Shield, Eth Rune, Perfect Emerald, any Jewel	+5-15 magic resist, +10-33% enhanced def, magic dmg reduced by 2-5, dmg reduced by 3-9
Safety Body	Magic Breast Plate, Ith Rune, Perfect Emerald, any Jewel	Half freeze duration, +10-33% enhanced def, magic dmg reduced by 2-5, dmg reduced by 3-9
Safety Amulet	Magic Amulet, Tal Rune, Perfect Emerald, any Jewel	+1-15% blocking, magic dmg reduced by 2-5, dmg reduced by 3-9
Safety Ring	Magic Ring, Ral Rune, Perfect Emerald, any Jewel	+5-10 vit, magic dmg reduced by 2-5, dmg reduced by 3-9
Safety Weapon	Any Weapon, Ort Rune, Perfect Emerald, any Jewel	+34-67% enhanced dmg, magic dmg reduced by 2-5, dmg reduced by 3-9
Safety Helm	Magic Corona, Amn Rune, Perfect Emerald, any Jewel	+10-25 lightning resist, +20-50% def, magic dmg reduced by 3-10, dmg reduced by 6-15
Safety Boots	Magic Myrmidon Greaves, Sol Rune, Perfect Emerald, any Jewel	+10-25 fire resist, +20-50% def, magic dmg reduced by 3-10, dmg reduced by 6-15
Safety Gloves	Magic Orge Gauntlets, Shae Rune, Perfect Emerald, any Jewel	+10-25 cold resist, +20-50% def, magic dmg reduced by 3-10, dmg reduced by 6-15
Safety Belt	Magic Spiderweb Sash, Dol Rune, Perfect Emerald, any Jewel	+10-25 poison resist, +20-50% def, magic dmg reduced by 3-10, dmg reduced by 6-15
Safety Shield	Magic Monarch, Hel Rune, Perfect Emerald, any Jewel	+10-25 magic resist, +20-50% def, magic dmg reduced by 3-10, dmg reduced by 6-15
Safety Body	Magic Great Hauberk, Po Rune, Perfect Emerald, any Jewel	Half freeze duration, +20-50% def, magic dmg reduced by 3-10, dmg reduced by 6-15
Safety Amulet	Magic Amulet, Lum Rune, Perfect Emerald, any Jewel	+1-15 blocking, magic dmg reduced by 3-10, dmg reduced by 6-15
Safety Ring	Magic Ring, Ko Rune, Perfect Emerald, any Jewel	+8-15 vitality, magic dmg reduced by 3-10, dmg reduced by 6-15
Safety Weapon	Any Weapon, Fal Rune, Perfect Emerald, any Jewel	+40-80% dmg, magic dmg reduced by 3-10, dmg reduced by 6-15

### 3.5. Deadly Recipes

Deadly Recipes are only active on certain days of month:

- (1) Day 1 through 7
- (2) Day 8 through 14
- (3) Day 15 through 22
- (4) Day 23 through 31

Item	Ingredients	Fixed Attributes
Deadly Helm(1)	Magic War Hat, Lem Rune, Perfect Skull, any Jewel	2-10% crushing blow, 2-20% deadly strike, +5-15% def
Deadly Boots(2)	Magic Demonhide Boots, Pul Rune, Perfect Skull, any Jewel	2-10% crushing blow, 2-20% deadly strike, +5-15% def
Deadly Gloves(3)	Magic Sharkskin Gloves, Um Rune, Perfect Skull, any Jewel	2-10% crushing blow, 2-20% deadly strike, +5-15% def
Deadly Belt(4)	Magic Demonhide Sash, Mal Rune, Perfect Skull, any Jewel	2-10% crushing blow, 2-20% deadly strike, +5-15% def

## V. Hirelings

### 1. General Information

Hirelings have evolved in the Expansion from mere meat-shields to true companions. They have their own Strength and Dexterity values which determine what "upgrade" Equipment you may give them. They have a set of basic gear which they will keep (as spares) even if you equip them with better equipment. This means even if you decide later on to take away some of the items you outfitted them with, they still have some sort of usability. Items used by the Hireling will not use up durability, so it may be a good option to equip them with ethereal items.

Hirelings will also get their own experience count. They do get some experience from their "masters" kills and even more from own killing blows. (But they do not "take away" experience from their "master") When they reach a new Level they automatically improve in stats (according to the values listed below) However Hirelings may not level past their "masters" level, once they have reached the same level they will not gain experience until the master levels up further.

Hirelings also have their own set of resistances. These improve on every level up, but are affected by the same penalty on Nightmare and Hell difficulty as the player is.

In case of a hireling death, he/she may be resurrected for an amount of gold (which increases with increased level of hireling) by any hireling captain. (in act IV Tyrael does this job)

Mana is not an issue Hirelings have to cope with as their mana supply is unlimited. So items with mana related attributes are wasted when used with hirelings. Hirelings can be healed by visiting the appropriate NPC in town, visiting healing wells and directly by the player with potions. (Drop them on top of the portrait)

Finally Hirelings do follow their master through the game until replaced. Even when dead they are still available for resurrection until replaced by another hireling.

### 2. Act I: Rogues

Act I Hirelings use low level fire and cold arrows.

Level Up: +1 str, +2 dex, +6.5 defense, +2 all resists

Skills: Ice Arrow / Inner Sight or Fire Arrow / Inner sight

Allowed Equipment: Armor, Helms, Bows (excluding crossbows)

Note: Rogues can not use Amazon only Items (well they are Rogues not Amazons after all)

### 3. Act II: Mercenaries

Act II Hirelings use Melee Attacks and support the party with auras.

Level Up: +1.5 str, +1.5 dex, +9.5 defense, +2 all resists

Skills: Jab/Prayer/Thorns or Jab/Defiance/Holy Freeze or Jab/Blessed Aim/Might

Unverified: Fanaticism as "Top-of-the-Line" Aura to one, most probably

Allowed Equipment: Armor, Helms, Spears, Polearms

### 4. Act III: Ironwolves

Act III Hirelings specialize in either fire, lightning or cold spell attacks

Level Up: +1.5 str, +1.5 dex, +4.5 defense, +2 all resists

Skills: Charged Bolt/Lightning or Glacial Spike/Ice Blast/Frozen Armor or Inferno/Fireball

Allowed Equipment: Armor, Helms, Shields, Swords

Note: Ironwolves do not use their sword for melee battle, so a good "caster" sword is preferable over high damage

### 5. Act V: Barbarians

Level Up: +2 str, +1.5 dex, +7.5 defense, +2 all resists

Skills: Bash or Stun

Allowed Equipment: Armor, Helms (incl. Barbarian Class-specific), one sword (can't dual wield)

## VI. Monsters

### 1. Resistances and Immunities

Resistances and Immunities are similar in a way as they both reduce the damage taken by a % value. The difference is that Resists can be lowered by some skills (e.g. Sorceress Cold Mastery reduces opponents Cold Resistance) Immunities are not affected by any skills. So a 100% physical immune monster will not take damage from any physical attack.

Note: On Hell Difficulty all monsters are (at least) 50% resistant against physical attacks. This means players will effectively only inflict half the normal damage.

### 2. Monsters on Nightmare/Hell Difficulty

On Nightmare/Hell Difficulty, monster stats increase. As a reward for fighting tougher monsters the player is rewarded with more experience points per monster.

Nightmare monsters are 33 levels higher than their normal counterparts.

Hell monsters are 66 levels higher than their normal counterparts.

Monster skill levels go up by 3 (NM) / 7 (Hell)

Unique Monsters (does not include certain super unique Monsters) gain one bonus ability on Nightmare Difficulty, two on Hell.

### 3. Monster Bonuses

#### 3.1. Statistic Bonuses

Hit Points: x2 for Minions  
x6 for Champions  
x8 for Uniques

Level: +4 for Champions  
+3 for Uniques

Experience: x3 for Champions  
x5 for Uniques

#### 3.2. Additional Champion Monster Bonuses

Champions: Minimum Damage x2  
Maximum Damage x2  
Attack Rating x2  
Attack Rate +120%  
Velocity x2

Ghostly: Half Speed  
~20% Chance for Cold Damage

Fanatics: Faster Speed  
-30% Defense

Berserkers: Damage x4  
Attack Rating x4  
Hit Points x1.5

Possessed: Hit Points x12  
Can't be cursed

#### 3.3. Additional Unique Monster Bonuses

Aura enchant: The monster will have one of Auras listed below.  
Might (Svl=Mlvl / 4)  
Holy Fire (Svl=Mlvl / 2)  
Blessed Aim (Svl=Mlvl)  
Holy Freeze (Svl=Mlvl / 2)  
Holy Shock (Svl=Mlvl / 2)  
Conviction (Svl=Mlvl / 4)  
Fanaticism (Svl=Mlvl / 4)

Cold Enchant: Cold Minimum Damage: +(minimum Damage)  
Cold Maximum Damage: +(maximum Damage)  
Cold Length: +20  
Chance to hit: x2  
Cold Resist: 75%  
On death: launches a Frost Nova (Svl=Mlvl)

Cursed: If Unique hits, there is a 50% chance that it casts Amplified Damage Curse (Svl=Mlvl / 4) on attacker.

Extra Fast: Unique and Minions get increased Velocity  
Attack Rate: x2 (Unique only)

Extra Strong:	Minimum Damage: x3 Maximum Damage: x3 Chance to Hit: +25%
Fire enchant:	Fire Minimum Damage: +(minimum Damage) Fire Maximum Damage: +(maximum Damage) Chance to hit: x2 Fire Resist: 75% On death: does damage of 75-100% of max HP (radius 4 yards)
Immune to Cold:	Cold attacks will not harm these monsters; they can not be chilled or frozen either
Immune to Fire:	Fire attacks will not harm these monsters
Immune to Lightning:	Lightning attacks will not harm these monsters
Immune to Physical:	Physical attacks will not harm these monsters
Immune to Poison:	Poison attacks will not harm these monsters
Lightning enchant:	Lightning Minimum Damage: +(minimum Damage) Lightning Maximum Damage: +(maximum Damage) Chance to hit: x2 Lightning Resist: 75% When hit: releases Charged Bolt (Slvl=Mlvl)
Magic Resistant:	Fire + Lightning + Cold Resistances 75% each
Mana Burn:	Mana Minimum Damage: +(minimum Damage x 4) Mana Maximum Damage: +(maximum Damage x 4) Chance to Hit: x2 Magic Resistance: +75%
Multishot:	2 to 5 missiles of the same type that the monster normally uses are shot
Spectral Hit:	Fire + Lightning + Cold Resistances +20% each Chance to Hit: x2 one from Fire, Lightning, Magic, Cold and Poison is selected to do: Elemental Minimum Hit: +(minimum Damage) Elemental Maximum Hit: +(maximum Damage)
Stone Skin:	Damage Resist: +80% Defense: x3
Teleport:	When health is <33% (or attacker getting close to ranged monster), teleports away. Also if health <33% some hit points are gained by teleporting.

#### **4. Monster Data.....not yet complete (but mostly)....sorry!**

Well I am well aware that there are different ways to sort monsters. I decided to stick with the way of listing like the Arreat Summit. This may be confusing as this leads to some mixing of monster locations. If you can suggest a better way to sort monsters please feel free to enlighten me. (I've already tried an individual listing in order of first occurrence but this got very confusing as there will be too many additions to be made to individual monsters)

Monsters not listed as Undead or as Demon are Animals

Key to Monster Data Tables:

Loc=possible Location/Area in Game

Mlvl=Monster level (used for various calculations)

Exp=Base experience for killing the monster

HP=Hit points

Def=Defense

Dam=Damage done by the monster

Att=Attack rate

%Bl=Chance of Blocking

Resists:

Ph=physical

M=magic

F=fire

L=lightning

C=cold

Po=poison

i=immunity (if no %value listed=100%)



**Diablo 2 Expansion Data Collection**

**4.1. Normal Monster Data (normal Difficulty)**

Fallen (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Fallen	2-4/9/11	1	18	1-3	5	1-2/1-2	3/3	9	0	0	0	0	0	0
Carver	9-13	5	42	3-7	25	2-4/2-4	10/10	16	0	0	0	0	0	0
Devilkin	15-17/19/20	7	53	3-9	35	2-5/2-5	14/14	25	0	0	0	0	0	0
Dark One	23-24	10	71	5-12	50	3-7/3-7	19/19	36	0	0	0	0	0	0
Warped One	63,(1-2)	40	1199	17-45	201	11-23/11-24	75/75	49	50	50	50	50	50	50

Fallen Shaman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Fallen Shaman	3-4/9/11	2	32	4-7	10	1-3/2-3	5/5	4	0	25	0	0	0	0
Carver Shaman	10/12-14/16	6	64	9-15	30	2-6/3-6	12/12	7	0	30	0	0	0	0
Devilkin Shaman	17/19-20	9	88	13-22	45	3-8/4-9	18/18	10	0	35	0	0	0	0
Dark Shaman	23-24	11	104	16-26	55	4-9/5-10	21/21	12	0	40	0	0	0	0
Warped Shaman	91	40	1624	53-87	201	13-30/15-32	75/51	39	0	70	0	0	0	50

Note: shoot firebolts; can revive Fallen of same or lower type (for example: Fallen Shaman can not revive Carvers), Unique Shamans can revive other Shamans!

Spike Fiend	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Quill Rat	2	1	21	1-4	5	1-2	3	0	0	0	0	0	0	0
Spike Fiend	12	5	49	3-11	25	1-5	10	0	0	0	0	0	0	0
Thorn Beast	16	8	70	4-16	40	2-7	16	0	0	0	0	0	0	0
Razor Spine	19	9	77	4-17	45	2-8	18	0	0	0	0	0	0	0
Jungle Urchin	?	18	174	8-33	90	4-14	34	0	0	0	0	0	0	0

Note: shoot quills

Zombie (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Zombie	2-3	1	33	5-9	5	1-3/2-3	3/3	0	0	0	0	0	50	0
Hungry Dead	5-9	2	44	7-13	10	1-3/3-4	5/5	0	0	0	0	0	50	0
Ghoul	24,(3-4)	12	152	28-51	60	4-11/9-13	23/23	0	0	0	0	0	50	0
Plague Bearer	33-34	17	245	39-69	85	7-19/11-18	32/32	0	0	0	0	0	50	50
Drowned Carcass	48	22	395	49-88	111	6-15/15-23	42/42	0	20	50	0	0	50	0

Wendigo	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Gargantuan Beast	3-4	2	48	9-15	10	2-3/3-4	5/5	0	0	0	0	0	0	0
Brute	12-14	5	84	18-29	25	3-4/5-6	10/10	0	0	0	0	0	0	0
Yeti	19	9	132	29-47	45	4-7/8-9	18/18	0	0	0	0	20	0	0
Crusher	40	19	327	57-92	95	8-13/14-18	36/36	0	0	0	0	0	0	0
Wailing Beast	55-56/58-59/61-62	23	479	68-110	116	9-16/17-21	43/43	0	0	20	0	0	0	60

Corrupt Rogue (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dark Hunter	4	2	31	4-7	10	1-3	5	12	0	0	0	0	0	0
Vile Hunter	11-12	5	54	8-13	25	2-5	10	18	0	0	0	0	0	0
Dark Stalker	16-17	8	78	12-20	40	3-7	16	25	0	0	0	0	0	0
Black Rogue	19-20	9	86	13-22	45	3-8	18	33	0	0	0	0	0	0
Flesh Hunter	55-56/58-59/61-62	23	311	31-51	116	7-18	43	40	20	0	0	0	0	0

Corrupt Rogue Archer (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dark Ranger	5/9	4	54	10-14	20	Bow	23	0	0	0	0	0	0	0
Vile Archer	13-14	5	63	12-17	25	Bow	28	0	0	0	0	0	0	0
Dark Archer	15	7	81	16-23	35	Bow	38	0	0	0	0	0	0	0
Black Archer	22	10	108	21-31	50	Bow	53	0	0	0	0	0	0	0
Flesh Archer	55-56/58-59/61-62	24	397	48-68	121	Bow	123	0	20	0	0	0	0	0

Corrupt Rogue Spearwoman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dark Spearwoman	4	2	36	6-9	10	2-4	5	0	0	0	0	0	0	0
Vile Lancer	12	5	63	11-16	25	3-6	10	0	0	0	0	0	0	0
Dark Lancer	16	8	90	16-24	40	4-9	16	0	0	0	0	0	0	0
Black Lancer	?	9	99	17-26	45	4-10	18	0	0	0	0	0	0	0
Flesh Lancer	?	24	394	43-65	121	9-23	45	0	20	0	0	0	0	0

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Skeleton (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Skeleton	5-8	2	34	6-9	10	1-3/1-3	5	10	0	0	0	0	50	0
Returned	10/13/30	6	68	13-19	30	2-5/2-5	12	15	0	0	0	0	50	0
Bone Warrior	17/36	7	76	15-21	35	2-6/2-6	14	20	0	0	0	40	50	0
Burning Dead	26/41/42	13	130	26-37	65	4-9/3-9	25	25	0	50	0	0	50	0
Horror	26/28	14	143	28-39	70	4-10/3-10	27	30	0	0	60	0	50	20

Note: Life and mana can not be stolen from Skeletons

Skeleton Archer (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Skeleton Archer	10-11	5	62	9-19	25	Bow	28	0	0	0	0	0	50	0
Returned Archer	16	8	89	14-28	40	Bow	43	0	0	0	0	0	50	0
Bone Archer	20/21	9	98	15-31	45	Bow	48	0	0	0	0	20	50	0
Burning Dead Archer	26	13	137	21-42	65	Bow	68	0	0	30	0	0	50	0
Horror Archer	37-38	18	221	28-57	90	Bow	93	0	0	0	40	0	50	20

Skeleton Mage (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Returned Mage	16/18	8	55	10-15	40	Magic	-	0	0	0/0/30/0	0/0/0/30	0/30/0/0	70/50/50/50	0
Bone Mage	20-22	10	66	12-18	50	Magic	-	0	0	0/0/30/0	0/0/0/30	0/30/0/0	70/50/50/50	0
Burning Dead Mage	26/28	14	93	17-24	70	Magic	-	0	0	0/70/0	0/0/0/30	0/0/0	70/50/50	0
Horror Mage	26/34/37/38	17	123	20-29	85	Magic	-	0	0	0/0/30/0	0/0/0/30	0/30/0/0	70/50/50/50	0

There are four types of Mages (per Sub-class, Burning Dead Mage only three) with different Resistances and Immunities;  
They are listed according to their attack: poison/cold/fire/lightning

Goatman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Moon Clan	9	4	54	12-15	12	3-5/2-5	8	0	0	0	0	0	0	0
Night Clan	13	6	72	17-21	18	4-7/3-6	12	0	0	0	0	0	0	0
Blood Clan	15	7	81	19-23	21	4-8/3-7	14	0	0	0	0	0	0	0
Death Clan	20/21	10	108	26-32	30	5-11/4-10	19	0	0	30	0	0	0	30
Hell Clan	39	19	245	46-57	57	9-19/8-17	36	0	0	40	0	0	0	0

Blood Hawk	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Foul Crow	9	4	22	2-5	3	1-2	8	0	0	0	0	0	0	0
Blood Hawk	13	6	29	3-6	5	2-3	12	0	0	0	0	0	0	0
Black Raptor	31	16	74	7-15	12	4-7	31	0	0	0	0	0	60	0
Cloud Stalker	45	22	130	10-20	17	5-10	42	0	30	20	60	0	0	0

Tainted (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Misshapen	11/14	5	56	8-16	19	3-4	8	0	0	0	40	0	0	0
Disfigured	18	8	80	12-23	30	4-6	13	0	0	0	50	0	0	0
Tainted	21/23/24,(1/2)	11	104	16-31	41	5-8	17	0	0	0	60	0	0	0
Afflicted	24,(3/4)	12	112	17-33	45	6-9	19	0	0	0	70	0	0	0
Damned	68	27	470	36-70	101	12-18	41	0	0	0	80	0	0	0

