

DESSLOCK'S DIABLO INFORMATION GUIDE

version 1.9

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1. MONSTERS

I have provided three separate charts which list the monsters encountered in Diablo. The monsters are organized into the following "types". All creatures of the same type look exactly the same in shape (except as noted below), but color, resistances and abilities vary between monsters of the same "type":

<u>Type</u>	
1	Fallen Ones (regardless of weapon type)
2	Scavengers
3	Zombies
4	Skeletons (including archers)
5	Goat Men (including archers)
6	Winged Fiends
7	The Hidden
8	Gargoyles
9	Horned Demons
10	Overlords
11	Mages
12	Lightning Demons
13	Magma Demons
14	Spitting Terrors
15	Balrogs
16	Knights
17	Vipers
18	Succubus Demons
19	Diablo

In the first two charts, unique monsters are indicated with an asterisk (*). A random number of unique monsters are present in each game. Each of the unique monsters listed below, if present in a particular game, can always be found on the level indicated opposite its name. The first chart lists the hit points (in the single player version of the game) resistances, immunities and special abilities of the monsters, and

presents the monsters alphabetically based upon the level of the dungeon in which they can initially be encountered. The special abilities which a specific monster possesses, such as the ability to cast spells, are indicated in parenthesis after the resistances and immunities of the monster, but special abilities which all monsters of a certain type possess (such as the ability of "Spitting Terrors" to spit), are not generally listed in the charts below. The second chart organizes the monsters by type and the third chart provides some additional information about the unique monsters in the game.

As indicated above, the hit points listed below relate only to the single player version of the game. The hit points for monsters in the multiplayer version of the game are higher than those listed below (generally twice as high, plus one hit point to the low or high end of the range for certain low level monsters). As you increase the difficulty level of a multiplayer game, the hit points of monsters increase based upon the following formula: Nightmare = 100 + (3 x Normal) and Hell = 200 + (4 x Normal). The resistances and immunities listed below are applicable to the single player version of the game and to all of the multiplayer versions of the game, other than multiplayer games on "Hell" difficulty. Certain monsters have additional resistances and/or immunities in "Hell" difficulty games (for example, Advocates are immune to fire, lightning and magic based spells).

Since the game does not indicate the specific resistances and immunities of the "unique" monsters, I have indicated in square brackets immunities and, less frequently, resistances which I have observed. All unique monsters carry magic items which, except as noted below, are randomly determined. Unique items are described in detail in part 3 of this Information Guide.

(A) LIST OF MONSTER ATTRIBUTES

Lvl	Name of Monster	Type	HP Single Player	HP Multi Normal	HP Multi Nightmare	HP Multi Hell	Resists/Immune/ (Special Attack)
1	Fallen One (spear)	1	1-2	1-4	103-112	204-216	none
	Fallen One (sword)	1	1-2	2-5	106-115	208-220	none
	Scavenger	2	1-3	3-6	109-118	212-224	none
	Skeleton	4	1-2	2-4	106-112	208-216	none/magic
	Skeleton Archer	4	1-2	2-4	106-112	208-216	none/magic
	Skeleton Captain	4	1-3	3-6	109-118	212-224	none/magic
	Zombie	3	2-3	4-7	112-121	216-228	none/magic
2	*Bladeskin the Slasher	1	n/a	n/a	n/a	n/a	some/none
	*Bonehead Keenaxe	4	n/a	n/a	n/a	n/a	none[fire]/ some[magic]
	*Boneripper	4	n/a	n/a	n/a	n/a	none/some[fire,magic]
	Burning Dead	4	4-6	8-12	124-136	232-248	fire/magic
	*The Butcher	10	n/a	n/a	n/a	n/a	some/none
	Carver (spear)	1	2-4	4-8	112-224	216-232	none
	Carver (sword)	1	2-4	5-9	115-127	220-236	none
	Corpse Axe	4	2-3	4-7	112-121	215-228	none/magic
	Corpse Bow	4	4-8	8-16	124-148	232-264	none/magic
	Corpse Captain	4	6-10	12-20	136-160	248-280	none/magic
	*Deadeye	4	n/a	n/a	n/a	n/a	some/some[magic]
	Devil Kin (spear)	1	6-12	12-24	136-172	248-296	none
	Devil Kin (sword)	1	8-12	16-24	148-172	264-296	none
	Fiend	6	1-3	3-6	109-118	212-224	none
	Flesh Clan	5	15-22	30-45	190-235	320-380	none
	Flesh Clan Archer	5	10-17	20-35	160-205	280-340	none
	Ghoul	3	3-5	7-11	121-133	228-244	none/magic

	Hidden	7	4-12	8-24	124-172	232-296	none
	Plague Eater	2	6-12	12-24	136-172	248-296	none
	*Pukerat the Unclean	1	n/a	n/a	n/a	n/a	some/none
	*Rotfeast the Hungry	3	n/a	n/a	n/a	n/a	none/some[magic]
	Rotting Carcass	3	7-12	15-25	145-175	260-300	none/magic
	*Shadowbite	2	n/a	n/a	n/a	n/a	none/some[fire]
	*Soulpus	3	n/a	n/a	n/a	n/a	some[fire]/none

3	Blink	6	6-14	12-28	136-184	248-312	none/none/(teleport)
	Black Death	3	12-30	25-60	175-220	300-440	none/magic/(drain life)
	*Bongo	1	n/a	n/a	n/a	n/a	none
	*Brokenhead Bangshield	4	n/a	n/a	n/a	n/a	some/some[magic]
	Burning Dead Archer	4	5-12	10-24	130-172	240-296	fire/magic
	Burning Dead Captain	4	8-15	16-30	148-190	264-320	fire/magic
	Dark One (spear)	1	10-18	20-36	160-208	280-344	none
	Dark One (sword)	1	12-18	24-36	172-208	296-344	none
	*El Chupacabras	2	n/a	n/a	n/a	n/a	some[fire]/none
	*Goretongue	3	n/a	n/a	n/a	n/a	none/some[magic]
	*Gutshank the Quick	1	n/a	n/a	n/a	n/a	some[fire]/none
	Horror	4	6-10	12-20	136-160	248-280	lightning/magic
	Horror Archer	4	7-22	15-45	145-235	260-380	lightning/magic
	*Rotcarnage	3	n/a	n/a	n/a	n/a	some/some[magic]
	Shadow Beast	2	12-18	24-36	172-208	296-344	none
	*Skeleton King	4	n/a	n/a	n/a	n/a	some/some[magic]/(raise skeletons)
	*Skullfire	4	n/a	n/a	n/a	n/a	none/some[fire]
	*Warpskull	7	n/a	n/a	n/a	n/a	some[fire]/none

4	*Backlash the Burning	4	n/a	n/a	n/a	n/a	none/some[magic, fire]
	Bone Gasher	2	14-20	28-40	184-220	312-360	magic/none
	*Gharbad the Weak (single player only)	5	n/a	n/a	n/a	n/a	none/some[lightning]
	Gloom	6	14-18	28-36	184-208	312-344	magic/none/(fast attack)
	Horror Captain	4	17-25	35-50	205-250	340-400	lightning/magic
	*Madeye the Dead	4	n/a	n/a	n/a	n/a	none/some[fire,magic]
	*Moonbender	6	n/a	n/a	n/a	n/a	none/some[fire]
	Overlord	10	30-40	60-80	280-340	440-520	none
	*Pulsecrawler	2	n/a	n/a	n/a	n/a	some[magic]/some[fire]
	*Snotspill (single player only)	1	n/a	n/a	n/a	n/a	some[lightning]/none
	*Spineeater	2	n/a	n/a	n/a	n/a	none/some[lightning]

5	*Bloodskin Darkbow	5	n/a	n/a	n/a	n/a	some[fire,lightning]/none
	Familiar	6	10-17	20-35	160-205	280-340	magic/lightning/(lightning)
	*Foulwing	6	n/a	n/a	n/a	n/a	some[fire]/none
	Horned Demon	9	20-40	40-80	220-340	360-520	none
	*Shadowcrow	1	n/a	n/a	n/a	n/a	none
	*Shadow Drinker	4	n/a	n/a	n/a	n/a	some[fire]/some[magic]/(disappear)
	Stalker	7	15-22	30-45	190-235	320-380	none
	Stone Clan	5	20-27	40-55	220-265	360-420	magic/none
	Stone Clan Archer	5	15-20	30-40	190-220	320-360	magic/none
	Winged Demon	8	22-30	45-60	235-280	380-440	fire/magic
	*Wrathhaven	6	n/a	n/a	n/a	n/a	none/some[fire]

6	Acid beast	14	20-33	40-65	220-295	360-460	none
	*Bileforth the Pit Master	10	n/a	n/a	n/a	n/a	some[lightning]/some[fire,magic]
	*Bloodgutter	5	n/a	n/a	n/a	n/a	none/some[fire]
	*Deathshade Fleshmaul	5	n/a	n/a	n/a	n/a	some/some[magic]/(charge)
	*Death Spit	14	n/a	n/a	n/a	n/a	some/none
	Fire Clan	5	25-32	50-65	250-295	400-460	fire/none
	Fire Clan Archer	5	20-25	40-50	220-250	360-400	fire/none
	Unseen	7	17-25	35-50	205-250	340-400	magic/none

7	*Blightfire	5	n/a	n/a	n/a	n/a	none/some[fire]/(bloodstar)
	*Blighthorn Steelmace	5	n/a	n/a	n/a	n/a	some/none/(charge)
	Blood Stone	13	27-37	55-75	265-325	420-500	none/magic,fire
	Gargoyle	8	30-45	60-90	280-370	440-560	lightning/magic
	*Gorestone	5	n/a	n/a	n/a	n/a	some[lightning]/none
	Illusion Weaver	7	20-30	40-60	220-280	360-440	magic,fire/none
	Magma Demon	13	25-35	50-70	250-310	400-480	fire/magic
	Mud Man	10	50-62	100-125	300-475	600-700	none
	Night Clan	5	27-35	55-70	265-310	420-480	magic/none
	Night Clan Archer	5	25-32	50-65	250-295	400-460	magic/none
	*Nightwing the Cold	8	n/a	n/a	n/a	n/a	some[fire,lightning]/some[magic]

