

5. Monsters

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

5.1 How to calculate monster data

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

Monster type

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

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

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

Dungeon Level

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

Monster level

Nightmare:	normal + 15
Hell:	normal + 30

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

Hit points

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

Nightmare:	3·normal + 1 (+50 in Hellfire single player and +100 in Hellfire multi player)
Hell:	4·normal + 3 (+100 in Hellfire single player and +200 in Hellfire multi player)

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

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

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

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

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

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

Armor Class

Nightmare:	normal + 50
Hell:	normal + 80

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

Attacks

All data for To Hit in the tables are for the physical attacks only. Magic attacks do not use any base To Hit. The damage value is usually used both for melee and magic attacks. For magic attacks, see chapter 4.2. Some monsters have more than one melee attack. Sometime they are connected in the way that each attack animation (that is each attack) has two chances of hitting at different times of the animation. They can hit with both their hands. An example of this is the Lightning Demons. In the other cases it is two different attacks (with two different animations) and the monster can only do one of them at a time. An example of this is the Overlords which can attack with either hand or the Spitting Terrors which can either attack in melee or cast a spell (spit). The table will only hold information about the main melee attack while information about the second melee attack or the spell attack is given in the notes.

Often the second melee attack is sort of crippled in that the base To Hit and damage are both 0 on normal difficulty (and upgraded normally for difficulty) which make it more or less ineffective as it hardly ever hit and when it do it, it do none or neglectable damage.

To Hit

Nightmare:	normal + 85
Hell:	normal + 120

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

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

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

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

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

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

Damage

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

Resistance and immunity

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

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

Experience points

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

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

5.2 Monster data

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

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

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

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

5.2.1 Monsters in Diablo

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Balrogs¹ - Demons									
Name	dlvl	mlvl	HP-single (Hellfire)	HP-multi (Diablo)	AC	To Hit%	Damage	MFL	Base Exp
Slayer	10-12	20	60- 70	120- 140	60	100	12- 20	RI -	2 300
		35	230- 260	361- 421	110	185	28- 44		6 600
		50	340- 380	483- 563	140	220	54- 86	RI -	13 200
Guardian	11-13	22	70- 80	140- 160	65	110	14- 22	RI -	2 714
		37	260- 290	421- 481	115	195	32- 48		7428
		52	380- 420	563- 643	145	230	62- 94	RI -	14 856
Vortex Lord	12-14	24	80- 90	160- 180	70	120	18- 24	RI -	3 252
		39	290- 320	481- 541	120	205	40- 52		8 504
		54	420- 460	643- 723	150	240	78-102	RIR	17 008
Balrog	13-15	26	90- 100	180- 200	75	130	22- 30	RI -	3 643
		41	320- 350	541- 601	125	215	48- 64		9 286
		56	460- 500	723- 803	155	250	94-126	RIR	18 572

1 Balrogs have the ability to cast Inferno.

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

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

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

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

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

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

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

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

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

5.2.2 Special monsters in Diablo

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

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

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

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

5.2.3 Monsters in Hellfire

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

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

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

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

1 Hellboats have the ability to Knock Back.

2 Hork Spawns never drop any items or gold.

3 Torchants have the ability to cast Fireball.

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

1 Firebats have the ability to cast Firebolt.

2 Hellbats have the ability to cast Fireball.

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

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

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

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

2 Biclops have the ability to Knock Back.

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

5.2.4 Special monsters in Hellfire

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

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

1 Hork Demon has the ability to spawn Hork Spawns

2 Na-Krul is immune to Stone Curse.

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

5.3 Monster properties

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

5.3.1 Monster size

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

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

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

5.3.2 Monster occurrences in the dungeons

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

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

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

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

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

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

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

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

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

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

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

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

5.3.3 Attack types

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

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

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

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

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

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

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

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

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

5.3.4 Timing information

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

Walk time

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

Hit recovery time

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

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

Attack time

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

Hit time

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

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

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

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

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

4 Have two hits in one attack.

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

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

1 Have two hits in one attack.

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

3 The second value is for the revive skeleton animation.

4 The second value is for the fade in animation.

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

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

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

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

5.4 Unique monsters

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

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

Type

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

Attack type

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

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

Attack type and Intelligence factor

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

Mob

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

Dungeon level

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

Monster level

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

$$mlvl_{\text{unique}} = 2 \cdot dlvl$$

$$mlvl_{\text{unique}} = mlvl_{\text{normal}} + 5$$

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

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

Hit points

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

Damage

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

Resistance and immunity

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

Experience points

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

Armor Class and To Hit

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

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

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

1 Has an AC of 45 on all difficulty levels.

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

1 Only appears in a quest in single player.

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

1 Has an AC of 45 on all difficulty levels.

2 Has the ability to disappear, like The Hiddens.

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

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

2 Has an AC of 30 on all difficulty levels.

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

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

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

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

1 Has an AC of 45 on all difficulty levels.

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

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

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

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

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

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

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

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

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

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

¹ Has an AC of 80 on all difficulty levels.

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

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

¹ Has an AC of 90 on all difficulty levels.

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

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

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

Balrogs										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Windspawn ¹	Vortex Lord	<i>Skeleton</i>	1	Yes	12	24 39 54	24 24 24	711 2 134 2 847	35 - 40 74 - 84 146 - 166	II-
Gorefeast ¹	Vortex Lord	<i>Skeleton</i>	3		13	26 41 56	24 24 24	771 2 314 3 087	20 - 55 44 - 114 86 - 226	-R-
Blackskull ¹	Balrog	<i>Skeleton</i>	3	Yes	13	26 41 56	26 26 26	750 2 251 3 003	25 - 40 54 - 84 106 - 166	I-R

¹ Never casts Inferno but always attacks by melee instead.

Vipers										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Fangspeir ¹	Cave Viper	<i>Skeleton</i>	1	Yes	11	22 37 52	21 21 21	444 1 333 1 779	15 - 32 34 - 68 66 - 134	-I-
Viperflame ¹	Fire Drake	<i>Skeleton</i>	1	Yes	12	24 39 54	23 23 23	570 1 711 2 283	25 - 35 54 - 74 106 - 146	-IR
Fangskin ¹	Gold Viper	<i>Skeleton</i>	2	Yes	14	28 43 58	25 25 25	681 2 044 2 727	15 - 50 34 - 104 66 - 206	I-R

¹ Will never do the short range Viper charge.

Succubi										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Witchfire the Unholy	Succubus	Goat Archer	3	Yes	12	24 39 54	24 24 24	444 1 333 1 779	10 - 20 24 - 44 46 - 86	IIR
Witchmoon	Snow Witch	Goat Archer	3		13	26 41 56	26 26 26	310 931 1 243	30 - 40 64 - 84 126 - 166	--R
Stareye the Witch	Hell Spawn	Goat Archer	2		14	28 43 58	28 28 28	726 2 179 2 907	30 - 50 64 - 104 126 - 206	-I-
Bloodlust ¹	Hell Spawn	Goat Archer	1		15	30 45 60	28 28 28	825 2 476 3 303	20 - 55 44 - 114 86 - 223	I-I
Blackjade ²	Hell Spawn	<i>Special</i>	3		15	33 63 93	28 28 28	400 1 201 1 603	30 - 50 64 - 104 126 - 206	I-R
Red Vex ²	Hell Spawn	<i>Special</i>	3		15	33 63 93	28 28 28	400 1 201 1 603	30 - 50 64 - 104 126 - 206	IR-

1 Always appears in every multi player game.

2 Always appears in Arch-Bishop Lazarus' room.

Knights										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Lionskull the Bent	Black Knight	Skeleton	2	Yes	12	24 39 54	24 24 24	525 1 576 2 103	25 - 25 54 - 54 106 - 106	III
Rustweaver	Doom Guard	Skeleton	3		13	26 41 56	26 26 26	400 1 201 1 603	1 - 60 6 - 124 10 - 246	III
Warlord of Blood ¹	Steel Lord	<i>Special</i>	3		13	26 41 56	28 28 28	850 2 551 3 403	35 - 50 74 - 104 146 - 206	III
Graywar the Slayer	Doom Guard	Skeleton	1		14	28 43 58	26 26 26	672 2 017 2 691	30 - 50 64 - 104 126 - 206	--R
Steelskull the Hunter	Steel Lord	Skeleton	3		14	28 43 58	28 28 28	831 2 494 3 327	40 - 50 84 - 104 166 - 206	--R
Lachdanan ^{1,2}	Blood Knight	<i>Special</i>	3		14	28 43 58	30 30 30	500 1 501 2 003	0 - 0 4 - 4 6 - 6	
Sir Gorash ³	Blood Knight	Skeleton	1		16	32 47 62	30 30 30	1 050 3 151 4 203	20 - 60 44 - 124 86 - 246	