Cast lightning balls

Giant Spider	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Arach	24,2	11	147	37-46	55	7-11	21	0	0	0	0	0	0	0
Poison Spinner	46/47	21	372	66-84	106	12-20	40	0	0	0	0	0	0	0
Flame Spider	46/47	22	410	69-88	111	13-21	42	0	0	0	0	0	0	0
Spider Magus	55-56/58-59/61-62	23	451	72-91	116	14-22	43	0	0	0	0	0	0	0

Spin webs that slow players footsteps

Wraith (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Ghost	15	7	83	14-28	35	3-6	14	0	20	0	0	0	50	0
Wraith	21/23	10	110	19-38	50	4-8	19	0	30	0	0	0	50	0
Specter	39	19	251	34-69	95	8-13	36	0	40	0	0	0	50	0
Apparition	41/42	20	276	36-72	101	8-14	38	0	50	0	0	0	50	0
Dark Shape	51	22	334	39-79	111	9-15	42	0	60	0	0	0	50	0

Drain mana

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Fetish (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Ratman	24,1	10	95	14-24	50	5-8	19	0	0	0	0	0	0	0
Fetish	45/48/50	21	260	28-47	106	9-14	40	0	0	0	0	0	0	0
Flayer	49-51	22	286	30-49	111	10-15	42	0	0	0	0	0	0	0
Soul Killer	49/51	23	315	31-51	116	10-16	43	0	0	0	0	0	0	0
Stygian Doll	?	24	346	32-53	121	11-16	45	0	0	0	0	0	0	0

Fetish Shaman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Ratman Shaman	?	11	99	16-26	55	3-7 / 5-7	21	0	0	0	0	0	0	0
Fetish Shaman	45/48/50	22	276	30-49	111	5-13 / 9-13	42	0	0	0	0	0	0	0
Flayer Shaman	49-51	23	303	31-51	116	5-13 / 9-13	43	0	0	0	0	0	0	0
Soul Killer Shaman	49/51	24	334	32-53	121	5-13 / 9-13	45	0	0	0	0	0	0	0
Stygian Doll Shaman	?	24	334	32-53	121	5-13 / 9-13	45	0	0	0	0	0	0	0

Can resurrect dead fetish, use inferno attack

Vampire (Undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Banished	24,3	12	154	40-55	60	4-10	23	0	20	0	0	0	50	0
Ghoul Lord	39/41/42	19	299	61-84	95	6-15	36	0	30	0	0	0	50	0
Night Lord	55-56/58-59/61-63	23	438	73-100	116	8-18	43	0	40	0	0	0	50	0
Dark Lord	64,(1-2)	24	482	76-105	121	8-19	45	0	50	0	0	0	50	0
Blood Lord	64,3	25	530	79-109	126	8-19	47	0	60	0	0	0	50	0

Drain life, can cast fire balls, meteors and fire walls

Leaper	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Leaper	27	14	158	20-58	70	6-12	27	0	0	0	0	0	0	0
Cave Leaper	29	15	174	21-62	75	6-12	29	0	0	0	0	0	0	0
Tomb Creeper	33	17	211	23-69	85	7-14	32	0	0	0	40	0	0	0
Tree Lurker	52	22	339	30-88	111	9-17	42	0	0	0	20	40	0	0
Cliff Lurker	66	26	497	35-104	131	10-20	49	0	20	0	60	40	0	0

Do leap attacks

Scarab Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dung Soldier	27/28	14	140	20-33	70	5-15 / 5-12	27	0	0	0	0	0	0	0
Death Beetle	31/32	16	170	23-38	80	6-17 / 6-13	31	0	0	0	0	0	0	0
Scarab	32	17	187	24-40	85	6-17 / 6-14	32	0	0	0	0	0	0	0
Steel Scarab	40-42	19	226	27-44	95	6-19 / 6-15	36	0	0	0	0	0	0	0
Bone Scarab	55/58-59 / 61-62	24	364	33-55	121	8-24 / 8-19	45	0	0	0	0	0	0	0

When hit, will release lightning bolts

Sand Maggot	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Maggot	31/32	16	238	47-59	80	9-20	31	0	0	0	0	0	0	0
Rock Worm	32	17	261	50-62	85	10-21	32	0	0	0	0	0	0	0
Devourer	40	19	316	56-69	95	11-23	36	0	0	0	0	0	0	0
Giant Lamprey	46/47	21	383	61-75	106	12-26	40	0	0	0	0	0	0	0
Blood Maggot	69	27	678	78-96	136	15-32	51	0	0	0	0	0	0	0

Sand Maggot Young	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Maggot Young	31/32	16	111	7-22	80	3-5	31	0	0	0	0	0	0	0
Rock Worm Young	32	17	122	8-23	85	3-5	32	0	0	0	0	0	0	0
Devourer Young	40	19	147	8-26	95	3-6	36	0	0	0	0	0	0	0
Giant Lamprey Young	46/47	21	178	9-28	106	4-6	40	0	0	0	0	0	0	0
Blood Maggot Young	69	24	238	10-32	121	4-7	45	0	0	0	0	0	0	0

Vulture Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Carrion Bird	27	14	140	20-32	70	9-12	27	0	0	0	0	0	0	0
Undead Scavenger*	29/31	15	154	21-34	75	9-12	29	0	0	0	0	0	0	0
Hell Buzzard**	52	22	300	30-49	111	13-17	42	0	0	0	0	0	0	0
Winged Nightmare	49/57	23	330	31-51	116	14-18	43	0	0	0	0	0	0	0

\*Undead / \*\*Demon

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Swarm	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Itches	31	16	124	7-15	80	8-10	31	0	60	0	0	0	0	0
Black Locusts	32	17	136	8-16	85	8-10	32	0	70	0	0	0	0	0
Plague Bugs	?	21	199	9-19	106	10-12	40	0	80	0	0	0	0	0
Hell Swarm	53	22	219	10-20	111	11-13	42	0	90	0	40	0	0	0

Life and mana can not be stolen from swarms.

Sabre Cat	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Huntress	26/27/30	14	119	17-29	53	5-12	27	15	0	0	0	0	0	0
Sabre Cat	29	15	130	18-31	56	5-12	29	20	0	0	0	0	0	0
Night Tiger	33	17	158	21-34	64	6-14	32	25	0	0	0	0	0	0
Hell Cat	40	19	191	23-38	71	6-15	36	30	0	0	0	0	0	0

Slinger	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Slinger	27	14	113	16-26	48	5-12	27	15	0	0	0	0	0	0
Spear Cat	29/30	15	124	17-28	52	5-12	29	16	0	0	0	0	0	0
Night Slinger	33	17	150	19-31	59	6-14	32	17	0	0	0	0	0	0
Hell Slinger	40	19	182	21-34	66	6-15	36	19	0	0	0	0	0	0

throw Javelins or throwing potions

Mummy(undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dried Corpse	26	13	132	19-44	65	5-10	25	0	0	0	0	0	70	0
Decayed	28/30	15	160	22-50	75	6-11	29	0	0	0	0	0	70	0
Embalmed	34/36	18	213	26-59	90	6-13	34	0	0	0	0	0	70	0
Preserved Dead	41/42/ 50/54	23	343	33-74	116	8-16	43	0	0	0	0	0	70	0
Cadaver	64	25	415	36-80	126	9-17	47	0	0	0	0	0	70	0

When Killed, Mummies leave a cloud of Poison

Greater Mummy (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Hollow One	30	15	252	62-76	75	12-16	29	0	0	0	0	0	50	0
Guardian	36	18	336	73-90	90	14-18	34	0	0	0	0	0	50	0
Unraveler	41/42/91	20	406	81-99	101	16-20	38	0	0	0	0	0	50	0
Horadrim Ancient	54	23	540	92-113	116	18-23	43	0	0	0	0	0	50	0

Can "revive" other undead, use a poison cloud attack at short range and a "unholy-bolt" at greater ranges

Sand Raider	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Raider	26/31/32	13	179	38-59	65	6-9	47	0	0	0	0	0	0	0
Marauder	33	17	261	48-76	85	7-11	61	0	0	0	0	0	0	0
Invader	34/37/38	18	288	51-80	90	8-11	65	0	0	0	0	0	0	0
Infidel	60	24	509	67-105	121	10-15	86	0	0	0	0	0	0	0
Assailant	?	26	616	72-113	131	11-16	93	0	0	0	0	0	0	0

Charge themselves up to imbue attacks with elemental damage

Bat Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Desert Wing	30	15	151	14-48	75	7-10 / 5-10	29 / 60	0	0	0	0	0	0	0
Fiend	46/47/50	19	222	18-60	95	8-12 / 8-12	36 / 65	0	0	0	0	0	0	0
Gloom Bat	51/54	22	295	20-69	111	9-14 / 11-17	42 / 70	0	0	0	0	0	0	0
Blood Diver	55/58/59/ 61-62	24	357	22-75	121	10-15 / 14-22	45 / 75	0	0	0	0	0	0	0
Dark Familiar	68	27	475	24-84	136	11-17 / 18-28	51 / 80	0	0	0	0	0	0	0

Have a lightning attack

Claw Viper	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Tomb Viper	?	11	101	16-26	55	4-7 / 5-8	21	0	0	0	0	0	0	0
Claw Viper	36	15	144	21-34	75	6-10 / 6-10	29	0	0	0	0	20	0	0
Salamander	36	18	192	25-41	90	6-11 / 7-12	34	0	0	0	0	40	0	0
Pit Viper	?	22	281	30-49	111	8-14 / 9-15	42	0	0	0	0	60	60	0
Serpent Magus	55/58/59/ 61-62	24	341	32-53	121	8-15 / 9-16	45	0	0	0	0	80	20	40

Use knockback and chilling attacks

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Blunderbore (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Blunderbore	37/38	18	282	41-73	90	9-16/14-18	46 / 34	0	0	0	0	0	0	0
Gorebelly	41/42	20	341	45-81	101	10-18/16-20	51 / 38	0	0	0	0	0	0	0
Mauler	64	25	550	55-100	126	12-22/19-24	64 / 47	0	0	0	0	0	0	0
Urdar	69	32	1071	70-126	161	15-27/24-30	81 / 60	0	0	25	25	50	25	0

Attacks can stun players

Giant Mosquito	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sucker	45	21	243	9-47	106	7-17 / 10-17	40	0	0	0	0	0	0	0
Feeder	54	23	295	10-51	116	8-18 / 11-18	43	0	0	0	0	0	0	0

Drain stamina

Thorned Hulk (type)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Thorned Hulk	45	21	403	67-109	106	12-20 / 10-20	40	0	0	0	0	0	0	0
Bramble Hulk	48	22	444	70-114	111	13-21 / 11-21	42	0	0	0	0	0	0	0
Thrasher	49/57	23	488	73-119	116	13-22 / 11-22	43	0	0	0	0	0	0	0
Spikefist	?	27	715	85-138	136	15-25 / 13-25	51	0	0	0	0	0	0	0

Baboon Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dune Beast	37/38	18	238	41-57	90	6-18	34	0	0	0	0	0	0	0
Jungle Hunter	45	21	317	47-66	106	7-21	40	0	0	0	0	0	0	0
Doom Ape	52	22	348	49-69	111	7-22	42	0	0	0	0	0	0	0
Temple Guard	60	24	422	53-75	121	8-24	45	0	0	0	0	0	0	0

Frog Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Swamp Dweller	47/48	21	360	57-75	106	9-21	40	0	0	0	0	0	0	0
Bog Creature	48	22	396	60-79	111	10-22	42	0	0	0	0	0	0	0
Slime Prince	51/54	24	479	65-86	121	11-24	45	0	0	0	0	0	0	0

Spit poison

Willowisp(type)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Gloom	48/50	21	241	19-38	106	5-21	40	0	40	0	50	0	0	0
Burning Soul	67	26	389	24-46	131	6-26	49	0	60	0	70	0	0	0

Use a lightning attack, are (almost) invisible when not attacking (only a slight trace of light, during night easy to spot)

Bone Fetish (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Undead Flayer	51	22	286	30-49	111	10-15	42	0	0	0	0	0	50	0
Undead Soullkiller	50/54	23	315	31-51	116	10-16	43	0	0	0	0	0	50	0
Undead Stygian Doll	50/64	24	346	32-53	121	11-16	45	0	0	0	0	0	50	0

Tentacle Beast(type)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Water Watcher	51	18	213	49-65	90	9-18	34	0	0	0	0	0	0	0
River Stalker	48/49	20	258	54-72	101	10-20	38	0	0	0	0	0	0	0
Stygian Watcher	54/63	22	312	60-79	111	11-22	42	0	0	0	0	0	0	0

Spit poison that knocks players back, can only be attacked when surfaced

Zakarum Zealot	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Zakarumite	52/53	20	297	54-72	101	8-14	38	0	0	0	0	0	0	0
Faithful	53/57	22	360	60-79	111	9-15	42	0	0	0	0	0	0	0
Zealot	57/60/63	24	435	65-86	121	9-16	45	0	0	0	0	0	0	0

Will run away after you have completed Compelling Orb Quest ;-)

Zakarum Priest	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sexton	53	22	381	60-79	111	10-22	42	0	0	0	0	0	0	0
Cantor	57	23	419	62-82	116	10-23	43	0	0	0	0	0	0	0
Heirophant	60/63	24	461	65-86	121	11-24	45	0	0	0	0	0	0	0

Heal nearby monsters, Uniques can also heal other Zakarum Priests, use Lightning and Blizzard Skills.

Council Member (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Council Member	63/64/91	25	696	99-198	126	8-19	47	0	0	0	0	0	0	0

Can cast Hydras

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Finger Mage (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Doom Caster	67	24	482	76-105	121	8-19	45	0	0	40	40	0	0	0
Strangler	68/69	27	641	85-117	136	9-21	51	0	0	50	50	0	0	0
Storm Caster	70	30	854	94-129	151	10-23	56	0	0	60	60	0	0	0

Stun players, homing missile drains mana

Megademon (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Balrog	65/67	24	563	95-114	144	8-15 / 12-16	61/45	0	0	70	0	0	0	0
Pit Lord	68/69	27	749	106-128	162	9-17 / 13-18	69/51	0	0	70	0	0	0	0
Venom Lord	70/91	30	997	118-141	180	10-18 / 15-20	76/56	0	0	70	0	0	70	0

Can use a Inferno like attack

Regurgator (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Corpulent	66/67	24	604	105-142	121	13-22 / 12-23	45	0	0	0	0	0	0	0
Corpse Spitter	68	27	804	117-158	136	15-25 / 13-25	51	0	0	0	0	0	0	0
Maw Fiend	68/69	30	1070	129-175	151	17-28 / 14-28	56	0	0	0	0	0	0	0

Eats Corpses and spits them at player

Oblivion Knight (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Doom Knight	66/67/70	24	486	65-86	153	11-24/8-19	45	0	0	80	20	20	40	0
Abyss Knight	68/69	27	647	72-96	172	12-26/9-21	51	0	0	40	80	40	40	0
Oblivion Knight	70	30	861	80-106	191	13-29/10-23	56	0	0	60	60	60	60	0

Fighters carry a Sword, Fighter Mages will carry a sword and cast magical missiles (Element according to Color on Hand), Mages will use Bone Spirit and a Bone Spear like attack along with normal magical missiles and some Necromancer Curses

Vile Mother (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Flesh Spawner	66/67	24	622	114-147	90	13-29	45	0	0	0	0	0	0	0
Stygian Hag	68	27	828	128-165	101	15-32	51	0	0	0	0	25	0	0
Grotesque	69	30	1102	141-182	113	17-36	56	0	0	0	0	40	0	0

Spawn Vile Childs (of same class)

Vile Child (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Flesh Beast	44/66/67	24	330	28-42	121	7-12	74	0	0	0	0	0	0	0
Stygian Dog	68	27	439	31-47	136	8-13	83	0	0	0	0	25	0	0
Grotesque Wyrn	69	30	584	34-52	151	9-14	92	0	0	0	0	40	0	0

Minion	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Enslaved	72/73/85	31	1172	121-152	186	15-19/18-22	95/102		0	0	0	0	0	0
Slayer	75	33	1418	129-161	198	16-20/19-24	101/109		0	0	0	0	0	0
Ice Boar	76/82/86/90	35	1716	136-170	210	17-21/20-25	107/115		0	0	0	0	0	0
Fire Boar	76/86	36	1887	140-175	216	17-22/20-26	110/119		0	0	0	0	0	0
Hell Spawn*	?	37	2076	144-180	222	17-22/21-26	113/122		0	0	0	0	0	0
Ice Spawn	82	40	2763	155-194	240	19-24/23-29	122/132		0	0	0	0	0	0
Greater Hell Spawn*	90	41	3040	159-198	246	19-25/23-29	125/135		0	0	0	0	0	0
Greater Ice Spawn	?	42	3344	163-203	252	20-25/24-30	128/138		0	0	0	0	0	0

\*Demon

Suicide Minion	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Fanatic Enslaved	72/73/85	31	1250	24-36	156	59-88 / 8-19	158 / 58		0	25	0	0	0	0
Berserker Slayer	75	33	1512	26-39	166	63-94 / 9-20	168 / 62		0	30	0	0	0	0
Consumed Fire Boar	76/82/86/90	35	1829	27-41	176	66-99 / 9-21	178 / 66		0	35	0	0	0	0
Consumed Ice Boar	76/86	36	2012	28-42	181	68-102 / 10-22	183 / 68		0	40	0	0	0	0
Frenzied Hell Spawn*	?	37	2214	29-43	186	69-104 / 10-22	188 / 69		0	70	0	0	0	20
Frenzied Ice Spawn	90,2	40	2946	31-47	201	75-113 / 11-24	203 / 75		0	35	0	0	0	0
Insane Hell Spawn*	90	41	3241	32-48	206	77-115 / 11-25	208 / 77		0	40	0	0	0	0
Insane Ice Spawn	?	42	3565	33-49	211	79-118 / 11-25	213 / 79		0	70	0	0	0	20

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Death Mauler	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Death Mauler	72/73	32	1151	81-100	240	10-15 / 8-19	163 / 60		0	0	0	0	0	0
Death Brawler	81	35	1532	89-109	263	11-17 / 9-21	178 / 66		0	0	0	0	0	0
Death Slasher	83/87	38	2039	96-118	285	12-18 / 10-23	193 / 71		0	0	0	0	0	0
Death Berserker	?	40	2467	101-124	300	13-19 / 11-24	203 / 75		0	0	0	0	0	0
Death Brigardier	?	41	2714	103-127	308	13-19 / 11-25	208 / 77		0	0	0	0	0	0

Imp (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Demon Imp	73/75	31	792	41-68	156	12-24 / 20-40	58		0	0	0	0	0	0
Demon Rascal	73/74	33	958	44-72	166	13-25 / 21-43	62		0	0	0	0	0	0
Demon Gremlin	72	34	1054	45-74	171	13-26 / 22-44	64		0	0	0	0	0	0
Demon Trickster	85/86	36	1276	48-78	181	14-27 / 23-46	68		0	0	0	0	0	0
Demon Sprite	90	38	1543	50-83	191	14-29 / 24-48	71		0	0	0	0	0	0

Seige Beast	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Seige Beast	?	37	0	288	194	21-28	188		0	0	0	0	0	0
Crush Beast	73/85	38	0	295	200	21-29	193		0	0	0	0	0	0
Demon Steed	?	38	0	295	200	21-29	193		0	0	0	0	0	0
Gore Bearer	?	38	0	295	200	21-29	193		0	0	0	0	0	0
Blood Bringer	?	38	0	295	200	21-29	193		0	0	0	0	0	0

Imps can teleport on top of these and attack more powerful from above

Overseer (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Overseer	72	33	2004	258	166	13-25 / 21-43	84 / 62		0	0	0	0	0	0
Lasher	75	34	2204	265	171	13-26 / 22-44	86 / 64		0	0	0	0	0	0
Overlord	75/76	36	2667	280	181	14-27 / 23-46	91 / 68		0	0	0	0	0	0
Blood Boss	86	37	2934	288	186	14-28 / 24-47	94 / 69		0	0	0	0	0	0
Hell Whip	?	39	3550	303	196	15-29 / 25-50	99 / 73		0	0	0	0	0	0