8	*Baron Sludge	10	n/a	n/a	n/a	n/a	some/some
	*Chaos Howler	14	n/a	n/a	n/a	n/a	none/none/(rapid fire attack)
	*Firewound the Grim	13	n/a	n/a	n/a	n/a	some[fire]/some[magic]
	Lava Lord	13	35-42	70-85	310-355	480-540	none/magic,fire
	Poison Spitter	14	30-42	60-85	280-355	440-540	none
	Toad Demon	10	67-80	135-160	505-580	740-840	none/magic
	*Zhar the Mad (single player only)	11	n/a	n/a	n/a	n/a	some[lightning]/some[magic]/(fireball,flash)

9	Blood Claw	8	37-62	75-125	325-475	500-700	none/magic, fire
	*Breakspine	9	n/a	n/a	n/a	n/a	some/none
	*Brokenstorm	12	n/a	n/a	n/a	n/a	none/some[lightning]
	Frost Charger	9	30-50	60-100	280-400	440-600	lightning/magic
	Hell Stone	13	30-40	60-80	280-340	440-520	none/magic, fire
	Mud Runner	9	25-45	50-90	250-370	400-560	none
	*Oozedrool	10	n/a	n/a	n/a	n/a	some[fire]/none
	Redstorm	12	27-55	55-110	265-430	420-640	lightning/magic

10	*Blackstorm	9	n/a	n/a	n/a	n/a	none/some [lightning, magic]
	Flayed One	10	80-100	160-200	580-700	840-1000	magic/fire
	*Player	12	n/a	n/a	n/a	n/a	[]
	Obsidian Lord	9	35-55	70-110	310-430	480-640	lightning/magic
	Pit Beast	14	40-55	80-110	340-430	520-640	magic/none
	*Plaguewrath	14	n/a	n/a	n/a	n/a	some[lightning, fire]/ some[magic]/ (rapid fire attack)
	Slayer	15	60-70	120-140	460-520	680-760	magic/fire/(inferno)
	Succubus	18	60-75	120-150	460-550	680-800	magic/none/(blood star)

11	Cave Viper	17	50-75	100-150	400-550	600-800	none/magic
	Death Wing	8	42-75	90-150	370-550	560-800	none/magic, lightning
	*Fangspier	17	n/a	n/a	n/a	n/a	none/some[fire]
	Guardian	15	70-80	140-160	520-580	760-840	magic/fire/(inferno)
	*Goldblight of the Flame	8	n/a	n/a	n/a	n/a	none/some[magic, fire]
	Storm Lord	12	37-67	75-135	325-505	500-740	magic/lightning
	Storm Rider	12	30-60	60-120	280-460	440-680	magic/lightning

12	Maelstorm	12	45-75	90-150	370-550	560-800	magic/lightning
	*Viletouch	8	n/a	n/a	n/a	n/a	none/some[lightning]
	*Viperflame	17	n/a	n/a	n/a	n/a	some[lightning]/some [fire]

13	Blood Knight	16	100	200	700	1000	fire/magic, lightning
	Firedrake	17	60-85	120-170	460-610	680-880	fire/magic
	Gold Viper	17	70-90	140-180	520-640	760-920	lightning/magic
	Lava Maw	14	50-75	100-150	400-550	600-800	magic/fire
	Snow Witch	18	67-87	135-175	505-625	740-900	lightning/none/(blood star)
	Steel Lord	16	90	180	640	920	magic, lightning/fire
	*Warlord of Blood (single player version only)	16	n/a	n/a	n/a	n/a	none/some[fire, magic, lightning]
	*Witchmoon	18	n/a	n/a	n/a	n/a	some/none

14	Doom Guard	16	82	165	595	860	magic, fire/none
	*Fangskin	17	n/a	n/a	n/a	n/a	some[lightning]/

							some[magic]
	Hellspawn	18	75-100	150-200	550-700	800-1000	magic/lightning/(blood star)
	*Lachdanan (single player only)	16	n/a	n/a	n/a	n/a	none/none/(will not attack)
	Soul Burner	18	70-112	140-225	520-775	760-1100	magic, lightning/fire/(blood star)
	*Stareye the witch	18	n/a	n/a	n/a	n/a	none/some [fire]/(blood star)
	*Steelskull the Hunter	16	n/a	n/a	n/a	n/a	some/none
	Vortex Lord	15	80-90	160-180	580-640	840-920	magic/fire

15	Advocate	11	72	145	535	780	fire/lightning,magic/(fireball,flash)
	Azure Drake	17	80-100	160-200	580-700	840-1000	fire, lightning/none
	Balrog	15	90-100	180-200	640-700	920-1000	magic/fire
	*Blackjade	18	n/a	n/a	n/a	n/a	some[lightning]/some [magic]/(blood star)
	*Blackskull	15	n/a	n/a	n/a	n/a	some/some
	*Bloodlust	18	n/a	n/a	n/a	n/a	none/some[fire, lightning]/(blood star)
	Cabalist	11	60	120	460	680	magic,fire/lightning/(lightning,flash)
	*Dreadjudge	11	n/a	n/a	n/a	n/a	some/some [lightning]/(charged bolt,flash)
	*Lazarus	11	n/a	n/a	n/a	n/a	some[fire,lightning]/some[magic]/(fireball, flash)
	Magistrate	11	42	85	355	540	magic,lightning/fire/(charged bolt,flash)
	*Red Vex	18	n/a	n/a	n/a	n/a	some[fire]/some [magic]/(blood star)
	*Vizier	11	n/a	n/a	n/a	n/a	none/some[fire]/(lightning,flash)

16	Black Knight	16	75	150	550	800	lightning, magic/none
	*Diablo	19	n/a	n/a	n/a	n/a	fire, lightning/ magic [immune to stone curse]/(apocalypse)
	*Sir Gorash	6	n/a	n/a	n/a	n/a	none/some[fire]

(B) LIST OF MONSTERS BY TYPE

The following is a list of monsters by type (see the chart in part 1(a) of this Information Guide for complete descriptions of the attributes of monsters). **There are generally (with the exception of Mages and Diablo) four different monster groups for each “type”, plus various unique leader types. For example, for Goat Men, there are Flesh Clan, Stone Clan, Fire Clan and Night Clan.** Unique monsters are indicated with an asterisk (*). The monsters are listed in the order in which they appear, which generally corresponds with weakest to strongest:

<i>Fallen Ones</i>	<i>Skeletons</i>	<i>Zombies</i>	<i>Goat Men</i>
Fallen One (spear)	Skeleton	Zombie	Flesh Clan
Fallen One (sword)	Skeleton Archer	Ghoul	Flesh Clan Archer
Carver (spear)	Skeleton Captain	*Soulpus	*Gharbad the Weak
Carver (sword)	*Bonehead Captain	Rotting Carcass	*Bloodskin Darkbow
Devil Kin (spear)	*Boneripper	*Rotfeast the Hungry	Stone Clan
Devil Kin (sword)	Corpse Axe	Black Death	Stone Clan Archer
*Bladeskin the Slasher	Corpse Bow	*Rot Carnage	*Bloodgutter
*Pukerat the Unclean	Corpse Captain	*Goretongue	Fire Clan
*Bongo	*Deadeye		Fire Clan Archer
Dark One (spear)	*Brokenhead Bangshield		*Deathshade Fleshmaul
Dark One (sword)	Burning Dead		*Blightfire
*Gutshank	Burning Dead Archer		*Gorestone
*Shadowcrow	Burning Dead Captain		Night Clan
	Horror		Night Clan Archer
	Horror Archer		*Blighthorn Steelface
	Horror Captain		
	*Skull Fire		
	*Skeleton King		
	*Blacklash the Burning		
	*Madeye the Dead		
	*Shadow Drinker		

<i>Scavengers</i>	<i>Winged Fiends</i>	<i>The Hidden</i>	<i>Gargoyles</i>
Scavenger	Fiend	Hidden	Winged Demon
Plague Eater	Blink	*Warpskull	*Nightwing the Cold
*Shadowbite	Gloom	Stalker	Gargoyle
Shadow Beast	*Moonbender	Unseen	Blood Claw
*El Chupacabras	Familiar	Illusion Weaver	*Goldblight of the Flame
*Pulsecrawler	*Foulwing		Death Wing
Bone Gasher	*Wrathhaven		*Viletouch
*Spineeater			

<i>Horned Demons</i>	<i>Overlords</i>	<i>Mages</i>	<i>Lightning Demons</i>
Horned Demons	*The Butcher	*Zhar the Mad	Red Storm
*Breakspine	Overlord	Magistrate	*Broken Storm
Mud Runner	*Bileforth the Pit Master	Cabalist	*Flayer
Frost Charger	Mud Man	*Dreadjudge	Storm Rider
*Blackstorm	*Baron Sludge	Advocate	Storm Lord
Obsidian Lord	Toad Demon	*Vizier	Maelstorm
	*Oozedrool	*Lazarus	
	Flayed One		

<i>Magma Demons</i>	<i>Spitting Terrors</i>	<i>Balrogs</i>	<i>Succubus Demons</i>
Magma Demon	Acid Beast	Slayer	Succubus
Blood Stone	*Death Spit	Guardian	Snow Witch
Hell Stone	Poison Spitter	Vortex Lord	*Witchmoon
Lava Lord	*Chaos Howler	*Blackskull	*Blackjade
*Firewound the Grim	Pit Beast	Balrog	Hellspawn

	*Plague wrath		*Red Vex
	Lava Maw		*Stareye the Witch
			Soulburner

<i>Vipers</i>	<i>Knights</i>	<i>Dark Lord</i>
Cave Viper	Doom Guard	*Diablo
*Fangspier	*Warlord of Blood	
*Viperflame	Steel Lord	
Fire Drake	*Lachdanan	
Gold Viper	Blood Knight	
*Fangskin	*Steelskull the Hunter	
Azure Drake	*Sir Gorash	
	Black Knight	

(C) LIST OF UNIQUE MONSTERS

The chart in part 1(a) of this Information Guide provides a significant amount of information concerning the unique monsters in Diablo, including the hit points, resistances and immunities. The chart in part 1(a) of this Information Guide also identifies with which of the 19 "types" of monster each of the unique monsters is associated. Most unique monsters also have a pack of "followers", and the followers of a particular unique monster possess the same powers as that unique monster. Other unique monsters are essentially solitary versions of their "type", except they have certain additional abilities. The Butcher and the Skeleton King are essentially just being giant versions of their "type" (Overlords and Skeletons, respectively).

