

## 3. Items

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

### 3.1 Armor, weapons and jewelry

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

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

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

2 These items have the same picture.

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

1 All axes are Two-handed.

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

1 All bows are Two-handed.

2 These items have the same picture.

3 These items have the same picture.

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

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

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

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

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

1 All staves are Two-handed.

2 These items have the same picture.

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

1 Only available to the Bard as a starting weapon.

2 These items have the same picture.

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

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

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

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

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

## 3.2 Other base items

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

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

### 3.2.1 Runes and oils

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

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

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

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

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

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

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

2 Only affects the item it is used on.

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

4 Only exists in single player.

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

6 All requirements are lowered by the same amount.

### 3.2.2 Potions and elixirs

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

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

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

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

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

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

3 In Hellfire it also restores all of your mana.

4 In Hellfire it also restores all of your life.

Potions of Healing and Mana restore life and mana as stated below. Potions of Rejuvenation are basically treated as one Potion of Mana and one Potion of Healing. For information on how scrolls of healing and the Healing spell work, see chapter 4.1.2.

Potion of Healing:	$\text{bonus} \cdot \text{maxlife}/8$	to	$\text{bonus} \cdot 3 \cdot \text{maxlife}/8$
Potion of Mana:	$\text{bonus} \cdot \text{maxmana}/8$	to	$\text{bonus} \cdot 3 \cdot \text{maxmana}/8$

- Any value in the range is equally probable.
- The bonus is summarized in the table below.
- maxlife and maxmana are the modified values. If they are negative, the amount added will also be negative and in fact subtract life or mana.

Type	Warrior	Rogue	Sorcerer	Monk	Bard	Barbarian
Healing	2.0	1.5	1.0	1.5 <sup>1</sup>	1.5 <sup>1</sup>	2.0
Mana	1.0	1.5	2.0	1.5 <sup>1</sup>	1.5 <sup>1</sup>	1.0

<sup>1</sup> When using a Potion of Rejuvenation the bonus for a Monk and a Bard is 1.0 due to a bug in Hellfire.

### 3.2.3 Books, scrolls and staves with spells

Books, scrolls and staves with spells are found in the dungeons but can also be bought from Adria. Healing scrolls and scrolls of Resurrection (only in multi player) can also be bought from Pepin. Below is listed how much you have to pay for scrolls, books, and data for calculating the cost of staves with spells. For information on how to calculate staff prices, see chapter 3.6. You can also find information about qlvl; see chapters 3.8 and 3.9 for information about qlvl and how to use it. Note that for books and staves, the qlvl is of the actual spell on that base item. The base item, *staff* or *book of*, has its own qlvl as well. As with other items, you can sell any book, scroll, or staff for one fourth of the price. Note that in Hellfire, staves without spells are bought and sold at Griswold. In Hellfire, Wirt will also sell staves both with and without spells.

Spell	Book		Scroll		Staff		
	Price	qlvl	Price	qlvl	Multiplier (P)	Charges	qlvl
Apocalypse	30 000 <sup>1</sup>	19	2 000	22	400	8 - 12	15
Blood Star	27 500	14	-	-	360	20 - 60	13
Bone Spirit	11 500	9	-	-	160	20 - 60	7
Chain Lightning	11 000	8	750	10	150	20 - 60	7
Charged Bolt	1 000	1	-	-	10	40 - 80	1
Elemental	10 500	8	-	-	140	20 - 60	6
Fireball	8 000	8	300	8	60	40 - 80	7
Firebolt	1 000	1	-	-	10	40 - 80	1
Fire Wall	6 000	3	400	4	80	8 - 16	2
Flame Wave	10 000	9	650	10	130	20 - 40	8
Flash	7 500	5	500	6	100	20 - 40	4
Golem	18 000	11	1 100	10	220	16 - 32	9
Guardian	14 000	9	950	12	190	16 - 32	8
Healing	1 000	1	50	1	10	20 - 40	1
Heal Other	1 000	1	-	-	10	20 - 40	1
Holy Bolt	1 000	1	-	-	10	40 - 80	1
Identify	-	-	100	1	-	-	-
Inferno	2 000	3	100	1	20	20 - 40	1
Infravision	-	-	600	8	-	-	-
Lightning	3 000	4	150	4	30	20 - 60	3
Mana Shield	16 000	6	1 200	8	240	4 - 10	5
Nova	21 000 <sup>1</sup>	14	1 300	14	260	16 - 32	10
Phasing	3 500	7	200	6	40	40 - 80	6
Resurrect	-	-	250	1	50	4 - 10	5
Stone Curse	12 000	6	800	6	160	8 - 16	5
Telekinesis	2 500	2	-	-	40	20 - 40	2
Teleport	20 000	14	3 000	14	250	16 - 32	12
Town Portal	3 000	3	200	4	40	8 - 12	3