Blood Lord	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Moon Lord	77/87	33	1933	193-258	248	14-31	126		0	0	0	0	0	0
Night Lord	76/80	35	2339	204-273	263	15-33	133		0	0	0	0	0	0
Blood Lord	74	36	2573	210-280	270	15-34	137		0	0	0	0	0	0
Hell Lord	74	40	3767	233-310	300	17-38	152		0	0	0	0	0	0
Death Lord	90/91	43	5013	249-333	323	18-40	163		0	0	0	0	0	0

Snow Yeti	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Snow Drifter	77/84	40	2562	155-186	255	8-22 / 11-24	111 / 75		0	0	0	75	0	20
Abominable	78/83	41	2818	159-191	261	8-22 / 11-25	114 / 77		0	0	0	75	0	30
Chilled Froth	?	42	3099	163-195	268	9-23 / 11-25	117 / 79		0	0	0	75	0	0
Frozen Abyss	88	43	3409	166-200	274	9-23 / 11-26	120 / 80		0	0	0	75	0	0

Frozen Horror	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Frozen Creeper	77/88	37	2560	216-288	222	14-22 / 18-24	94		0	0	0	75	0	0
Frozen Terror	78/83	38	2816	221-295	228	14-23 / 19-24	96		0	0	0	75	0	0
Frozen Scourge	84/87	39	3097	227-303	234	15-23 / 19-25	99		0	0	0	75	0	0
Frozen Horror	?	40	3407	233-310	240	15-24 / 20-26	101		0	0	0	75	0	0
Frozen Scorch	?	41	3748	238-318	246	15-25 / 20-26	104		0	0	0	75	0	0

Succubae (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Succubus	87	32	907	63-100	204	9-17 / 9-15	81		0	0	0	0	0	0
Vile Temptress	84	34	1097	66-106	217	10-18 / 10-16	86		0	0	0	0	0	0
Stygian Harlot	77/84	35	1207	68-109	223	10-19 / 10-17	89		0	0	0	0	0	0
Hell Temptress	82	40	1943	78-124	255	11-21 / 11-19	101		0	0	0	0	0	0
Blood Temptress	78/88	42	2351	81-130	268	12-22 / 12-20	106		0	0	0	0	0	0
Dominius	?	32	921	63-100	204	9-17 / 9-15	89 / 81		0	0	0	0	0	0
Vile Witch	90	34	1115	66-106	217	10-18 / 10-16	95 / 86		0	0	0	0	0	0
Stygian Fury	91	35	1226	68-109	223	10-19 / 10-17	98 / 89		0	0	0	0	0	0
Blood Witch	?	40	1975	78-124	255	11-21 / 11-19	111 / 101		0	0	0	0	0	0
Hell Witch	?	42	2389	81-130	268	12-22 / 12-20	117 / 106		0	0	0	80	0	0

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Reanimated Horde (undead)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Rot Walker	78	31	899	73-109	198	6-17 / 8-19	87 / 58		0	0	0	0	70	0
Reanimated Horde	83	33	1088	77-116	210	7-18 / 9-20	92 / 62		0	0	0	0	80	0
Prowling Dead	79/80/88	35	1316	82-123	223	7-19 / 9-21	98 / 66		0	0	0	0	90	0
Unholy Corpse	81	40	2120	93-140	255	8-22 / 11-24	111 / 75		20	50	0	0	70	0
Defiled Warrior	79/90	42	2565	98-146	268	9-23 / 11-25	117 / 79		0	0	0	0	70	50

Putrid Defiler (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Putrid Defiler	81	35	1371	82-136	263	7-20	89		0	33	33	33	50	0
Wretched Defiler	82	37	1659	86-144	278	7-21	94		0	33	33	33	50	0
Fetid Defiler	90	38	1825	89-148	285	7-21	96		0	33	33	33	50	0
Rancid Defiler	90	39	2007	91-151	293	7-22	99		0	33	33	33	50	0
Rank Defiler	?	40	2208	93-155	300	8-23	101		0	33	33	33	50	0

Pain Worm (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Pain Worm	81	34	36	45-74	171	6-13	86		0	0	0	0	0	0
Torment Worm	82	35	39	46-76	176	7-13	89		0	0	0	0	0	0
Agony Worm	90	36	43	48-78	181	7-14	91		0	0	0	0	0	0
Menace Worm	90	37	47	49-81	186	7-14	94		0	0	0	0	0	0
Anguish Worm	?	42	76	55-91	211	8-16	106		0	0	0	0	0	0

Baals Minions	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Baals Mummy	91	40	2732	157-192	201	30-38	75		0	0	0	0	50	0
Baals Cold Mage	91	14	93	17-24	70	-	-		0	50	0	30	50	0
Baals Council Member	91	40	2909	155-310	201	13-30	75		0	0	0	0	0	0
Baals Venom Lord	91	40	3092	155-310	240	14-24 / 20-26	101 / 75		0	70	0	0	70	0
Minions of Destruction	91	60	35187	575-805	311	11-33 / 6-61	303 / 287		0	50	0	50	95	0

Not really a group but all spawned by Baal; Mummy and Cold Mage = undead, others = demons

#### 4.2. Normal Monster Data (Nightmare Difficulty)

Fallen (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Fallen	2-4/9/11	34	513	47-125	125	10-20/9-22	95	9	0	0	0	0	0	0
Carver	9-13	38	673	53-139	139	11-23/11-24	106	16	0	0	0	0	0	0
Devilkin	15-17/19/20	40	770	56-146	146	12-24/11-25	112	25	0	0	0	0	0	0
Dark One	23-24	43	943	60-157	157	13-25/12-27	120	36	0	0	0	0	0	0
Warped One	63,(1-2)	70	5863	97-255	255	20-41/19-43	195	49	66	66	66	66	66	66

Fallen Shaman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Fallen Shaman	3-4/9/11	35	743	150-248	191	12-28/14-30	98	4	0	50	0	0	0	0
Carver Shaman	10/12-14/16	39	974	167-276	212	13-31/15-33	109	7	0	60	0	0	0	0
Devilkin Shaman	17/19-20	42	1193	180-297	229	14-33/17-35	117	10	0	70	0	0	0	0
Dark Shaman	23-24	44	1366	189-311	240	15-35/17-37	123	12	0	80	0	0	0	0
Warped Shaman	91	70	7930	299-493	381	23-54/27-58	195	39	0	i	0	0	0	50

Note: shoot firebolts; can revive Fallen of same or lower type (for example: Fallen Shaman can not revive Carvers), Unique Shamans can revive other Shamans!

Spike Fiend	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Quill Rat	2	34	605	47-194	185	7-27	95	0	0	0	0	0	0	0
Spike Fiend	12	38	793	53-216	207	8-30	106	0	0	0	0	0	0	0
Thorn Beast	16	41	972	57-233	223	9-32	115	0	0	0	0	0	0	0
Razor Spine	19	42	1040	58-239	229	9-33	117	0	0	0	0	0	0	0
Jungle Urchin	?	51	1911	71-289	278	11-40	142	0	0	0	0	0	0	0

Note: shoot quills

Zombie (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Zombie	2-3	34	940	241-434	185	11-30/23-36	95	0	0	0	0	0	75	0
Hungry Dead	5-9	35	1006	248-447	191	12-31/24-37	98	0	0	0	0	0	75	0
Ghoul	24,(3-4)	45	1978	318-573	245	15-40/30-47	126	0	0	0	0	0	75	0
Plague Bearer	33-34	50	2775	353-636	272	17-44/33-52	140	0	0	0	0	0	75	75
Drowned Carcass	48	55	3892	388-699	299	22-57/43-67	153	0	50	75	0	0	75	0



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Wendigo	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Gargantuan Beast	3-4	35	1110	332-531	191	14-24/26-33	98	0	0	0	0	0	0	0
Brute	12-14	38	1360	360-576	207	15-26/29-35	106	0	0	0	0	0	0	0
Yeti	19	42	1782	398-636	229	17-29/31-39	117	0	0	0	0	60	0	0
Crusher	40	52	3506	491-786	283	20-35/38-48	145	0	0	0	0	0	0	0
Wailing Beast	55-56/58-59/61-62	56	4595	529-846	305	22-38/41-51	156	0	0	50	0	0	0	80

Corrupt Rogue (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dark Hunter	4	35	720	150-248	191	10-28	98	12	0	0	0	0	0	0
Vile Hunter	11-12	38	882	163-269	207	11-30	106	18	0	0	0	0	0	0
Dark Stalker	16-17	41	1080	176-290	223	12-32	115	25	0	0	0	0	0	0
Black Rogue	19-20	42	1156	180-297	229	12-33	117	33	0	0	0	0	0	0
Flesh Hunter	55-56/58-59/61-62	56	2980	240-395	305	16-44	156	40	20	0	0	0	0	0

Corrupt Rogue Archer (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dark Ranger	5/9	37	956	234-337	201	Bow	280	0	0	0	0	0	0	0
Vile Archer	13-14	38	1023	240-346	207	Bow	288	0	0	0	0	0	0	0
Dark Archer	15	40	1171	253-364	218	Bow	303	0	0	0	0	0	0	0
Black Archer	22	43	1435	271-391	234	Bow	325	0	0	0	0	0	0	0
Flesh Archer	55-56/58-59/61-62	57	3700	359-517	310	Bow	430	0	20	0	0	0	0	0

Corrupt Rogue Spearwoman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dark Spearwoman	4	35	829	199-301	191	14-35	98	0	0	0	0	0	0	0
Vile Lancer	12	38	1016	216-326	207	15-38	106	0	0	0	0	0	0	0
Dark Lancer	16	41	1245	233-352	223	16-40	115	0	0	0	0	0	0	0
Black Lancer	?	42	1332	239-360	229	17-41	117	0	0	0	0	0	0	0
Flesh Lancer	?	57	3675	323-488	310	22-55	159	0	20	0	0	0	0	0

Skeleton (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Skeleton	5-8	35	780	217-301	191	10-24/8-24	98	10	0	0	0	0	50	0
Returned	10/13/30	39	1023	241-335	212	12-26/8-26	109	15	0	0	0	0	75	0
Bone Warrior	17/36	40	1094	247-343	218	12-27/9-27	112	20	0	0	0	60	75	0
Burning Dead	26/41/42	46	1642	284-394	250	14-31/10-31	129	25	0	75	0	0	75	0
Horror	26/28	47	1757	290-403	256	14-31/10-31	131	30	0	0	80	0	75	40

Note: Life and mana can not be stolen from Skeletons

Skeleton Archer (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Skeleton Archer	10-11	38	1009	187-379	207	Bow	288	0	0	0	0	0	60	0
Returned Archer	16	41	1236	202-409	223	Bow	310	0	0	0	0	0	60	0
Bone Archer	20/21	42	1323	207-419	229	Bow	318	0	0	0	0	50	60	0
Burning Dead Archer	26	46	1734	226-458	250	Bow	348	0	0	50	0	0	60	0
Horror Archer	37-38	51	2432	251-508	278	Bow	385	0	0	0	70	0	60	50

Skeleton Mage (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Returned Mage	16/18	41	759	150-217	223	Magic	-	0	0	0/0/50/0	0/0/0/50	0/50/0/0	60/60/60/60	0
Bone Mage	20-22	43	869	157-228	234	Magic	-	0	0	0/0/50/0	0/0/0/50	0/50/0/0	60/60/60/60	0
Burning Dead Mage	26/28	47	1139	172-249	256	Magic	-	0	0	0/ i / i	0/0/50	0/0/0	60/60/60	0
Horror Mage	26/34/37/38	50	1395	183-265	272	Magic	-	0	0	0/0/50/0	0/0/0/50	0/50/0/0	60/60/60/60	0

There are four types of Mages (per Sub-class, Burning Dead Mage only three) with different Resistances and Immunities; They are listed according to their attack: poison/cold/fire/lightning

Goatman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Moon Clan	9	37	553	134-167	120	18-37/15-33	104	0	0	0	0	0	0	0
Night Clan	13	39	633	143-178	127	19-38/15-35	109	0	0	0	0	0	0	0
Blood Clan	15	40	677	147-184	130	20-39/16-35	112	0	0	0	0	0	0	0
Death Clan	20/21	43	829	161-201	140	21-42/17-38	120	0	0	50	0	0	0	50
Hell Clan	39	52	1525	201-251	169	25-51/20-46	145	0	0	70	0	0	0	0

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Blood Hawk	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Foul Crow	9	37	381	51-108	30	8-17	104	0	0	0	0	0	0	0
Blood Hawk	13	39	436	54-113	32	8-18	109	0	0	0	0	0	0	0
Black Raptor	31	49	857	68-142	40	11-22	137	0	0	0	0	0	80	0
Cloud Stalker	45	55	1286	76-159	45	12-25	154	0	40	50	80	0	0	0

Tainted (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Misshapen	11/14	38	910	163-317	154	17-26	86	0	0	0	70	0	0	0
Disfigured	18	41	1115	176-342	167	19-27	93	0	0	0	75	0	0	0
Tainted	21/23/24,(1/2)	44	1366	189-366	179	20-29	100	0	0	0	80	0	75	0
Afflicted	24,(3/4)	45	1461	193-375	183	20-30	102	0	0	0	85	0	75	0
Damned	68	60	4031	257-498	244	27-40	136	0	0	0	i	0	0	0

Cast lightning balls

Giant Spider	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Arach	24,2	44	1918	438-555	240	26-41	123	0	0	0	0	0	0	0
Poison Spinner	46/47	54	3773	537-680	294	32-50	151	0	0	0	0	0	0	0
Flame Spider	46/47	55	4037	547-693	299	32-51	154	0	0	0	0	0	0	0
Spider Magus	55-56/58-59/61-62	56	4320	557-705	305	33-52	156	0	0	0	0	0	0	0

Spin webs that slow players footspeed

Wraith (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Ghost	15	40	1192	227-455	218	16-28	112	0	30	0	0	0	60	0
Wraith	21/23	43	1460	244-488	234	17-30	120	0	40	0	0	0	60	0
Specter	39	52	2684	295-590	283	20-35	145	0	50	0	0	0	60	0
Apparition	41/42	53	2872	300-601	289	21-36	148	0	60	0	0	0	60	0
Dark Shape	51	55	3288	312-623	299	21-37	154	0	75	0	0	0	60	0

Drain mana

Fetish (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Ratman	24,1	43	1251	184-304	234	19-30	120	0	0	0	0	0	0	0
Fetish	45/48/50	54	2634	231-381	294	24-37	151	0	0	0	0	0	0	0
Player	49-51	55	2818	235-388	299	25-37	154	0	0	0	0	0	0	0
Soul Killer	49/51	56	3016	240-395	305	25-38	156	0	0	0	0	0	0	0
Stygian Doll	?	57	3227	244-402	310	25-39	159	0	0	0	0	0	0	0

Fetish Shaman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Ratman Shaman	?	44	1291	189-311	240	9-25/17-25	123	0	0	0	0	0	0	0
Fetish Shaman	45/48/50	55	2718	235-388	299	12-31/21-31	154	0	0	0	0	0	0	0
Player Shaman	49-51	56	2908	240-395	305	12-32/22-32	156	0	0	0	0	0	0	0
Soul Killer Shaman	49/51	57	3111	244-402	310	12-32/22-32	159	0	0	0	0	0	0	0
Stygian Doll Shaman	?	57	3111	244-402	310	12-32/22-32	159	0	0	0	0	0	0	0

Can resurrect fetish, use inferno attack

Vampire (Undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Banished	24,3	45	1996	454-624	245	15-35	126	0	20	0	0	50	50	0
Ghoul Lord	39/41/42	52	3204	524-721	283	17-41	145	0	30	0	0	50	50	0
Night Lord	55-56/58-59/61-63	56	4200	564-776	305	18-44	156	0	40	0	0	50	50	0
Dark Lord	64,(1-2)	57	4494	574-789	310	19-44	159	0	50	0	0	50	50	0
Blood Lord	64,3	58	4809	584-803	316	19-45	162	0	60	0	0	50	50	0

Drain life, can cast fire balls, meteors and fire walls

Leaper	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Leaper	27	47	1946	201-598	256	18-37	131	0	0	0	0	0	0	0
Cave Leaper	29	48	2082	206-611	261	19-38	134	0	0	0	0	0	0	0
Tomb Creeper	33	50	2384	214-636	272	20-39	140	0	0	60	0	0	0	0
Tree Lurker	52	55	3344	235-699	299	21-43	154	0	0	70	70	0	0	0
Cliff Lurker	66	59	4383	252-750	321	23-46	165	0	20	80	70	0	0	0

Do leap attacks

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Scarab Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dung Soldier	27/28	47	1725	207-344	256	16-47/16-37	131	0	0	0	0	0	0	0
Death Beetle	31/32	49	1975	216-358	267	16-49/16-38	137	0	0	0	0	0	0	0
Scarab	32	50	2113	221-365	272	17-50/17-39	140	0	0	0	0	0	0	0
Steel Scarab	40-42	52	2419	229-380	283	17-52/17-41	145	0	0	0	0	0	0	0
Bone Scarab	55/58-59 /61-62	57	3393	251-416	310	19-56/19-44	159	0	0	0	0	0	0	0

When hit, will release lightning bolts

Sand Maggot	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Maggot	31/32	49	2765	451-556	267	28-59	137	0	0	0	0	0	0	0
Rock Worm	32	50	2958	460-567	272	28-60	140	0	0	0	0	0	0	0
Devourer	40	52	3387	478-590	283	29-63	145	0	0	0	0	0	0	0
Giant Lamprey	46/47	54	3878	496-612	294	30-65	151	0	0	0	0	0	0	0
Blood Maggot	69	60	5819	551-680	327	34-72	167	0	0	0	0	0	0	0

Sand Maggot Young	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Maggot Young	31/32	49	1289	68-210	267	9-14	137	0	0	0	0	0	0	0
Rock Worm Young	32	50	1379	69-214	272	9-15	140	0	0	0	0	0	0	0
Devourer Young	40	52	1579	72-223	283	9-15	145	0	0	0	0	0	0	0
Giant Lamprey Young	46/47	54	1808	75-231	294	9-16	151	0	0	0	0	0	0	0
Blood Maggot Young	69	57	2215	79-244	310	10-17	159	0	0	0	0	0	0	0

Vulture Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Carrion Bird	27	47	1718	201-332	256	28-37	131	0	0	0	0	0	0	0
Undead Scavenger*	29/31	48	1839	206-339	261	28-38	134	0	0	0	0	0	0	0
Hell Buzzard**	52	55	2953	235-388	299	32-43	154	0	0	0	0	0	0	0
Winged Nightmare	49/57	56	3159	240-395	305	33-44	156	0	0	0	0	0	0	0

\*Undead / \*\*Demon

Swarm	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Itches	31	49	1438	68-142	267	24-29	137	0	70	0	0	0	0	0
Black Locusts	32	50	1539	69-145	272	24-29	140	0	80	0	0	0	0	0
Plague Bugs	?	54	2017	75-156	294	26-32	151	0	90	0	0	0	0	0
Hell Swarm	53	55	2158	76-159	299	27-32	154	0	90	0	70	0	0	0

Life and mana can not be stolen from swarms.