1 Only appears in a quest in single player.

2 His stats are actually uninteresting as you will never fight against him.

3 Always appear in every game.

Mages										
Name	Type	Attack type	Intf	Mob	dlvl	mlvl battle	mlvl items	HP	Damage	MFL
Zhar the Mad ¹	Counselor	<i>Special</i>	3		8	16 31 46	25 25 25	360 1 081 1 440	16 - 40 36 - 84 70 - 166	IRR
Dreadjudge	Magistrate	Mage	1	Yes	14	28 43 58	27 27 27	540 1 621 2 163	30 - 40 64 - 84 126 - 166	IRR
The Vizier	Cabalist	Mage	2	Yes	15	30 45 60	29 29 29	850 2 551 3 403	25 - 40 54 - 84 106 - 166	- I -
Arch-Bishop Lazarus ²	Advocate	<i>Special</i>	3		15	35 65 95	30 30 30	600 1 801 2 403	30 - 50 64 - 104 126 - 206	IRR

1 Has the ability to fire Fireballs instead of Firebolts, like Advocates. Only appears in a quest in single player.

2 Always appears in every game.

5.5 Monster AI

In this chapter, a more detailed explanation of the monster's AI, artificial intelligence, is given. That is, it will explain how the monster decide what to do. It will also explain in more detail how monsters act in general. Basically one can say that a monster can do 3 different things; move in some way, attack in some way or stand still in some way.

5.5.1 General information

Just like a player, a monster will always have a specific action which it will be doing. Also, just as players, it must finish the current action before it can chose to do a new action. Some outside events may sometimes force a monster into a new specific action. Such events be the monster being hit and set into hit recover, a Fallen One retreating due to having a companion killed.

As explained in chapter 6, monsters, players and other things in the game are updated in a specific order and once every 0.05 seconds. During the update of each monster it will typically continue with the monster's current action and if it during the update reaches the end of that action it terminates it.

When a monster terminates an action, it will be set into *stand* mode. Stand mode is basically the monster doing nothing (note *delaying* is basically standing but for a predetermined time). The first thing that happens when a monster is set to *stand* mode is that it will check for a target. Thus, a monster always has a target, even if it is not activated and no enemy is in sight. For a description of target selection, see chapter 5.5.6. When a monster is in *stand* mode it will check for a new action by following a special script specific for the attack type the monster has. Note that a unique monster, and its mob if any, may have its attack type changed, see chapter 5.4, it will then follow the script of the new attack type. For a list of attack type for each monster, see chapter 5.3.3. The script may either end up in the monster being set into a new action type, or remaining in *stand* mode.

At any time, the game, for each monster, thus has complete knowledge of what target the monster has. It also knows where the target is and will as appropriate, calculate the distance to the target. It also always know what action the monster performed previous to being set to *stand* mode. In addition, while in stand mode, a special counter will keep track of how long the monster have been in *stand* mode. All this may often be important when going through the various scripts to decide the next action.

Within the scripts, some common tasks are very often performed either at the start or at the end. One of them is calculate the distance to its target. The game will also check the direction in which the target is located. This is usually used to determine in what direction the monster will walk. This chapter will *not* deal with path algorithms used, or explain how a monster walk. Many monsters will walk towards the target in the closest possible way, others will (at times depending on the distance to the target) instead walk around the target and so on. This chapter will generally just tell that the monster will chose to *walk* as its next action. Usually at the end of the script, if the monster is still in *stand* mode, it will turn around towards it target if necessary.

5.5.2 Activating monsters

All monsters on a new level starts in a non active state (monsters with the Hidden attack type are an exception as they are always active, see chapter 5.5.9 under the *Hidden* subsection). As soon as a monster is within a players light radius and the view between the monster and the player is not obstructed by walls, the monster will be activated. While not activated, most monsters will not act although some exceptions exists, see chapter 5.5.7. Examples of such exceptions are archers and Succubi still being able to fire at golems or if a monster is attacked in any way. When a monster leaves the light radius of a player, it will continue to act for 12.75 seconds until it is set into non active status again unless it during that time, again enter the light radius of a player or is "activated" again. Some monsters with the capability of following players outside their current view will try to walk around possible obstacles to get to the former target when it get out of the light radius. See chapter 5.3.3 for more information about which monsters have this capability.

5.5.3 About walking

There are several different ways monsters walk in the game. The exact nature of how monster walking is done will not always be described in detail. Some general comments is needed though. Below are given very general description of some common walk behavior. They are given as a general information. Changes and diversions may exists. Also, if while walking the path is blocked, monsters may behave slightly different. Some times it will try alternative paths and other times abort its walk and reconsider its action. Some monsters have very specific walk behavior and those will be described within the actual AI script.

- | | |
|-------------------------------------|---|
| Walking towards target: | This means the monster will generally walk towards the target in the closes possible way. It will typically walk around smaller obstacles. Example of this walk type are The Hiddens and Skeletons. |
| Walking towards last seen position: | Same as walking towards target, but the game will unless the target is within line of sight, walk towards the location where the target was last seen. This is not the same as having the ability to follow the target when it is out of line of sight. A monster will always walk towards the last seen position first before it tries to find a path to a target outside its current line of sight. If there is no such path it will simply walk around the last seen location until it is deactivated due to time. Example of this walk behavior is Balrogs, Gargoyles and Scavengers. |
| Walk away from target: | Will try to walk away from target, this includes walking sideways if the path is blocked directly away from target. It will however not include walking past the target. A good example of this behavior is mages trying to escape from a player. This is also the reason why it is possible to trap monsters in corners. This type of walking is usually used for monsters retreating. Examples of monsters using this walk type is Hidden, Succubi, Archers and Mages. |
| Walk in circle: | Many monsters uses the circling type of walk. It basically means the monster walks in a circular path around the target, often without either increasing nor decreasing the distance. Usually the monster using circular walk will once it has started that type of walking, do it until it has walked a distance equal to twice the current max distance to the target (max distance being the higher of the two distance values x and y in a coordinate system). It will also terminate the circle walk if it enters a new area or the distance to the target is reduced to 1. The direction will typically be chosen with a 50/50 chance for clockwise and counter clockwise. Examples of this walk type is Balrogs, Lightning Demons, Spitters, Diablo and Skeleton King. |

5.5.4 About charging

If a monster has the possibility to charge and it has been decided that it should charge, the game will check if there is really a path along which to charge that is not blocked by for example lava or a fence. If that is the case, the script will generally continue finding another action to perform as if it was decided to not charge.

5.5.5 About ranged attack

When the game has decided to do a ranged attack, it will check if line of sight is blocked. If that is the case, the script will generally continue finding another action to perform as if it was decided to not do a ranged attack. Note however, that this check many times will not detect all hindrance which may result in the ranged attack being performed but yet hit an obstacle before reaching the target.

5.5.6 Target selection

When a monster is to choose which player character to attack (if there is more than one present in the game) it will generally chose the one that is closest. However, the process of finding out who is the closest is somewhat non intuitive as the game does not calculate the true distance, but separates distances for the 2 main axis of the dungeon. This is most easily explained with an example.

1. The dungeon is divided into several "squares" of which each square can hold a monster, player, or some dungeon inventory. Call the axis of squares running from the upper left to the lower right X, and the one running from lower left to the upper right Y.
2. The game will then calculate the distance to each character separately for X and Y direction.
3. It will then for each character use the largest distance of X and Y.
4. Comparing the distance got from step 3, it will attack the one with the shortest distance.
5. If two characters are equally close, the one that has first entered the game will be the target. It is thus wise to have Warriors enter and create a game, then have the Rogues enter it and finally the Sorcerers. If someone leaves the game, the next person to enter the game will take the place of the character that just left, *not* the last place.

A monster will, of course, only consider those characters, including golems, that are within its current visible range and are not out of sight due to a wall or other obstacle. Golems are only targeted if adjacent to the monster or if the monster is a skeleton archer, goat archer or succubi at any distance.

