

THE OFFICIAL STRATEGY GUIDE

DIABLO™

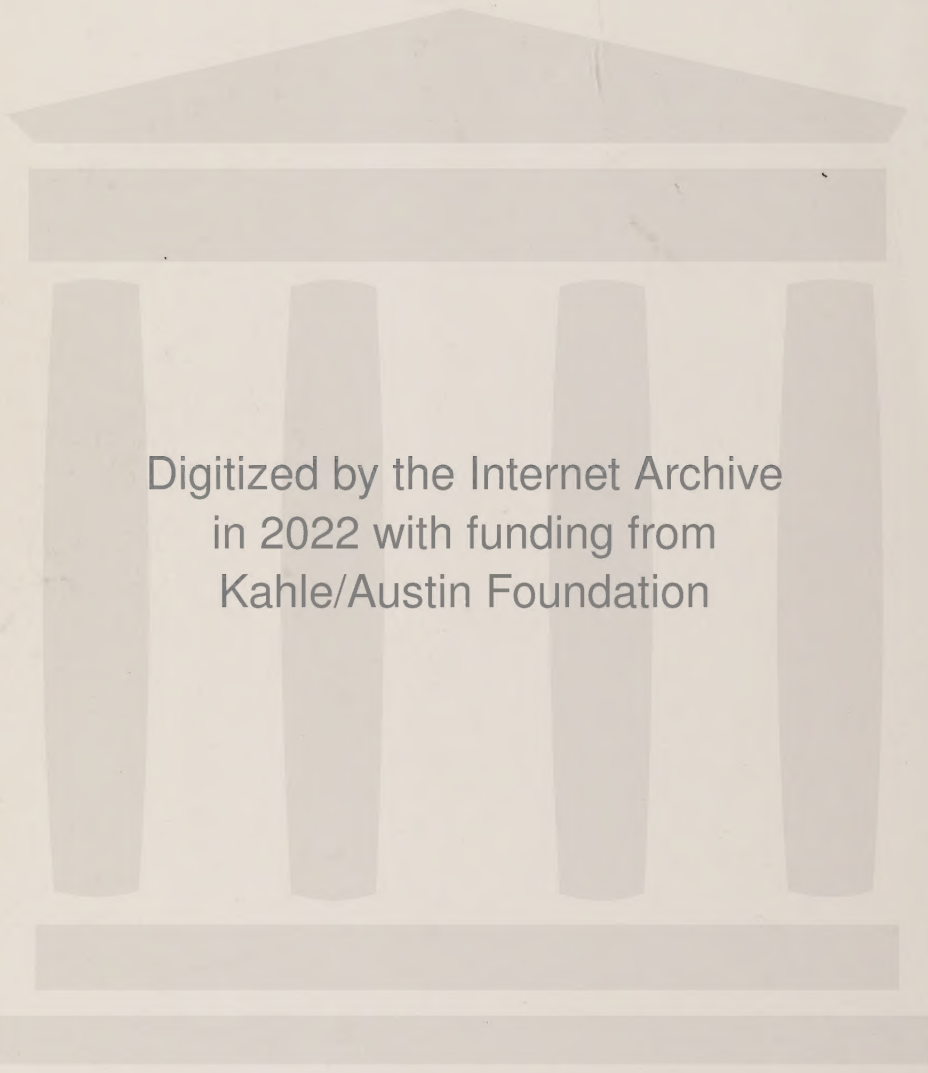
**Battle.net &
Advanced Strategies**

MARK WALKER



**ONLY FOR
SERIOUS
PLAYERS!**

194 8/01 5/03

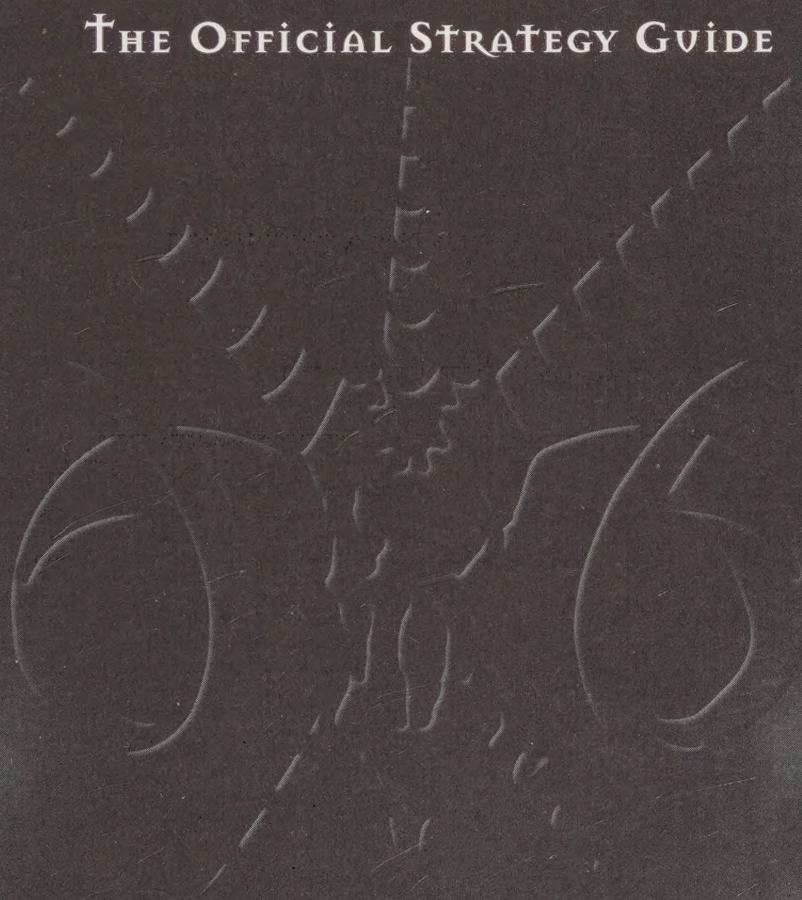


Digitized by the Internet Archive
in 2022 with funding from
Kahle/Austin Foundation

<https://archive.org/details/diablo battleneta0000walk>

DIABLO™

BATTLE.NET & ADVANCED STRATEGIES
THE OFFICIAL STRATEGY GUIDE



NOW AVAILABLE FROM PRIMA

Computer Game Books

1942: The Pacific Air War—The Official Strategy Guide
The 11th Hour: The Official Strategy Guide
The 7th Guest: The Official Strategy Guide
A-Train: the Official Strategy Guide
Aces Over Europe: The Official Strategy Guide
Across the Rhine: The Official Strategy Guide
Aegis: Guardian of the Fleet - The Official Strategy Guide
Alone in the Dark 3: The Official Strategy Guide
Alone in the Dark: The Official Strategy Guide
Armored Fist: The Official Strategy Guide
Angel Devoid: The Official Strategy Guide
Armored Fist: The Official Strategy Guide
Ascendancy: The Official Strategy Guide
Betrayal at Krondor: The Official Strategy Guide
Blackthorne: The Official Strategy Guide
Buried in Time: The Journeyman Project 2—The Official Strategy Guide
CD-ROM Unauthorized Game Secrets, Volume 2
CD-ROM Classics
Caesar II: The Official Strategy Guide
Celtic Tales: Balor of the Evil Eye—The Official Strategy Guide
Chuck Yeager's Air Combat Strategy
Civilization II The Official Strategy Guide
Cyberia: The Official Strategy Guide