Sabre Cat	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Huntress	26/27/30	47	1458	178-296	191	16-37	131	15	0	0	0	0	0	0
Sabre Cat	29	48	1560	182-303	195	16-38	134	20	0	0	0	0	0	0
Night Tiger	33	50	1786	189-315	203	17-39	140	25	0	0	0	0	0	0
Hell Cat	40	52	2045	197-328	211	17-41	145	30	0	0	0	0	0	0

Slinger	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Slinger	27	47	1386	166-267	176	16-37	131	15	0	0	0	0	0	0
Spear Cat	29/30	48	1483	169-272	179	16-38	134	16	0	0	0	0	0	0
Night Slinger	33	50	1698	176-284	187	17-39	140	17	0	0	0	0	0	0
Hell Slinger	40	52	1945	183-295	194	17-41	145	19	0	0	0	0	0	0

Throws Javelins and Throwing Potions

Mummy(undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dried Corpse	26	46	1673	209-470	250	16-32	129	0	0	0	0	0	80	0
Decayed	28/30	48	1915	218-490	261	17-34	134	0	0	0	0	0	80	0
Embalmed	34/36	51	2346	231-520	278	18-36	142	0	0	0	0	0	80	0
Preserved Dead	41/42/ 50/54	56	3291	254-571	305	20-39	156	0	0	0	0	0	80	0
Cadaver	64	58	3768	263-591	316	20-41	162	0	0	0	0	0	80	0

When killed, Mummies leave a cloud of Poison

Greater Mummy (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Hollow One	30	48	3016	611-750	261	38-48	134	0	0	0	0	0	50	0
Guardian	36	51	3694	649-797	278	40-51	142	0	0	0	0	0	50	0
Unraveler	41/42/91	53	4230	674-828	289	41-53	148	0	0	0	0	0	50	50
Horadrim Ancient	54	56	5182	712-874	305	44-55	156	0	0	25	25	25	50	25

Can "revive" other undead, use a poison cloud attack at short range and a "unholy-bolt" at greater ranges

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Sand Raider	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Raider	26/31/32	46	2257	406-638	250	20-29	243	0	0	0	0	0	0	0
Marauder	33	50	2958	441-693	272	21-31	264	0	0	0	0	0	0	0
Invader	34/37/38	51	3165	450-707	278	22-32	270	0	0	0	0	0	0	0
Infidel	60	57	4750	502-789	310	24-35	301	0	0	0	0	0	0	0
Assailant	?	59	5439	520-817	321	25-37	312	0	0	0	0	0	0	0

Charge themselves up to imbue attacks with elemental damage

Bat Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Desert Wing	30	48	1811	139-478	261	21-30	134	0	0	0	0	0	0	0
Fiend	46/47/50	52	2374	151-517	283	22-32	145	0	0	0	0	0	0	0
Gloom Bat	51/54	55	2908	159-547	299	24-34	154	0	0	0	0	0	0	0
Blood Diver	55/58/59/ 61-62	57	3329	165-567	310	24-35	159	0	0	0	0	0	0	0
Dark Familiar	68	60	4078	174-596	327	26-37	167	0	0	0	0	0	0	0

Have a lightning attack

Claw Viper	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Tomb Viper	?	44	1318	189-311	240	16-28/17-29	123	0	0	0	0	0	0	0
Claw Viper	36	48	1727	206-339	261	17-30/19-32	134	0	0	0	0	40	0	0
Salamander	36	51	2116	218-360	278	18-32/20-34	142	0	0	0	0	70	0	0
Pit Viper	?	55	2774	235-388	299	19-34/21-36	154	0	0	0	0	80	60	0
Serpent Magus	55/58/59/ 61-62	57	3175	244-402	310	20-35/22-38	159	0	0	0	0	80	60	70

Use knockback and chilling attacks

Blunderbore (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Blunderbore	37/38	51	3106	360-649	278	25-45/40-50	193/142	0	0	0	0	0	0	0
Gorebelly	41/42	53	3556	374-674	289	26-46/41-52	200/148	0	0	0	0	0	0	0
Mauler	64	58	4987	409-737	316	28-51/45-56	219/162	0	0	0	0	0	0	0
Urdar	69	65	8008	458-826	354	31-57/50-63	245/181	0	0	50	50	50	50	0

Attacks can stun players

Giant Mosquito	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sucker	45	54	2467	75-381	294	18-42/26-42	151	0	0	0	0	0	0	0
Feeder	54	56	2824	78-395	305	18-44/27-44	156	0	0	0	0	0	0	0

Drain stamina

Thorned Hulk (type)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Thorned Hulk	45	54	4087	544-884	294	30-50/26-51	151	0	0	0	0	0	0	0
Bramble Hulk	48	55	4373	554-900	299	31-51/27-52	154	0	0	0	0	0	0	0
Thrasher	49/57	56	4679	564-917	305	32-52/27-53	156	0	0	0	0	0	0	0
Spikelfist	?	60	6133	604-982	327	34-56/29-57	167	0	0	0	0	0	0	0

Baboon Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dune Beast	37/38	51	2619	360-508	278	17-51	142	0	0	0	0	0	0	0
Jungle Hunter	45	54	3209	381-537	294	18-54	151	0	0	0	0	0	0	0
Doom Ape	52	55	3433	388-547	299	18-55	154	0	0	0	0	0	0	0
Temple Guard	60	57	3931	402-567	310	19-56	159	0	0	0	0	0	0	0

Frog Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Swamp Dweller	47/48	54	3648	462-612	294	24-54	151	0	0	0	0	0	0	0
Bog Creature	48	55	3903	471-623	299	25-55	154	0	0	0	0	0	0	0
Slime Prince	51/54	57	4469	488-646	310	25-56	159	0	0	0	0	0	0	0

Spit poison

Willowisp(type)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Gloom	48/50	54	2446	156-306	294	12-54	151	0	40	0	70	0	0	0
Burning Soul	67	59	3430	171-334	321	13-58	165	0	60	0	85	0	0	0

Use a lightning attack, are (almost) invisible (only a slight trace of light, easy to spot during night)

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Bone Fetish (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Undead Flayer	51	55	2818	235-388	299	25-37	154	0	0	0	0	0	60	0
Undead Soullkiller	50/54	56	3016	240-395	305	25-38	156	0	0	0	0	0	60	0
Undead Stygian Doll	50/64	57	3227	244-402	310	25-39	159	0	0	0	0	0	60	0

Tentacle Beast(type)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Water Watcher	51	51	2346	437-578	278	26-51	142	0	0	0	0	0	0	0
River Stalker	48/49	53	2686	454-601	289	27-53	148	0	0	0	0	0	0	0
Stygian Watcher	54/63	55	3076	471-623	299	28-55	154	0	0	0	0	0	0	0

Spit poison that knocks players back, can only be attacked while surfaced

Zakarum Zealot	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Zakarumite	52/53	53	3097	454-601	289	21-36	148	0	0	0	0	0	0	0
Faithful	53/57	55	3545	471-623	299	21-37	154	0	0	0	0	0	0	0
Zealot	57/60/63	57	4059	488-646	310	22-39	159	0	0	0	0	0	0	0

Will run away after you have completed Compelling Orb Quest ;-)

Zakarum Priest	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sexton	53	55	3758	471-623	299	25-55	154	0	0	0	0	50	0	0
Cantor	57	56	4021	479-635	305	25-55	156	0	0	0	50	50	0	0
Heiropant	60/63	57	4302	488-646	310	25-56	159	0	0	50	0	75	0	0

Heal nearby monsters, Uniques can also heal other Zakarum Priests, use Lightning and Blizzard Skills.

Council Member (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Council Member	63/64/91	58	6316	730-1460	316	19-45	162	0	0	0	0	0	0	0

Can cast Hydras

Finger Mage (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Doom Caster	67	57	4494	574-789	310	19-44	159	0	0	50	50	0	0	0
Strangler	68/69	60	5506	604-831	327	20-47	167	0	0	60	60	0	0	0
Storm Caster	70	63	6745	634-872	343	21-49	176	0	0	75	75	0	0	0

Stun players, homing missile drains mana

Megademon (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Balrog	65/67	57	5250	718-861	371	20-35/29-38	215/159		0	80	0	0	0	0
Pit Lord	68/69	60	6431	755-906	390	21-37/30-40	226/167		0	80	0	0	0	0
Venom Lord	70/91	63	7878	793-951	410	22-39/32-41	238/176		0	80	0	0	i	0

Can use a Inferno like attack

Regurgator (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Corpulent	66/67	57	5634	789-1069	310	32-53/28-54	159	0	0	0	0	0	0	0
Corpse Spitter	68	60	6902	831-1125	327	34-56/29-57	167	0	0	0	0	0	0	0
Maw Fiend	68/69	63	8455	872-1181	343	35-59/30-60	176	0	0	0	0	0	0	0

Eats corpses and spits them at players

Oblivion Knight (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Doom Knight	66/67/70	57	4533	488-646	394	25-56/19-44	159	0	0	i	20	20	40	0
Abyss Knight	68/69	60	5553	513-680	414	27-59/20-47	167	0	0	40	80	40	40	0
Oblivion Knight	70	63	6802	539-713	435	28-62/21-49	176	0	0	60	60	80	60	0

Fighters carry a Sword, Fighter Mages will carry a sword and cast magical missiles (Element according to Color on Hand), Mages will use Bone Spirit and a Bone Spear like attack along with normal magical missiles and some Necromancer Curses

Vile Mother (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Flesh Spawner	66/67	57	5800	861-1112	232	32-69	159	0	0	0	0	0	0	0
Stygian Hag	68	60	7106	906-1170	244	34-72	167	0	0	0	0	50	0	0
Grotesque	69	63	8705	951-1228	256	35-76	176	0	0	0	0	70	0	0

Spawn Vile Childs (of same class)

Vile Child (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Flesh Beast	44/66/67	57	3073	208-316	310	17-28	258	0	0	0	0	0	0	0
Stygian Dog	68	60	3765	219-332	327	17-29	272	0	0	0	50	0	0	0
Grotesque Wyrms	69	63	4612	230-349	343	18-30	285	0	0	0	70	0	0	0

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Minion	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Enslaved	72/73/85	64	9006	805-1006	416	31-40/37-47	290/314		0	0	0	0	0	0
Slayer	75	66	10311	830-1038	429	32-41/38-48	299/323		0	0	0	0	0	0
Ice Boar	76/82/ 86/90	68	11805	855-1069	442	33-42/39-50	308/333		0	0	0	0	0	0
Fire Boar	76/86	69	12631	868-1084	449	33-43/40-51	312/338		0	0	0	0	0	0
Hell Spawn*	?	70	13515	880-1100	455	34-43/40-51	317/343		0	0	0	0	0	0
Ice Spawn	82	70	13515	880-1100	455	34-43/40-51	317/343		0	0	0	0	0	0
Greater Hell Spawn*	90	70	13515	880-1100	455	34-43/40-51	317/343		0	0	0	0	0	0
Greater Ice Spawn	?	70	13515	880-1100	455	34-43/40-51	317/343		0	0	0	0	0	0

\*Demon

Suicide Minion	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Fanatic Enslaved	72/73/85	64	9602	161-242	348	124-186/17-40	483/179		0	25	0	0	0	0
Berserker Slayer	75	66	10993	166-249	359	128-191/18-41	498/184		0	30	0	0	0	0
Consumed Fire Boar	76/82/ 86/90	68	12586	171-257	370	131-197/18-42	513/190		0	35	0	0	0	0
Consumed Ice Boar	76/86	69	13467	174-260	376	133-200/19-43	520/192		0	40	0	0	0	0
Frenzied Hell Spawn*	?	70	14410	176-264	381	135-203/19-43	528/195		0	i	0	0	0	20
Frenzied Ice Spawn	90,2	70	14410	176-264	381	135-203/19-43	528/195		0	35	0	0	0	0
Insane Hell Spawn*	90	70	14410	176-264	381	135-203/19-43	528/195		0	40	0	0	0	0
Insane Ice Spawn	?	70	14410	176-264	381	135-203/19-43	528/195		0	i	0	0	0	20

Death Mauler	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Death Mauler	72/73	65	8602	531-654	528	21-31/18-40	490/181		0	0	0	0	0	0
Death Brawler	81	68	10538	556-684	553	22-33/18-42	513/190		0	0	0	0	0	0
Death Slasher	83/87	70	12065	572-704	569	23-34/19-43	528/195		0	0	0	0	0	0
Death Berserker	?	70	12065	572-704	569	23-34/19-43	528/195		0	0	0	0	0	0
Death Brigardier	?	70	12065	572-704	569	23-34/19-43	528/195		0	0	0	0	0	0

Imp (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Demon Imp	73/75	64	6086	274-451	348	25-50/42-84	179		0	0	0	0	0	0
Demon Rascal	73/74	66	6968	282-465	359	26-51/43-87	184		0	0	0	0	0	0
Demon Gremlin	72	67	7456	286-472	365	26-52/44-88	187		0	0	0	0	0	0
Demon Trickster	85/86	69	8536	295-486	376	27-53/45-91	192		0	0	0	0	0	0
Demon Sprite	90	70	9133	299-493	381	27-54/46-92	195		0	0	0	0	0	0

Seige Beast	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Seige Beast	?	70	0	1760	398	41-54	528		0	0	0	0	0	0
Crush Beast	73/85	70	0	1760	398	41-54	528		0	0	0	0	0	0
Demon Steed	?	70	0	1760	398	41-54	528		0	0	0	0	0	0
Gore Bearer	?	70	0	1760	398	41-54	528		0	0	0	0	0	0
Blood Bringer	?	70	0	1760	398	41-54	528		0	0	0	0	0	0

Imps can teleport on top of these and attack more powerfull from above

Overseer (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Overseer	72	66	14571	1660	359	26-51/43-87	249/184		0	0	0	0	0	0
Lasher	75	67	15591	1685	365	26-52/44-88	253/187		0	0	0	0	0	0
Overlord	75/76	69	17851	1735	376	27-53/45-91	260/192		0	0	0	0	0	0
Blood Boss	86	70	19100	1760	381	27-54/46-92	264/195		0	0	0	0	0	0
Hell Whip	?	70	19100	1760	381	27-54/46-92	264/195		0	0	0	0	0	0

Blood Lord	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Moon Lord	77/87	66	14053	1245-1660	536	28-64	373		0	0	0	0	0	0
Night Lord	76/80	68	16090	1283-1710	553	29-66	384		0	0	0	0	0	0
Blood Lord	74	69	17216	1301-1735	561	29-67	390		0	0	0	0	0	0
Hell Lord	74	70	18421	1320-1760	569	30-68	396		0	0	0	0	0	0
Death Lord	90/91	70	18421	1320-1760	569	30-68	396		0	0	0	0	0	0

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Snow Yeti	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Snow Drifter	77/84	70	12528	880-1056	483	15-39/19-43	290/195		0	0	0	85	0	0
Abominable	78/83	70	12528	880-1056	483	15-39/19-43	290/195		0	0	0	85	0	0
Chilled Froth	?	70	12528	880-1056	483	15-39/19-43	290/195		0	0	0	85	0	0
Frozen Abyss	88	70	12528	880-1056	483	15-39/19-43	290/195		0	0	0	85	0	0

Frozen Horror	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Frozen Creeper	77/88	70	16662	1320-1760	455	27-43/35-46	264/195		0	0	0	85	0	0
Frozen Terror	78/83	70	16662	1320-1760	455	27-43/35-46	264/195		0	0	0	85	0	0
Frozen Scourge	84/87	70	16662	1320-1760	455	27-43/35-46	264/195		0	0	0	85	0	0
Frozen Horror	?	70	16662	1320-1760	455	27-43/35-46	264/195		0	0	0	85	0	0
Frozen Scorch	?	70	16662	1320-1760	455	27-43/35-46	264/195		0	0	0	85	0	0

Succubae (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Succubus	87	65	6776	409-654	449	19-35/19-31	245		0	0	0	0	0	0
Vile Temptress	84	67	7758	421-674	463	19-36/19-32	253		0	0	0	0	0	0
Stygian Harlot	77/84	68	8301	428-684	470	20-37/20-33	256		0	0	0	0	0	0
Hell Temptress	82	70	9504	440-704	483	20-38/20-34	264		0	0	0	0	0	0
Blood Temptress	78/88	70	9504	440-704	483	20-38/20-34	264		0	0	0	0	0	0
Dominus	?	65	6886	409-654	449	19-35/19-31	270/245		0	0	0	0	0	0
Vile Witch	90	67	7884	421-674	463	19-36/19-32	278/253		0	0	0	0	0	0
Stygian Fury	91	68	8436	428-684	470	20-37/20-33	282/256		0	0	0	0	0	0
Blood Witch	?	70	9658	440-704	483	20-38/20-34	290/264		0	0	0	0	0	0
Hell Witch	?	70	9658	440-704	483	20-38/20-34	290/264		0	0	0	i	0	0

Reanimated Horde (undead)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Rot Walker	78	64	6908	483-725	442	14-36/17-40	265/179		0	0	0	0	70	0
Reanimated Horde	83	66	7909	498-747	456	14-37/18-41	274/184		0	0	0	0	80	0
Prowling Dead	79/80/88	68	9056	513-770	470	14-38/18-42	282/190		0	0	0	0	90	0
Unholy Corpse	81	70	10368	528-792	483	15-39/19-43	290/195		20	50	0	0	i	0
Defiled Warrior	79/90	70	10368	528-792	483	15-39/19-43	290/195		0	0	0	0	i	50

Putrid Defiler (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Putrid Defiler	81	68	9433	513-885	553	13-39	256		0	50	50	50	50	0
Wretched Defiler	82	70	10800	528-880	569	14-41	264		0	50	50	50	50	0
Fetid Defiler	90	70	10800	528-880	569	14-41	264		0	50	50	50	50	0
Rancid Defiler	90	70	10800	528-880	569	14-41	264		0	50	50	50	50	0
Rank Defiler	?	70	10800	528-880	569	14-41	264		0	50	50	50	50	0

Pain Worm (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Pain Worm	81	67	252	286-472	365	26	253		0	0	0	0	0	0
Torment Worm	82	68	270	291-479	370	26	256		0	0	0	0	0	0
Agony Worm	90	69	288	295-486	376	27	260		0	0	0	0	0	0
Menace Worm	90	70	309	299-493	381	27	264		0	0	0	0	0	0
Anguish Worm	?	70	309	299-493	381	27	264		0	0	0	0	0	0

Baals Minions	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Baals Mummy	91	70	13361	889-1091	381	54-69	195		0	25	25	25	50	25
Baals Cold Mage	91	47	1139	172-249	256	Magic missile	131		0	50	0	50	60	0
Baals Council Member	91	70	14225	880-1760	381	23-54	195		0	0	0	0	0	0
Baals Venom Lord	91	70	15120	880-1760	455	24-43/35-46	264/195		0	80	0	0	i	0
Minions of Destruction	91	70	25580	2200-3080	392	14-41/7-74	528/501		0	95	0	50	95	0

Not really a group but all spawned by Baal; Mummy and Cold Mage = undead, others = demons

#### 4.3. Normal Monster Data (Hell Difficulty)

Fallen (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Fallen	2-4/9/11	67	4118	162-426	393	26-51/24-55	249	9	50	i	0	0	0	0
Carver	9-13	71	5199	171-452	416	27-54/25-58	264	16	50	i	0	0	0	0
Devilkin	15-17/19/20	73	5842	176-465	428	28-56/26-60	271	25	50	i	0	0	0	0
Dark One	23-24	76	6957	183-484	446	29-58/27-61	282	36	50	i	0	0	0	0
Warped One	63,(1-2)	90	15730	217-572	528	34-69/32-73	334	49	75	75	75	75	75	75

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Fallen Shaman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Fallen Shaman	3-4/9/11	68	5905	150-248	507	30-70/35-75	253	4	50	i	0	0	0	0
Carver Shaman	10/12-14/16	72	7454	167-276	537	31-74/37-79	267	7	50	i	0	0	0	0
Devilkin Shaman	17/19-20	75	8878	180-297	560	38-82/38-81	278	10	50	i	0	0	0	0
Dark Shaman	23-24	77	9976	189-311	574	33-79/39-84	286	12	50	i	0	0	0	0
Warped Shaman	91	90	21277	299-493	671	39-92/46-98	334	39	50	i	0	0	0	50

Note: shoot firebolts; can revive Fallen of same or lower type (for example: Fallen Shaman can not revive Carvers), Unique Shamans can revive other Shamans!