This list is substantially complete, but where I do not yet have the "specific type" for a particular unique monster, I have provided my "best guess" in [square brackets]. All unique monsters are capable of inflicting greater damage, and have more hit points, than normal monsters of their specific type. The monsters alphabetically, based upon the level in which they appear:

<i>Level</i>	<i>Name of Monster</i>	<i>Followers</i>	<i>Special Differences</i>
2	Bladeskin the Slasher	Fallen One (with sword)	none
	Bonehead Keenaxe	Corpse Axe	none
	Boneripper	Skeleton	none
	The Butcher	None/solitary Overlord	Giant
	Deadeye	Skeleton Archer	none
	Pukerat the Unclean	Fallen One (with spear)	none
	Rotfeast the Hungry	Zombie	none
	Shadowbite	Scavenger	none
	Soulpus	Zombie	none

3	Bongo	[Devil Kin (with sword)]	none
	Brokenhead Bangshield	Corpse Captain	none
	El Chupacabras	Plague Eater	none
	Goretongue	Rotting Carcass	none
	Gutshank the Quick	Carver (with sword)	none
	Rotcarnage	Ghoul	none
	Skeleton King	Variety of Skeletons	Giant, Raise Skeletons (single player version)
	Skullfire	Corpse Bow	none
	Warpskull	Hidden	none

4	Backlash the Burning	Burning Dead Archer	none
	Gharbad the Weak	None/solitary Goatman	NPC
	Madeye the Dead	Burning Dead	none
	Moonbender	Blink	none
	Pulsecrawler	[Shadow Beast]	none
	Snotspill	Dark One (with spear)	NPC
	Spineeater	Bone Gasher	none

5	Bloodskin Darkbow	Flesh Clan Archer	none
	Foulwing	Gloom	none
	Shadowcrow	Dark One (with sword)	none
	Shadow drinker	None/solitary skeleton	Disappear
	Wrathhaven	Blink	none

6	Bileforth the Pit Master	Overlord	none
	Bloodgutter	Fire Clan	none
	Deathshade Fleshmaul	None/solitary goatmen	Charge
	Death Spit	Acid Beast	none

7	Blightfire	Fire Clan Archer	Blood Star (with followers)
	Blighthorn Steelmace	Night Clan	Charge (with followers)
	Gorestone	Night Clan Archer	none
	Nightwing the Cold	Gargoyle	none

8	Baron Sludge	Mud Man	none
	Chaos Howler	Poison Spitter	Rapid Attack
	Firewound the Grim	Magma Demon	none
	Zhar the Mad	None/solitary Advocate	NPC

9	Breakspine	Mud Runner	none
	Brokenstorm	[Red Storm]	none
	Oozedrool	Toad Demon	none

10	Blackstorm	Obsidian Lord	none
	Flayer	[Storm Rider]	none
	Goldblight of the Flame	Blood Claw	none
	Plaguewrath	Poison Spitter	Rapid Attack

11	Fangspier	Cave Viper	none
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12	Vile touch	Deathwing	none
	Viperflame	Fire Drake	none

13	Warlord of Blood	Steel Lord	NPC
	Witchmoon	Snow Witch	none

14	Blackskull	Balrog	none
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	Fangskin	Gold Viper	none
	Lachdanan	Blood Knight	NPC
	Stareye the Witch	Snow Witch	none
	Steelskull the Hunter	Steel Lord	none

15	Blackjade	Hellspawn	Guard of Lazarus
	Blackskull	Balrog	none
	Bloodlust	Hellspawn	none
	Dreadjudge	Magistrate	none
	Lazarus	Advocate	NPC
	Red Vex	Hellspawn	Guard of Lazarus
	Vizier	Cabalist	none

16	Sir Gorash	Blood Knight	none
	Diablo	Dark Lord	Casts Apocalypse, immune to StoneCurse

2 **SPELLS AND RESISTANCES**

The following is a list of spells, based upon the order in which they appear in the spell book. Spells marked with an (m) are only available in the multiplayer version of the game, and spells marked with an asterisk (*) are only available on scrolls or items:

Level One	Level Two	Level Three	Level Four
(character ability)	xx	Phasing	[Nova]*
Firebolt	Firewall	Mana Shield	Golem
Charged Bolt	Telekinesis	Elemental	Teleport
Holy Bolt	Lightning	Fireball	[Apocalypse]*
Healing	Town Portal	Flame Wave	Bone Spirit
Heal Other (m)	Flash	Chain Lightning	Blood Star
Inferno	Stone Curse	Guardian	xx

The following additional spells can be found on scrolls or items, but are not available as books: identify, infravision, resurrect (m).

By reading a book on a particular spell, your character will acquire the ability to cast that spell. Reading additional books on that spell will raise the level of that spell in your spell book. Certain shrines can also raise or lower the level of spells in your spell book. The maximum level of spells, without the assistance of magic items, is 15.

The following charts provide a brief description of each of the spells in the game. Except as noted below, each of the attacking spells in Diablo can be classified as either “Magical”, “Fire” or “Lightning”.

Spells available from Books, Scrolls and Staves:

<i>Name of Spell and Type</i>	<i>Description of Spell</i>	<i>Effect of Spell Level Increases</i>
Firebolt (Fire based)	Small missile of fire	Less mana, faster bolt. Damage increases as character level increases
Charged Bolt (Lightning Based)	Spread of small lightning bolts	Additional bolts, + duration
Holy Bolt (Affects only Skeletons, Zombies and Diablo)	Small missile	Less mana, faster bolt. Damage increases as character level

		increases
Healing	Heals your character	Increased healing, varying mana
Heal Other	Heals other player characters	Increased healing, varying mana
Inferno (Fire Based)	Short stream of fire	Increased range and duration, less mana. Damage increases as character level increases
Firewall (Fire Based)	Stationary fire wall	Increased duration, less mana, increased damage
Telekinesis	Move objects, monsters	Less mana, greater strength
Lightning (Lightning Based)	Long burst of lightning	Less mana. Damage increases as character level increases
Town Portal	Create door to town	Less mana
Flash (Magic Based)	Attacks all in immediate vicinity	Increased damage, less mana
Stone Curse	Temporarily turns monster to stone	Increased duration, less mana
Phasing	Teleport (uncontrolled)	Less mana
Mana Shield	Mana used as hit points	lose less mana when hit
Elemental (Fire Based)	Running man of fire (autotargets enemies)	Increased damage, less mana
Fireball (Fire Based)	Missile of fire	Increased damage, less mana
Flame Wave (Fire Based)	Wall of fire which moves from caster	Increased area of effect
Chain Lightning (Lightning Based)	Multiple streams of lightning	Additional streams, less mana. Damage increases as character level increases
Guardian (Fire Based)	Stationary defender	Increased damage, less mana
Golem	Wandering defender	Increased duration (hit points), less mana
Teleport	Teleport (controlled)	Less mana
Bone Spirit	Weakens opponents	Less mana
Blood Star (Magic Based)	Magic missile	Less mana, faster bolt. Damage increases as character level increases

Spells available only on Scrolls or Staves:

<i>Name of Spell and Type</i>	<i>Description of Spell</i>	<i>Effect of Spell Level Increases*</i>
Identify**	Identifies magic items	n/a
Infravision**	Shows “heat” image of monsters	n/a
Nova (lightning)	Propels circle of lightning	n/a
Apocalypse	Attacks all monsters on screen	n/a
Resurrect (m)	Brings dead players to life	n/a

* Since books for these spells are not available, you are unable to ever raise the level of these spells directly, although presumably items which raise the level of your spells (such as the “Thinking Cap”) may also be effective at raising the level of these spells. Of course, since you will only see these spells in your spell book if you are using a staff, and since you are unable to see what level a particular spell is if you have equipped a staff of that particular spell, it is impossible to confirm that there even are more than one level for these spells.

** Identify and Infravision are not available on Staves.

SPELL CASTING TIPS:

- Bone Spirit and Blood Star cost Life Points in addition to Mana Points in order to cast.
- Mana Shield and Golem spells will only work until you leave the level you cast the spell on.
- Flame Wave will not work on creatures immediately next to you - there must be some distance between you and your target(s).
- In order to control where you reappear when using the Teleport spell, move your mouse cursor over to your target landing area prior to "right-clicking" your mouse.
- Each player can only cast one Golem at a time. If you cast an additional Golem spell while your first Golem is still alive, your spell will fail and your first Golem will explode. If more than one player casts Golem on the same level of the dungeon, the Golems will seek and attack each other.
- Firewall, Town Portal and Guardian spells also have the side-effect of creating a great deal of light.
- The Bone Spirit spell will only weaken monsters, not destroy them.
- As indicated above, apocalypse, nova, infravision, identify and resurrect are only available on items. Identify and Infravision are only available on scrolls.
- The spells listed above without a "type" (i.e. magic, fire, lightning), will affect all monsters (other than Stone Curse, which will not affect Diablo or other players).
- Apocalypse affects all monsters, including Diablo. Holy Bolt will work on Diablo, as well as "Skeleton" and "Zombie" types.
- Fireball has an "area of effect" and therefore each Fireball can affect a number of monsters.
- Apocalypse will affect **all** of the monsters on the screen, regardless of whether or not they are accessible to your character.
- For you pkillers out there, many of the spells in the game are intended to work only on the monsters. Spells such as Stone Curse have no effect on player characters.
- With Telekinesis, you can move monsters away from you (helpful in getting some space so that you can shut a door. Telekinesis is also helpful for obtaining items which your character was carrying (and consequently lost) when killed while playing the multiplayer version of the game.
- In order to Resurrect a character in the multiplayer version of the game, the character killed must not choose to "restart in town" from the option menu - in fact, the player which is killed shouldn't even touch the options menu, as it may cause his or her character's body to disappear, preventing resurrection.
- Use your keyboard spell "hotkeys" (F-5 to F-8) to make your favourite spells available quickly. In the early levels of the dungeon, I suggest setting Firebolt, Holy bolt, Charged bolt and Heal (or Firewall) as your four hotkey spells. Replace charged bolt with Lightning, and Firebolt with Fireball when the more powerful spells becomes available to your character (provided that the mana requirements are not overly prohibitive for your character), and remove holy bolt once you stop seeing "Horror" skeletons in the Catacombs (around level 7). By the time you get to the deeper levels of the dungeon, the four spells which mage characters should select are: Fireball, Chain Lightning (unless playing multiplayer), Stone Curse and Teleport.
- Stone Curse is ideal for taking out unique monsters easily. Kill the unique monster's followers first so that you can concentrate on the unique monster while it has been temporarily paralyzed.
- Mages should always have a Mana Shield cast. Higher level mages are almost invincible with a Mana Shield cast and a belt full of full mana potions.
 - In order to control the direction in which a Golem moves, have your character face the direction in which you desire the Golem to move. The Golem will continue in a straight line until you change the direction you are facing, or until the Golem encounters a monster.

