D1 Modifiers

This page lists all the prefixes and suffixes found in Diablo and Hellfire.

Prefixes and Suffixes [edit]

All Prefixes and Suffixes are listed on this page, sorted by their effect.

There are no rare items in Diablo or Hellfire, just magical, so no item (but Uniques) can have more than two properties:, a single prefix and/or a suffix.

All modifiers are somewhat limited in the types of items they may occur on. These are listed in the tables, by the following key:

- **A** = Armor or Helms
- **S** = Shields
- **W** = Weapons (Axes, Clubs, and Swords)
- **T** = Staffs
- **t** = Staffs (in *Hellfire*, but not *Diablo*)
- **B** = Bows
- **J** = Jewelry

The values for base-max, and multiplier are used in complicated calculations to determine item cost, repair cost, recharge cost, and so forth. These formulas are too technical for most players to bother with, so they are not reproduced on this page. Consult Jarulf's Guide, section 3.6, if you wish to delve into them.

Prefixes [edit]

+ Mana [edit]

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
Hyena's	-25 - -11	---T-J	4	100-1000	-2

Frog's	-10 - -1	---T-J	1	--	-2
Spider's	10 - 15	---T-J	1	500-1000	2
Raven's	15 - 20	---T-J	5	1100-2000	3
Snake's	21 - 30	---T-J	9	2100-4000	5
Serpent's	30 - 40	---T-J	15	4100-6000	7
Drake's	41 - 50	---T-J	21	6100-10000	9
Dragon's	51 - 60	---T-J	27	10100-15000	11
Wyrm's	61 - 80	---t--	35	15100-19000	12
Hydra's	81 - 100	---t--	60	19100-30000	13

+% Armor Class   [edit]

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
Vulnerable	-100 - -51	AS----	3	--	-3
Rusted	-50 - -25	AS----	1	--	-2
Fine	20 - 30	AS----	1	20-100	2
Strong	31 - 40	AS----	3	120-200	3
Grand	41 - 55	AS----	6	220-300	5
Valiant	56 - 70	AS----	10	320-400	7
Glorious	71 - 90	AS----	14	420-600	9
Blessed	91 - 110	AS----	19	620-800	11
Saintly	111 - 130	AS----	24	820-1200	13
Awesome	131 - 150	AS----	28	1220-2000	15
Holy	151 - 170	AS----	35	2200-6000	17
Godly	171 - 200	AS----	60	6200-7000	20

+% Chance To Hit   [edit]

Prefix	Value	Occurence	qlvl	Base-Max	Multiplier
Tin	-10 - -6	--W-BJ	3	--	-3
Brass	-5 - -1	--W-BJ	1	--	-2
Bronze	1 - 5	--W-BJ	1	100-500	2

Iron	6 - 10	--W-BJ	4	600-1000	3
Steel	11 - 15	--W-BJ	6	1100-1500	5
Silver	16 - 20	--W-BJ	9	1600-2000	7
Gold	21 - 30	--W-BJ	12	2100-3000	9
Platinum	31 - 40	--W-B-	16	3100-4000	11
Mithril	41 - 60	--W-B-	20	4100-6000	13
Meteoric	61 - 80	--W-B-	23	6100-10000	15
Weird	81 - 100	--W-B-	35	10100-14000	17
Strange	101 - 150	--W-B-	60	14100-20000	20

+% Chance To Hit, +% Damage   [edit]

Prefix	To Hit	Damage	Occurrence	qlvl	Base-Max	Multiplier
Clumsy	-10 - -6	-75 - -50	--WTB-	5	--	-7
Dull	-5 - -1	-45 - -25	--WTB-	1	--	-5
Sharp	1 - 5	20 - 35	--WTB-	1	350-950	5
Fine	6 - 10	36 - 50	--WTB-	6	1100-1700	7
Warrior's	11 - 15	51 - 65	--WTB-	10	1850-2450	13
Soldier's	16 - 20	66 - 80	--WT--	15	2600-3950	17
Lord's	21 - 30	81 - 95	--WT--	19	4100-5950	21
Knight's	31 - 40	96 - 110	--WT--	23	6100-8450	26
Master's	41 - 50	111 - 125	--WT--	28	8600-13000	30
Champion's	51 - 75	126 - 150	--WT--	40	15200-24000	33
King's	76 - 100	151 - 175	--WT--	28	24100-35000	38
Doppleganger's	21 - 30	81 - 95	--Wt--	11	2000-2400	10

- Sharp is bugged in that the game treats it like a cursed item and therefore NPCs will never sell it.
- Doppleganger is found only in Hellfire. It has a 10% chance of duplicating any regular monster. Does not work on bosses.