Spike Fiend	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Quill Rat	2	67	4855	162-662	393	19-69	249	0	50	0	0	0	0	0
Spike Fiend	12	71	6129	171-701	416	20-73	264	0	50	0	0	0	0	0
Thorn Beast	16	74	7300	179-731	434	21-76	275	0	50	0	0	0	0	0
Razor Spine	19	75	7738	181-741	440	21-77	278	0	50	0	0	0	0	0
Jungle Urchin	?	84	13074	203-829	492	24-86	312	0	50	0	0	0	0	0

Note: shoot quills

Zombie (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Zombie	2-3	67	7543	824-1485	33	29-77/58-91	249	0	50	0	0	i	75	0
Hungry Dead	5-9	68	7995	836-1507	399	30-78/59-92	253	0	50	0	i	0	75	0
Ghoul	24,(3-4)	78	14318	958-1728	457	34-89/68-105	290	0	50	i	0	0	75	0
Plague Bearer	33-34	83	19161	1020-1839	487	36-95/72-112	308	0	50	0	0	0	75	i
Drowned Carcass	48	88	15642	1081-1949	516	38-101/76-119	327	0	50	i	0	0	75	0

Wendigo	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Gargantuan Beast	3-4	68	8822	1119-1719	399	35-61/66-82	253	0	50	0	75	i	0	0
Brute	12-14	71	10508	1169-1870	416	36-63/69-85	264	0	50	0	0	i	0	0
Yeti	19	75	13266	1234-1975	440	38-67/73-90	278	0	50	0	0	i	0	0
Crusher	40	85	23757	1398-2237	498	43-76/82-102	315	0	50	0	0	i	0	0
Wailing Beast	55-56/58-59/61-62	89	29992	1464-2342	522	45-79/86-106	330	0	50	75	0	0	0	i

Corrupt Rogue (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dark Hunter	4	68	5721	507-836	399	26-70	253	12	50	0	0	i	0	0
Vile Hunter	11-12	71	6813	530-873	416	27-73	253	18	50	0	0	i	0	0
Dark Stalker	16-17	74	8115	552-909	434	28-76	275	25	50	0	0	i	0	0
Black Rogue	19-20	75	8602	560-922	440	29-77	278	33	50	0	0	i	0	0
Flesh Hunter	55-56/58-59/61-62	89	19448	664-1093	522	34-91	330	40	75	0	0	i	0	0

Corrupt Rogue Archer (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dark Ranger	5/9	70	7460	768-1106	410	Bow	703	0	50	0	i	0	0	0
Vile Archer	13-14	71	7908	779-1122	416	Bow	713	0	50	i	0	0	0	0
Dark Archer	15	73	8885	801-1153	428	Bow	733	0	50	0	i	0	0	0
Black Archer	22	76	10583	834-1201	446	Bow	763	0	50	0	i	0	0	0
Flesh Archer	55-56/58-59/61-62	90	23926	987-1421	528	Bow	903	0	70	0	0	0	i	0

Corrupt Rogue Spearwoman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dark Spearwoman	4	68	6594	672-1015	399	35-87	253	0	50	0	i	0	0	0
Vile Lancer	12	71	7853	701-1060	416	36-91	264	0	50	i	0	0	0	0
Dark Lancer	16	74	9353	731-1104	434	38-94	275	0	50	0	i	0	0	0
Black Lancer	?	75	9915	741-1119	440	38-96	278	0	50	0	i	0	0	0
Flesh Lancer	?	90	23761	888-1342	528	46-114	334	0	70	0	i	0	0	0

Skeleton (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Skeleton	5-8	68	6203	731-1015	399	26-59/19-59	253	10	50	0	i	0	75	0
Returned	10/13/30	72	7831	774-1074	422	28-62/20-62	267	15	50	0	0	0	i	0
Bone Warrior	17/36	73	8301	785-1089	428	28-63/20-63	271	20	50	0	0	i	75	0
Burning Dead	26/41/42	79	11776	849-1179	463	30-68/22-68	293	25	50	i	0	0	75	0
Horror	26/28	80	12482	860-1193	469	31-69/22-69	297	30	50	0	i	0	75	70

Note: Life and mana can not be stolen from Skeletons



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Skeleton Archer (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Skeleton Archer	10-11	71	7799	608-1231	416	Bow	713	0	50	0	0	0	0	0
Returned Archer	16	74	9288	633-1283	434	Bow	743	0	50	0	0	0	0	0
Bone Archer	20/21	75	9846	642-1300	440	Bow	753	0	50	0	0	75	0	0
Burning Dead Archer	26	79	12430	676-1369	463	Bow	793	0	50	75	0	0	0	0
Horror Archer	37-38	84	16634	719-1456	492	Bow	843	0	50	0	75	0	0	75

Skeleton Mage (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Returned Mage	16/18	74	5703	471-682	434	Magic	-	0	50	0/0/ i/0	0/0/0/i	0/ i/0/0	75/75/75/75	0
Bone Mage	20-22	76	6408	484-700	446	Magic	-	0	50	0/0/ i/0	0/0/0/i	0/ i/0/0	75/75/75/75	0
Burning Dead Mage	26/28	80	8090	509-737	469	Magic	-	0	50	0/ i/ i	0/0/75	0/0/0	75/75/75	0
Horror Mage	26/34/ 37/38	83	9636	528-765	487	Magic	-	0	50	0/0/ i/0	0/0/0/i	0/ i/0/0	75/75/75/75	0

There are four types of Mages (per Sub-class, Burning Dead Mage only three) with different Resistances and Immunities;  
They are listed according to their attack: poison/cold/fire/lightning

Goatman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Moon Clan	9	70	2916	408-510	245	45-89	260	0	50	0	0	i	0	0
Night Clan	13	72	3277	423-529	252	46-92	267	0	50	0	0	0	0	0
Blood Clan	15	73	3474	431-538	256	47-93	271	0	50	i	0	0	0	0
Death Clan	20/21	76	4137	453-566	266	48-97	282	0	50	75	0	0	0	50
Hell Clan	39	85	6989	521-651	298	54-108	315	0	50	i	0	0	0	0

Blood Hawk	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Foul Crow	9	70	2969	169-353	61	20-41	260	0	50	0	0	0	i	0
Blood Hawk	13	72	3336	198-414	63	20-42	267	0	50	0	0	0	i	0
Black Raptor	31	82	5974	212-444	72	23-48	304	0	50	0	0	0	i	0
Cloud Stalker	45	88	8474	100-208	77	25-51	327	0	50	50	i	0	0	0

Tainted (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Misshapen	11/14	71	7032	530-1028	311	42-62	214	0	50	0	i	0	0	0
Disfigured	18	74	8376	552-1072	324	43-64	223	0	50	0	i	0	0	0
Tainted	21/23/24,(1/2)	77	9976	574-1115	337	45-67	232	0	50	0	i	0	0	0
Afflicted	24,(3/4)	78	10574	582-1129	341	46-68	235	0	50	0	i	0	0	0
Damned	68	90	21277	671-1303	394	53-78	271	0	50	0	i	0	0	0

cast lightning balls

Giant Spider	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Arach	24,2	77	14012	1335-1689	451	59-94	286	0	50	i	0	0	0	0
Poison Spinner	46/47	87	25094	1507-1908	510	66-106	323	0	50	0	0	0	i	0
Flame Spider	46/47	88	26600	1525-1930	516	67-107	327	0	50	i	0	0	0	0
Spider Magus	55-56/58- 59/61-62	89	28196	1542-1952	522	68-109	330	0	50	i	0	0	0	0

Spin webs that slow players footsteps

Wraith (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Ghost	15	73	9039	721-1442	428	37-65	271	0	i	0	0	0	75	50
Wraith	21/23	76	10766	750-1501	446	39-68	282	0	i	0	0	0	75	50
Specter	39	85	18189	839-1678	498	43-76	315	0	i	0	0	0	75	50
Apparition	41/42	86	19280	849-1698	504	44-77	319	0	i	0	0	0	75	50
Dark Shape	51	88	21663	869-1737	516	45-78	327	0	i	0	0	0	75	50

Drain mana

Fetish (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Ratman	24,1	76	9228	567-934	446	45-68	282	0	50	i	0	0	0	0
Fetish	45/48/50	87	17517	649-1069	510	51-77	323	0	50	0	0	0	0	0
Flayer	49-51	88	18568	656-1081	516	51-78	327	0	50	0	0	i	0	0
Soul Killer	49/51	89	19682	664-1093	522	52-79	330	0	50	0	i	0	0	0
Stygian Doll	?	90	20863	671-1105	528	53-80	334	0	50	i	0	0	0	0

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Fetish Shaman (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Ratman Shaman	?	77	9432	574-946	451	22-57/39-57	286	0	50	i	0	0	0	0
Fetish Shaman	45/48/50	88	17905	656-1081	516	25-65/45-65	327	0	50	i	0	0	0	0
Flayer Shaman	49-51	89	18979	664-1093	522	25-66/45-66	330	0	50	i	0	0	0	0
Soul Killer Shaman	49/51	90	20118	671-1105	528	25-66/46-66	334	0	50	i	0	0	0	0
Stygian Doll Shaman	?	90	20118	671-1105	528	25-66/46-66	334	0	50	i	0	0	0	0

Can resurrect fetish, use inferno attack

Vampire (Undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Banished	24,3	78	14442	1369-1882	457	34-80	290	0	90	0	0	i	50	0
Ghoul Lord	39/41/42	85	21715	1492-2051	498	37-87	315	0	70	0	0	i	50	0
Night Lord	55-56/58-59/61-63	89	27415	1562-2147	522	38-91	330	0	80	0	0	i	50	0
Dark Lord	64,(1-2)	90	29060	1579-2171	528	39-92	334	0	90	0	0	i	50	0
Blood Lord	64,3	90	29060	1579-2171	528	39-92	334	0	90	0	0	i	50	0

Drain life, can cast fire balls, meteors and fire walls

Leaper	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Leaper	27	80	13823	597-1773	469	41-82	297	0	50	0	0	0	0	0
Cave Leaper	29	81	14652	604-1795	475	41-83	301	0	50	0	0	i	0	0
Tomb Creeper	33	83	16463	619-1839	487	42-85	308	0	50	i	0	0	0	0
Tree Lurker	52	88	22031	656-1949	516	45-90	327	0	50	80	i	0	0	0
Cliff Lurker	66	90	24754	671-1993	528	46-92	334	0	70	80	i	0	0	0

Do leap attacks

Scarab Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dung Soldier	27/28	80	12251	614-1018	469	35-104/35-82	297	0	50	0	i	0	0	0
Death Beetle	31/32	82	13765	630-1043	481	35-106/35-84	304	0	50	0	i	0	0	0
Scarab	32	83	14591	637-1056	487	36-108/36-85	308	0	50	0	i	0	0	0
Steel Scarab	40-42	85	16394	653-1081	498	37-110/37-87	315	0	50	0	i	0	0	0
Bone Scarab	55/58-59/61-62	90	21940	691-1145	528	39-117/39-92	334	0	50	0	i	0	0	0

When hit, will release lightning bolts

Sand Maggot	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Maggot	31/32	82	19271	1313-1619	481	61-129	304	0	50	0	0	0	i	0
Rock Worm	32	83	20427	1329-1639	487	61-131	308	0	50	0	0	0	i	0
Devourer	40	85	22952	1361-1678	498	63-134	315	0	50	0	0	0	i	0
Giant Lamprey	46/47	87	25789	1393-1717	510	64-137	323	0	50	0	0	0	i	0
Blood Maggot	69	90	30715	1441-1776	528	66-142	334	0	50	0	0	0	i	0

Sand Maggot Young	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Maggot Young	31/32	82	8986	198-612	481	19-31	304	0	50	0	0	0	i	0
Rock Worm Young	32	83	9525	200-619	487	19-32	308	0	50	0	0	0	i	0
Devourer Young	40	85	10703	205-634	498	19-32	315	0	50	0	0	0	i	0
Giant Lamprey Young	46/47	87	12026	210-649	510	20-33	323	0	50	0	0	0	i	0
Blood Maggot Young	69	90	14323	217-671	528	21-34	334	0	50	0	0	0	i	0

Vulture Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Carrion Bird	27	80	12205	597-983	469	61-82	297	0	50	0	0	0	i	0
Undead Scavenger*	29/31	81	12937	604-995	475	62-83	301	0	50	0	i	0	0	0
Hell Buzzard**	52	88	19452	656-1081	516	67-90	327	0	50	i	0	0	0	0
Winged Nightmare	49/57	89	20620	664-1093	522	68-91	330	0	50	0	i	0	0	0

\*Undead / \*\*Demon

Swarm	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Itches	31	82	10025	198-414	481	52-63	304	0	i	0	0	0	0	0
Black Locusts	32	83	10627	200-419	487	53-63	308	0	i	0	0	0	0	0
Plague Bugs	?	87	13416	210-439	510	55-66	323	0	i	0	0	0	0	0
Hell Swarm	53	88	14221	212-444	516	56-67	327	0	i	0	70	0	0	0

Life and mana can not be stolen from swarms.

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Sabre Cat	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Huntress	26/27/30	80	10355	527-878	350	35-82	297	15	50	0	0	0	i	0
Sabre Cat	29	81	10977	533-888	354	35-83	301	20	50	0	0	i	0	0
Night Tiger	33	83	12334	546-910	363	36-85	308	25	50	0	i	0	0	0
Hell Cat	40	85	13858	559-932	372	37-87	315	30	50	i	0	0	0	0

Slinger	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Slinger	27	80	9847	491-790	322	35-82	297	15	50	0	0	i	0	0
Spear Cat	29/30	81	10438	498-800	326	35-83	301	16	50	0	0	i	0	0
Night Slinger	33	83	11728	510-819	334	36-85	308	17	50	0	i	0	0	0
Hell Slinger	40	85	13177	522-839	342	37-87	315	19	50	i	0	0	0	0

Throw Javelins and Throwing Potions

Mummy(undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dried Corpse	26	79	11994	624-1404	463	36-72	293	0	50	0	0	0	i	0
Decayed	28/30	81	13476	640-1439	475	37-74	301	0	50	0	0	0	i	0
Embalmed	34/36	84	16050	663-1492	492	38-77	312	0	50	0	0	0	i	0
Preserved Dead	41/42/50/54	89	21479	703-1581	522	41-81	330	0	50	0	0	0	i	0
Cadaver	64	90	22767	711-1599	528	41-82	334	0	50	0	0	0	i	0

When killed, Mummies leave a cloud of Poison

Greater Mummy (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Hollow One	30	81	21219	1795-2203	475	83-105	301	0	50	0	0	0	i	0
Guardian	36	84	25272	1861-2285	492	86-109	312	0	50	0	0	0	50	i
Unraveler	41/42/91	86	28395	1905-2339	504	88-112	319	0	50	0	0	0	50	i
Horadrim Ancient	54	89	33819	1971-2420	522	91-115	330	0	50	50	50	50	50	i

Can "revive" other undead, use a poison cloud at short range and a "unholy-bolt" at greater ranges

Sand Raider	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sand Raider	26/31/32	79	16180	1213-1906	463	44-64	555	0	50	i	0	0	0	0
Marauder	33	83	20427	1274-2003	487	46-68	583	0	50	i	0	0	0	0
Invader	34/37/38	84	21653	1290-2027	492	47-68	590	0	50	i	0	0	0	0
Infidel	60	90	30715	1382-2171	528	50-73	632	0	50	i	0	0	0	0
Assailant	?	90	30715	1382-2171	528	50-73	632	0	50	i	0	0	0	0

Charge themselves up to imbue attacks with elemental damage

Bat Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Desert Wing	30	81	12741	409-1404	475	45-66	301	0	50	i	0	0	0	0
Fiend	46/47/50	85	16085	429-1473	498	48-69	315	0	50	0	i	0	0	0
Gloom Bat	51/54	88	19158	444-1525	516	49-72	327	0	50	0	0	i	0	0
Blood Diver	55/58/59/61-62	90	21526	454-1559	528	50-73	334	0	50	i	0	0	0	0
Dark Familiar	68	90	21526	454-1559	528	50-73	334	0	50	0	i	0	0	0

Have a lightning attack

Claw Viper	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Tomb Viper	?	77	9626	574-946	451	35-63/39-67	286	0	50	0	0	i	0	0
Claw Viper	36	81	12153	604-995	475	37-66/41-70	301	0	50	0	0	i	0	0
Salamander	36	84	14474	626-1032	492	38-68/43-73	312	0	50	0	0	i	0	0
Pit Viper	?	88	18273	656-1081	516	40-72/45-76	327	0	50	0	0	i	60	0
Serpent Magus	55/58/59/61-62	90	20532	671-1105	528	41-73/46-78	334	0	50	0	0	i	60	70

Use knockback and chilling attacks

Blunderbore (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Blunderbore	37/38	84	21245	1032-1861	492	53-96/86-107	421/312	0	50	i	0	0	0	0
Gorebelly	41/42	86	23870	1056-1905	504	55-98/88-109	431/319	0	50	0	0	i	0	0
Mauler	64	90	30136	1105-1993	528	57-103/92-114	451/334	0	50	0	i	0	0	0
Urdar	69	90	30136	1105-1993	528	57-103/92-114	451/334	0	50	50	50	50	50	0

Attacks can stun players

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Giant Mosquito	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sucker	45	87	16405	210-1069	510	38-89/55-89	323	0	50	0	0	0	i	0
Feeder	54	89	18433	215-1093	522	38-91/57-91	330	0	50	0	0	0	i	0

Drain stamina

Thorned Hulk (type)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Thorned Hulk	45	87	27179	1527-2481	510	64-106/55-108	323	0	50	0	i	0	0	0
Bramble Hulk	48	88	28810	1544-2509	516	65-107/56-110	327	0	50	0	i	0	0	0
Thrasher	49/57	89	30539	1562-2537	522	66-109/57-111	330	0	50	0	i	0	0	0
Spikefist	?	90	32371	1579-2566	528	66-110/57-112	334	0	50	0	i	0	0	0

Baboon Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Dune Beast	37/38	84	17918	1032-1456	492	36-109	312	0	50	0	i	0	0	0
Jungle Hunter	45	87	21340	1069-1507	510	38-113	323	0	50	0	i	0	0	0
Doom Ape	52	88	22621	1081-1525	516	38-114	327	0	50	0	i	0	0	0
Temple Guard	60	90	25417	1105-1559	528	39-117	334	0	50	0	i	0	0	0

Frog Demon	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Swamp Dweller	47/48	87	24260	1298-1717	510	51-113	323	0	50	i	0	0	0	0
Bog Creature	48	88	25715	1312-1737	516	51-114	327	0	50	0	0	i	0	0
Slime Prince	51/54	90	28894	1342-1776	528	53-117	334	0	50	0	0	0	i	0

Spit Poison

Willowisp(type)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Gloom	48/50	87	16266	439-859	510	24-113	323	0	50	0	i	0	0	0
Burning Soul	67	90	19373	454-888	528	25-117	334	0	80	0	i	0	0	0

Use a lightning attack, are (almost) invisible (only a slight trace of light, during night easy to spot)

Bone Fetish (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Undead Flayer	51	88	18568	656-1081	516	51-78	327	0	50	0	0	0	i	0
Undead Soullkiller	50/54	89	19682	664-1093	522	52-79	330	0	50	0	0	0	i	0
Undead Stygian Doll	50/64	90	20863	671-1105	528	53-80	334	0	50	0	0	0	i	0

Tentacle Beast(type)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Water Watcher	51	84	16050	1253-1658	492	56-109	312	0	50	0	0	0	i	0
River Stalker	48/49	86	18034	1283-1698	504	55-112	319	0	50	0	0	0	i	0
Stygian Watcher	54/63	88	20263	1312-1737	516	58-114	327	0	50	0	0	0	i	0

Spit poison that knocks back players, can only be attacked when surfaced

Zakarum Zealot	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Zakarumite	52/53	86	20788	1283-1698	504	44-77	319	0	50	i	0	0	0	0
Faithful	53/57	88	23358	1312-1737	516	45-78	327	0	50	0	0	i	0	0
Zealot	57/60/63	90	26245	1342-1776	528	46-80	334	0	50	0	i	0	0	0

Will run away after you have completed Compelling Orb Quest ;-)