If the target ever disappears form the sight of the monster, it tends to walk up to the last position the target was seen. If the target is still not visible, it will try to pick a new target. Some monsters, as noted in chapter 5.3.3, have the ability to follow a target even if it is out of sight. In that case, they will not walk up to the last position of the target or stop, but will instead find the closest way to the target if it is not too far away.

5.5.7 Non even distributed random numbers

Diablo and Hellfire uses a pretty good algorithm for random numbers, unfortunately it is at times used improperly which result in somewhat non random results at time. One of those cases exists in the AI scripts of Spitters, Magma Demons, Lightning Demons, Bone Demons and Diablo. Contrary to other AI scripts they use Rnd[10000] in some cases. Unfortunately the algorithm for random numbers only use 15 bits to calculate random numbers (it uses 32 bits internally but the random number is based on 15 bits only). This has the side effect that large values used in Rnd[x] will not be evenly distributed. In the case of Rnd[10000] lower values will be more common as there are really only 32 768 possible random integers. This is further complicated by the fact that the game then as a second random number in those AI scripts mentioned above uses a Rnd[100] but still compare the result as if it was a Rnd[10000] meaning the result will always default as if it was a low random number.

A further problem is the fact that the game reseeds the random number generator before processing the monsters. This is done to keep the game better in synch in multi player. Unfortunately this also cause problems in that monsters will not always act as they are supposed to, cause long streaks of the same result. An example is a monster missing continuously for almost an infinite time when they in fact should hit way more often due to having a auto To Hit for example (see chapter 5.1 under To Hit). This only affect monster behavior though, nothing else like item drops or the behavior of spells.

5.5.8 Reseed bug

In an attempt to keep monsters more in synch between computers in a multi player game, Blizzard has unfortunately used a rather strange and incorrect way of reseeding the random number generator in Diablo right before processing monsters (technically each monster has its own seed used for its behavior and it is the seeds of the monsters that are reseeded). This may cause the familiar result of a monster getting "stuck" with a particular behavior or result both when acting and when attacking. This is unfortunate.

5.5.9 AI scripts

Here each of the different attack types will be described. Many monsters, but not all, have special behavior types of an overreaching nature. Often composed of several actions performed in succession either until completed or aborted for some reason. They will be explained separately at the start of each script. A *general* section describes things usually performed every time. This includes a monster under an overreaching behavior.

The step by step instructions to follow are divided into several sections depending on the distance to the target. Use the appropriate one. Some times further conditions may also be given. For the specific step by step, you should use them in the following way. Always start at number 1. If at anytime it says *goto #*, where # is a number, immediately move to that line and continue from there. If it at any time says *exit*, the script has finished and you should not read any more. If you exit or reach the end without a new action being set, the monster will continue to stand and will check again 0.05 seconds later, that is during the next update, see chapter 6.1 for more information about how the game updates monsters and other things.

The scripts will only refer to attack options such as melee attack or ranged attack. For information about what type of ranged attack monsters have, see chapter 4.2.

Finally note that although quite detailed, there might still be many special cases, exceptions and other smaller facts omitted. It is still my belief that it is a comprehensive explanation of each attack type that will cover almost all cases.

Some common abbreviations are used in this chapter:

- D Distance to target. A distance of 1 means the target is adjacent (see chapter 6.1.9 for a description on how to calculate distance to a walking target).
- R Usually a random number, the specific script will tell exactly how the random number is achieved.
- Intf Intelligence factor, see chapter 5.3.3 and 5.4.
- light Refers to the light radius of players.

Zombie

General

1. if out of light, exit
2. R = Rnd[100]

Distance = 1

1. if $R < 2 \cdot \text{Intf} + 10$, do melee attack, exit
2. continue to stand still

Distance = 2 to $2 \cdot \text{Intf} + 3$

1. if $R < 2 \cdot \text{Intf} + 10$, walk towards target, exit
2. continue to stand still

Distance $> 2 \cdot \text{Intf} + 3$

1. if $R \geq 2 \cdot \text{Intf} + 10$, continue to stand still, exit
2. calculate new $R = \text{Rnd}[100]$
3. if $R < 2 \cdot \text{Intf} + 20$, walk in random direction (if blocked, continue to stand still), exit
4. continue to walk in the same direction as last time (if blocked, continue to stand still)

Fallen One

When a monster is killed, any Fallen Ones within 5 squares will be set into *retreat* mode. Depending on what subtype the monster is the distance it will retreat is as explained in the table below. The distance is the distance it will walk, not necessarily the final distance to the target if the target has moved since the start of the retreat.

Fallen Ones	Retreat distance
Fallen One	7
Carver	5
Devil Kin	3
Dark One	2

Occasionally a Fallen One will do a war cry. It is recognized by the monster jumping up and screaming. When that happens any Fallen One within range (see table below), unless using another attack type, will be set into war cry

mode. The war cry mode last for a specific time depending on the subtype doing the actual war cry, see table below. During the war cry mode, they will walk straight for the closest target and attack. If adjacent it will continue to attack without pausing until the time runs out for the war cry mode. Unfortunately the war cry mode also ends as soon as any close by monster is killed and the fallen one is set into retreat mode.

Fallen Ones	Distance	Time (sec)
Fallen One	4	5.25
Carver	5	6.75
Devil Kin	6	8.25
Dark One	7	9.75

When doing a war cry, the monster will gain $2 \cdot \text{Intf} + 2$ hit points. The current hit points will never go above the maximum value though.

War cry

1. if $D = 1$, do melee attack, exit
2. walk towards target

Retreating

1. Walk away from target until distance achieved

General

1. if not active, exit
2. if the monster has been standing for an even multiple of 0.55 seconds (0.60 if using a sword) and $\text{Rnd}[4] = 0$, do war cry, exit
3. if not active, exit
4. $R = \text{Rnd}[100]$

Distance = 1

1. if last action was delay, do melee attack, exit
2. if $R < 2 \cdot \text{Intf} + 20$, do melee attack, exit
3. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf})/20$ seconds

Distance > 1

1. if last action was delay, walk towards last seen position of target, exit
2. if $R < 4 \cdot \text{Intf} + 65$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 15 - 2 \cdot \text{Intf})/20$ seconds

Skeleton

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1

1. if last action was delay, do melee attack, exit
2. if $R < 2 \cdot \text{Intf} + 20$, do melee attack, exit
3. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf})/20$ seconds

Distance > 1

1. if last action was delay, walk towards last seen position of target, exit
2. if $R < 4 \cdot \text{Intf} + 65$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 15 - 2 \cdot \text{Intf})/20$ seconds

Skeleton Archer

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1 to 3

1. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 63$, walk away from target, exit
2. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 13$, walk away from target, exit

Distance > 3

1. if $R < 2 \cdot \text{Intf} + 3$, do ranged attack

Scavenger

The Scavenger AI has a special eating/digging mode activated when their HP reaches a low enough value. It will then seek the closes carcass of a dead monster within sight and walk up to it to eat/dig. While eating/digging, it will generate HP faster than normally, see chapter 5.1 under Hit Points for more information.

Eating/Digging

1. if monster is part of a unique monsters mob, remove it from mob
2. if at carcass, go into eat/dig mode, exit
3. walk towards closest carcass

General

1. if $\text{curHP} < \text{maxHP}/2$, set eating/digging mode, exit
2. if not active, exit
3. $R = \text{Rnd}[100]$

Distance = 1

1. if last action was delay, do melee attack, exit
2. if $R < 2 \cdot \text{Intf} + 20$, do melee attack, exit
3. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf})/20$ seconds

Distance > 1

1. if last action was delay, walk towards last seen position of target, exit
2. if $R < 4 \cdot \text{Intf} + 65$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 15 - 2 \cdot \text{Intf})/20$ seconds

Winged Fiends

The Winged Fiend AI has a special retreat mode activated after having done a melee attack. It consists of walking away from the target on location and then walking into new adjacent location of the target. The result is a sort of V shaped walk.