Cyberia² Resurrection: The Official Strategy Guide
Dark Seed II: The Official Strategy Guide
Descent: The Official Strategy Guide
Descent II: The Official Strategy Guide
DOOM Battlebook
DOOM II: The Official Strategy Guide
Dracula Unleashed: The Official Strategy Guide and Novel
Dragon Lore: The Official Strategy Guide
Dungeon Master II: The Legend of Skullkeep—The Official Strategy Guide
Empire Deluxe: The Official Strategy Guide
Fleet Defender: The Official Strategy Guide
Frankenstein: Through the Eyes of the Monster—The Official Strategy Guide
Front Page Sports Baseball '94: The Official Playbook
Front Page Sports Football Pro '95: The Official Playbook
Fury³: The Official Strategy Guide
Harpoon II: The Official Strategy Guide
Hell: A Cyberpunk Thriller—The Official Strategy Guide
Heretic: The Official Strategy Guide
I Have No Mouth and I Must Scream: The Official Strategy Guide
In The 1st Degree: The Official Strategy Guide
Kingdom: The Far Reaches—The Official Strategy Guide
King's Quest VII: The Unauthorized Strategy Guide
Klik & Play 1.0: The Official Strategy Guide
The Legend of Kyrandia: The Official Strategy Guide
Lode Runner: The Legend Returns—Official Guide . . .
Lords of Midnight: The Official Strategy Guide
Machiavelli the Prince: Official Secrets & Solutions
Marathon: The Official Strategy Guide
Master of Orion: The Official Strategy Guide
Master of Magic: The Official Strategy Guide
Mech Warrior 2: The Official Strategy Guide
Mech Warrior 2 Expansion Pack Secrets and Solutions