<sup>1</sup> Available as a book in Hellfire only.

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

### 3.3 Quest items

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

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

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

2 There are three of them.

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

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

### 3.4 Prefixes and suffixes

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

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

A Armor and Helms

S Shields

W Weapons (Axes, Clubs and Swords)

T Staves

t Staves, but only in Hellfire

B Bows

J Jewelry

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

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

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

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

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

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

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

<sup>1</sup> A suffix.

<sup>2</sup> Only available in Hellfire.

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

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



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

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

<sup>1</sup> It is the damage value that is used for price calculations.

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

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

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

<sup>1</sup> Only available in Hellfire.

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

<sup>3</sup> Also has from -30 to -70% lower durability.

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

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

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

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

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

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

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

% Steal Life <sup>1</sup>							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
the leech	3	--W----	8		7 500		3
blood	5	--W----	19		15 000		3

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

% Steal Mana <sup>1</sup>							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
the bat	3	--W----	8		7 500		3
vampires	5	--W----	19		15 000		3

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

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

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

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

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

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

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

+% Resist All <sup>1</sup>							
Prefix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
topaz	10 - 15	ASWTBJ	8	5	2 000 - 5 000	3 000	3
amber	16 - 20	ASWTBJ	12	4	7 400 - 10 000	2 600	3
jade	21 - 30	ASWTBJ	18	9	11 000 - 15 000	4 000	3
obsidian	31 - 40	ASWTBJ	24	9	24 000 - 40 000	16 000	4
emerald	41 - 50	-SWTB-	31	9	61 000 - 75 000	14 000	7

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

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

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

Damage / Penetrate Armor <sup>1</sup>								
Suffix	Value <sup>2</sup>	Value <sup>3</sup>	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
piercing	2 - 6	25⁴ %	--W-B-	1		1 000		3
puncturing	4 - 12	50⁴ %	--W-B-	9		2 000		6
bashing	8 - 24	75⁴ %	--W----	17		4 000		12

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

<sup>2</sup> In Diablo.

<sup>3</sup> In Hellfire.

<sup>4</sup> Add 12.5 when used by a Barbarian.

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

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

Weapon Speed <sup>1</sup>							
Suffix	Value	Occurrence	qlvl	Steps	Base-Max	Range	Multiplier
readiness <sup>2,3</sup>	quick	--WTB-	1		2 000		2
swiftness <sup>3</sup>	fast	--WTB-	10		4 000		4
speed	faster	--WT--	19		8 000		8
haste <sup>4</sup>	fastest	--WT--	27		16 000		16

- <sup>1</sup> A Bard only benefits from the fastest weapon.  
<sup>2</sup> Has no effect in Diablo.  
<sup>3</sup> In Hellfire, it makes the arrows travel faster on bows instead of increasing the "swing" speed.  
<sup>4</sup> Has the same effect as speed despite what is said in the latest Diablo patch (1.07).