RESISTANCES/IMMUNITIES:

Monsters which are "immune" to a particular form of spell cannot be hit, and consequently cannot be damaged, by that form of spells. Monsters which are resistant to a particular form of spell, on the other hand, suffer less damage from that form of spell. Player characters can never be entirely immune to a particular form of magic, but can be up to 75% resistant (and therefore avoid 75% of the damage caused by that form of magic).

Many players underestimate how important resistances are, especially in the deeper levels of the dungeon, where you are constantly attacked by one form of magic or another. Traps can cause magical, fire or

lightning damage and a variety of monsters can attack using a particular form of magic. The following chart provides an outline of all of the monsters which attack using a particular form of magic, as well as an indication of that form:

<i>Name of Monster and Type</i>	<i>Form of Attack/Type of Resistance which is Relevant</i>
LIGHTNING	
Familiars (Winged Fiends)	small bolt of lightning
All Lightning Demons - hence the name	lightning spell (stream of lightning)
Magistrate (Mage)	charged bolt spell (multiple bolts of lightning)
Dreadjudge (Unique Mage)	charged bolt spell (multiple bolts of lightning)
Cabalist (Mage)	lightning spell (stream of lightning)
Vizier (Unique Mage)	lightning spell (stream of lightning)
FIRE	
Zhar the Mad (Unique Mage)	fireball spell (missile of fire)
Advocate (Mage)	fireball spell (missile of fire)
All Balrogs	inferno spell (short stream of fire)
Lazarus (Unique Mage)	fireball spell (missile of fire)
MAGIC	
All Succubus Demons	Blood Star spell/ magical damage
Blightfire (Unique Goatman) and followers	Blood Star spell/ magical damage
All Mages	Flash spell/ magical damage
All Spitting Terrors	Spitting, which does magical damage

3 **MAGICAL ITEM LISTS**

The following is a list of "adjectives" which are used to describe the various items in the game, as well an indication of the magic bonuses which such items grant. These tables are substantially complete and reflect ranges which I have personally confirmed. Where I have not yet determined the full extent of an item's effects, I have provided the range in [square brackets]. Rather than provide the list alphabetically, I have grouped items which have similar effects together:

+ Attributes	+ Strength	+Vitality	+Magic	+Dexterity
sky +1-3	strength +1-5	vitality +1-5	magic +1-5	dexterity +1-5
moon +4-7	might +6-10	zest +6-10	mind +6-10	skill +6-10
stars +8-11	power +11-15	vim +11-15	brilliance+11-15	accuracy +11-15
heavens +12-15	giants +16-20	vigor +16-20	sorcery +16-20	precision +16-20
zodiac +16-20	titans +21-30	life +21-30	wizardry+21-30	perfection +21-30

Resist Magic	Resist Fire	Resist Lightning	Resist All	Fast Attack
white +10-20	red +10-20	blue +10-20	topaz +10-15	readiness (quick)
pearl +21-30	crimson +21-40	azure +21-30	amber +16-20	swiftness (fast)
ivory +31-40	garnet +41-50	lapis +31-40	jade +21-30	speed (faster)
crystal +41-50	ruby +51-60	cobalt +41-50	obsidian +31-40	haste (fastest)

diamond +51-60		sapphire +51-60	emerald [+41-50]	
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+ Mana	+Hit Points	+Damage Points	-Damage Points	Hit Recovery
spider's +10-15	fox +10-15	quality +1-2	health -1	balance (fast)
raven's +15-20	jaguar +16-20	maiming +3-5	protection -2	stability (faster)
snake's +20-30	eagle +20-30	slaying +6-8	absorption -3	harmony (fastest)
serpent's +30-40	wolf +30-40	gore +9-12	deflection -4	blocking (fast block)
drake's +41-50	tiger +41-50	carnage +13-16	osmosis -5-6	
dragon's +51-60	lion +51-60			
	mammoth +61-80			
	whale +81-100			

Steals Mana	Steals Life	Increases Light	+ Spell Levels	Durability
bat -3%	leech -3%	light +20%	angel +1 lvls	Craftsmanship high
vampire -5%	blood -5%	radiance +40%	arch-angel +2 lvls	many high
				plenty high
				structure high
				sturdiness high
				ages indestructible

+Hit% / +Damage%	+ % to Hit	+% Damage	+% Armor
sharp +1-5/ +20-35	bronze +1-5	jagged +20-35	fine +20-30
fine +6-10/ +36-50	iron +6-10	deadly +36-50	strong +31-40
warrior's +11-15/ +51-65	steel +11-15	heavy +51-65	grand +41-55
soldier's +16-20/ +66-80	silver +16-20	vicious +66-80	valiant +56-70
lord's +21-30/ +81-95	gold +21-30	brutal +81-95	glorious +71-90
knight's +31-40/ +96-110	platinum +31-40	massive +96-110	blessed +91-110
master's +41-50/ +111-125	mithril +41-60	savage +111-125	saintly +111-130
champion's +51-75/ +126-150	meteoric +61-80	ruthless [+141-144]	awesome +131-150
king's +76-100/ +151-175	weird +81-100	merciless [+164-166]	holy +151-170
	strange +101-120		[godly [+171-200]

<i>Other Attributes (in alphabetical order)</i>	<i>Effect</i>
bashing	damages armor
bear	pushes target back
bountiful	extra charges
burning	fire damage (1-16)
fire	fire damage (1-3 prefix, 1-6 suffix)
flaming	fire damage (1-10 prefix, 2-20 suffix)
lightning	lightning damage (1-10 suffix, 2-20 prefix)
plentiful	extra charges
piercing	damages armor
puncturing	damages armor

shock	lightning damage (1-6)
shocking	lightning damage
thieves	absorbs half of trap damage
thorns	attacker takes 1-3 damage
thunder	lightning damage (1-20)

<i>Cursed Items (in alphabetical order)</i>	<i>Effect*</i>
bent	-62% damage
brass	-(1-5) to hit
clumsy	-(6 to 9) to hit, - (52 to 74)% damage
corruption	lose all mana
disease	-(1 to 5) vitality
dyslexia	-(1 to 5) magic
frog's	-(1 to 5) mana
fragility	decreased durability
frailty	-(6 to 10) strength
illness	-(6 to 10) vitality
night	-20% light radius
pit	-(1 to 5) to all attributes
paralysis	-6 dexterity
rusted	-28% armor
trouble	-(6 to 10) to all attributes
uselessness	-100% damage
vulnerable	97% armor
weak	-39% damage
weakness	-(1 to 5) str

* I have not attempted to extrapolate the full extent of the ranges for some of these cursed items (although the ranges are probably obvious), to avoid including any information which may turn out to be inaccurate.

<i>Unique Items (and type, where not obvious)</i>	<i>Magical Effects (ignores normal attributes of items)</i>
"Aguinara's Hatchet"	+10 magic, +1 spell level, +75% magic resistance
"Arkaine's Valor" (armor)	AC 25, +10 vital, -3 damage from enemies, fastest hit recovery
"Baranar's Star" (mace)	chance to hit +12%, +80% damage, quick attack, +4 to vitality, -4 dexterity
"The Bonesaw" (claymore)	+10 damage, strength and life, -5 dexterity, mana and magic
"Black Razor" (dagger)	+150% damage, +2 vitality
"Blackoak Bow"	+10 dexterity, vitality -10, damage +50%, -10% light, no requirements
"Blackoak Shield"	+10 dexterity, -10 vitality AC18, -10% light, high durability
"Bow of the Dead"	+10% to hit, +4% dexterity, -3 vitality, -20% light radius
"Butcher's Cleaver"	+10 Str, unusual damage, altered durability
"Celestial Axe"	+15% to hit, +15 hit points, -15 strength
"Celestial Star"	-8 to armor, +10 damage, +20 light radius
"Civerb's Cudgel"	+200% damage versus demons, -5 dexterity, -2 magic

"Constricting Ring"	+75% resist all, causes continuous damage when worn
"Cranium Basher"	+20 damage, +15 strength, mana -150, resist all +5%
"Defender" (sabre)	+5 vitality, -5% to hit
"Demonspike Coat" (armor)	AC 100, -6 damage from enemies, +10 strength, indestructible, resist fire +50%
"Doombringer" (sword)	+25% to hit, +250% damage, -5 all attributes, -25 hit points, -20% light radius
"Dragon's Breach" (shield)	armor 20, indestructible
"Eaglehorn" (bow)	+20 dexterity, +50% to hit, +100% damage, indestructible
"Empyrean Band" (ring)	+2 attributes, +20% light, fast hit recovery, absorbs 20% of trap damage
"Executioner's Blade"	+150% damage, -10 hit points, -10% light, high durability
"Flamedart" (bow)	fire hit 1-6, chance to hit +20%, resist fire +40%
"Fool's Crest" (crown)	-4 attributes, hit points +100, +6 damage from enemies, attacker takes 1-3
"Gibbous Moon" (sword)	+2 attributes, +25% damage, mana +15, -30 light
Gleamsong" (staff)	+25 mana, -3 strength, -3 vitality, 76 phasing charges
"Gnarled Root" (club)	+20% to hit, +300% damage, +10 dexterity, +5 magic, resist all +10%, armor-10
"Gotterdamerung" (crown)	+20 all attributes, Armor 60, -4 damage from enemies, all resistances=0, -40% light
"The Grandfather" (2 handed sword)	only requires one hand, +5 attributes, +20% to hit, +70% damage, +20 hit points
"Griswold's Edge" (sword)	Firehit 1-10, +25% to hit, fast attack, knocks target back, +20 mana, -20 life
"The Grizzly" (sword)	+20 strength, -5 vitality, +200% damage, knocks target back, high durability
"Hammer of Jholm"	+4% to hit damage, +15% to hit, +3 strength, indestructible
"Harlequin Crest" (crown)	Armor -3, -1 damage from enemies, +2 to all attributes, +7 mana and life
"Hellslayer" (axe)	+8 strength, +8 vitality, +100% damage, +25 life, -25 mana
"Holy Defender" (shield)	-2 damage from enemies, resist fire +20%, fast block, high durability
"Immolator" (staff)	resist fire +20%, firehit damage 4, mana +10, vitality -5, no requirements
"Inferno" (sword)	2-12 fire hit, +30% light, +20 mana, +75% resist fire
"Leather of Aut" (armor)	+5 strength, -5 magic, +5 dexterity, indestructible
"Lightforge" (helm)	+25% to hit, +150% damage, fire hit damage 10-20, +8 to all attributes, +40% light radius.
"Lightsabre" (sword)	+20% light, lightning damage 1-10, +20% to hit, +50% resist lightning
"Messerschmidt's Reaver	+200% damage, +15 damage, +5 all attributes, -50 hit points, 2-12 fire hit
"NAJ's Lightplate" (armor)	Armor 46, durability 7, no strength requirement, +5 magic, mana +20, resist all +20%, spells increased one level