Microsoft Arcade: The Official Strategy Guide
Microsoft Flight Simulator 5.1: The Official Strategy Guide
Microsoft Golf: The Official Strategy Guide
Microsoft Golf 2: The Official Strategy Guide
Microsoft Space Simulator: The Official Strategy Guide
Might and Magic Compendium:

The Authorized Strategy Guide for Games I, II, III, and IV
Mission Critical: The Official Strategy Guide
Myst: The Official Strategy Guide, Revised Edition
The Official Lucasfilm Games Air Combat Strategies Book
Online Games: In-Depth Strategies and Secrets
Oregon Trail II: The Official Strategy Guide
Outpost: The Official Strategy Guide
Pagan: Ultima VIII - the Ultimate Strategy Guide
The Pagemaster Official CD-ROM Strategy Guide and Companion
Panzer General: The Official Strategy Guide
Perfect General II: The Official Strategy Guide
Populous: The Official Strategy Guide
Power Pete: Official Secrets & Solutions
Powerhouse Official Secrets & Solutions
Prima's Playstation Game Secrets: The Unauthorized Strategy Guide
Prince of Persia: The Official Strategy Guide
Prisoner of Ice: The Official Strategy Guide
Quest for Glory: The Authorized Strategy Guide
The Residents: Bad Day on the Midway—The Official Strategy Guide
Return to Zork Adventurer's Guide
Ripper: The Official Strategy Guide
Romance of the Three Kingdoms IV: Wall of Fire—The Official Strategy Guide
Shadow of the Comet: The Official Strategy Guide
Shannara: The Official Strategy Guide
Sherlock Holmes, Consulting Detective...Strategy Guide
Sid Meier's Civilization, or Rome on 640K a Day
Sid Meier's Civilization II: The Official Strategy Guide
Sid Meier's Colonization: The Official Strategy Guide
SimCity 2000: Power, Politics, and Planning
SimEarth: The Official Strategy Guide
SimFarm Almanac: The Official Guide to SimFarm
SimIsle: The Official Strategy Guide
SimLife: The Official Strategy Guide
SimTower: The Official Strategy Guide
SSN-21 Seawolf: The Official Strategy Guide
Star Crusader: The Official Strategy Guide
Stonekeep: The Official Strategy Guide
Strike Commander: The Official Strategy Guide
Stunt Island: The Official Strategy Guide
SubWar 2050: The Official Strategy Guide
Thunderscape: The Official Strategy Guide
TIE Fighter: Defender of the Empire—The Official Strategy Guide
TIE Fighter Collector's CD-ROM: The Official Strategy Guide
Under a Killing Moon: The Official Strategy Guide
WarCraft: Orcs & Humans Official Secrets & Solutions
WarCraft II: Tides of Darkness—The Official Strategy Guide
Warlords II Deluxe: The Official Strategy Guide
Werewolf Vs. Comanche: The Official Strategy Guide
Wing Commander I, II, and III: The Ultimate Strategy Guide
X-COM Terror From The Deep: The Official Strategy Guide
X-COM UFO Defense: The Official Strategy Guide
X-Wing Collector's CD-ROM: The Official Strategy Guide

How to Order:

For information on quantity discounts contact the publisher: Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677-1260; (916) 632-4400. On your letterhead include information concerning the intended use of the books and the number of books you wish to purchase. For individual orders, turn to the back of the book for more information.

