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# D1 Swords












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All one-handed weapons have the same swing speed in Diablo and Hellfire. (May be boosted by faster swing modifiers.)

Swords deal 50% damage to Undead, 100% damage to Demons, and 150% damage to Animals. This is factored in after all other damage calculations, and makes it so that a sword effectively does 3x more damage to an animals than would a mace or club of comparable damage. Swords can be used adequately in the Church levels, but with all of the zombies and skeletons there, a mace will make a noticeably more effective weapon, especially against the Skeleton King and his army. Conversely, swords are much more effective in the Caves and Hive levels, which are filled with animals. Hell and the Crypt are primarily stocked with demons. See the Diablo Monsters page for a listing of all monsters by type.

Image	Type	Damage	Average	Durability	Requirements	Price	qlvl
	Dagger	1-4	2.5	16	--	60	1

	<b>Sword *</b>	1-5	3	8	15 Str 20 Dex	50	--
	<b>Short Sword</b>	2-6	4	24	18 Str	120	1
	<b>Sabre</b>	1-8	4.5	45	17 Str	170	1
	<b>Scimitar</b>	3-7	5	28	23 Str 23 Dex	200	4
	<b>Blade</b>	3-8	5.5	30	25 Str 30 Dex	280	4
	<b>Falchion</b>	4-8	6	20	30 Str	250	2
	<b>Long Sword</b>	2-10	6	40	30 Str 30 Dex	350	6
	<b>Claymore</b>	1-12	6.5	36	35 Str	450	5
	<b>Broad Sword</b>	4-12	8	50	40 Str	750	8
	<b>Bastard Sword</b>	6-15	10.5	60	50 Str	1,000	10
	<b>Two-Handed Sword (Two-Handed) **</b>	8-16	12	75	65 Str	1,800	14
	<b>Great Sword (Two-Handed) **</b>	10-20	15	100	75 Str	3,000	17

- \*The Sword is a special item only available as a starting weapon for the Bard.
- \*\*Barbarians can use two-handed swords with one hand.

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