"NAJ's Puzzler" (staff)	+20 magic, +10 dexterity, resist all +20%, 57 teleport charges, hit points -25
"Optic Amulet"	+20% light, resist lightning +20%, -1 damage from enemies, +5 magic
"The Protector" (short staff)	86 healing charges, +5 vitality, -5 damage from enemies, -5 damage from enemies, AC40, Attacker takes 1-3
"Rainbow Cloak"	Armor 10, +1 all attributes, resist all +10%, hit points +5, high durability
"Ring of Engagement"	-2 damage from enemies, attacker takes 1-3, Armor 5, damages target's armor
"Ring of Truth"	-1 damage from enemies, +10 resist all, +10 hit points
"Rod of Onan" (staff)	50 Golem charges, +100% damage, +5 to all attributes
"Royal Circlet" (helm)	+10 all attributes, +40 mana, AC 40, +10% light radius
"Scavenger's Carapace"	-15 damage from enemies, -9 AC, +5 dexterity, + resist lightning 40%
"Shadowhawk"	hit steals 5% life, +15% to hit, resist all +5%, -20% light
"Sparkling Mail" (attacking armor)	Armor 30, lightning hit 1-10
"Split Skull Shield"	AC 10, +10 hit points, +2 strength, -10 light, altered durability
"Stonecleaver"	+30 hit points, +20% to hit, +5% damage, +40% resist lightning
"Storm Shield"	40AC, +4 damage from enemies, +10 strength, fast block, indestructible
"Storm Spire" (staff)	+50% resist lightning, lightning hit damage 2-8, +10 strength, -10 to magic
"Thinking Cap"	Spells are increased 2 levels, mana +30, armor 4, resist all 20%, altered durability
"Thundercall" (staff)	chance to hit +35%, lightning damage 1-10, resist lightning +30%, +20% light
"Torn Flesh of Souls" (rags)	AC 8, +10 vitality, -1 damage from enemies, indestructible
"Undead Crown"	life stealing, armor 8
"Veil of Steel" (crown)	20% light, +50% resist all, +60% armor, mana -30, +15 str, +15 vitality
"Wicked Axe"	+30% to hit, +10 dexterity, -10 vitality, -2 damage from enemies
"Windforce" (bow)	+200% damage, pushes target back
"Wisdom's Wrap" (cloak)	+5 magic, +10 mana, -1 damage from enemies, +25% resist lightning
"Wizardspike" (dagger)	+15 magic, +35 mana, +25% to hit, resist all +15

4 ORDINARY ITEM LISTS

The following is a list of the various "non-magical" weapons and items of armor which can be found in the game. Although this list is substantially complete, some of the "armor values" will have to be adjusted once I have an opportunity to confirm the "ranges of protection" certain items grant.

<i>Swords</i>	<i>Damage</i>	<i>Durability</i>	<i>Requirements</i>
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Dagger	1-4	16	none
Sabre	1-8	45	17 str
Short Sword	2-6	24	18 str
Scimitar	3-7	28	23 str, 23 dex
Blade	3-8	30	25 str, 30 dex
Falchion	4-8	20	30 str
Long Sword	2-10	40	30 str, 30 dex
Claymore	1-12	36	35 str
Broad Sword	4-12	50	40 str
Bastard Sword	6-15	60	50 str
2-Handed Sword	8-16	75	65 str
Great Sword	10-20	100	75 str

<i>Bows</i>	<i>Damage</i>	<i>Durability</i>	<i>Requirements</i>
Short Bow	1-4	30	none
Long Bow	1-6	35	25 str, 30 dex
Hunter's Bow	2-5	40	20 str, 35 dex
Composite Bow	3-6	45	25 str, 40 dex
Short Battle Bow	3-7	45	30 str, 50 dex
Long Battle Bow	1-10	50	30 str, 60 dex
Short War Bow	4-8	58	35 str, 70 dex
Long War Bow	1-14	60	45 str, 80 dex

<i>Clubs/Blunt Weapons</i>	<i>Damage</i>	<i>Durability</i>	<i>Requirements</i>
Club	1-6	20	none
Spiked Club	3-6	20	18 str
Mace	1-8	32	16 str
Morning star	1-10	40	26 str
Flail	2-12	36	30 str
War Hammer	5-9	50	40 str
Maul	6-20	50	55 str

<i>Axes</i>	<i>Damage</i>	<i>Durability</i>	<i>Requirements</i>
Small Axe	2-10	24	none
Axe	4-12	32	22 str
Large Axe	6-16	40	30 str
Broad Axe	8-20	50	50 str
Battle Axe	10-25	60	65 str
Great Axe	12-30	75	80 str

<i>Staves</i>	<i>Damage</i>	<i>Durability</i>	<i>Requirements</i>
Short Staff	2-4	25	none
Long Staff	4-8	35	none
Composite Staff	5-10	45	none
Quarter Staff	6-12	55	20 str
War Staff	8-16	75	30 str

<i>Shields</i>	<i>Armor Protection</i>	<i>Durability</i>	<i>Requirements</i>
Buckler	1-5	16	none
Small Shield	3-8	24	25 str
Large Shield	5-10	32	40 str

Kite Shield	8-15	40	50 str
Gothic Shield	14-17	60	80 str
Tower Shield	17-20	50	60 str

<i>Helms</i>	<i>Armor Protection</i>	<i>Durability</i>	<i>Requirements</i>
Cap	1-3	15	none
Skull Cap	2-4	20	none
Helm	4-6	30	25 str
Full Helm	6-8	35	35 str
Crown	8-11	40	none
Great Helm	10-15	60	50 str

<i>Armor</i>	<i>Armor Protection</i>	<i>Durability</i>	<i>Requirements</i>
Rags	2-6	6	none
Cape	1-5	12	none
Cloak	3-7	18	none
Robe	4-7	24	none
Quilted Armor	7-10	30	none
Leather Armor	10-13	45	none
Hard Leather Armor	11-14	40	none
Studded Leather	15-17	45	20 str
Ring Mail	17-20	50	25 str
Chain Mail	19-22	55	30 str
Breast Plate	20-24	80	40 str
Scale Mail	23-28	60	35 str
Splint Mail	31-34	65	40 str
Field Plate	40-45	80	65 str
Plate Mail	42-50	75	60 str
Gothic Plate	50-60	100	80 str
Full Plate	63-75	90	90 str

5 **SHRINE LIST**

<i>Name of Shrine</i>	<i>Shrine Message and Effects</i>
Abandoned Shrine	"The hands of men may be guided by faith" +2 dexterity
Blood Fountain	[no quote is given] each drink restores +1 life
Cauldron	Random effect (and related quote)
Creepy Shrine	"Strength is bolstered by heavenly faith" +2 strength
Cryptic Shrine	"Arcane power brings destruction" casts Nova spell and restores mana
Divine Shrine	"Drink and be Refreshed" - Restores health/mana, gives two full potion rejuvenation, or one full potion of mana and one full potion of Life
Eerie Shrine	"Knowledge and wisdom at the cost of self" +2 magic
Eldritch Shrine	"Crimson and azure become like the sun" - all potions become rejuvenation potions
Enchanted Shrine	"Magic is not always what it seems" lose 1 spell lvl for 1 spell, all other know spells gain 1 lvl
Fascinating Shrine	"Intensity comes at the cost of wisdom" - lose

	mana, gain firebolt spell levels if not already maxed out at 15th level
Fountain of Tears	[no quote is given] -1 to one attribute, +1 to another
Glimmering Shrine	"Mysteries are revealed in the light of reason" - identifies all items in inventory
Goat Shrine	Random effect (and related quote)
Gloomy Shrine	"Those who defend seldom attack" -1 max damage to all weapons,+2 to armor items
Hidden Shrine	"New strength is forged through destruction" one item in inventory -10 durability, all others +10 durability
Holy Shrine	"Where ever you go, there you are" phases you to random location of currently explored level
Imposing Shrine	["A surge of blood interrupts your thoughts" +2 Dexterity.]
Magical Shrine	"While the spirit is vigilant the body shines" casts mana shield
Murkey Pool	[no quote is given] casts infravision
Mystic Shrine	"Your skills increase, but at a price" lose all gold in inventory except one, gain experience points
Mysterious Shrine	"Some are weakened while one grows strong" +5 to one attribute, -1 to others
Ornate Shrine	"Salvation comes at the cost of Wisdom" lose mana, gain Holy Bolt levels if not already maxed out at level 15
Purifying Spring	[no quote is given] restores one mana point per drink
Quiet Shrine	"The essence of life flows from within" +2 vitality
Religious Shrine	"Time cannot diminish the power of steel" restores all items to full durability
Sacred Shrine	"Energy comes at the cost of wisdom" lose mana, gain levels of charged bolt if not already maxed out at level 15
Secluded Shrine	"The way is made clear when viewed from above" - gives map of current level
Spiritual Shrine	"Riches abound when least expected" - gives a small amount of gold to each open spot in your inventory
Spooky Shrine (multi)	"Where avarice fails, patience brings reward" (user), "Blessed by a benevolent companion" - all other players get hit points restored
Stone Shrine	"The Power of mana refocused renews" - restores charges in staves
Tainted (multi)	"Those who are last may yet be first" (user), "Generosity brings its own reward", User gets a random +1 stat, other players get -1 to all attributes
Thaumaturgic Shrine	"What was once opened is now closed" re-fills chests on current level
Weird Shrine	"The sword of justice is quick and sharp" +1 damage to all weapons in inventory