Zakarum Priest	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Sexton	53	88	24758	1312-1737	516	51-114	327	0	50	0	0	i	0	0
Cantor	57	89	26243	1327-1757	522	52-115	330	0	50	0	i	75	0	0
Heirophant	60/63	90	27818	1342-1776	528	53-117	334	0	50	0	0	i	0	0

Heal nearby monsters, Uniques can also heal other Zakarum Priests, use Lighting and Blizzard Skills

Council Member (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Council Member	63/64/91	90	38166	1974-3948	528	39-92	334	0	50	0	i	0	0	0

Can cast Hydras

Finger Mage (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Doom Caster	67	90	29060	1579-2171	528	39-92	334	0	50	0	i	0	0	0
Strangler	68/69	90	29060	1579-2171	528	39-92	334	0	50	0	i	0	0	0
Storm Caster	70	90	29060	1579-2171	528	39-92	334	0	50	0	i	0	0	0

Stun players, homing missile drains mana

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Megademon (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Balrog	65/67	90	33944	1974-2369	630	41-73/59-78	451/334	0	50	i	0	0	0	0
Pit Lord	68/69	90	33944	1974-2369	630	41-73/59-78	451/334	0	50	i	0	0	0	0
Venom Lord	70/91	90	33944	1974-2369	630	41-73/59-78	451/334	0	50	i	0	0	0	0

Can use a Inferno like attack

Regurgitor (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Corpulent	66/67	90	36428	2171-2941	528	66-110/57-112	334	0	50	0	0	0	i	0
Corpse Spitter	68	90	36428	2171-2941	528	66-110/57-112	334	0	50	0	0	0	i	0
Maw Fiend	68/69	90	36428	2171-2941	528	66-110/57-112	334	0	50	0	0	0	i	0

Eats corpses and spits them at players

Oblivion Knight (undead)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Doom Knight	66/67/70	90	29308	1342-1776	669	53-117/39-92	334	0	50	i	20	20	50	0
Abyss Knight	68/69	90	29308	1342-1776	669	53-117/39-92	334	0	50	40	1	40	50	0
Oblivion Knight	70	90	29308	1342-1776	669	53-117/39-92	334	0	50	60	60	i	75	0

Fighters carry a Sword, Fighter Mages will carry a sword and cast magical missiles (Element according to Color on Hand), Mages will use Bone Spirit and a Bone Spear like attack along with normal magical missiles and some Necromancer Curses

Vile Mother (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Flesh Spawner	66/67	90	37504	2369-3059	394	66-142	334	0	50	0	0	i	0	0
Stygian Hag	68	90	37504	2369-3059	394	66-142	334	0	50	0	0	i	0	0
Grotesque	69	90	37504	2369-3059	394	66-142	334	0	50	0	0	i	0	0

Spawn Vile Childs (of same class)

Vile Child (Demon)	Loc	Mlvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Flesh Beast	44/66/67	90	19870	572-868	528	34-57	542	0	50	0	0	i	0	0
Stygian Dog	68	90	19870	572-868	528	34-57	542	0	50	0	0	i	0	0
Grotesque Wyrn	69	90	19870	572-868	528	34-57	542	0	50	0	0	i	0	0

Minion	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Enslaved	72/73/85	90	36262	1974-2467	630	57-73/69-87	542/587		50	0	0	i	0	0
Slayer	75	90	36262	1974-2467	630	57-73/69-87	542/587		50	i	0	0	0	0
Ice Boar	76/82/ 86/90	90	36262	1974-2467	630	57-73/69-87	542/587		50	0	0	i	0	0
Fire Boar	76/86	90	36262	1974-2467	630	57-73/69-87	542/587		50	i	0	0	0	0
Hell Spawn*	?	90	36262	1974-2467	630	57-73/69-87	542/587		50	i	0	0	0	0
Ice Spawn	82	90	36262	1974-2467	630	57-73/69-87	542/587		50	0	0	i	0	0
Greater Hell Spawn*	90	90	36262	1974-2467	630	57-73/69-87	542/587		50	i	0	0	0	0
Greater Ice Spawn	?	90	36262	1974-2467	630	57-73/69-87	542/587		50	0	0	i	0	0

\*Demon

Suicide Minion	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Fanatic Enslaved	72/73/85	90	38663	395-592	528	229-343/32-73	903/334		50	i	0	0	0	0
Berserker Slayer	75	90	38663	395-592	528	229-343/32-73	903/334		50	i	0	0	0	0
Consumed Fire Boar	76/82/ 86/90	90	38663	395-592	528	229-343/32-73	903/334		50	i	0	0	0	0
Consumed Ice Boar	76/86	90	38663	395-592	528	229-343/32-73	903/334		50	i	0	0	0	0
Frenzied Hell Spawn*	?	90	38663	395-592	528	229-343/32-73	903/334		50	i	0	0	0	20
Frenzied Ice Spawn	90,2	90	38663	395-592	528	229-343/32-73	903/334		50	i	0	0	0	0
Insane Hell Spawn*	90	90	38663	395-592	528	229-343/32-73	903/334		50	i	0	0	0	0
Insane Ice Spawn	?	90	38663	395-592	528	229-343/32-73	903/334		50	i	0	0	0	20

Death Mauler	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Death Mauler	72/73	90	32371	1283-1579	788	39-57/32-73	903/334		i	0	0	0	0	0
Death Brawler	81	90	32371	1283-1579	788	39-57/32-73	903/334		50	0	i	0	0	0
Death Slasher	83/87	90	32371	1283-1579	788	39-57/32-73	903/334		50	0	0	i	0	0
Death Berserker	?	90	32371	1283-1579	788	39-57/32-73	903/334		i	0	0	0	0	0
Death Brigardier	?	90	32371	1283-1579	788	39-57/32-73	903/334		i	0	0	0	0	0

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Imp (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Demon Imp	73/75	90	24506	671-1105	528	46-92/78-156	334		50	i	0	0	0	0
Demon Rascal	73/74	90	24506	671-1105	528	46-92/78-156	334		50	i	0	0	0	0
Demon Gremlin	72	90	24506	671-1105	528	46-92/78-156	334		50	i	0	0	0	0
Demon Trickster	85/86	90	24506	671-1105	528	46-92/78-156	334		50	i	0	0	0	0
Demon Sprite	90	90	24506	671-1105	528	46-92/78-156	334		50	i	0	0	0	0

Seige Beast	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Seige Beast	?	90	0	3948	551	69-92	903		50	i	0	0	0	0
Crush Beast	73/85	90	0	3948	551	69-92	903		50	i	0	0	0	0
Demon Steed	?	90	0	3948	551	69-92	903		50	0	0	i	0	0
Gore Bearer	?	90	0	3948	551	69-92	903		50	0	0	i	0	0
Blood Bringer	?	90	0	3948	551	69-92	903		50	0	0	i	0	0

Imps can teleport on top of these and attack more powerfull from above

Overseer (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Overseer	72	90	51247	3948	528	46-92/78-156	451/334		50	0	0	i	0	0
Lasher	75	90	51247	3948	528	46-92/78-156	451/334		50	0	0	i	0	0
Overlord	75/76	90	51247	3948	528	46-92/78-156	451/334		50	0	0	i	0	0
Blood Boss	86	90	51247	3948	528	46-92/78-156	451/334		50	0	0	i	0	0
Hell Whip	?	90	51247	3948	528	46-92/78-156	451/334		50	0	0	i	0	0

Blood Lord	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Moon Lord	77/87	90	49426	2961-3948	788	50-114	677		50	i	0	0	0	0
Night Lord	76/80	90	49426	2961-3948	788	50-114	677		50	0	i	0	0	0
Blood Lord	74	90	49426	2961-3948	788	50-114	677		i	0	0	0	0	0
Hell Lord	74	90	49426	2961-3948	788	50-114	677		50	0	0	i	0	0
Death Lord	90/91	90	49426	2961-3948	788	50-114	677		50	i	0	0	0	0

Snow Yeti	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Snow Drifter	77/84	90	33613	1974-2369	669	25-66/32-73	496/334		50	0	0	i	0	0
Abominable	78/83	90	33613	1974-2369	669	25-66/32-73	496/334		50	0	0	i	0	0
Chilled Froth	?	90	33613	1974-2369	669	25-66/32-73	496/334		50	0	0	i	0	0
Frozen Abyss	88	90	33613	1974-2369	669	25-66/32-73	496/334		50	0	0	i	0	0

Frozen Horror	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Frozen Creeper	77/88	90	44707	2961-3948	630	46-73 / 59-78	451 / 334		50	0	0	i	0	0
Frozen Terror	78/83	90	44707	2961-3948	630	46-73 / 59-78	451 / 334		50	0	0	i	0	0
Frozen Scourge	84/87	90	44707	2961-3948	630	46-73 / 59-78	451 / 334		50	0	0	i	0	0
Frozen Horror	?	90	44707	2961-3948	630	46-73 / 59-78	451 / 334		50	0	0	i	0	0
Frozen Scorch	?	90	44707	2961-3948	630	46-73 / 59-78	451 / 334		50	0	0	i	0	0

Succubae (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Succubus	87	90	25500	987-1579	669	34-64/34-57	451		50	i	0	0	0	0
Vile Temptress	84	90	25500	987-1579	669	34-64/34-57	451		50	0	0	0	i	0
Stygian Harlot	77/84	90	25500	987-1579	669	34-64/34-57	451		50	0	i	0	0	0
Hell Temptress	82	90	25500	987-1579	669	34-64/34-57	451		i	0	0	0	0	0
Blood Temptress	78/88	90	25500	987-1579	669	34-64/34-57	451		50	0	0	0	i	0
Dominus	?	90	25913	987-1579	669	34-64/34-57	451		50	0	0	i	0	0
Vile Witch	90	90	25913	987-1579	669	34-64/34-57	451		50	i	0	0	0	0
Stygian Fury	91	90	25913	987-1579	669	34-64/34-57	451		i	0	0	0	0	0
Blood Witch	?	90	25913	987-1579	669	34-64/34-57	451		50	i	0	0	0	0
Hell Witch	?	90	25913	987-1579	669	34-64/34-57	451		50	0	0	i	0	0

Reanimated Horde (undead)	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Rot Walker	78	90	27818	1184-1776	669	25-66 / 32-73	496 / 334		50	0	0	i	70	0
Reanimated Horde	83	90	27818	1184-1776	669	25-66 / 32-73	496 / 334		50	0	0	i	80	0
Prowling Dead	79/80/88	90	27818	1184-1776	669	25-66 / 32-73	496 / 334		50	0	0	i	90	0
Unholy Corpse	81	90	27818	1184-1776	669	25-66 / 32-73	496 / 334		20	50	0	0	i	0
Defiled Warrior	79/90	90	27818	1184-1776	669	25-66 / 32-73	496 / 334		50	0	0	0	i	50

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Putrid Defiler (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Putrid Defiler	81	90	28977	1184-1974	788	23-69	451		50	50	50	50	i	0
Wretched Defiler	82	90	28977	1184-1974	788	23-69	451		50	50	50	50	i	0
Fetid Defiler	90	90	28977	1184-1974	788	23-69	451		50	50	50	50	i	0
Rancid Defiler	90	90	28977	1184-1974	788	23-69	451		50	50	50	50	i	0
Rank Defiler	?	90	28977	1184-1974	788	23-69	451		50	50	50	50	i	0

Pain Worm (Demon)	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Pain Worm	81	90	828	671-1105	528	23-46	451		50	i	0	50	0	0
Torment Worm	82	90	828	671-1105	528	23-46	451		50	0	i	50	0	0
Agony Worm	90	90	828	671-1105	528	23-46	451		50	0	0	i	0	0
Menace Worm	90	90	828	671-1105	528	23-46	451		50	0	0	50	i	0
Anguish Worm	?	90	828	671-1105	528	23-46	451		50	0	0	i	0	0

Baals Minions	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Baals Mummy	91	90	35848	1993-2447	528	92-117	334		50	50	50	50	50	i
Baals Cold Mage	91	80	8090	509-737	469	Magic Missile	297		50	75	0	i	75	0
Baals Council Member	91	90	38166	1974-3948	528	39-92	334		50	0	0	0	0	0
Baals Venom Lord	91	90	40567	1974-3948	630	41-73 / 59-78	451 / 334		50	95	0	0	i	0
Minions of Destruction	91	90	68633	4934-6908	543	23-69 / 11-126	903 / 857		50	i	0	50	95	0

Not really a group but all spawned by Baal; Mummy and Cold Mage = undead, others = demons

#### 4.4. Super Unique Monster

Super Unique Monsters have some fixed Special Attributes and gain extra Attributes (random) on Nightmare and Hell Difficulty. (For possible Bonuses see Monster Bonus Section above) However Act Bosses, even though considered Super Unique, do not gain extra Skills.

Most Super Unique Monsters are based on Normal Monsters. Their statistics can be calculated according to the Unique Bonuses and the base stats of the Normal Monster.

Those monsters not based on Normal Monsters will be listed with full stats at the end of each Act.

##### 4.4.1. Act I Super Unique Monsters

Name	Loc	Base Monster	Special Attributes
Corpsefire	3	Zombie	Spectral Hit
Bishibosh	4	Fallen Shaman	Magic Resistant, Fire Enchant
Coldcrow	5	Dark Ranger	Cold Enchant
Blood Raven	6	Corrupt Rogue Archer	Fire Arrow, raises Zombies (does not need corpses), (runs fast)
Bonebreaker	7	Skeleton	Extra Strong, Magic Resistant
Rakanishu	9	Carver	Lightning Enchant, Extra Fast
Treehead Woodfist	12	Brute	Extra Strong, Extra Fast
The Countess	15,5	Flesh Hunter	Fire Enchant
Pitspawn FoulDog	21,2	Tainted	Cursed, Cold Enchant
Flamespike The Crawler	22	Razor Spine	Fire Enchant, Cursed
Bone Ash	23	Bone Mage	Extra Strong, Cold Enchant, Magic Resistant

Bloodraven	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	6	10	181	71	38	Arrow	53	0	0	50	50	50	50	50
Nightmare	6	43	2393	901	175	Arrow	325	0	25	50	50	50	50	50
Hell	6	76	17650	2768	333	Arrow	763	0	75	50	50	50	50	50

Note: Demon, Fire Arrow, raises Zombies (does not need corpses), (runs fast)

Griswold	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	10	5	191	79	25	2-6/4-9	10	0	0	0	0	0	50	0
Nightmare	10	38	3087	1598	207	13-34/26-51	106	0	0	0	0	0	50	0
Hell	10	71	23861	5189	416	31-82/62-123	264	0	50	0	0	0	i	0

Notes: Undead, Cursed, was a NPC in Diablo 1

The Smith	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	20	10	181	64	50	7-9	24	13	0	0	0	0	-50	0
Nightmare	20	43	2393	814	234	25-34	146	13	0	0	0	0	-50	0
Hell	20	76	17650	2501	446	58-78	343	13	50	0	0	0	-50	0

Demon, No Special Abilities on Normal Difficulty

Andariel	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	24,4	12	1281	666	60	6-19/13-23	38	20	0	-50	50	50	50	0
Nightmare	24,4	45	16652	7553	245	22-66/44-79	204	20	0	-50	50	50	50	0
Hell	24,4	78	120512	22777	457	50-149/99-179	470	20	50	-50	50	50	50	0

Notes: Act Boss, Demon; Abilities: Poison Strike, Poison Cloud

##### 4.4.2. Act II Super Unique Monsters

Name	Loc	Base Monster	Special Attributes
Creeping Feature	28,2	Mummy	Extra Strong, Cold Enchant
Blood Witch the Wild	30,3	Sabre Cat	Extra Strong, Cursed
Beetleburst	31	Scarab Demon	Magic Resistant
Dark Elder	33	Zombie	Extra Fast, Magic Resistant
Fangskin	36,2	Claw Viper	Lightning Enchant, Extra Fast
Fire Eye	38,3	Sand Raider	Fire Enchant, Extra Fast
Ancient Kaa the Soulless	41 or 42	Greater Mummy	Magic Resistant, Extra Strong, Lightning Enchant

Radament	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	32,3	16	446	169	60	8-17	31/41	0	0	0	0	40	50	0
Nightmare	32,3	49	5194	1606	199	25-49	137/185	0	0	0	0	60	60	0
Hell	32,3	82	36205	4677	359	54-106	304/411	0	50	0	0	60	80	0

Undead, Extra Fast



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Coldworm the Burrower	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	32,3													
Nightmare	32,3													
Hell	32,3													

Notes: does not move nor attack, on death spills out (very potent) poison; Cold Enchant, Magic Resistant; Sawns Sand Maggots

The Summoner	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	39	18	305	49-65	165	9-18	34	18	0	50	50	50	0	0
Nightmare	39	51	3362	437-578	506	26-51	142	18	0	50	50	50	0	0
Hell	39	84	22995	1253-1658	897	56-109	312	18	50	75	75	75	0	0

Notes: Extra Strong, Extra Fast, Resist Fire/Cold/Lightning; uses Firewall and Glacial Spike

Duriel	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	43	22	6005	2188	111	22-32/16-23	90/113	46	0	20	20	50	20	0
Nightmare	43	55	59184	17313	299	53-80/41-57	332/415	46	0	50	50	i	50	0
Hell	43	88	389932	48250	516	112-168/85-119	706/883	46	50	50	50	i	50	0

Notes: Act Boss, Demon; Attributes: Resistant to Cold/Fire/Lightning/Poison, Abilities: Holy Freeze Aura(we'll like it anyway, so "cannot be frozen" Items are useless), Jab, Smite, Charge. When playing on Realms prepare for Load Lag when first entering Duriels Lair.

### 4.4.3. Act III Super Unique Monsters

Name	Loc	Base Monster	Special Attributes
Sszark the Burning	47	Giant Spider	Extra Strong, Cursed
Witch Doctor Endugu	51,3	Fetish Shaman	Magic Resistant, Fire Enchant
Stormtree	49/52	Thorned Hulk	Extra Fast, Lightning Enchant
Battlemaid Sarina	56	Corrupted Rogue	Extra Fast, Spectral Hit
Icehawk Riftwing	53,1	Bat Demon	Cold Enchant, Teleportation
Ismail Vilehand	63	Council Member	Extra Fast, Cursed
Geleb Flamefinger	63	Council Member	Extra Strong, Fire Enchant
Toorc Icefist	63	Council Member	Cold Enchant, Stone Skin
Bremm Sparkfist	64,3	Council Member	Spectral Hit, Aura Enchant (Conviction)
Wyand Voidfinger	64,3	Council Member	Mana Burn, Teleportation
Maffer DragonHand	64,3	Council Member	Extra Fast, Extra Strong, Teleportation

Mephisto	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	64,3	26	10714	3075	193	50-75	133	68	0	33	33	25	50	0
Nightmare	64,3	59	94540	22275	475	114-172	445	68	0	50	50	25	50	0
Hell	64,3	90	533917	59213	780	229-343	903	68	50	50	50	25	50	0

Notes: Act Boss; Special Attacks: Poison Nova, Lightning, Charged Bolt, "skull" missile

### 4.4.4. Act IV Super Unique Monsters

Name	Loc	Base Monster	Special Attributes
Grand Vizir of Chaos	70	Finger Mage	Extra Strong, Fire Enchant
Lord De Seis	70	Oblivion Knight	Extra Strong, Aura Enchant
Infector of Souls	70	Megademon	Extra Fast, Spectral Hit

Izual	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	67	29	22759	5688	146	25-45	148	75	30	30	30	75	30	30
Nightmare	67	62	184830	39000	338	54-96	468	75	30	30	30	75	30	30
Hell	67	90	852081	98688	528	103-183	903	75	80	30	30	75	30	30

Note: attacks with Cold Damage, cast Frost Nova when no one is in melee range. Does not gain extra Attributes on higher difficulty.