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

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

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

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

- <sup>1</sup> Does not work versus players.  
<sup>2</sup> These effects are not cumulative if you have them more than once. They are cumulative with other effects though.  
<sup>3</sup> In Hellfire it also absorbs half arrow and magical damage (magic, fire, lightning and apocalypse) from monster attacks. It is applied before both -damage and resistance.  
<sup>4</sup> Only available in Hellfire.  
<sup>5</sup> Damage bonus applies to total damage, not just weapon damage.  
<sup>6</sup> Does not work on bows.  
<sup>7</sup> A prefix.  
<sup>8</sup> Affects total damage versus monsters but only weapon damage and character damage versus user. This damage is modified by any -damage from enemies, though.  
<sup>9</sup> The game erroneously states it does x0-5. Average value is x2. For more details, see chapter 6.2.1. Does not work against Diablo or unique monsters.

### 3.5 Unique items

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

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

#### 3.5.1 Properties of unique items

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

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

<sup>1</sup> A quest item only available in single player.

<sup>2</sup> These items have the same picture.

<sup>3</sup> A quest item.

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

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

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

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

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

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

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

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

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

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

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

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



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

<sup>1</sup> Looks like a club when on the ground.

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

<sup>1</sup> These items have the same picture.

<sup>2</sup> A quest item only available in single player.

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

### 3.5.2 Unfindable unique items in multi player

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

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

1 In addition to the ones from Diablo.

2 It seems that although findable in single player, it will morph as soon as a new game is started or loaded.

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

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

1 In multi player only the first one is findable.

## 3.6 Prices of magical items

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

### 3.6.1 Formulas

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

All magical items except staves with spells:

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

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

Staves with spells:

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

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

where:

C	=	Total cost
B <sub>p</sub>	=	Base prefix effect
B <sub>s</sub>	=	Base suffix effect
Q <sub>p</sub>	=	Quality effect of the prefix
Q <sub>s</sub>	=	Quality effect of the suffix
I	=	Cost of base item
H	=	Number of charges on staff
P	=	Spell multiplier
M <sub>p</sub>	=	Prefix intrinsic multiplier
M <sub>s</sub>	=	Suffix intrinsic multiplier

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

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

All magical items except staves with spells:

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

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

Staves with spells:

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

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

### Cursed and semi-cursed items

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

### The quality effect, Q

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

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

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

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

where:

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

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

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

### Unidentified magical item

An unidentified magical item has a price as given below.

All magical items except staves with spells:

$$C = I$$

Staves with spells:

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

### 3.6.2 Additional notes on the prices

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

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

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

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

### 3.6.3 Recharge cost

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

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

where:

$R_cC$	=	Recharge Cost
$FR_cC$	=	Full Recharge Cost (see below)
$\text{MaxDur}$	=	Maximum charges on item
$\text{CurDur}$	=	Current charges on item

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

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

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

where:

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

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

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

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

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

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

### 3.7 Durability of items

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

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

#### 3.7.1 Losing durability

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

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

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

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

#### 3.7.2 Repair cost

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

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

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

where:

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

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

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

For magical and unique items first calculate:

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

For non magical and unidentified items first calculate:

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

Then, do the following:

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

### 3.8 Item creation in dungeon

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

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

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

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

Source of item	Definition of ilvl
normal monster	<i>mlvl</i> <sup>1</sup>
unique monster and special monster <sup>2</sup>	<i>mlvl<sub>item</sub></i> <sup>3</sup>
decapitated body, sarcophagus, on the ground <sup>4</sup> , bookcase, skeleton tome, library book and racks	2· <i>dlvl</i> <sup>5</sup>
chest, barrel, pod, urn	2· <i>dlvl</i> or <i>dlvl</i> <sup>5,6</sup>

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

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

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

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

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

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

#### Special items

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

### 3.8.1 What is dropped?

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

#### Normal monster

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

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

#### Unique monster

Item:	100%
-------	------

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

#### Chest

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

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

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

Special item (ilvl = dlv):	12.5%
Non special item (ilvl = 2-dlv):	87.5%

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

Gold:	75%
Item:	25%

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

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

#### Barrels, pods and urns

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

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

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

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

**Sarcophagus**

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

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

**Decapitated bodies**

Gold:	75%
Item:	25%

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

**Weapon Rack**

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

- Weapon racks can never exist in church.