Retreat

1. if last volunteer action, except walk, was not attack, exit from Retreat mode
2. if last walk was away from target, randomly walk either to the right or the left of target, exit
3. walk away from target

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1

1. if $R < 4 \cdot \text{Intf} + 8$, do melee attack
2. if $R < 4 \cdot \text{Intf} + 8$ and the monster is a familiar, spawn lightning bolt attack

Distance = 2 to 3

1. if last action was walking and standtime is 0 and $R < \text{Intf} + 63$, walk towards target, exit
2. if standtime is greater than 1 second and $R < \text{Intf} + 13$, walk towards target

Distance > 3

1. if $R < 4 \cdot \text{Intf} + 33$ and the monster is a Gloom, do charge
2. if last action was walking and standtime is 0 and $R < \text{Intf} + 63$, walk towards target, exit
3. if standtime is greater than 1 second and $R < \text{Intf} + 13$, walk towards target

Hidden

As soon as a monster having the Hidden attack type, even if it is not a The Hiddens monster type, is stunned, it will retreat. Usually away from the player but the Unseen will instead move diagonally away. The distance it will retreat is explained in the table below. If the current target is a monster, away is defined as away from the controlling player.

Intelligence factor	Retreat distance
0	8
1	7
2	6
3	5

Hiddens are always active, that is, they move around regardless if you have activated them or not.

Retreat

1. if the monster is an Unseen, retreat diagonally randomly to the right or left, away from the target, exit
2. retreat straight away from target

General

1. $R = \text{Rnd}[100]$
2. if $D < 5 - \text{Intf}$ and not visible, fade in, exit
3. if $D > 5 - \text{Intf}$ and visible, fade out, exit

Distance = 1

1. if $R < 4 \cdot \text{Intf} + 10$, do melee attack

Distance > 1

1. if last action was walking and standtime is 0 and $R < \text{Intf} + 64$, walk towards target, exit
2. if standtime is greater than 1 second and $R < \text{Intf} + 14$, walk towards target

Goat Man

When finishing a circle walk, a monster using the Goat Man attack type will start walking towards the last seen position of the target.

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1

1. if $R \geq 2 \cdot \text{Intf} + 23$, exit
2. if $\text{curHP} \geq \text{maxHP}/2$, do melee attack, exit
3. if $\text{Rnd}[2] = 0$, do melee attack, exit
4. do special spin attack

Distance > 1, out of light

1. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
2. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Distance = 1 to 3, in light

1. if target is in another area, use out of light AI
2. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
3. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Distance > 3, in light

1. if target is in another area, use out of light AI
2. if $D > 3$ and $\text{Rnd}[4] = 0$, start circle walk, exit

3. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
4. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Overlord

General

1. if not active, exit
2. $R = \text{Rnd}[100]$

Distance = 1

1. if $R < 4 \cdot \text{Intf} + 15$, do melee attack, exit
2. if $R < 4 \cdot \text{Intf} + 20$, do second melee attack

Distance > 1

1. if last action was walking and standtime is 0 and $R < \text{Intf} + 70$, walk towards target, exit
2. if standtime is greater than 1 second and $R < \text{Intf} + 20$, walk towards target

Gargoyle

By stone *state* is meant when in actual stone form. By stone *mode* is meant both when in stone state and while moving away from a target due to low HP. While in stone state, Gargoyles will heal faster than usual, see chapter 5.1.

When finishing a circle walk, a monster using the Gargoyle attack type will start walking towards the last seen position of the target.

Stone mode

1. if $D < \text{Intf} + 2$, mark as not in stone mode
2. if $\text{curHP} \geq \text{maxHP}/2$, mark as not in stone mode
3. if $D \geq \text{Intf} + 2$, go into stone state, exit
4. walk away from target

General

1. if not active, exit
2. $R = \text{Rnd}[100]$
3. if $\text{curHP} < \text{maxHP}/2$, go into stone mode

Distance = 1

1. if $R \geq 2 \cdot \text{Intf} + 23$, exit
2. do melee attack

Distance > 1, out of light

1. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
2. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Distance 1 to 3, in light

1. if target is in another are, use out of light AI
2. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
3. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Distance > 1, in light

1. if target is in another are, use out of light AI
2. if $D > 3$ and $\text{Rnd}[4] = 0$, start circle walk, exit
3. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 78$, walk towards last seen position of target, exit
4. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 28$, walk towards last seen position of target

Goat Archer

General

1. if not active, exit
2. if out of sight of target and it is a player, walk towards last seen position of target, exit
3. $R = \text{Rnd}[100]$
4. if last action was a ranged attack, de delay for $\text{Rnd}[20]/20$ seconds, exit

Distance = 1 to 3

1. if $R < 10 \cdot \text{Intf} + 70$, walk away from target, exit

Distance > 3

1. do ranged attack

Fast Spit

General

1. if not active, exit
2. if out of sight of target and it is a player, walk towards last seen position of target, exit
3. $R = \text{Rnd}[100]$

Distance = 1 to 3

1. if $R < 10 \cdot \text{Intf} + 70$, walk away from target, exit

Distance > 3

1. do ranged attack

Magma Demon

When finishing a circle walk, a monster using the Magma Demon attack type will start walking towards the last seen position of the target.

Circle Walk

1. If $R < 100 \cdot (5 \cdot \text{Intf} + 5)$, do ranged attack, exit (after this ranged attack, the monster will resume circle walk)
2. continue with circle walk

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. if $R < 100 \cdot (5 \cdot \text{Intf} + 5)$, do ranged attack, exit
2. if $R < 100 \cdot (10 \cdot \text{Intf} + 60)$, do attack, exit
3. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance > 1, out of light

1. calculate new $R = \text{Rnd}[100]$
2. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
3. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
4. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance = 2, in light

1. if target is in another area, use out of light AI
2. if $R < 100 \cdot (5 \cdot \text{Intf} + 5)$, do ranged attack, exit
3. calculate new $R = \text{Rnd}[100]$
4. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
5. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
6. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance > 2, in light

1. if target is in another area, use out of light AI
2. if $Rnd[4] = 0$, start circle walk, exit
3. if $R < 100 \cdot (5 \cdot Intf + 10)$, do ranged attack, exit
4. calculate new $R = Rnd[100]$
5. if $R < 100 \cdot (10 \cdot Intf + 50)$, walk towards last seen position of target, exit
6. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot Intf + 80)$, walk towards last seen position of target, exit
7. do delay for $(Rnd[10] + 5)/20$ seconds

Due to using $Rnd[10000]$, the random number will not be evenly distributed, see chapter 5.5.7. In the steps where a new $R = Rnd[100]$ is calculated, it is not a typo of mine, but most likely a bug and should have read $R = Rnd[10000]$

Viper

Monsters with the Viper attack type will not walk straight towards the location of the monster as most other monsters. Instead, it will use a sort of winding walk. It will go through a cycle and the walk direction it aims for is slightly of either clockwise or counterclockwise (if the correct direction is north, it will aim for a direction either northwest or northeast). If the monster is then not facing this new direction, it will turn one step towards it and walk in that direction. The table below summarize how the cycle of aimed direction is done.

Cycle step	change of direction	New aimed direction							
		N	NE	E	SE	S	SW	W	NW
1	counterclockwise	NW	N	NE	E	SE	S	SW	W
2	counterclockwise	NW	N	NE	E	SE	S	SW	W
3	none	N	NE	E	SE	S	SW	W	NW
4	clockwise	NE	E	SE	S	SW	W	NW	N
5	clockwise	NE	E	SE	S	SW	W	NW	N
6	none	N	NE	E	SE	S	SW	W	NW

General

1. if not active, exit
2. $R = Rnd[100]$

Distance = 1

1. if last action was delay or charge, do attack, exit
2. if $R < Intf + 20$, do attack, exit
3. do delay for $(Rnd[10] + 10 - Intf)/20$ seconds

Distance = 2

1. if last action was charge, act as distance > 2
2. if charge is not possible, act as distance > 2
3. do charge

Distance > 2

1. if last action was delay, walk, exit
2. if $R < 2 \cdot Intf + 65$, walk, exit
3. do delay for $(Rnd[10] + 15 - Intf)/20$ seconds

Spit

When finishing a circle walk, a monster using the Spit attack type will start walking towards the last seen position of the target.