Hephasto the Armorer	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	69	25	1593	395	159	24-36	57	30	0	0	0	0	-50	0
Nightmare	69	58	14454	2920	58	56-84	197	30	0	0	0	0	-50	0
Hell	69	90	87344	7895	669	114-172	406	30	50	0	0	0	0	0

Note: Demon, Big Brother of the Act 1 Smith, Special Attributes: Spectral Hit, Conviction Aura, Magic Resistant

Diablo	Loc	Lvl	Exp	HP	Def	Dam	Att	%Bl	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	70	40	44675	5270	207	19-38/28-56	152/203	52	0	33	33	33	50	0
Nightmare	70	70	218494	29920	392	34-68/50-101	396/528	52	0	50	50	50	50	0
Hell	70	90	586240	67108	543	57-114/85-172	677/903	52	50	50	50	50	50	0

Note: Act Boss, Demon; Special Attacks: taunt (does nothing), Red Lightning Hose, Fire Nova, Cold Touch, Fire Wall, Fire Twisty Lines, Charge Attack. Diablo may also cast a Bone Prison on Players, Minions, Hirelings and Townportals.

#### 4.4.5. Act V Super Unique Monsters

Name	Loc	Base Monster	Special Attributes
Shenk the Overseer	72	Overseer	Extra Strong
Frozenstein	78	Snow Yeti	Cold Immune
Colenzo the Annihilator	91	Warped Shaman	Fire Enchanted, Immune to Fire
Achmed the Cursed	91	Unraveller	Immune to Poison
Bartuc the Bloody	91	Council Member	Lightning Enchanted
Ventor the Unholy	91	Venom Lord	Extra Fast
Lister the Tormentor	91	Minion of Destruction	Spectral Hit

Nihlathak	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	82	65	17090	249	488	36-48	246		0	0	0	70	70	0
Nightmare	82	75	10819	943	609	43-58	424		0	0	0	70	70	0
Hell	82	95	50000	2083	831	72-97	714		50	0	0	70	70	0

Note: Former NPC; uses corpse explosion type attack, arctic blast type attack, raises new monsters (does not need corpses)

Ancients	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Madawc	89	37	0	136	186	2-3	188		0	0	70	70	0	0
Korlic	89	37	0	136	186	2-3	188		70	70	0	0	70	0
Talic	89	37	0	136	186	2-3	188		70	70	0	0	70	0
Madawc(N)	89	70	0	836	381	4-7	528		0	0	70	70	0	0
Korlic(N)	89	70	0	836	381	4-7	528		70	70	0	0	70	0
Talic(N)	89	70	0	836	381	4-7	528		70	70	0	0	70	0
Madawc(H)	89	90	0	1875	528	7-11	903		50	0	i	70	0	0
Korlic(H)	89	90	0	1875	528	7-11	903		75	70	0	0	i	0
Talic(H)	89	90	0	1875	528	7-11	903		75	i	0	0	70	0

They use various Barbarian Skills (Warcies...)

Madawc: Double Throw

Korlic: Leap Attack

Talic: Whirl Wind

Baal	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	92	60	297964	7666	311	28-41/50-100	151/454	77	0	50	50	50	50	50
Nightmare	92	75	303809	31414	420	36-53/65-130	283/848	77	0	50	50	50	50	50
Hell	92	95	777763	69431	574	60-89/109-217	476/1429	77	50	50	50	50	50	50

Note: Act Boss, Demon; (when taking the Red Portal after defeating Baal, game ends), Arrow shape cold missile (knocks back), orange missile, can duplicate himself (only a bit less powerful), decrepify, summons festering appendages (stationary)

#### 4.5. Cow-Level Monster

Hell Bovine	Loc	Lvl	Exp	HP	Def	Dam	Att	%BI	Resists / Immunities (i)					
									Ph	F	L	C	Po	M
Normal	Moo-Moo-Farm	28	804	77-165	147	27-40/32-43	53/57		0	0	0	0	0	0
Nightmare	Moo-Moo-Farm	61	6714	537-1151	347	59-89/71-95	170/184		0	0	0	0	0	0
Hell	Moo-Moo-Farm	90	33116	1382-2961	551	114-172/137-183	334/361		50	0	0	0	0	0

#### 4.6. Non-Monsters / Monster Generators

Name	Loc	Notes
Foul Crow Nest	9	Generates Foul Crows
Blood Hawk Nest	13	Generates Blood Hawks
Black Raptor Nest	31	Generates Black Raptors
Gargoyle Trap	21/24	shoots bolts of fire
Mummy Sarcophagous	30/36/41/42	Generates Mummy type Monsters (subtype appropriate to Area)
Fire Tower	33/36/41/42	Shoots bolts of fire in an angle of roughly 90 degree, has to turn top to shoot in a different direction
Lightning Spire	39	Releases lightning
Trapped Soul	66-68	Attacks with melee attack when within range
Hell Window	68	Stationary, don't do anything, hard to break
Catapult	72/73/75/85	Shoots balls of Fire, Poison, Cold or Lightning that can impact far away
Evil Demon Hut	73/75/85	Poison Immune
Barricaded Door	73/75/85	Poison Immune
Barricade	73/75/85	Poison Immune
Barricaded Tower	73/75/85	Poison Immune, Imps can teleport on top of these and attack more powerfull from above
Jail Door	73	Poison Immune, destroy them to free the imprisoned Barbarians

## VII. Shrines

Shrine	Effect	Regeneration Time (minutes)	Duration (Seconds)
Mana Recharge Shrine	+400% Mana Recharge	5	96
Armor Boost	+100% Defense	5	48
Combat Boost	+200% Attack, +200% min and max damage	5	48
Resist Fire Boost	+75% resist fire	5	48
Resist Cold Boost	+75% resist cold	5	48
Resist Lightning Boost	+75% resist lightning	5	48
Resist Poison Boost	+75% resist poison	5	48
Skill Shrine*	+2 all skills	5	96
Stamina Boost	Unlimited Stamina	5	192
Experience Boost	50% more experience per kill	-	192
Refill	Fills health and mana	2	-
Health Shrine	Fully fills health	2	-
Mana Shrine	Fully fills mana	2	-
Portal Shrine	Opens town portal	-	-
Fire Shrine	All players and monsters lose ½ of current life, fireballs	-	-
Monster Shrine	The nearest monster becomes a unique or champion monster	-	-
Gem Shrine**	Upgrades a random gem/skull in inventory, or gives chipped gem/skull	-	-
Exploding Shrine	Gives 5-10 exploding potions, tosses out 5 exploding potions	-	-
Poison Shrine	Gives 5-10 poison gas potions and creates a ring of poison gas around it	-	-
Well	Partially refills life, mana and stamina, also cures poison (holds 2 "fills")	30 sec (1 "fill")	-

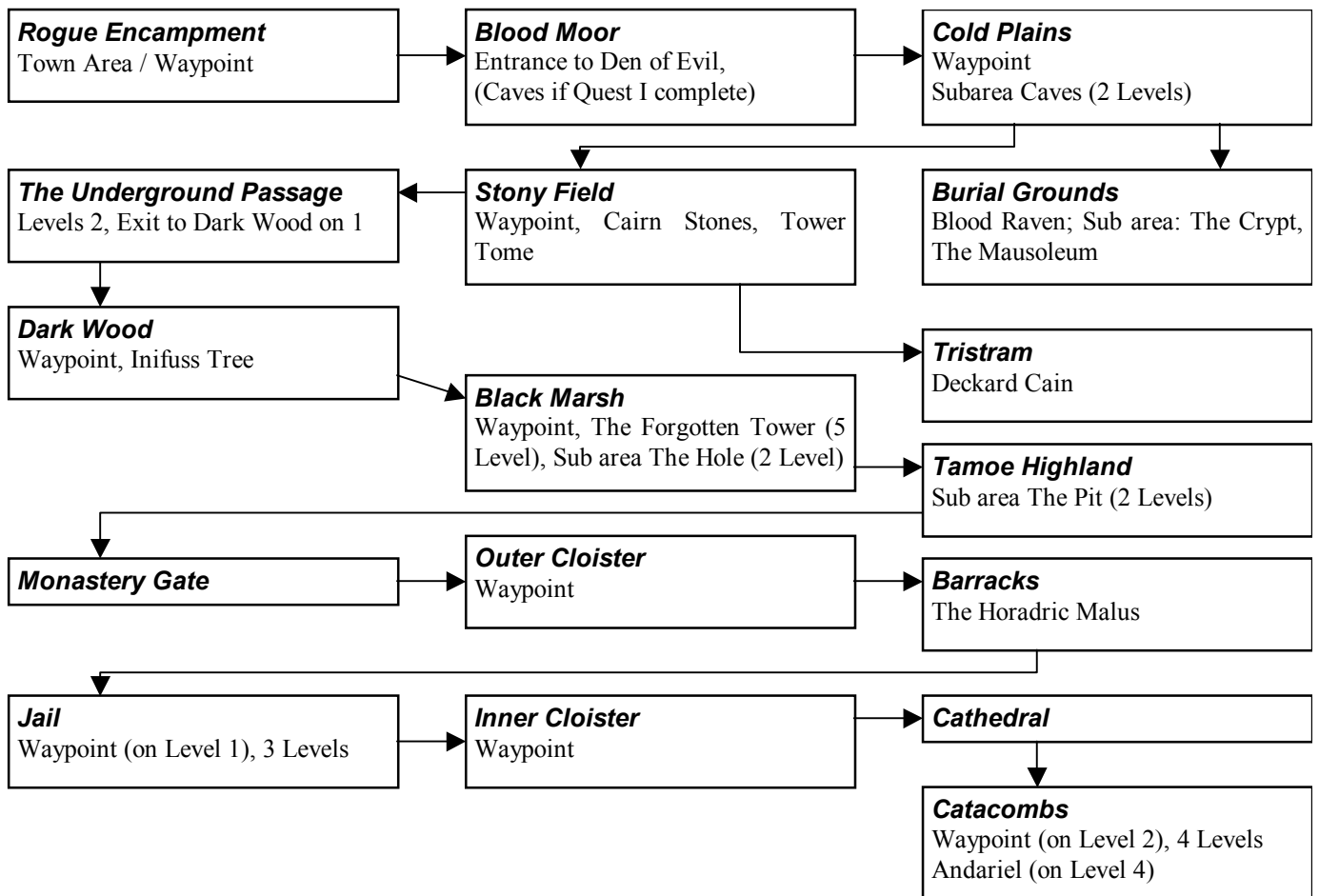
Note: Shrines only affect the player that first touches the shrine

\*Only applies to skills with at least one point in it already

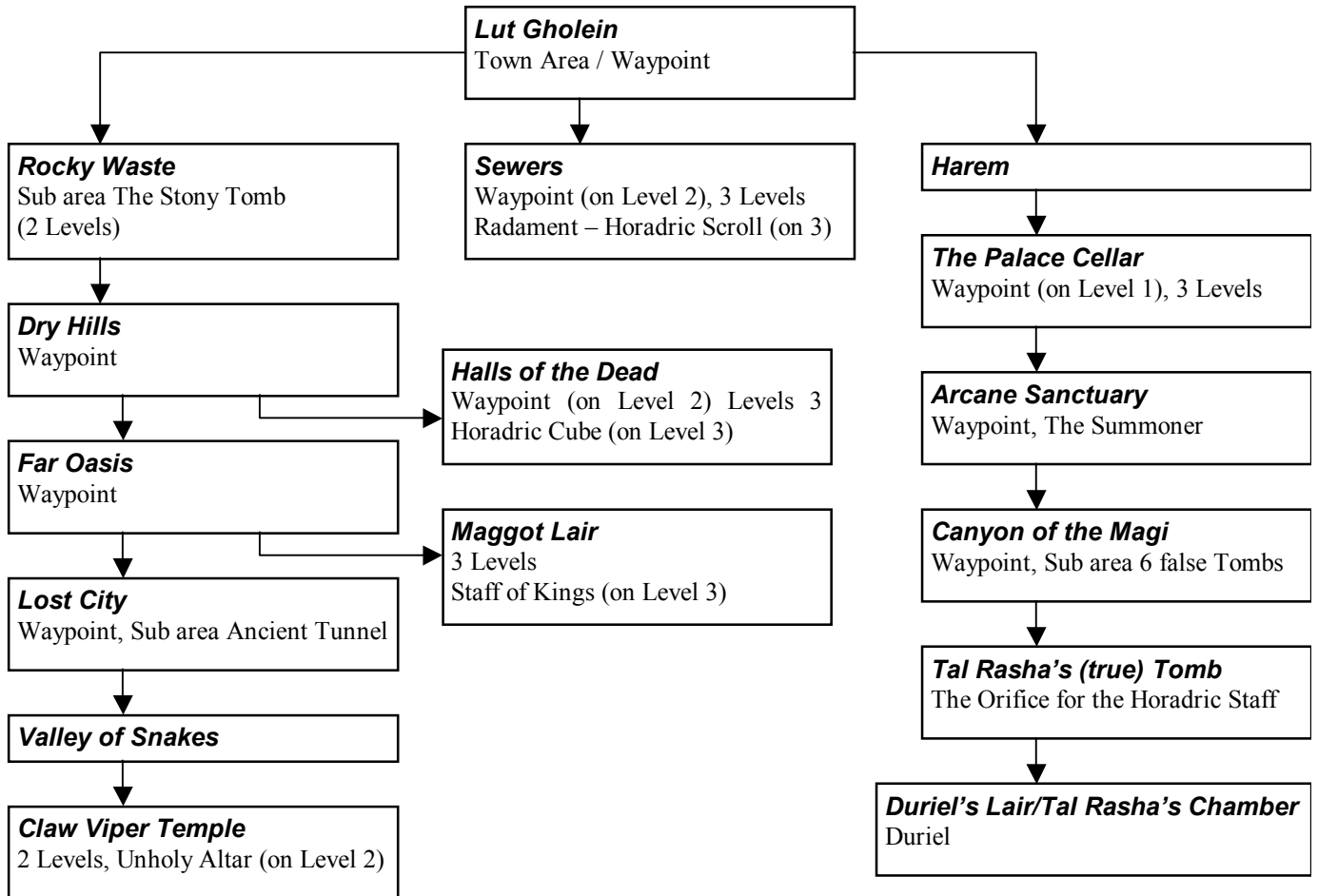
\*\*Will not upgrade gems that have already been socketed in items

## VIII. Locations

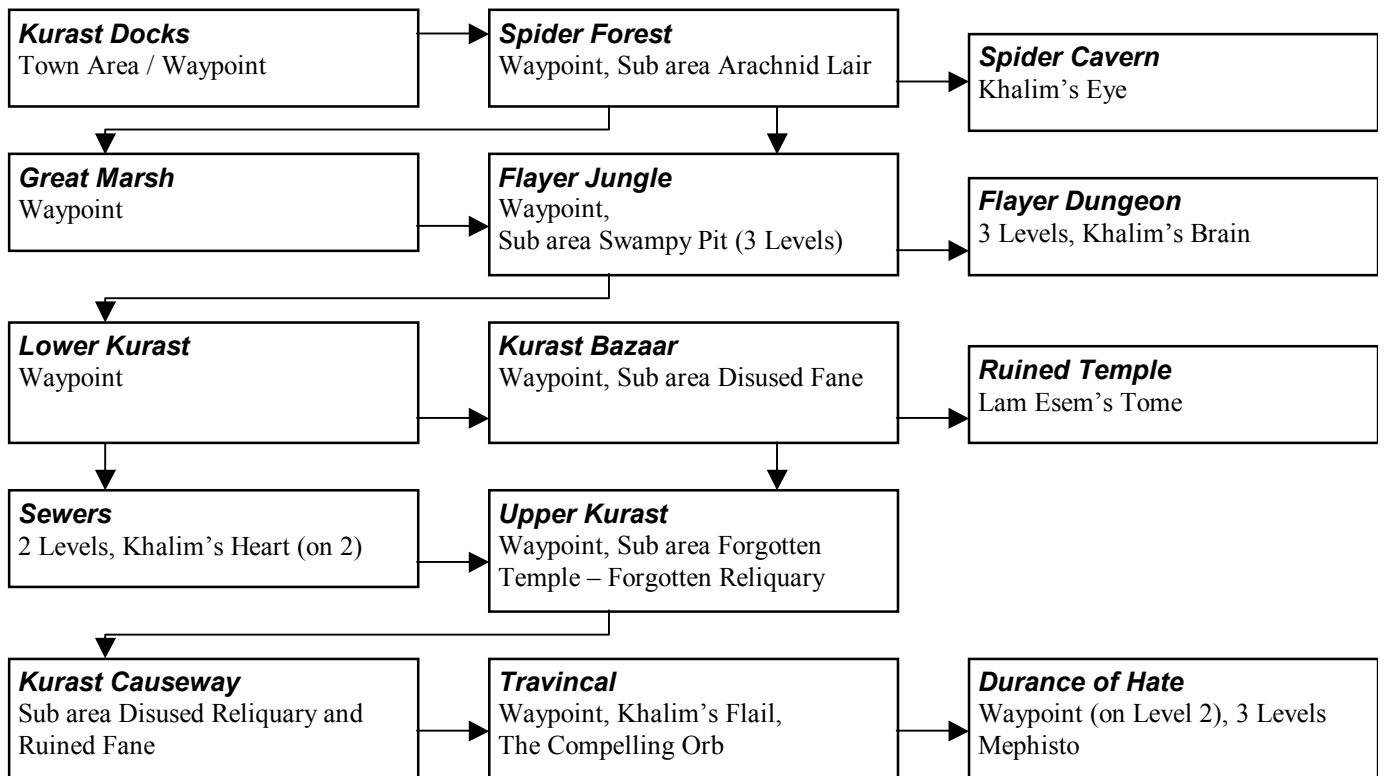
### 1. Act I



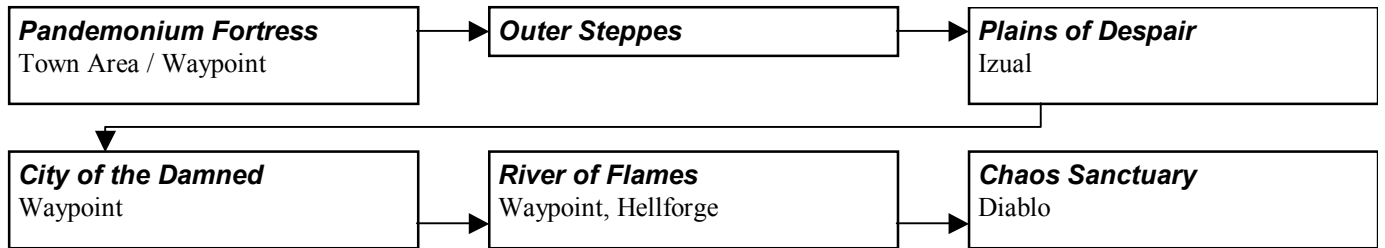
## 2. Act II



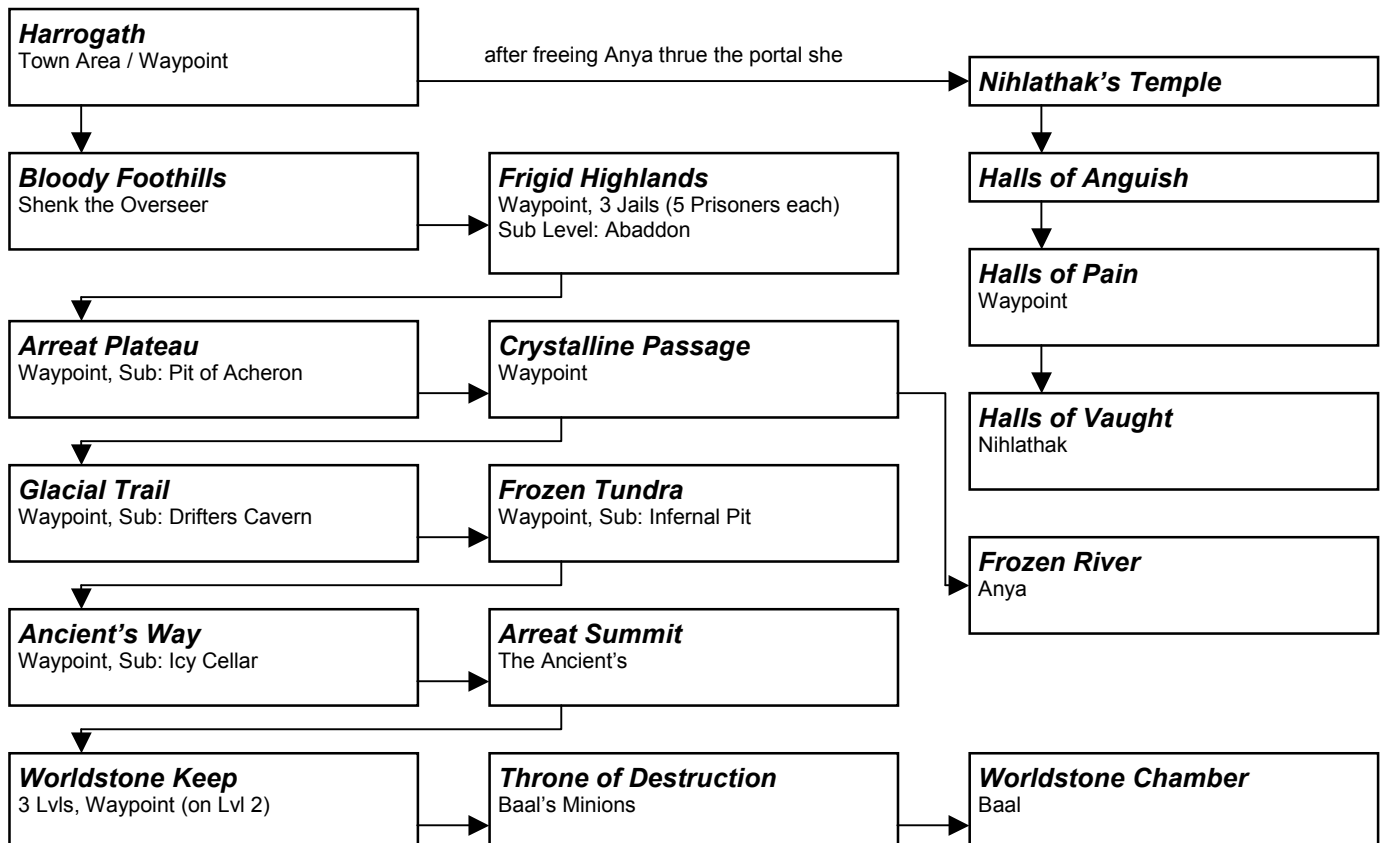
## 3. Act III



#### 4. Act IV



#### 5. Act V



## 6. Location/Area Index

This index is mainly meant to provide an overview of the index used in the Monster Data Section.