**Armor Rack**

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

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

**Bookcase**

Book:	100%
-------	------

- Bookcases can only exist in church and catacombs.

**Library book and Skeleton Tome**

Book:	20%
Scroll:	80%

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

**3.8.2 Item type**

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

**Determination of base item**

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



Normal and special monster:	1 to mlvl
Unique monster:	1 to mlvl <sub>battle</sub>
Other:	1 to ilvl

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

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

### Is it magical?

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

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

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

### Is it unique?

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

Unique monster:	16%
Other:	2%

### 3.8.3 Item properties

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

#### Gold

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

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

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

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

Hell or Crypt dungeon level:                      amount  $\cdot$  1.125

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

### Unique item

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

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

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

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

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

### Magical item

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

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

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

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

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

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

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

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

<sup>1</sup> A cursed prefix. See below for more information when possible.

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

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

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

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

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

### Staff

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

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

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

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

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

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

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

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

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

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

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

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

<sup>1</sup> Position 26 to 35 only exist in Hellfire.

<sup>2</sup> Only exists as books in Hellfire.

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

### Book

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

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

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

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

### Oil

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

Range of qlvl for oil type: 1 to ilvl

### Special item

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

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

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

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

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

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

### 3.9 Item creation in town

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

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

- 1 Only Griswold and Adria will buy items.
- 2 In Hellfire only with spells.
- 3 Once you are level 26 in multi player or have been to Hell, Crypt, or Hive in single player.
- 4 In Hellfire he does sell staves.
- 5 In single player only.
- 6 For special exceptions regarding Wirt, see chapter 3.9.4.

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

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

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

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

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

- 1 Only available in Hellfire.

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

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

<sup>1</sup> There are only six slots in Diablo.

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

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

### 3.9.1 Adria

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

Range of qlvl for base item: 1 to ilvl

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

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

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

### 3.9.2 Griswold

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

#### Basic items

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

Range of qlvl for base item: 1 to ilvl

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

### Premier items

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

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

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

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

### 3.9.3 Pepin

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

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

### 3.9.4 Wirt

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

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

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

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

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

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

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



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

### 3.10 General remarks on possible items

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

#### Occurrence of prefix and suffix

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

#### qlvl of prefix and suffix

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

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

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

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

#### Restrictions in the dungeon

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

#### Restrictions at Griswold and Adria

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

### Restrictions on the price

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

### Other restrictions

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

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

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

### What affects item creation

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

## 3.11 Probabilities of finding unique items

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

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

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

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

### 3.11.1 Probabilities in Diablo

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

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

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

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

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

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

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

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

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

### 3.11.2 Probabilities in Hellfire

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

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

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

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

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

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

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

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

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

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

### 3.12 Probabilities of finding magical items

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

### 3.13 Summary of various item properties

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

### 3.13.1 Levels of base items

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

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

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

<sup>1</sup> Only available in Hellfire.



### 3.13.2 Levels of spells on books and staves

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

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

<sup>1</sup> Only available in Hellfire.

### 3.13.3 Levels of prefixes and suffixes

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

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

<sup>1</sup> Only available in Hellfire.

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

<sup>1</sup> Only available in Hellfire.

## 3.13.4 Levels of unique items

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

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

<sup>1</sup> Only available in Hellfire.

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

<sup>1</sup> Only available in Hellfire.