Circle Walk

1. If $R < 100 \cdot (5 \cdot Intf + 5)/2$, do ranged attack, exit (after this ranged attack, the monster will resume circle walk)
2. continue with circle walk

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. if $R < 100 \cdot (5 \cdot \text{Intf} + 5) / 2$, do ranged attack, exit
2. if $R < 100 \cdot (10 \cdot \text{Intf} + 60)$, do attack, exit
3. do delay for $(\text{Rnd}[10] + 5) / 20$ seconds

Distance > 1, out of light

1. calculate new $R = \text{Rnd}[100]$
2. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
3. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
4. do delay for $(\text{Rnd}[10] + 5) / 20$ seconds

Distance = 2, in light

1. if target is in another area, use out of light AI
2. if $R < 100 \cdot (5 \cdot \text{Intf} + 5) / 2$, do ranged attack, exit
3. calculate new $R = \text{Rnd}[100]$
4. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
5. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
6. do delay for $(\text{Rnd}[10] + 5) / 20$ seconds

Distance > 2, in light

1. if target is in another area, use out of light AI
2. if $\text{Rnd}[8] = 0$, start circle walk, exit
3. if $R < 100 \cdot (5 \cdot \text{Intf} + 10) / 2$, do ranged attack, exit
4. calculate new $R = \text{Rnd}[100]$
5. if $R < 100 \cdot (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
6. if last action was walking and standtime is 0 and $R < 100 \cdot (10 \cdot \text{Intf} + 80)$, walk towards last seen position of target, exit
7. do delay for $(\text{Rnd}[10] + 5) / 20$ seconds

Due to using $\text{Rnd}[10000]$, the random number will not be evenly distributed, see chapter 5.5.7. In the steps where a new $R = \text{Rnd}[100]$ is calculated, it is not a typo of mine, but most likely a bug and should have read $R = \text{Rnd}[10000]$

Butcher

1. if not active, exit
2. if $D = 1$, attack, exit
3. walk towards target

Balrog

When finishing a circle walk, a monster using the Balrog attack type will start walking towards the last seen position of the target.

General

1. if not active, exit
2. if $D > 4$, continue with skeleton AI, exit
3. $R = \text{Rnd}[10000]$

Distance = 1

1. if $R < 5 \cdot \text{Intf} + 5$, do spell attack, exit
2. calculate new $R = \text{Rnd}[100]$
3. if $R \geq 10 \cdot \text{Intf} + 40$, do delay for $(\text{Rnd}[10] + 5) / 20$ seconds, exit
4. if $\text{Rnd}[2] = 0$, do spell attack, exit
5. do melee attack

Distance > 1, out of light

1. if $R < 10 \cdot \text{Intf} + 50$, walk towards last seen position of target, exit
2. if last action was walk and $R < 10 \cdot \text{Intf} + 80$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance = 2, in light

1. if last action was circle walk, do spell attack, exit
2. if $R < 5 \cdot \text{Intf} + 5$, do spell attack, exit
3. calculate new $R = \text{Rnd}[100]$
4. if $R < (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
5. if last action was not walk, walk towards last seen position of target, exit
6. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Distance > 2, in light

1. if target is in same area, start circle walk, exit
2. if last action was circle walk, do spell attack, exit
3. if $R < 5 \cdot \text{Intf} + 10$, do spell attack, exit
4. calculate new $R = \text{Rnd}[100]$
5. if $R < (10 \cdot \text{Intf} + 50)$, walk towards last seen position of target, exit
6. if last action was not walk, walk towards last seen position of target, exit
7. do delay for $(\text{Rnd}[10] + 5)/20$ seconds

Skeleton King

When finishing a circle walk, a monster using the Skeleton King attack type will start walking towards the last seen position of the target.

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. in single player, if $R < 5$, then do revive skeleton, exit
2. if $R < \text{Intf} + 20$, do melee attack

Distance > 1, out of light

1. if last action was walking and standtime is 0 and $R < \text{Intf} + 75$, walk towards last seen position of target, exit
2. if standtime is greater than 1 second and $R < \text{Intf} + 25$, walk towards last seen position of target, exit
3. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Distance = 2, in light

1. in single player, if $R < 5$, then do revive skeleton, exit
2. if last action was walking and standtime is 0 and $R < \text{Intf} + 75$, walk towards last seen position of target, exit
3. if standtime is greater than 1 second and $R < \text{Intf} + 25$, walk towards last seen position of target, exit
4. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Distance > 2, in light

1. if target is in another area, use out of light AI
2. if $\text{Rnd}[4] = 0$, start circle walk, exit
3. in single player, if $4 \cdot \text{Intf} + 35$, then do revive skeleton, exit
4. if last action was walking and standtime is 0 and $R < \text{Intf} + 75$, walk towards last seen position of target, exit
5. if standtime is greater than 1 second and $R < \text{Intf} + 25$, walk towards last seen position of target, exit
6. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Horned Demon

When finishing a circle walk, a monster using the Horned Demon attack type will start acting normally but will not pick circle walk as its next action.

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. if $R < 2 \cdot \text{Intf} + 28$, do melee attack, exit

Distance = 2 to 4

1. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 33$, walk towards last seen position of target, exit
2. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 83$, walk towards last seen position of target
3. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Distance > 4

1. if target is in same area $\text{Rnd}[4] > 0$ then start circle walk
2. if $R < 2 \cdot \text{Intf} + 43$ and the line of sight is clear, do charge attack, exit
3. if last action was walking and standtime is 0 and $R < 2 \cdot \text{Intf} + 33$, walk towards last seen position of target, exit
4. if standtime is greater than 1 second and $R < 2 \cdot \text{Intf} + 83$, walk towards last seen position of target
5. do delay for $(\text{Rnd}[10] + 10)/20$ seconds

Mage

Mages have the ability to disappear (phase in and phase out), much like The Hiddens. They will phase out whenever they initiate any walking (including circle walk). When the walking is over, even if it is in the same location as they started the walk, they will phase in. Thus one can say that they are non visible while walking.

When finishing a circle walk, a monster using the Mage attack type will start walking towards the last seen position of the target.

Retreat mode

1. if $D < 3$, walk away from target

General

1. if not active, exit
2. $R = \text{Rnd}[10000]$

Distance = 1

1. if $\text{curHP} < \text{maxHP}/2$, go into retreat mode
2. if last action was a delay, do flash attack, exit
3. if $R < 2 \cdot \text{Intf} + 20$, do flash attack, exit
4. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf})/20$ seconds

Distance > 1

1. if in light and $R < 5 \cdot \text{Intf} + 50$, do ranged attack, exit
2. calculate new $R = \text{Rnd}[100]$
3. if $R < 30$, enter circle walk, exit
4. do delay for $(\text{Rnd}[10] + 10 - 2 \cdot \text{Intf})/20$ seconds

Special

Special AI scripts are used for most quest monsters. For those not mentioned specifically previously, the only difference from a normal AI script of that monster type is quest related things such as talking. The actual AI behavior when you fight those monsters are identical to the normal AI and is summarized in the table below.

Unique monster	AI script to use
Snotspill	Fallen One
Gharbad the Weak	Goat Man
Blackjade	Succubi
Red Vex	Succubi
Warlord of Blood	Skeleton
Lachdanan	n/a
Zhar the Mad	Mage
Arch-Bishop Lazarus	Mage

5.6 Summary of various monster stats

This chapter summarizes various properties of monsters and lets you review them without being confused by other non related properties. All data below can, of course, be found in the complete tables in chapter 5.2 -5.4.

5.6.1 Resistances, immunities and uniques for monsters

This is a summary of the resistance's and immunities of monsters, as well as on what level they appear. Good for a quick look when you first enter a level and see the monsters for the first time. It also lists on what level, if any, a unique monster might appear. For data on the unique monsters, see chapter 5.3. I have also added the ability to open doors, *Door*, and to follow you around walls, *Follow*, for each monster.