+% Damage

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
Useless	-100	--WtB-	5	--	-8
Bent	-75 - -50	--WtB-	3	--	-4
Weak	-45 - -25	--WtB-	1	--	-3
Jagged	20 - 35	--WtB-	4	250-450	3
Deadly	36 - 50	--WtB-	6	500-700	4
Heavy	51 - 65	--WtB-	9	750-950	5
Vicious	66 - 80	--WtB-	12	1000-1450	8
Brutal	81 - 95	--WtB-	16	1500-1950	10
Massive	96 - 110	--WtB-	20	2000-2450	13
Savage	111 - 125	--W-B-	23	2500-3000	15
Ruthless	126 - 150	--W-B-	35	10100-15000	17
Merciless	151 - 175	--W-B-	60	15000-20000	20
Decay	150 - 250	--WtB-	1	200-200	2
Crystalline	200 - 280	--W---	5	1000-3000	3

- Decay and Crystalline are only found in Hellfire.
- Decay: Bonus decreases 5% each hit. When it reaches -100% the item is destroyed.
- Crystalline: Item has -30 to -70% lower durability

% Resist Magic

All types of resistance are applied after effects from thieves and -damage. Resistance on top of those can reduce damage below 1.

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
White	10-20	ASWTBJ	4	500-1500	2
Pearl	21-30	ASWTBJ	10	2100-3000	2
Ivory	31-40	ASWTBJ	16	3100-4000	2
Crystal	41-50	ASWTBJ	20	8200-12000	3

| Diamond | 51-60 | ASWTBJ | 26 | 17100-20000 | 5 |

% Resist Fire [edit]

All types of resistance are applied after effects from thieves and -damage. Resistance on top of those can reduce damage below 1.

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
Red	10-20	ASWTBJ	4	500-1500	2
Crimson	21-30	ASWTBJ	10	2100-3000	2
Crimson	31-40	ASWTBJ	16	3100-4000	2
Garnet	41-50	ASWTBJ	20	8200-12000	3
Ruby	51-60	ASWTBJ	26	17100-20000	5

% Resist Lightning [edit]

All types of resistance are applied after effects from thieves and -damage. Resistance on top of those can reduce damage below 1.

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
Blue	10-20	ASWTBJ	4	500-1500	2
Azure	21-30	ASWTBJ	10	2100-3000	2
Lapis	31-40	ASWTBJ	16	3100-4000	2
Cobalt	41-50	ASWTBJ	20	8200-12000	3
Sapphire	51-60	ASWTBJ	26	17100-20000	5

% Resist All [edit]

All types of resistance are applied after effects from thieves and -damage. Resistance on top of those can reduce damage below 1.

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
Topaz	10 - 15	ASWTBJ	8	2000-5000	3

Amber	16 - 20	ASWTBJ	12	7400-10000	3
Jade	21 - 30	ASWTBJ	18	11000-15000	3
Obsidian	31 - 40	ASWTBJ	24	24000-40000	4
Emerald	41 - 50	-SWTB-	31	61000-75000	7

+ Spell Levels [edit]

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
Angel's	1	---T--	15	25000	2
Arch-Angel's	2	---T--	25	50000	3

Increases charges [edit]

Plentiful doubles the charges on the staff. Bountiful triples them.

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
Plentiful	2	---T--	4	2000	2
Bountiful	3	---T--	9	3000	3

Elemental Hit Damage [edit]

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
Flaming	1-10	--WT--	7	5000	2
Lightning	2-20	--WT--	18	10000	2

Other Effects [edit]

Prefix	Value	Occurrence	qlvl	Base-Max	Multiplier
jester's 1,2,3,4,5	each swing does x0-6 dmg **6**	--W---	7	1200	3

1. Does not work versus players.
2. These effects are not cumulative if you have them more than once. They are

cumulative with other effects though.

3. Only available in Hellfire.
4. Damage bonus applies to total damage, not just weapon damage.
5. A prefix.
6. The game erroneously states it does ×0-5. Average value is x2. Does not work against Diablo or unique monsters.

Suffixes [edit]

+ Strength [edit]

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of frailty	-10 - -6	ASW-BJ	3	--	-3
of weakness	-5 - -1	ASWtBJ	1	--	-2
of strength	1 - 5	ASWtBJ	1	200-1000	2
of might	6 - 10	ASW-BJ	5	1200-2000	3
of power	11 - 15	ASW-BJ	11	2200-3000	4
of giants	16 - 20	A-W-BJ	17	3200-5000	7
of titans	21 - 30	--W--J	23	5200-10000	10

+ Magic [edit]