### 3.13.5 Effects of prefixes and suffixes

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

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

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

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

+% To Hit / +% Damage Done		+% To Hit		+% Damage Done		+% Armor Class <sup>6</sup>	
				useless	-100		
clumsy	-10 - -6 / -75 - -50	tin	-10 - -6	bent	-75 - -50	vulnerable	-100 - -51
dull	-5 - -1 / -45 - -25	brass	-5 - -1	weak	-45 - -25	rusted	-50 - -25
sharp <sup>1</sup>	1 - 5 / 20 - 35	bronze	1 - 5	jagged	20 - 35	fine	20 - 30
fine	6 - 10 / 36 - 50	iron	6 - 10	deadly	36 - 50	strong	31 - 40
Warrior's	11 - 15 / 51 - 65	steel	11 - 15	heavy	51 - 65	grand	41 - 55
soldier's	16 - 20 / 66 - 80	silver	16 - 20	vicious	66 - 80	valiant	56 - 70
lord's	21 - 30 / 81 - 95	gold	21 - 30	brutal	81 - 95	glorious	71 - 90
knight's	31 - 40 / 96 - 110	platinum	31 - 40	massive	96 - 110	blessed	91 - 110
master's	41 - 50 / 111 - 125	mithril	41 - 60	savage	111 - 125	saintly	111 - 130
champion's	51 - 75 / 126 - 150	meteoric	61 - 80	ruthless	126 - 150	awesome	131 - 150
king's	76 - 100 / 151 - 175	weird	81 - 100	merciless	151 - 175	holy	151 - 170
doppelganger's <sup>2,3</sup>	21 - 30 / 81 - 95	strange	101 - 150	decay <sup>2,4</sup>	150 - 250	godly	171 - 200
				crystalline <sup>2,5</sup>	200 - 280		

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

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

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

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

- There are quite a few bugs associated with fire and lightning arrows which make them often deal erroneous damage (way too high or no additional damage at all).
- In Diablo these suffixes lower the AC of the target by a specific random amount in the range shown in the table. In Hellfire they reduce the AC of the target by a certain percentage shown in the table. It does not work against players. The exact value (in Diablo) is determined at the time of creation of the item and the extra To Hit is never shown on the character screen.
- A prefix on non bow weapons. All others are suffixes on bows only.
- Add 12.5 when used by a Barbarian.

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

- Also affects the distance at which you activate monsters. A higher value means at a greater distance. There is no additional effect of wearing more than +50% or less than -80% light radius. As a curiosity, the light radius is always one square less in the catacombs and it is always the highest light radius you have had on a level that counts, even if you later lower it.
- A Bard only benefits from the fastest weapon.
- A character only benefits from the fastest one, as they are not cumulative. The exception is if you have one of each in which case you will, in Diablo only, receive a further reduction in hit recovery time. See chapter 2.2.1 for more information.
- Has no effect in Diablo.
- In Hellfire, it makes the arrows travel faster on bows instead of decreasing the "swing" speed.
- Has the same effect as speed despite what is said in the latest Diablo patch (1.07).
- Suffix for bows only. All others are suffixes for non bow weapons.

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

- Does not work versus players.
- These effects are not cumulative if you have them more than once. They are cumulative with other effects though.
- In Hellfire it also absorbs half arrow and magical damage (magic, fire, lightning and apocalypse) from monster attacks. It is applied before both -damage and resistance.
- Only available in Hellfire.
- Damage bonus applies to total damage, not just weapon damage.
- Does not work on bows.
- A prefix.
- Affects total damage versus monsters but only weapon damage and character damage versus user. This damage is modified by any -damage from enemies, though.
- The game erroneously states it does ×0-5. Average value is ×2. For more details, see chapter 6.2.1. Does not work against Diablo or unique monsters.

## 3.13.6 Occurrence of prefixes and suffixes

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

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

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

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

<sup>1</sup> Only available in Hellfire

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

<sup>1</sup> Only available in Hellfire

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

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

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

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