The following is a list of the books in the game, as well as the purpose, if any, of the book:

<i>Name of Book</i>	<i>Purpose</i>
Ancient Tome	Arcane knowledge gained - gain Guardian Spell
Binding of the Three	Provides background to the binding of Baal, Mephisto and Diablo
The Black King	Provides background to Lazarus' abduction of Prince Albrecht
Book of the Blind	Initiates "Halls of Blind" quest
Book of Blood	Initiates "Valor" quest
Book of Vileness	Teleports you within Lazarus' unholy altar
The Dark Exile	Provides a history of the exiling of Baal, Diablo and Mephisto
Fungal Tome	Initiates "Black Mushroom" quest when given to Adria
The Great Conflict	Provides an introduction to the war between the heavens and hells
Library Book	Scroll or Spell book
Mythical Book	Initiates "Chamber of Bone" quest
The Realms Beyond	Provides an introduction to the awakening of Diablo and the Sin War.
Skeleton Tome	Scroll or Spell book
The Sin War	Provides an introduction to the demons' war on earth
Steel Tome	Initiates "Warlord of Blood" quest
The Tale of the Horadrim	Provides a history of the Horadrim
Tale of the Three	Provides more history on Baal, Mephisto and Diablo
The Wages of Sin are War	Provides additional history of the Demons' war on earth

7 CHARACTER CLASSES/ATTRIBUTES AND LEVELS

I may add more to this section in a future revision of this guide, but for now here's a chart summarizing the attribute maximums (without the assistance of magical items) for the three character classes, and an indication of the different benefits each class gains with each new experience level:

Class	Max Strength	Max Magic	Max Dexterity	Max Vitality	Effect of Level
Warrior	250	50	60	100	+2 life, +1 mana
Rogue	55	70	250	80	+2 life, +2 mana
Sorcerer	45	250	85	80	+1 life, +2 mana

In addition, a Warrior will gain +2 Life points for every +1 increase in Vitality, while a Rogue or Sorcerer will only gain +1 Life for every +1 increase in Vitality. A Sorcerer will gain +2 Mana points for every +1 increase to Magic, while a Rogue or Warrior will only gain +1 Mana for every +1 increase in Magic. As indicated in part 3 of this Information Guide, an increase in a character's level will also increase the amount of damage certain spells inflict. **Note that the effect of additional Magic or Vitality on a Rogue character varies depending upon if the additional attributes arise due to items or due to additional points allocated in connection with a character's level increase. In the context of gaining a character**

level, a Rogue will gain an additional Mana point for each additional Magic Point and an additional Life point for each additional Vitality Point. However, items will grant the Rogue 1.5 Mana points or 1.5 Life points for each additional Magic point or Vitality point, respectively. This inconsistency may have arisen as a result of last minute tweaking of the character classes by Blizzard.

Each class also has certain abilities which it does better than the other classes, and a unique ability spell. The only unique ability spell of real value is the rogue's which allows her to detect traps. The sorcerer's ability (to recharge staves) and the warrior's ability (to repair items) should each only be relied upon in emergency situations as any item which one of these abilities is used upon will be weakened. Warriors swing weapons faster than any class, Rogues fire arrows faster than any class, Sorcerers cast spells faster than any class.

For every +2 increase in Dexterity, a character's % to hit will increase by one, and for every +5 increase in Dexterity, a character's armor class will increase by one. Increasing strength will also increase the amount of damage caused by a character's attack.

8 QUEST LIST AND WALKTHROUGHS

The following is a list of the quests in the game, as well as the manner in which each quest is started, the level upon which the quest can be solved, and the reward for completing the quest.

<i>Name of Quest</i>	<i>Initiated By</i>	<i>Level of Solution</i>	<i>Reward</i>
The Butcher	wounded townsman	2	Butcher's Cleaver*
Poisoned Water Supply	Pepin	2 (mini level)	Ring of Truth
Skeleton King Leoric	Ogden	3 (mini level)	Undead Crown*
Tavern Sign	Ogden	4	Harlequin Crest (if returned)
Gharbad the Weak	Gharbad	4	Magic Item
The Magic Rock	Griswold	5	Empyrean Band
Valor	Book	5	Arkaines' Valor (Armor)
Chamber of Bone	Book	6 (mini level)	Guardian Spell, magic items
Halls of the Blind	Book	7	Optic Amulet
Zhar the Mad	Zhar	8	Books, magic item
Black Mushroom	Adria (fungal tome)	9	Elixir (+3 all attributes)
Anvil of Fury	Griswold	10	Griswold's Edge
Warlord of Blood	Book	13	Magical armor (2) Magical weapons (4) (plus magic item)
Lachdanan	Lachdanan	15	Veil of Steel
Lazarus	Cain (Staff of Lazarus)	15 (mini level)	Magic items
Diablo	Cain (death of Lazarus)	16	End Game

* In the multiplayer version of the game, you will not receive the Butcher's Cleaver or the Undead Crown from the Butcher or the Skeleton King, respectively, but will instead receive a random magic item.

SOLUTIONS TO THE QUESTS:

Note that in any one single player game, you will NOT receive all of these quests, as quest allocation is random (except for Lazarus and Diablo, which appear in every game). In a multiplayer game, the only quests which you will receive are the following: The Butcher, The Skeleton King, Lazarus, and Diablo,

which appear in every multiplayer game. Some of the quests available in the multiplayer game are presented in a different manner than the same quests in the single player game.

1 **The Butcher** - A tough quest early in the game. His lair is a square room on the second floor of the dungeon which will be easily recognizable because of all of the bodies on stakes inside the room. If you can afford, and are capable of casting, Stone Curse, this quest is very easy - cast it and chop away until he's history. But very few players will be able to cast Stone Curse early in the game, and unless you have very fast dexterity or an item which gives you a magically "fast attack", or "fast recovery", it is difficult to go toe-to-toe with the Butcher. A "bear" weapon (which forces him back) makes it possible to take him head on. A better plan, however, is to open the door to his lair, wait until he announces "fresh meat", and then flee to any nearby location (and it helps to map out an escape route first!) with a door and a chain link wall. Go through the door and shut it before the Butcher follows you. He won't be able to follow you through the door, and you'll be able to hit him with arrows and spells until he finally goes down (which may take a while). You can greatly speed up this process if you are capable of casting "Firewall" - you can cast it right through the grate where the Butcher is standing and he will gleefully wait around until he fries. If you happen to replay a dungeon with an advanced character and you're capable of casting "Golem" - do so, it's more than a little amusing to watch the golem take about two seconds to plow through the Butcher. The Butcher's weapon makes a nice weapon for a relatively low-level character, although it is prone to break easily.

Monsters: The Butcher (and any nearby monsters on level two which you haven't cleared out yet)

Reward: The Butcher's Cleaver (single player game) or random magic item (multiplayer game) from the Butcher's body.

2 **Poisoned Water Supply** - You'll know if you have this quest in your game by checking the color of the water in the fountain in the middle of the town (near Cain). If the water is brown, as opposed to its normal blue, you'll have this quest on the second level. If you talk to Pepin (the healer) in town after you start the first level, he will give you this quest. If you don't happen to notice the color of the water in the town fountain, you'll still be able to tell that this quest is in your game if, during your exploration of the second level, you run into a crack in the wall which is surrounded by candles (described as "to a dark passage"). If you haven't already initiated the quest by talking to Pepin, return to town and do so prior to exploring through the opening (not necessary to complete the quest, but will provide you with more of the story line). The opening will take you to a separate 'mini-level', which you'll have to clear out of monsters in order to solve this quest. On this quest you'll likely meet your first 'goatmen' (flesh clan, the easiest), and a bunch of 'fallen one' types, Devil Kins with swords and Carvers with spears. Once you kill all of the monsters, the waters in the mini-level will clear and you'll have completed this quest. Don't forget to return to Pepin to obtain your reward - the Ring of Truth.

Monsters: Carvers (with spears) [22], Devil Kin (with swords) [11], Flesh Clan Archer [1], Flesh Clan [4].

Reward: Ring of Truth from Pepin

3 **Skeleton King Leoric** - This quest is different in the single player game compared to the version in the multiplayer game. Ogden will initiate this quest which, like the Poisoned Water quest, also occurs in a separate 'mini-level', this time off level 3. There is a separate entrance to the Skeleton King's Lair, and by moving your mouse over any staircase you encounter on the third level you can check if it leads to Leoric's lair. Once in Leoric's lair, take it slowly, and gradually pick off his skeleton army without getting too many on the screen at once, to avoid them overwhelming you. Use "Holy Bolt" as much as you can. If you engage in hand to hand combat, try to use a 'blunt' weapon, like a club, mace or staff, instead of a cutting weapon, like a sword. You may meet your first skeleton archers on this quest. Avoid advancing too far into a room in order to avoid being caught in a crossfire. The Skeleton King is straight left (NE), look for the glow he creates. As with the Butcher, Stone Curse is once again the easiest way to defeat your enemy - cast it when he gets close and attack him while he's vulnerable. Holy Bolt spells also work very

well against the Skeleton King. It's probably not wise to fight him in hand to hand unless you have high dexterity, a "bear" weapon, or an item which allows you to "fast attack" or "fast recovery". If he gets near you, you can run away from him - although he may chase you for a while, eventually he'll veer off. He also has the nasty habit of raising the skeletons which you've already killed, so try and take him out quickly. Once you've killed him, pick up the undead crown (a great item for fighters), and don't forget to "click" on the crosses in each of the corners - they'll open up a secret room with more magic items.

Monsters: A large variety of skeleton and skeleton archers, including Burning Dead and Corpse Bows. Skeleton King

Reward: Undead Crown from Skeleton King. Additional magic items from the secret room opened by "attacking" the four crosses in Leoric's lair.

4 **Tavern Sign** - Ogden also initiates this quest, if you talk to him after clearing a couple of levels in the dungeon. You'll know if you get this quest in your game because you won't be able to get down to the 5th level until you solve it. The sign is guarded in a room by "Overlords", and it'll be the first time you meet these big guys. They aren't too difficult, especially if you have some spells (they have no immunities or resistances). You won't be able to open the chest in their lair until you talk to "Snotspill", a "fallen one" leader, who is on the other side of the room with the Overlords (hey, if you find Snotspill first, now you know where the sign is). He'll tell you to go get the sign for him. Once you talk to him, if you haven't already spoken to Ogden to initiate the quest, return to town to do so now. Once back in the dungeon, go and get the sign from the lair of the Overlords. DO NOT give it to Snotspill, instead return it to Ogden in town, and he'll give you the Harlequin Crest. Then go back into the dungeon and return to Snotspill, who will attack you immediately, and he'll have lots of "Dark Ones" to help him. Firewall works wonders here. If you can't cast Firewall, wait outside the door and pick off Snotspill and his friends one at a time - don't let them get through the door and surround you.