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of the fool	-10 - -6	ASWTBJ	3	--	-3
of dyslexia	-5 - -1	ASWTBJ	1	--	-2
of magic	1 - 5	ASWTBJ	1	200-1000	2
of the mind	6 - 10	ASWTBJ	5	1200-2000	3
of brilliance	11 - 15	ASWTBJ	11	2200-3000	4
of sorcery	16 - 20	A-WTBJ	17	3200-5000	7
of wizardry	21 - 30	---T-J	23	5200-10000	10

+ Dexterity [edit]

Suffix	Value	Occurence	qlvl	Base-Max	Multiplier
of paralysis	-10 - -6	ASW-BJ	3	--	-3
of atrophy	-5 - -1	ASWtBJ	1	--	-2
of dexterity	1 - 5	ASWtBJ	1	200-1000	2
of skill	6 - 10	ASW-BJ	5	1200-2000	3
of accuracy	11 - 15	ASW-BJ	11	2200-3000	4
of precision	16 - 20	A-W-BJ	17	3200-5000	7
of perfection	21 - 30	----BJ	23	5200-10000	10

+ Vitality   [edit]

Suffix	Value	Occurence	qlvl	Base-Max	Multiplier
of illness	-10 - -6	ASW-BJ	3	--	-3
of disease	-5 - -1	ASWtBJ	1	--	-2
of vitality	1 - 5	ASWtBJ	1	200-1000	2
of zest	6 - 10	ASW-BJ	5	1200-2000	3
of vim	11 - 15	ASW-BJ	11	2200-3000	4
of vigor	16 - 20	A-W-BJ	17	3200-5000	7
of life	21 - 30	-----J	23	5200-10000	10

+ All Attributes   [edit]

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of trouble	-10 - -6	ASWtBJ	12	--	-10
of the pit	-5 - -1	ASWtBJ	5	--	-5
of the sky	1 - 3	ASWtBJ	5	800-4000	5
of the moon	4 - 7	ASWtBJ	11	4800-8000	10
of the stars	8 - 11	A-W-BJ	17	8800-12000	15
of the heavens	12 - 15	--W-BJ	25	12800-20000	20
of the zodiac	16 - 20	-----J	30	20800-40000	30

+ Life   [edit]

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of the vulture	-25 - -11	AS---J	4	--	-4
of the jackal	-10 - -1	AS---J	1	--	-2
of the fox	10 - 15	AS---J	1	100-1000	2
of the jaguar	16 - 20	AS---J	5	1100-2000	3
of the eagle	21 - 30	AS---J	9	2100-4000	5
of the wolf	30 - 40	AS---J	15	4100-6000	7
of the tiger	41 - 50	AS---J	21	6100-10000	9
of the lion	51 - 60	A----J	27	10100-15000	11
of the mammoth	61 - 80	A-----	35	15100-19000	12
of the whale	81 - 100	A-----	60	19100-30000	13

+ Damage

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of quality	1 - 2	--WtB-	2	100-200	2
of maiming	3 - 5	--WtB-	7	1300-1500	3
of slaying	6 - 8	--W---	15	2600-3000	5
of gore	9 - 12	--W---	25	4100-5000	8
of carnage	13 - 16	--W---	35	5100-10000	10
of slaughter	17 - 20	--W---	60	10100-15000	13

+% Durability

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of fragility	=1	ASW---	3	--	-4
of brittleness	-75 - -26	ASW---	1	--	-2
of sturdiness	26 - 75	ASWt--	1	100	2
of craftsmanship	51 - 100	ASWt--	6	200	2
of structure	101 - 200	ASWt--	12	300	2
of many	100	----B-	3	750	2

| of plenty | 200 | ----B- | 7 | 1500 | 3 |
| of the ages | Indes | ASWt-- | 25 | 600 | 5 |

+% Light Radius

Your character's light radius determines how far away monsters must be to become aware of you. Sorcerers generally want a large light radius, so they'll see targets coming far enough away to hit them with spells, but Warriors and other melee fighters can be more effective with a lower radius, since that means fewer monsters will see them at once.

Stealth mode: One technique is to play melee fighters with -80% light radius, in what's called "stealth mode." This, especially when paired with Infravision, allows players to advance almost into melee range of monsters before they become aware of you. In stealth mode it's possible to clear large open rooms one or two monsters at a time, since only the one(s) you're right beside will activate.

- '*Maximum values:* +50% or -80%. More than +50% or less than -80% has no additional effect.
- A character's light radius is always one square less in the catacombs than in the other parts of the Labyrinth.
- Light radius change bug: A character's light radius is fixed to the highest value it has been has on a given level.

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of the dark	-40	A-W--J	6	--	-3
of the night	-20	A-W--J	3	--	-2
of light	20	A-W--J	4	750	2
of radiance	40	A-W--J	8	1500	3

% Steal Life

Unlike in Diablo II, life and mana leech is very hard to come by in Diablo and Hellfire.