Divl	Name of Monster	MFL	MFL Hell	Door	Follow	Unique monsters, divl
1-2	Zombie	I - -	I - -			Rotfeast, 2, Soulpus, 2
2-3	Ghoul	I - -	I - -			Rotcarnage, 3
2-4	Rotting Carcass	I - -	IR -			Goretongue, 3
3-5	Black Death	I - -	I - R			
1-3	Fallen One, spear					Pukerat the Unclean, 2
2-3	Carver, spear					
2-4	Devil Kin, spear		- R -			Bongo, 3
3-5	Dark One, spear		- - R			Snotspill, 4
1-3	Fallen One, sword					Bladeskin the Slasher, 2
2-3	Carver, sword					Gutshank the Quick, 3
2-4	Devil Kin, sword		- R -			
3-5	Dark One, sword		- - R			Shadowcrow, 5
1-2	Skeleton	I - -	I - -			Boneripper, 2
2-3	Corpse Axe	I - -	I - -			Bonehead Keenaxe, 2
2-4	Burning Dead	IR -	II -			Madeye the Dead, 4
3-5	Horror	I - R	I - R			
2-3	Skeleton Archer	I - -	I - -			Deadeye, 2
2-4	Corpse Bow	I - -	I - -			Skullfire, 3
3-5	Burning Dead Archer	IR -	II -			Blackash the Burning, 4
4-6	Horror Archer	I - R	I - R			
1-3	Skeleton Captain	I - -	I - -			
2-4	Corpse Captain	I - -	I - -			Brokenhead Bangshield, 3
3-5	Burning Dead Captain	IR -	II -			
4-6	Horror Captain	I - R	I - R		Yes	Shadow Drinker, 5

divl	Name of Monster	MFL	MFL Hell	Door	Follow	Unique monsters, divl
1-3	Scavenger		-R-			Shadowbite, 2
2-4	Plague Eater		--R			El Chupacabras, 3
3-5	Shadow Beast		-R-			Pulsecrawler, 4
3-6	Bone Gasher	R--	--R			Spinecater, 4
2-3	Fiend	---	---			
3-5	Blink	---	---			Moonbender, 4, Wrathraven, 5
4-6	Gloom	R--	R--		Yes	Foulwing, 5
6-8	Familiar	R-I	R-I		Yes	
2-5	Hidden	---	---			Warpskull, 3
5-7	Stalker	---	---		Yes	
6-8	Unseen	R--	I--		Yes	
7,8-10	Illusion Weaver	RR-	IR-		Yes	
2,4-6	Flesh Clan	---	---	Yes	Yes	Gharbad the Weak, 4
5-7	Stone Clan	R--	I--	Yes	Yes	Deathshade Fleshmaul, 6
6-8	Fire Clan	-R-	-I-	Yes	Yes	Bloodgutter, 6
7-9	Night Clan	R--	I--	Yes	Yes	Blighthorn Steelmace, 7
2,4-6	Flesh Clan Archer	---	---	Yes		Bloodskin Darkbow, 5
5-7	Stone Clan Archer	R--	I--	Yes		
6-8	Fire Clan Archer	-R-	-I-	Yes	Yes	Blightfire, 7
7-9,10	Night Clan Archer	R--	I--	Yes	Yes	Gorestone, 7
4,5-7	Overlord	---	-R-			Bilefroth the Pit Master, 6
7-9	Mud Man	---	--I		Yes	Baron Sludge, 8
8-10	Toad Demon	I--	I-R		Yes	Oozedrool, 9
10-12	Flayed One	RI-	II-		Yes	

divl	Name of Monster	MFL	MFL Hell	Door	Follow	Unique monsters, divl
5-7	Winged-Demon	IR-	II-	Yes		
7-9	Gargoyle	I-R	I-I	Yes		Nightwing the Cold, 7
9-11	Blood Claw	II-	IIR	Yes		Goldblight of the Flame, 10
10-12	Death Wing	I-I	IRI	Yes		Viletouch, 12
8-9	Magma Demon	IR-	II-	Yes	Yes	Firewound the Grim, 8
8-10	Blood Stone	II-	II-	Yes	Yes	
9-11	Hell Stone	II-	II-	Yes	Yes	
9-11	Lava Lord	II-	II-	Yes	Yes	
5,7-9	Horned Demon	---	-R-	Yes	Yes	
8-10	Mud Runner	---	-R-	Yes	Yes	Breakspine, 9
9-11	Frost Charger	I-R	I-R	Yes	Yes	Bluehorn, 11
10-12	Obsidian Lord	I-R	III	Yes	Yes	Blackstorm, 10
6-8	Acid beast	---	I--			Deathspit, 6
8-10	Poison Spitter	---	I--			Chaoshowler, 8, Plaguewrath, 10
10-12	Pit Beast	R--	I-R			
12-14	Lava Maw	RI-	II-			
9-11	Red Storm	I-R	I-I	Yes	Yes	Brokenstorm, 9
10-12	Storm Rider	R-I	I-I	Yes	Yes	The Flayer, 10
11-13	Storm Lord	R-I	I-I	Yes	Yes	
12-14	Maelstorm	R-I	I-I	Yes	Yes	Doomcloud, 13
10-12	Slayer	RI-	RI-	Yes	Yes	
11-13	Guardian	RI-	RI-	Yes	Yes	
12-14	Vortex Lord	RI-	RI-	Yes	Yes	Windspawn, 12, Gorefeast, 13
13-15	Balrog	RI-	RIR	Yes	Yes	Blackskull, 13

dlvl	Name of Monster	MFL	MFL Hell	Door	Follow	Unique monsters, dlvl
11-13	Cave Viper	I - -	I - -		Yes	Fangspear, 11
12-14	Fire Drake	IR -	II -		Yes	Viperflame, 12
13-14	Gold Viper	I - R	I - R		Yes	Fangskin, 14
15-15	Azure Drake	- RR	IRI		Yes	
12-14	Succubus	R - -	IR -	Yes		Witchfire the Unholy, 12
13-15	Snow Witch	- - R	I - R	Yes		Witchmoon, 13
14-15	Hell Spawn	R - I	IIR	Yes	Yes	Stareye the Witch, 14, Bloodlust, 15 ¹
15-15	Soul Burner	RIR	III	Yes	Yes	
12-14,16	Black Knight	R - R	R - I		Yes	Lionskull the Bent, 12
13-15	Doom Guard	RR -	RI -		Yes	Rustweaver, 13, Graywar, 14
13,14-15	Steel Lord	RIR	IIR		Yes	Warlord of Blood, 13, Steelskull, 14
13-14,16	Blood Knight	IRI	IRI		Yes	Lachdanan, 14, Sir Gorash, 16
13-14	Counselor	RRR	RRR	Yes		Zhar the Mad, 8
14-15	Magistrate	RIR	IIR	Yes		Dreadjudge, 14
15-15	Cabalist	RRI	IRI	Yes		The Vizier, 15
15,16-16	Advocate	IRI	III	Yes		Arch-Bishop Lazarus, 15

¹ Black Jade and Red Vex also appear on level 15 in Arch-Bishop Lazarus' chamber.

The new monsters in Hellfire do not have any unique monsters. That is the reason there is no such field in the table below.

Dlvl Hive	Name of Monster	MFL	MFL Hell	Door	Follow	dvl Crypt	Name of Monster	MFL	MFL Hell	Door	Follow
1-2	The Shredded	- RR	- RR			1-1	Gravedigger	- - I	RRI	Yes	
1-2	Felltwin	- - -	IR -	Yes	Yes	1-2	Tomb Rat	- - -	- RR		
1-2	Hellboar	- RR	- - -		Yes	1-2	Devil Kin Brute	- RR	RRR		
2-3	Hork Spawn	I - -	I - -			1-2	Firebat	- I -	RIR		
1-2	Stinger	- - -	- - R			3-4	Hellbat	RIR	RII		
3-4	Venomtail	- - R	- RI			1-2	Skullwing	- RR	- RR		
1-2	Psychorb	- - -	- R -			3-4	Bone Demon	- II	- II		
3-4	Necromorb	- R -	- IR			1-2	Lich	- - R	RRI		
1-2	Arachnon	- - -	- - R		Yes	3-4	Arch Lich	RRI	III		
3-4	Spider Lord	- - R	- RI		Yes	1-2	Satyr Lord	- RR	RII		
3-4	Lashworm	- - -	- R -			2-3	Crypt Demon	IRR	IIR		
3-4	Torchant	- I -	RIR			3-4	Biclops	- - R	- RR	Yes	
						3-4	Flesh Thing	RRR	RRR		
						3-4	Reaper	IIR	III		

5.6.2 Resistances, immunities and mob for unique monsters

This is a summary of the unique monsters sorted by dlvl instead of monster type. This makes it very easy to quickly see what potential unique monsters can appear on a dlvl, especially if you have seen what monster types are present, as a unique monster will always appear if its monster type is present on the dungeon level.