Monsters: Dark Ones (with swords) [20], Overlords [5], Snotspill

Reward: Harlequin Crest from Ogden upon returning the shrine. A randomly determined magic item from Snotspill's body. Access to the fifth level of the dungeon.

5 **Gharbad the Weak** - When you first encounter this Goatman, you probably won't even realize that he is a quest, and you'll likely try and attack him. You can't hurt him, so once you clear out any monsters near him, click on him to initiate a conversation. He'll plead with you not to kill him - you can't anyway, so leave the room. You'll have to leave and return to the room several times in order to complete this quest, but there is no time limit, so you can explore at your leisure and return when you want. The first time you return he will give you a magic item, which may or may not be useful to you. The second time you return he will tell you that he isn't quite finished making you another item. Finally, the third time you return, Gharbad will decide that the item he has made is "too good for you", and he'll attack immediately. Gharbad the Weak lives up to his name, however, so you shouldn't have much difficulty killing him in any number of imaginative ways. You'll receive the item he made once you kill him.

Monsters: Just poor old Gharbad (unless you haven't cleared out the monsters on the 4th level near him)

Reward: A magic item from Gharbad the second time you speak to him and an additional magic item from his body.

6 **The Magic Rock** - Griswold will initiate this quest by telling you of a caravan that passed through the town some time ago. There's not much to this quest, you'll find the rock on a pedestal on level 5. Take your time in getting to it, as it is usually surrounded by a fair number of monsters. Return it to Griswold, who will give you the Emyrean Band. If you find the rock before you've talked to Griswold, take it anyway, but drop it in town before you talk to him, then pick it up again and complete the quest (this strategy also works for the Tavern Sign quest discussed above).

Monsters: Randomly determined monsters on the 5th level of the dungeon

Reward: Empyrean Band from Griswold for returning the rock.

7 **Valor** - This quest is initiated by reading the Book of Blood on level 5. You'll be able to complete this quest in the same room as you find the book, but you may want to drop back into town in order to see what the townsfolk have to say about the quest first (see Farnham, in particular, for a few laughs). Once you go through the room with the book, you'll see a blood stone on the floor. Pick it up and click on the pedestal which is also in the room. There are some Horned Demons in this room, so look out for their charges, you can normally hear them picking up speed. If you dodge them they will ram into walls (they can't stop their charges), which will leave them momentarily helpless. Try to take them out at a distance with spells or a bow. Once you place the first bloodstone on the pedestal, you will open another door to the north, opening an attached chamber. There are more monsters and a second blood stone in that room. Take the second blood stone and click on the pedestal again (back in the first room), which will open up a third, attached chamber, where you can find the final bloodstone. Using the last bloodstone on the pedestal, you will open the chamber to the Arkaine's Valor armor.

Monsters: Horned Demons [8]

Reward: Arkaine's Valor Armor in the room of Valor.

8 **Chamber of Bone** - This quest is initiated by reading the Mythical Book, on level 6. Once you've read the book (and for those of you who are impatient, you don't have to listen to all of it, just hit the "escape" key to close the book), a staircase will be available on the 6th level to take you to another "mini-level", the Chamber of Bone. You will likely meet both Horned Demons (if you didn't get the Valor quest) and Unseen for the first time on this quest. There are three passageways - the ones on the left and the right lead to levers and are guarded by Horned Demons (see the Valor quest for combat tips). The center passageway leads to the chamber of bone which, as the name implies, is heavily populated with skeletons. Firewall works great here, as all of the skeletons are crammed in a relatively small area. 4-5 firewalls can fill the entire room, quickly exterminating the skeletons and the Hidden (who are hiding!). There are a few more Horned Demons through the skeleton room, and a book in the middle of the room. If you charge and get the book, you will receive the "Guardian" spell, and a three headed dragon will appear out of the ground, and it will blast any remaining monsters in the room. Once you read the book the quest will be completed, but make sure you explore the two "secret" rooms on the right hand passageway (they are opened by the two levers). Each of the secret rooms contains more hidden and skeletons, and also a chest with several items, all magical.

Monsters: Horror Captains [45], Horned Demons [9], Unseen [12]

Reward: Guardian Spell from reading the Ancient Tome, 3 randomly determined magic items from each of the quests in the two rooms opened by the levers.

9 **Halls of the Blind** - This quest, like the Valor and Chamber of Bone quests, is also initiated by a book (see how important my book summary in part 6 of this Information Guide is...), this time appropriately called the "Book of the Blind", which will be found on level 7 if you get this quest. The Halls of the Blind is a tilted "figure-eight" shaped room, with a door on each of the north and south sides. You'll find the yellow "Illusion Weavers" in the room, and they are fairly tough, but can be taken out by spells (lightning preferably, as they are resistant to magic and fire), or in hand to hand. They are fairly easy to run from if you get in over your head. Inside the Halls of the Blind room, there will be two small rooms. Both contain more Illusion Weavers, so don't open them until you clear out the ones already in the main room. The small room to the North contains the "Optic Amulet". Once you take the Optic Amulet, you will solve the quest.

Monsters: Illusion Weavers [17]

Reward: Optic Amulet in the small room at the top of the "figure eight" shaped room.

10 **Zhar the Mad** - This non-player character is found on level 8, in a room with some books and scrolls on pedestals and a bookcase. Talk to him first in order to initiate the quest, as he will give you a free magic book. You can freely take the items off of the pedestals, but as soon as you touch the bookcase he will admonish you and attack. Stone Curse will take him out in seconds. Spells are generally the best way to take him out, as he will teleport when you try to engage him in hand to hand combat.

Monsters: Zhar the Mad

Reward: Books or scrolls from the pedestals, a book from the bookcase and a randomly determined magic item from Zhar's body ("I'm sorry, did I break your concentration").

11 **Black Mushroom** - In order to initiate this quest, you'll have to find the Fungal Tome, which can be found on level 9 if this quest is present in your game. Take the Fungal Tome to Adria, the witch (there is no other use for the book). She'll tell you to go get a "demon's brain", for Pepin the healer. Talk to the healer to get additional information. The first monster you kill after speaking to Adria will release the "demon's brain" (that monster doesn't have to be labeled a "demon"). Many people complain about missing the brain, because it is quite small and in the caves it is easy to lose an item behind a wall. Return the brain to Pepin, who will give you an elixir for Adria. Take the elixir to Adria, who will tell you to keep the elixir for yourself. Use it and you will gain +3 points to each of your attributes. In the initial release of Diablo, there is a bug which may prevent you from using this potion if you don't use it right away, so be sure to gulp it down immediately. A demon's brain never tasted so good....

Monsters: Just the randomly determined monsters on the 9th level of dungeon (and deeper if you don't take the Fungal Tome to Adria until later).

Reward: Elixir from Adria (actually Pepin, but take it to Adria before trying to use it).

12 **Anvil of Fury** - This is another quest which people often have difficulty completing, but it actually is fairly easy. Griswold will initiate this quest by telling you about the mighty Anvil of Fury. The Anvil itself can be found on level 10, but it is on a peninsula surrounded by lava, and well guarded by monsters (including Night Clan Archers and Obsidian Lords). Take your time and gradually clear out the monsters prior to trying to get to the Anvil - identify the weaknesses of the monsters by looking at my charts in Part 1 of this Information Guide. The Anvil is actually quite small and easy to miss, but most people miss the Anvil because they explore the "Caves" by patrolling around the edges, picking off targets of opportunity. The lava pool is closer to the center. Return the Anvil to Griswold in order to receive "Griswold's Edge", a pretty good weapon.

Monsters: Night Clan Archers [8], Obsidian Lords [10]

Reward: Griswold's Edge from Griswold after returning the Anvil.

13 **Warlord of Blood** - Yet another quest initiated by a book, this time the Steel Tome, which is found on level 13. You'll know if you have this quest in your game, because you will be unable to get to the stairs leading to level 14 until you read the Steel Tome. The Warlord and his henchmen are pretty tough, but vulnerable to Stone Curse if you can get them to follow you so that you can face them one at a time. His henchmen are Steel Lords, and therefore vulnerable to lightning. Or just swing and chop, but try to avoid being surrounded by fleeing if necessary. A defensive spell like Mana Shield also comes in handy. After you have disposed of the Warlord and his men, you will be able to loot his treasure, which includes 2 sets of magical armor and 4 magic weapons. Not bad. He won't be needing them anymore anyway....

Monsters: Steel Lords [many], Warlord of Blood

Reward: Magic Armor [2] and Magic Weapons [4] in the Warlord's Lair, another magic item from the Warlord's body, access to the 14th level.

14 **Lachdanan** - Lachdanan himself will initiate this quest, and he can be found standing still on level 14. He is a Blood Knight, so your first instinct will likely be to attack him, which is fruitless. He'll ask you to get the Golden Elixir, which you will find in the center of a room on level 15. When you find it, return it to Lachdanan (don't worry, he won't attack), and he'll give you the Veil of Steel in exchange for it - and a merciful death.

Monsters: Blood Knights will always be on level 14 if this quest is present in your game, plus additional randomly determined monsters on the 14th and 15th level

Reward: Veil of Steel from Lachdanan after returning the Golden Elixir.

15 **Lazarus** - Getting close now...In order to initiate this quest, you will first have to find the "Staff of Lazarus", which is an unusable item found on level 15, near a strange contraption. Once you have the staff, you'll have to show it to Cain in town in order to start the quest. Once you speak to Cain, there will be a red portal available on level 15, which will take you to another "mini-level". Lazarus' lair is populated with Succubus type monsters, as well as mages. Take your time, the narrow corridors make it easy to avoid being surrounded. Use Stone Curse or other offensive spells such as Fireball. Clear out as much as you can without reading the "Books of Vileness" (there are two books on opposite sides of this mini-level). There are a number of Hellspawn initially trapped in cages - ripe for a nice Firewall spell. In order to read the Books of Vileness, you have to be standing on the teleport pad nearby (which will light up). You will be teleported into an area with more Hellspawns, which will be again be vulnerable to Firewall. You'll have to read the second Book of Vileness as well, and then return to the beginning of the level to step on a teleport to Lazarus himself. Lazarus surrounds himself with Hellspawns (hmmm....), including two "leaders", "Blackjade" and "Red Vex" - flee to the north or south passageways in order to avoid being surrounded immediately, and then pick off the Hellspawns when they follow you. Lazarus will not chase you. Once you have gotten rid of his guards, Lazarus is quite easy to take out with Stone Curse. He is difficult to engage in hand to hand with, because he will use "Flash" spells and teleport. You're likely to have better success with ranged weapons or spells. After you kill Lazarus, return through the red portal, which will have reappeared, and return to town to talk to Cain, in order to initiate the final quest.....