It's found almost exclusively as a magical melee weapon suffix. Life leech modifiers never occur on bows, and it's not possible to leech life or mana using a bow, even if the leech comes from another item.

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of the leech	3	--W---	8	7500	3
of blood	5	--W---	19	15000	3

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

% Steal Mana   [edit]

Unlike in Diablo II, life and mana leech is very hard to come by in Diablo and Hellfire. It's found almost exclusively as a magical melee weapon suffix. Mana leech modifiers never occur on bows, and it's not possible to leech life or mana while using a bow, even if the leech comes from another item.

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of the bat	3	--W---	8	7500	3
of vampires	5	--W---	19	15000	3

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

Damages Target's Armor

[edit]

Lowers the target's AC, making the monster easier to hit.

Suffix	Diablo Value: Lowers AC by:	Hellfire Value: Lowers AC by:	Occurrence	qlvl	Base-Max	Multiplier
of piercing	2 - 6	25%	--W-B-	1	1000	3
of puncturing	4 - 12	50%	--W-B-	9	2000	6
of bashing	8 - 24	75%	--W---	17	4000	12

- In Diablo the target's AC is lowered by a random number from within the range listed.
  - The value is determined at the time of the item's creation, and is not reflected in the character screen.
- In Hellfire the target's AC is lowered by the listed %.
  - Add 12.5% when used by a Barbarian.

Fire Arrows Damage

[edit]

There are numerous bugs tied to fire and lightning damage arrows. Their added damage may be far too high or negligible.

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of flame	1-3	----B-	1	2000	2
of fire	1-6	----B-	11	4000	4
of burning	1-16	----B-	35	6000	6

Lightning Arrows Damage

[edit]

There are numerous bugs tied to fire and lightning damage arrows. Their added damage may be far too high or negligible.

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of shock	1-6	----B-	13	6000	2
of lightning	1-10	----B-	21	8000	4
of thunder	1-20	----B-	60	12000	6

Reduces Damage Taken   [edit]

- These bonuses are applied to all types of damage from monsters and traps, including spells, but does not work in PvP.
- Damage is reduced before any resistance is applied, but after the "of thieves" effect (50% damage from traps.)
- Damage is never reduced below 1.

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of pain	+4 - +2	AS---J	4	--	-4
of tears	+1	AS---J	2	--	-2
of health	1	AS---J	2	200	2
of protection	2	AS----	6	400	4
of absorption	3	AS----	12	1001	10
of deflection	4	A-----	20	2500	15
of osmosis	5 - 6	A-----	50	7500-10000	20

Attack Speed   [edit]

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of readiness	quick	--WTB-	1	2000	2
of swiftness	fast	--WTB-	10	4000	4
of speed	faster	--WT--	19	8000	8
of haste	fastest	--WT--	27	16000	16

- Readiness is bugged and has no effect in Diablo.
- Readiness and Swiftness in Hellfire make the arrows move faster, instead of

increasing the firing rate. (This mildly increases the To Hit on distant targets, but is of very little value.)

- Speed and Haste give the same benefit in Diablo (despite the v1.07 patch claiming that Haste was faster, as it's meant to be).
- Bards only benefit from their faster weapon when dual wielding.

Hit Recovery   [edit]

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of balance	fast	A----J	1	2000	2
of stability	faster	A----J	10	4000	4
of harmony	fastest	A----J	20	8000	8

- A character with more than one such item only benefits from the fastest one. They do not add up or stack.
  - There is one exception; if a character in Diablo (but not Hellfire) wears at least one of each, then their hit recovery will be .05 faster than "of harmony" alone. See the Character page for details and times.

Other Effects   [edit]

Suffix	Value	Occurrence	qlvl	Base-Max	Multiplier
of blocking [2]	fast block	-S----	5	4000	4
of corruption	user loses all mana	ASW---	5	-1000	2
of the bear [2]	knocks target back	--WTB-	5	750	2
of thieves [1,2,3]	absorbs 1/2 trap dmg	AS---J	11	1500	2
of thorns [1,2]	attacker takes 1-3 damage	AS----	1	500	2
of devastation [1,2,4,5,6]	5% chance of doing 3x dmg	--WtB-	1	1200	3
of peril [1,2,4,6,7]	x2 damage to monster x1 damage to user	--WtB-	5	500	1

1. Does not work versus players.
2. These effects are not cumulative if you have them more than once. They are cumulative with other effects though.
3. In Hellfire it also absorbs half arrow and magical damage (magic, fire, lightning and apocalypse) from monster attacks. It is applied before both -damage and resistance.
4. Only available in Hellfire.
5. Damage bonus applies to total damage, not just weapon damage.
6. Does not work on bows.
7. Affects total damage versus monsters but only weapon damage and character damage versus user. This damage is modified by any -damage from enemies, though.