Divl	Name	Type	Mob	MFL	New attack type
2	Bladeskin the Slasher	Fallen One, sword		- R -	
	Bonehead Keenaxe	Corpse Axe	Yes	I - -	
	Boneripper	Skeleton	Yes	II -	Winged Fiend
	Deadeye	Skeleton Archer		IR -	Goat Archer
	Pukerat the Unclean	Fallen One, spear	Yes	- R -	
	Rotfeast the Hungry	Zombie	Yes	I - -	Skeleton
	Shadowbite	Scavenger	Yes	- I -	Skeleton
	Soulpus	Zombie		- RR	
3	Bongo	Devil Kin, spear	Yes		
	Brokenhead Bangshield	Corpse Captain	Yes	I - R	
	El Chupacabras	Plague Eater	Yes	- R -	Goat Man
	Goretongue	Rotting Carcass		I - -	Skeleton
	Gutshank the Quick	Carver, sword	Yes	- R -	Winged Fiend
	Rotcarnage	Ghoul	Yes	I - R	
	Skullfire	Corpse Bow		- I -	Goat Archer
	Warpskull	Hidden	Yes	- RR	
4	Blackash the Burning	Burning Dead Archer	Yes	II -	Goat Archer
	Gharbad the Weak ¹	Flesh Clan		- - I	
	Madeye the Dead	Burning Dead	Yes	II -	Winged Fiend
	Moonbender	Blink	Yes	- I -	
	Pulsecrawler	Shadow Beast	Yes	- IR	
	Snotspill ¹	Dark One, spear		- - R	Special
	Spineeater	Bone Gasher	Yes	- - I	

¹ Only appears in quests in single player.

Divl	Name	Type	Mob	MFL	New attack type
5	Bloodskin Darkbow	Flesh Clan Archer	Yes	- RR	
	Foulwing	Gloom	Yes	- R -	Horned Demon
	Shadowcrow ¹	Dark One, sword	Yes		Hidden
	Shadowdrinker ¹	Horror Captain	Yes	IRR	Hidden
	Wrathraven	Blink	Yes	- I -	
6	Bilefroth the Pit Master	Overlord	Yes	I IR	Winged Fiend
	Bloodgutter	Fire Clan	Yes	- I -	Winged Fiend
	Deathshade Fleshmaul ²	Stone Clan	Yes	IR -	Horned Demon
	Deathspit ³	Acid Beast	Yes	- RR	Fast Spit
7	Blightfire ⁴	Fire Clan Archer	Yes	- I -	Succubi
	Blighthorn Steelmace ²	Night Clan	Yes	- - R	Horned Demon
	Gorestone	Night Clan Archer	Yes	- - R	
	Nightwing the Cold	Gargoyle	Yes	I - R	Winged Fiend
8	Baron Sludge ¹	Mud Man	Yes	IRR	Hidden
	Chaoshowler ³	Poison Spitter	Yes		Fast Spit
	Firewound the Grim	Magma Demon	Yes	IR -	
	Zhar the Mad ⁵	Counselor		IRR	Special

¹ Has the ability to disappear, like The Hidden.

² Has the ability to charge, like Horned Demons.

³ Never attacks in melee but always uses fast spit instead.

⁴ Has the ability to fire Blood Stars instead of arrows, like Succubi.

⁵ Has the ability to fire Fireballs instead of Firebolts, like Advocates. Only appears in quests in single player.

Divl	Name	Type	Mob	MFL	New attack type
9	Breakspine	Mud Runner	Yes	-R-	
	Brokenstorm	Red Storm	Yes	--I	
	Oozedrool	Toad Demon	Yes	--R	
10	Blackstorm	Obsidian Lord	Yes	I-I	
	The Flyer	Storm Rider	Yes	RRI	
	Goldblight of the Flame	Blood Claw	Yes	II-	
	Plaguewrath ¹	Poison Spitter	Yes	IR-	Fast Spit
11	Bluehorn	Frost Charger	Yes	IR-	
	Fangspeir ²	Cave Viper	Yes	-I-	Skeleton
12	Lionskull the Bent	Black Knight	Yes	III	
	Viletouch	Death Wing	Yes	--I	
	Viperflame ²	Fire Drake	Yes	-IR	Skeleton
	Windspawn ³	Vortex Lord	Yes	II-	Skeleton
	Witchfire the Unholy	Succubus	Yes	IIR	

- 1 Never attacks in melee but always uses fast spit instead.
2 Will never do the short range Viper charge.
3 Never casts Inferno but always attacks by melee instead.

Divl	Name	Type	Mob	MFL	New attack type
13	Blackskull ¹	Balrog	Yes	I-R	Skeleton
	Doomcloud	Maelstorm		-RI	
	Gorefeast	Vortex Lord		-R-	Skeleton
	Rustweaver	Doom Guard		III	
	Warlord of Blood ²	Steel Lord		III	Special
	Witchmoon	Snow Witch		--R	
14	Dreadjudge	Magistrate	Yes	IRR	
	Fangskin ³	Gold Viper	Yes	I-R	Skeleton
	Graywar the Slayer	Doom Guard		--R	
	Lachdanan ²	Blood Knight			Special
	Stareye the Witch	Hell Spawn		-I-	
	Steelskull the Hunter	Steel Lord		--R	
15	Blackjade ⁴	Hell Spawn		I-R	Special
	Bloodlust ⁵	Hell Spawn		I-I	
	Arch-Bishop Lazarus ⁶	Advocate		IRR	Special
	Red Vex ⁴	Hell Spawn		IR-	Special
16	The Vizier	Cabalist	Yes	-I-	
	Sir Gorash ⁶	Blood Knight			

- 1 Never casts Inferno but always attacks by melee instead.
2 Only appears in quests in single player.
3 Will never do the short range Viper charge.
4 Always appears in Arch-Bishop Lazarus' room.
5 Always appears in every multi player game.
6 Always appears in every game.

5.6.3 Experience points from monsters

Chapter 5.2 listed the base number of experience points you receive for a monster, as well as the formula for calculating how much you actually get depending on your current level. The tables below list the last level your character will receive full experience (200·clvl or the total experience points needed for advancing to the next clvl divided by 20, whichever is the lowest, see chapter 2.6 for more information) for killing a monster.. It will also list the last level you receive any experience at all for killing a monster (always at a level 9 higher than the monsters level). It gives you those levels for all three difficulty settings. As there is no cap on experience points awarded for killing a monster in single player, that information only applies to multi player.

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
1-2	Zombie	-	10	13	25	27	40
2-3	Ghoul	-	11	13	26	28	41
2-4	Rotting Carcass	1	13	15	28	30	43
3-5	Black Death	2	15	17	30	32	45
1-3	Fallen One, spear	-	10	13	25	27	40
2-3	Carver, spear	-	12	14	27	29	42
2-4	Devil Kin, spear	1	14	16	29	31	44
3-5	Dark One, spear	2	16	17	31	33	46
1-3	Fallen One, sword	-	10	13	25	27	40
2-3	Carver, sword	1	12	14	27	29	42
2-4	Devil Kin, sword	2	14	16	29	31	44
3-5	Dark One, sword	2	16	17	31	33	46
1-2	Skeleton	-	10	13	25	27	40
2-3	Corpse Axe	-	11	13	26	28	41
2-4	Burning Dead	1	13	15	28	30	43
3-6	Horror	2	15	17	30	32	45
2-3	Skeleton Archer	1	12	14	27	29	42
2-4	Corpse Bow	2	14	16	29	31	44
3-5	Burning Dead Archer	3	16	18	31	34	46
3-6	Horror Archer	4	18	20	33	37	48
1-2	Skeleton Captain	-	11	14	26	28	41
2-4	Corpse Captain	2	13	15	28	31	43
3-5	Burning Dead Captain	3	15	18	30	33	45
4-6	Horror Captain	4	17	20	32	36	47

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
1-3	Scavenger	-	11	14	26	28	41
2-4	Plague Eater	1	13	15	28	30	43
3-5	Shadow Beast	3	15	17	30	33	45
3-5	Bone Gasher	4	17	20	32	36	47
2-3	Fiend	1	12	14	27	29	42
3-5	Blink	3	16	18	31	34	46
4-6	Gloom	4	18	20	33	36	48
5-8	Familiar	4	22	22	37	39	-
2-5	Hidden	2	14	16	29	32	44
5-7	Stalker	4	18	21	33	37	48
6-8	Unseen	6	20	23	35	40	-
7,8-10	Illusion Weaver	9	22	27	37	44	-
2,3-6	Flesh Clan	4	17	19	32	35	47
5-7	Stone Clan	5	19	21	34	38	49
6-8	Fire Clan	6	21	24	36	41	-
7-9	Night Clan	8	23	26	38	43	-
2,3-6	Flesh Clan Archer	4	17	19	32	35	47
5-7	Stone Clan Archer	5	19	21	34	38	49
6-8	Fire Clan Archer	6	21	23	36	40	-
7-10	Night Clan Archer	8	23	26	38	43	-
4,5-7	Overlord	5	19	21	34	38	49
7-9	Mud Man	8	23	26	38	43	-
8-10	Toad Demon	10	25	28	40	46	-
10-12	Played One	15	29	33	44	50	-