Monsters: Hellspawn [many], Advocates [6], Lazarus

Reward: A randomly determined magic item from each of Lazarus, Red Vex and Blackjade.
Access to Diablo.

16 **Diablo** - Diablo is initially trapped in a room, so be sure to take out all of the other monster on this rather small level prior to pressing all of the levers which allow him out. This level is essentially 4 large areas, connected by a passageway in the middle. There will be lots of Blood Knights and Advocates. Mana Shield is a must for this level, particularly if you are a mage, and lots of Mana potions come in handy. If you can cast Golem, try and use one against the mages, but realize that the Golem won't last long against the Blood Knights on the level. To help your Golem, cast Stone Curse on enemies near the Golem and watch him shatter them. Three of the four main areas contain levers (2 in one area), and the fourth area contains Diablo and yet more minions. The area with the 2 levers will open Diablo's chamber, so leave it until you have cleared out the other areas. When you finally do let Diablo out, you may want to get him to chase you into one of the other cleared out areas (preferably on the other side of the level). He tends to get lost following you, so you should be able to sneak back to finish off his minions (for extra experience points). Diablo casts Apocalypse spells, which are quite dangerous, so keep an eye on your hit point level or, if you are using a Mana Shield, your mana level. If you are luring him away, zigzagging will allow you to dodge his spells. Unfortunately, Stone Curse will not work on Diablo. I found that the best way to take him out was actually to go head to head with him, keeping Mana Shield up and using spells from a staff (like Fireball or Lightning), and chopping away. Diablo appears to be vulnerable to all types of spells, including Holy Bolt, but excluding Stone Curse, as discussed above. Ah, he was a wimp after all.....

Monsters: Blood Knights [many], Advocates [many], Black Knight [1], Sir Gorash, Diablo

Reward: A magic item from Sir Gorash. End game for killing Diablo.

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HISTORY OF REVISIONS SINCE VERSION 1.2

Changes Between Version 1.2 to 1.3

- Moved "blocking" item under "Hit Recovery" table, Added the effects of increasing Mana Shield levels.

Changes Between Version 1.3 to 1.4

- Added the level maximums, and a short section on character classes (Part 7)
- Moved "flesh clan" and "flesh clan archers" from lvl 3 to lvl 2.
- Added *Blighthorn Steelmace as unique monsters
- Adjusted the ranges for "deadly" and "heavy" items
- Added "night", "pit" and "useless" to the cursed items list
- Added +10 hit points to the description of "Ring of Truth"
- Changed the range for "large shield" from 8-10 to 5-10
- Added the Tower Shield to the list of shields
- Tweaked the range for "Plate" items
- Removed the description of the negative effect associated with "Eerie shrines", I now believe there is no negative effect.
- Added a description of the bug associated with the "Black Mushroom" quest, which prevents you from using the elixir unless it is used relatively quickly after completing the quest.

Changes Between Version 1.4 to 1.5

General Changes:

- Converted the Information Guide/FAQ to a Word 6.0 document, converted most of the information to formal tables.

Changes to Part 1:

- Added additional commentary re: Hit Points of monsters on other skill levels and formulas for calculating hit points on other skill levels.
- Added the following monsters to Part 1: *Boneripper, *Bladeskin the Slasher, *Breakspine, *Viletouch.
- Added the "charging" special ability to Deathshade Fleshmaul.
- Added *Deadeye's immunities
- Deleted duplicate entry for Death Spit (was on level 6 and 8)
- Fixed reference to "Stalkers".
- Moved Toad Demons to lvl 8, Brokenstorm and Mud Runners to lvl 9, Slayers to lvl 10, Black Knight to lvl 16.
- Added immunities for Bloodlust.
- Added Diablo's ability to cast Apocalypse.
- Made related changes to the list of monsters by type, fixed a typo in *Plague wrath.
- Added a Monster chart solely dealing with unique monsters.

Changes to Part 2:

- Added additional commentary, and several new spell casting tips. Also amended some of the existing tips.

Changes to Part 3:

- Changed +Mana, + Hit points low end to 10 instead of 11.
- Added the following item attributes: absorption, slaughter, jagged, silver (deleted from previous version), strange, plenty, thorns, rusted, vulnerable.
- Added Dragon's Breach as a unique item, amended Shadowhawk disclosure, deleted Staff of Onan (red herring of mine, hehe).

Changes to Part 4:

- Changed the ranges for the following items: Gothic Shield, Breast Plate, Scale Mail, Splint Mail, Field Mail, Plate Mail and Full Plate.

Changes to Part 5:

- Minor fixes, deleted some information I was previously provided but was unable to verify.
- Added quotes for Tainted Shrine, Ornate Shrine, Mystic Shrine and Spooky Shrine/

Changes to Part 7:

- Added a significant amount of commentary re: effects of leveling, etc.

Changes to Part 8:

- Added a full list of the monsters associated with each quest, as well as a more detailed description of how to obtain quest magic items.
- Revised the wording (minor tweaks mainly) on virtually all of the quests

Changes Between Version 1.5 to 1.6

- Part 1: amended attributes of blink (lvl 3) to highlight teleport ability
- Part 2: added spell casting tip re: Golem control (unintentionally omitted previously)
- Part 3: added “emerald” items to “resist all”(41-50), but haven’t confirmed outside range.
 added the following cursed items: brass, fragility, weak, weakness
 added the following unique items: Inferno, The Grandfather, Leather of Aut, and Windforce

Changes Between Version 1.6 to 1.7

General Changes:

- Added “Diablo” style font to headings - must have font in order to be able to view such type.
- Added page numbers (probably the most requested change).
- Put almost all of the information in tables (other than ordinary items and books)

Changes to Part 1(a):

- Added the hit points of all of the monsters for all skill levels (Big Change)
- Revised wording in the 2 paragraphs above the chart
- Added resistances of Bladeskin the Slasher, immunities of Boneripper
- Added “Goretongue” (was already part of 1(b)) (lvl 3)
- Added “Madeye the Dead” (lvl 4)
- Moved Burning Dead to lvl 2 from 3, moved Stalker from 7 to 5, moved Frost Charger from 10 to 9, Moved Flayed One from 11 to 10, soul burner from 15 to 14
- Added Blackskull (lvl 14)
- Added resistance of Gorestone (lvl 7)
- Added “rapid fire attack” to Chaos Howler (lvl 8) - already part of 1(c)
- Added Blood star attack to Soul Burner
- Added resistances and immunities of Diablo (yes, that means I killed him 15 times)
- Noted which unique monsters only appear in the single player version of the game.
- Removed Butcher’s Cleaver and Undead Crown under Butcher and Skeleton King, respectively.
- Fixed typo to Sir Gorash’s name (lvl 16) - arises several other places in Guide as well.

Changes to Part 1(b):

- Reordered certain types of monsters so that they were organized from weak - strong.

- Added Vortex Lord (left off previous version), corrected error which indicated Blood Claw (gargoyle) was unique
- Added Madeye the Dead and Blackskull

Changes to Part 1(c):

- Made minor changes to identities of followers of Brokenhead Bangshield (3), Shadowcrow (5), Bloodgutter (6), Blighthorn Steelmace (7), Firewound the Grim (8),
- Added Goretonge, Madeye, Blackskull
- Added ability of Blighthorn Steelmace, NPC status of Warlord of Blood

Changes to Part 2:

- Reorganized Chart on Resistances/Immunities

Changes to Part 3:

- Added the following unique items: Celestial Axe, Flamedart, Eaglehorn, Aguinara's Hatchet, Scavenger Carapace, The Protector, Blackoak Shield, Sparkling Mail
- Fixed various ranges on cursed items and added the following items: Dyslexia, Frog's, Frailty, Bent.
- Fixed typos to Arkaine's Valor, Gibbous Moon, Hammer of Jholm, Harlequin Crest
- Added effects to Hammer of Jholm, Wizard's Wrap, Wizardspike

Changes to Part 4:

- Added quarter staff.
- Amended ranges for Tower Shield, Plate Mail and Gothic Plate.

Changes to Part 5:

- Fixed typo to Thaumaturgic Shrine name.

Changes to Part 7:

- Added clarification of effect of additional Vitality/Magic on Life/Mana for Rogues - pointed out inconsistency between items/leveling.

Changes to Part 8:

- Fixed typo to Empyrean Band.

Changes Between Version 1.7 and 1.8:

- Part 1(a): lvl 3 - fixed a typographical error to "El Chupacabras's" name (formerly misspelled "Ed", instead of "EL" (same error occurs in section 1(c))
- Part 3(unique items): Added the following unique items: Holy Defender, Naj's Puzzler, Doombringer, Lightforge, Celestial Star,

Changes Between Version 1.8 and 1.9:

General Changes: Fixed a variety of typos, mainly in spellings of unique items or monsters.

- Part 1(a): level 16, added stats for "Black Knights";
- Part 2: Added a Spell Casting Tip to the very beginning of the List regarding the fact that Blood Star and Bone Spirit cost Life Points in addition to Mana points;

- Part 3: (cursed items), fixed typo in “frailty” (formerly spelled fraility), adjusted the ranges for “clumsy” items, added “corruption”
 (unique items): Added the following items: Defender, Hellslayer, Royal Circlet, The Grizzly, Lightsabre, changed Ring of engagement attributes to -2 damage from enemies, fixed spacing errors in Griswold’s Edge and The Grandfather which had their descriptions on the wrong side of the chart (i.e. 2-handed sword);
 (other attributes): Added “thorn” items.
- Part 4: Put ordinary item lists in table form.
- Part 6: Put Book List in Chart.
- Part 7: Added a sentence to the end of the second paragraph under the chart to explain class differences regarding spell casting, using bows and weapons.