The information shown in those tables will consist of a maximum of 2 numbers per location. The first number represents the area, the second represents (if applicable) the level of the area

Example: (11,2) would mean Area 11, Level 2 =Act I Underground Passage Level 2

Act I		Act II		Act III		Act IV		Act V	
Area	Idx	Area	Idx	Area	Idx	Area	Idx	Area	Idx
Rogue Encampment	1	Lut Gholein	25	Kurast Docks	44	Pandemonium Fortress	65	Harrogath	71
Blood Moor	2	Sewers	26	Spider Forest	45	Outer Steppes	66	Bloody Foothills	72
Den of Evil/Caves	3	Rocky Waste	27	Arachnid Lair	46	Plains of Despair	67	Frigid Highlands	73
Cold Plains	4	Stony Tomb	28	Spider Cavern	47	City of the Damned	68	Abaddon	74
Caves	5	Dry Hills	29	Great Marsh	48	River of Flames	69	Arreat Plateau	75
Burial Grounds	6	Halls of the Dead	30	Flayer Jungle	49	Chaos Sanctuary	70	Pit of Acheron	76
The Crypt	7	Far Oasis	31	Swampy Pit	50			Crystalline Passage	77
The Mausoleum	8	Maggot Lair	32	Flayer Dungeon	51			Frozen River	78
Stony Field	9	Lost City	33	Lower Kurast	52			Nihlathak's Temple	79
Tristram	10	The Ancient Tunnels	34	Sewers	53			Halls of Anguish	80
Underground Passage	11	Valley of Snakes	35	Kurast Bazaar	54			Halls of Pain	81
Dark Wood	12	Claw Viper Temple	36	Disused Fane	55			Halls of Vaught	82
Black Marsh	13	Harem	37	Ruined Temple	56			Glacial Trail	83
The Hole	14	The Palace Cellar	38	Upper Kurast	57			Drifter Cavern	84
The Forgotten Tower	15	Arcane Sanctuary	39	Forgotten Temple	58			Frozen Tundra	85
Tamoe Highland	16	Canyon of Magi	40	Forgotten Reliquary	59			Infernal Pit	86
The Pit	17	False Tombs	41	Kurast Causeway	60			Ancient's Way	87
Monastery Gate	18	True Tomb	42	Disused Reliquary	61			Icy Cellar	88
Outer Cloister	19	Tal Rasha's Chamber	43	Ruined Fane	62			Arreat Summit	89
Barracks	20			Travincal	63			Worldstone Keep	90
Jail	21			Durance of Hate	64			Throne of Destruction	91
Inner Cloister	22							Worldstone Chamber	92
Cathedral	23								
Catacombs	24								

Note: if you wonder about the order of areas, I applied the following rules: Town is always first, followed by the areas entered next to do the Quests in order. "Optional" sub areas are listed before quest related sub areas, both right below their "parent area".

Town Layout is always the same, but the exit may be at different Locations (Act I and II)

The following Areas will have the same Layout in every Game:

- Tristram
- The Forgotten Tower (Level 5, 2 Variations)
- Monastery Gate
- Outer Cloister (Entrance to Barracks may be at 3 different Locations)
- Inner Cloister
- Cathedral
- Catacombs (Level 4)
- Valley of Snakes (Entrance may be at different sides)
- Claw Viper Temple (Level 2)
- Harem (not 100% sure)
- Canyon of Magi (order of Tomb Symbols only)
- Tal Rasha's Chamber
- Sewers Level 2 (Act III)
- Kurast Causeway
- Travincal
- Durance of Hate (Level 3)
- Chaos Sanctuary (2 Variations)
- Nihlathak's Temple
- Arreat Summit
- Throne of Destruction
- Worldstone Chamber

**Help needed:** as there are objects which will contain Items I am still looking for Information of "Area-Levels" and possibly +/- Bonuses for different objects (Chests, "Uberchests", Jars, Evil Urns, Weapon Racks...) that are used for Item Creation.

## IX. Quests

### 1. Act I

#### 1.1. Quest 1: Den of Evil

Given by: Akara / entering Den of Evil

Task: Find the Den of Evil, enter, kill all monsters, return to Akara

Reward: One skill point to distribute

#### 1.2. Quest 2: Sisters' Burial Ground

Given by: Kashya / entering Burial Ground

Task: Kill Blood Raven at the Burial Ground

Reward: A free Rogue Hiring and the ability to hire more from Kashya

#### 1.3. Quest 3: The Search for Cain

Given by: Akara / touching the Tree of Inifuss

Task: Find the Tree of Inifuss, touch it to get the Scroll of Inifuss. Akara will translate it. Take the Scroll to the Cairn Stones (Stony Field) and touch them in the order shown on the translated Scroll. After touching the last stone a red portal to Tristram will open. Once there, fight your way to Deckard Cain and free him from his cage.

Reward: Cain will identify Items for the rest of the game (He follows from Act to Act and will always be in Towns Act II-Act V but will charge 100 Gold for each identification if this quest is skipped).

Akara will give a random ring (magic on normal Difficulty, rare on NM and Hell)

#### 1.4. Quest 4: The Forgotten Tower

Given by: Reading the Tower Tome / entering the Forgotten Tower

Task: Travel down the Forgotten Tower to Level 5 and kill the Countess (which will open a Treasure Chest in her Room)

Reward: The Treasure Chest's content

#### 1.5. Quest 5: Tools of the Trade

Given by: Charsi / entering the Barracks

Task: Defeat the Smith at the Barracks, pick up the Horadric Malus and return it to Charsi

Reward: Charsi will imbue an item you give her (make it rare), this only works with normal non-socketed items and crafted items; (one option for a Sorceress as normal Orbs don't seem to drop, they may produce a crafted item to make it imbueable)

#### 1.6. Quest 6: Sisters to the Slaughter

Given by: Cain

Task: Defeat Andariel on Catacombs Level 4

Reward: (drop) Warriv will take you to Act II

### 2. Act II

#### 2.1. Quest 1: Radament's Lair

Given by: Atma

Task: Find and defeat Radament on Level 3 of the Sewers beneath Lut Gholein. Tip: There are two entrances to the Sewers, the one at the Docks is in most cases closer to the Stairs to Level 2 of the Sewers.

Reward: Book of Skills (read to get one skill point to distribute), discount on prizes in Town

#### 2.2. Quest 2: The Horadric Staff

Given by: Cain / picking up any of the three parts of this Quest

Task: Collect the Horadric Cube (Halls of the Dead, Level 3), the Horadric Shaft (Maggot Lair, Level 3) and Horadric Amulet (Claw Viper Temple, Level 2), put the two parts of the Horadric Staff in the Cube and press the transmute button to transform them into the Horadric Staff. Use it to open the entrance Tal Rasha's Burial Chamber

Reward: Access to Tal Rasha's Burial Chamber

#### 2.3. Quest 3: Tainted Sun

Given by: After entering the Lost City (Sky turns dark) by Drogan / entering the Claw Viper Temple

Task: destroy the altar on Level of the Claw Viper Temple (also reveals the Horadric Amulet for Quest 2)

Reward: Daylight returns, access to the Palace

#### 2.4. Quest 4: Arcane Sanctuary

Given by: By Drogan and Lord Jerhyn after The Seven Tombs quest is activated

Task: Find the Arcane Sanctuary beneath the Palace, read the Journal near the Summoner to open a Portal to the Canyon of Magi and learn the Symbol of the true Tomb of Tal Rasha.

Reward: Symbol of the True Tomb, access to the Canyon of Magi

#### 2.5. Quest 5: Summoner

Given by: Nearing the Summoner

Task: Kill the Summoner

Reward: -

### 2.6. Quest 6: The Seven Tombs

Given by: Jerhyn after reaching Level 20, or completing Quest 1, Quest 3 or transmuting the Horadric Staff

Task: Defeat Duriel, talk to Tyrael, return to town and talk to Jerhyn and Meshief

Reward: (drop) Meshief will take you to Act III

## 3. Act III

### 3.1. Quest 1: The Golden Bird

Given by: Finding a Jade Figurine

Task: The first Unique monster you kill in Act III drops the Jade Figurine (Be careful not to kill any flying boss hovering above water as it will not drop anything and you will need to make a new game to get the figurine). Talk to Cain who will send you to Meshief. He will swap the Jade Figurine for the Golden Bird of Ku Y'leh. Bring it to Alkor who will give you a potion the next time you speak to him.

Reward: Potion that permanently adds 20 to maximum Life

### 3.2. Quest 2: Blade Of Old Religion

Given by: Completing Quest 1 or entering the Flayer Jungle

Task: Touch the fireplace at the Pygmy Village (the one with the entrance to the Flayer Dungeon), defeat the boss that appears and pick up the Gidbinn he drops. Return it to Ormus.

Reward: Ormus will give you a random rare ring, you may hire Iron Wolves from Asheara

### 3.3. Quest 3: Khalim's Will

Given by: Cain after completing Quest 1 or entering the Great Marsh

Task: Collect Khalim's Eye (Spider Cavern), Khalim's Brain (Flayer Dungeon, Level 3), Khalim's Heart (Sewers, Level 2) and Khalim's Flail (Travincal, dropped by one of the High Council Bosses). Transmute them into Khalim's Flail

Reward: Khalim's Flail

### 3.4. Quest 4: Lam Esen's Tomb

Given by: Alkor after finishing Quest 2

Task: Look for the Book in the Temples below the Kurast Bazaar, Upper Kurast and the Curast Causeway. Return the Book to Alkor. Tip: The Book is always in the Ruined Temple below the Kurast Bazaar (as far as I know)

Reward: 5 Stat Points to distribute

### 3.5. Quest 5: The Blackened Temple

Given by: Ormus after completing Quest 4 or entering the Kurast Causeway

Task: Defeat the High Council in Travincal, smash the Compelling Orb with Khalim's Flail

Reward: Access to the Durance of Hate

### 3.6. Quest 6: The Guardian

Given by: Ormus after smashing the Compelling Orb

Task: Defeat Mephisto (Durance of Hate, Level 3)

Reward: Mephisto's Soulstone (+rest of drop), access to Act IV

## 4. Act IV

### 4.1. Quest 1: The Fallen Angel

Given by: Tyrael

Task: Find and defeat Izual (Plains of Despair)

Reward: 2 Skill Points to distribute

### 4.2. Quest 2: Hell's Forge

Given by: Cain after Quest 1

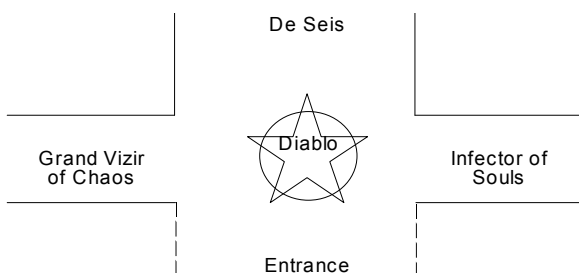
Task: Defeat Hephasto the Armorer and use the Hellforge Hammer he drops to destroy Mephisto's Soulstone on the Hellforge (River of Flames)

Reward: Various Gems, one Perfect per player completing the Quest

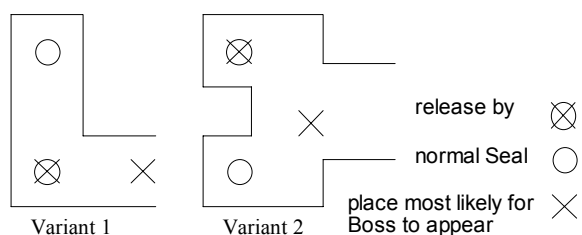
### 4.3. Quest 3: Terror's End

Given by: Tyrael after Quest 1 is done

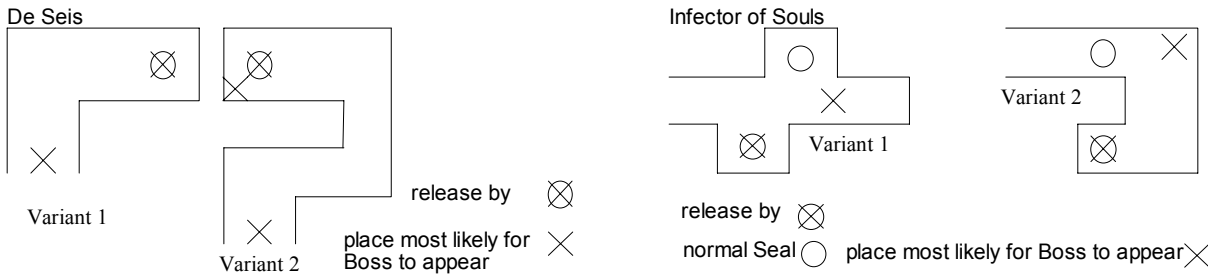
Task: Break all 5 seals at the Chaos Sanctuary to release Diablo. He will not show up as long as there are still Monsters in the Area. Defeat him and talk to Tyrael. Tip: 3 of the 5 seals will release a Boss with Minions. The following illustrations show the layout of the main hall and the three "Branches":



Grand Vizier of Chaos







As you can see apart from 1 variant of the Infector of Souls, all Layouts will cut off the way for quick and easy escapes. That's why it is especially important to warn party members *before* opening the seals.  
 Reward: (drop) access to Act V

## 5. Act V

### 5.1. Quest 1: Siege Of Harrogath

Given by: Larzuk or entering the siege area

Task: Find and defeat Shenk the Overseer

Reward: Larzuk will add sockets to an item of choice (Normal items will receive the maximum possible number of sockets for the specific item; magic items can get 1 or 2 sockets; rare, set, unique and crafted items will receive one socket; rune worded items will not receive sockets; some other items will not receive sockets.)

### 5.2. Quest 2: Rescue On Mount Arreat

Given by: Qual-Kehk or getting in range of a group of prisoners

Task: Search the Frigid Highlands for 3 groups of imprisoned Barbarians (Each group has 5 prisoners), destroy the gates of the mini prisons and the Barbarians will teleport home. Return to Town and talk to Qual-Kehk. (Tip: look for bright white squares within the fortified areas to find the prisoners)

Reward: 3 Runes and the ability to hire Barbarians

Note: Try to break the final gate with direct damage or a direct damage skill. Certain conditions (Hireling breaking the gate, indirect damage skills like Hydra) may make this Quest unfinishable in the current game.

### 5.3. Quest 3: Prison Of Ice

Given by: Malah or getting in range of Anya at the Frozen River.

Task: Find Anya at the Frozen River, go to Town and get a potion from Malah to thaw Anya.  
 Return to Town and talk to Malah and Anya

Reward: A scroll that will permanently add 10 to all resists (Malah) and a class-specific Item (Anya)

### 5.4. Quest 4: Betrayal Of Harrogath

Given by: Rescue of Anya

Task: Travel thru the red portal Anya opens and continue to the Halls of Vaught. There you have to find and defeat Nihltathak. (Warning: he uses corpse explosion on defeated monsters and summons new ones when the corpses are used up, HC Chars should make sure to take on this opponent in a well cooperating party to minimize the risk)

Reward: Anya will personalize one item of choice (the Character's name is put in front of the items name, works on all items that have not yet been personalized)

### 5.5. Quest 5: Rite Of Passage

Given by: Qual-Kehk (once you have been to the Ancient's Way) or reaching the Arreat Summit

Task: After reading the book in the center the Statues of the Ancient's will come to life and fight you. All three must be defeated without anyone casting or using a Town Portal. If a Portal is used or created to or from the Arreat Summit the Ancient's will return to Statue form and have to be fought again from the beginning. (Tip: this can be used as an emergency escape or to reroll the additional attributes on higher difficulties)

Reward: Access to the Worldstone Keep, a set amount of Exp (1.4million (normal), 20million (NM), 40million (Hell)); you may wish to "save" those points till you reach a high level as the bonus will not be affected by the penalties; this can only be done by taking a Town Portal to the Worldstone keep of someone who has already completed this quest)

Credit for this Quest will only be given if the Character is at least Clvl 20 on normal, 40 on NM, 60 on Hell difficulty

### 5.6. Quest 6: Eve Of Destruction

Given by: the Ancient's

Task: Defeat all Monsters in the Throne Room of the Throne of Destruction Level, follow Baal to the Worldstone Chamber and defeat him. Talk to Tyrael and take the red Portal he opens to end the game.

While in the Throne Room Baal can not be wounded, but he will summon 5 Groups of Monsters (including a Boss each). Each group will be harder then the one before. Prepare for massive Lag when killing the last monster of each group (That's when the next group is preloaded to minimize Lag when they appear). The Last group will almost certainly cause additional Lag on appearance.

-Group one: Fallen Shaman Class

-Group two: Greater Mumies with skeletons

-Group three: Council Member Class

-Group four: Megademon Class

-Group five: Baal's Minions (own class will not show up anywhere else in the game)

Reward: (drop), End Movie, New Title for the Character

## **6. Bonus Quest : The Cow Level**

Given by: - (will not show up in Quest Log)

Task: Transmute Wirt's Leg (touch Wirt's corpse in Tristram to get it, you don't need to get it the first time you travel to Tristram) and a Book of Town Portal in your Horadric Cube while standing in the Rogue Encampment to open a red Portal to the Moo-Moo-Farm. This can be done once on difficulties you have beaten. (for example: after finishing Normal Difficulty, you can do it on Normal Difficulty)

Reward: You may kill some Cows and take what they drop.

Note: The Moo-Moo Farm is the only Place where Items of the "Cow King's Leathers" Set can drop. Keep your eyes open ☺

Rumour: You may be able to open the red Portal more then once as long as you do NOT kill the Cow King (should be ok to kill other unique cows). Not sure about this. (Thanks to Elrik for this Information.)