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
5-6	Winged-Demon	5	18	21	33	37	48
7-9	Gargoyle	8	22	26	37	43	-
9-11	Blood Claw	14	28	32	43	50	-
10-11	Death Wing	17	32	36	47	50	-
7-9	Magma Demon	8	22	25	37	42	-
7-10	Blood Stone	9	23	27	38	44	-
9-11	Hell Stone	11	25	29	40	47	-
8-12	Lava Lord	14	27	32	42	49	-
5,6-9	Horned Demon	8	22	26	37	43	-
8-10	Mud Runner	10	24	28	39	45	-
9-11	Frost Charger	12	26	30	41	48	-
10-12	Obsidian Lord	13	28	32	43	50	-
6-8	Acid beast	6	20	23	35	40	-
8-10	Poison Spitter	9	24	27	39	44	-
10-12	Pit Beast	15	30	34	45	50	-
12-14	Lava Maw	20	34	39	49	50	-
9-11	Red Storm	14	27	32	42	50	-
10-12	Storm Rider	16	29	34	44	50	-
11-13	Storm Lord	18	31	37	46	50	-
12-14	Maelstorm	20	33	39	48	50	-
10-12	Slayer	16	29	34	44	50	-
11-13	Guardian	18	31	37	46	50	-
12-14	Vortex Lord	21	33	39	48	50	-
13-15	Balrog	23	35	41	-	50	-

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
11-13	Cave Viper	17	30	36	45	50	-
12-14	Fire Drake	20	32	38	47	50	-
13-14	Gold Viper	22	34	40	49	50	-
14-15	Azure Drake	24	36	43	-	50	-
10-14	Succubus	22	33	40	48	50	-
13-15	Snow Witch	24	35	42	-	50	-
14-15	Hell Spawn	26	37	44	-	50	-
14-15	Soul Burner	27	39	46	-	50	-
12-14,16	Black Knight	21	33	39	48	50	-
13-15	Doom Guard	23	35	41	-	50	-
13-15	Steel Lord	25	37	44	-	50	-
12-16	Blood Knight	28	39	47	-	50	-
13-14	Counselor	23	34	41	49	50	-
14-15	Magistrate	25	36	43	-	50	-
14-15	Cabalist	27	38	46	-	50	-
15-16	Advocate	28	39	47	-	50	-

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
1-2	The Shredded	10	32	31	47	49	-
1-2	Felltwin	7	31	28	46	47	-
1-2	Hellboar	9	32	30	47	49	-
2-3	Hork Spawn	4	31	26	46	44	-
1-2	Stinger	6	31	28	46	46	-
3-4	Venomtail	11	33	32	48	50	-
1-2	Psychorb	5	31	27	46	46	-
3-4	Necromorb	12	33	33	48	50	-
1-2	Arachnon	6	31	28	46	46	-
3-4	Spider Lord	13	33	33	48	50	-
3-4	Lashworm	6	29	27	44	45	-
3-4	Torchant	12	31	32	46	50	-

Levels	Name of Monster	Normal		Nightmare		Hell	
		Full	Any	Full	Any	Full	Any
1	Gravedigger	18	35	38	-	50	-
1-2	Tomb Rat	16	33	36	48	50	-
1-2	Devil Kin Brute	20	36	40	-	50	-
1-2	Firebat	18	33	37	48	50	-
3-4	Hellbat	25	38	44	-	50	-
1-2	Skullwing	22	36	41	-	50	-
3-4	Bone Demon	28	39	47	-	50	-
1-2	Lich	21	34	40	49	50	-
3-4	Arch Lich	26	39	45	-	50	-
1-2	Satyr Lord	22	37	41	-	50	-
2-3	Crypt Demon	23	37	42	-	50	-
3-4	Biclops	26	39	45	-	50	-
3-4	Flesh Thing	25	37	44	-	50	-
3-4	Reaper	30	39	48	-	50	-

5.6.4 Monster levels

Below follows lists of all monsters in the order of their mlvl. Of course, on nightmare difficulty all mlvl are 15 higher and on hell difficulty they are 30 higher.

Diablo							
Monster	mlvl	Monster	mlvl	Monster	mlvl	Monster	mlvl
Fallen One	1	Shadow Beast	6	Magma Demon	13	Death Wing	23
Skeleton	1	Blink	7	Blood Stone	14	Fire Drake	23
Zombie	1	Burning Dead Ar.	7	Mud Man	14	Black Knight	24
Corps Axe	2	Dark One	7	Night Clan	14	Maelstorm	24
Ghoul	2	Bone Gasher	8	Mud Runner	15	Succubus	24
Scavenger	2	Flesh Clan	8	Poison Spitter	15	Vortex Lord	24
Skeleton Captain	2	Horror Captain	8	Hell Stone	16	Counselor	25
Carver	3	Gloom	9	Toad Demon	16	Gold Viper	25
Fiend	3	Horror Archer	9	Frost Charger	17	Lava Maw	25
Skeleton Archer	3	Stalker	9	Lava Lord	18	Balrog	26
Burning Dead	4	Winged-Demon	9	Red Storm	18	Doom Guard	26
Corpse Captain	4	Overlord	10	Blood Claw	19	Snow Witch	26
Plague Eater	4	Stone Clan	10	Obsidian Lord	19	Azure Drake	27
Rotting Carcass	4	Acid Beast	11	Flayed One	20	Magistrate	27
Corps Bow	5	Unseen	11	Slayer	20	Hell Spawn	28
Devil Kin	5	Fire Clan	12	Storm Rider	20	Steel Lord	28
Hidden	5	Familiar	13	Cave Viper	21	Cabalist	29
Black Death	6	Gargoyle	13	Pit Beast	21	Advocate	30
Burning Dead Cp.	6	Horned Demon	13	Guardian	22	Blood Knight	30
Horror	6	Illusion Weavers	13	Storm Lord	22	Soul Burner	30

Hellfire							
Monster	mlvl	Monster	mlvl	Monster	mlvl	Monster	mlvl
Lashworm	20	Hellboar	23	Lich	25	Hellbat	29
Arachnon	22	The Shredded	23	Gravedigger	26	Arch Lich	30
Felltwin	22	Firebat	24	Devil Kin Brute	27	Biclops	30
Hork Spawn	22	Necromorb	24	Skullwing	27	Bone Demon	30
Psychorb	22	Spider Lord	24	Crypt Demon	28	Reaper	30
Stinger	22	Tomb Rat	24	Flesh Thing	28		
Torchant	22	Venomtail	24	Satyr Lord	28		

5.6.5 Monster types

In the table below is listed in summary what type of monster, animal, undead or demon, each monster in the game belong to.

Animals	Undead	Demons
Fallen Ones	Skeletons	Balrogs
Hell Spawns ¹	Skeleton Archers	The Butcher
Horned Demons	Skeleton Captains	Diablo
Scavengers	Skeleton King	Familiars ²
Spitting Terrors	Zombies	Gargoyles
Winged Fiends ³	Arch Lich	Goat Men
Arachnon	Bone Demons	Goat Men Arch.
Devil Kin Brute	Gravedigger	The Hiddens
Firebat	Lich	Knights
Hellbat	The Shredded	Lightning Demons
Lashworm	Skullwings	Mages
Necromorb		Magma Demons
Psychorb		Overlords
Satyr Lord		Succubbi ⁴
Spider Lord		Vipers
Stinger		Biclops
Tomb Rat		Crypt Demon
Torchant		The Defiler
Venomtail		Felltwin
		Flesh thing
		Hellboar
		Hork Demon
		Hork Spawn
		Na-Krul
		Reaper

1 In Hellfire only, in Diablo they are demons. All other type of Succubi are demons.

2 All other Winged Fiends are animals.

3 With the exception of Familiars which are demons.

4 With the exception of Hell Spawns in Hellfire which are animals.