Visit us online at <http://www.primapublishing.com>

DIABLO™

BATTLE.NET & ADVANCED STRATEGIES THE OFFICIAL STRATEGY GUIDE

MARK WALKER

PRIMA PUBLISHING

ROCKLIN, CALIFORNIA

(916) 632-4400

WWW.PRIMAPUBLISHING.COM

3 1336 05624 1467



is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.



and Prima Publishing® are registered trademarks of Prima Communications, Inc.

© 1997 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Portions © 1996-1997 by Blizzard Entertainment. All rights reserved. Original characters are copyrighted characters of Blizzard Entertainment. Diablo and Battle.net are trademarks and Blizzard Entertainment is a registered trademark of Davidson & Associates, Inc. Unauthorized use is prohibited.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-1095-8

Library of Congress Catalog Card Number: 97-65659

Printed in the United States of America

97 98 99 00 DD 10 9 8 7 6 5 4 3 2 1

Contents

CHAPTER 1: THE SMELL OF DEATH SURROUNDS YOU . 3

How to Use This Book	6
Chapter One: "The Smell of Death Surrounds You"	6
Chapter Two: "Working the Net"	6
Chapter Three: "A Cast of Three"	7
Chapter Four: "To Mock a Killing Word"	7
Chapter Five: "Searching for Glory"	8
Chapter Six: "Bonerippers and Bongos and Flayers—Oh My!"	8
The Appendices: "Tools of the Trade"	9

CHAPTER 2: WORKING THE NET 11

Online	12
The Attendees	13
Cyngling	15
Getting Around	19
The Battle.net Difference	24
The Final Slash	27

CHAPTER 3: A CAST OF THREE 29

The Walk-Ons	31
Cain the Elder	32
Griswold, the Blacksmith	33
Pepin the Healer	34
Adria, the Witch	35
Wirt	36

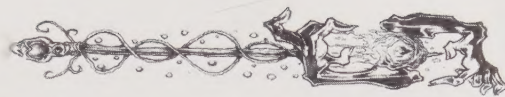


CONTENTS

Ogden, Gillian, and Farnham	36
The Big Three	36
The Warrior	37
The Rogue	44
The Sorcerer	48
Variations on a Theme	53
Fighting Sorcerer	53
The Rogue Mage	54
The Warrior Warrior	55
Onward	55

CHAPTER 4: TO MOCK A KILLING WORD . . . 57

Exploration	60
The First Step	60
Triangle Formation	60
Leave No Stone Unturned	62
Turn No Stone That You Can Leave	64
First Contact	64
Special Techniques	66
The Bad Guys: A Cast of Thousands	67
From Many, the Few	67
Vermin	74
Hard-Core	74
The Badasses	77
The Ways of War	82
The Function of Killing	82
Believe in the Belt	82
The Key to Quick Spellcasting	84



CONTENTS



vii



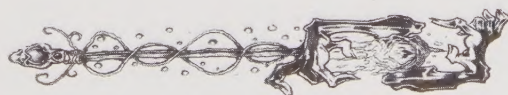
Buddy, Can You Spare a Dime?	84
Sandy Koufax Can Even Play	85
Hacking Horrors	86
Mano a Mano: The Science of Slashing	86
The Bigger They Come . . . Ranged Combat in Battle.net . . .	95
Putting It All Together	109
Responsibility	110
Tactics	112
Garnering the Spoils of War and Adventurer's Etiquette . . .	115
Which Group Should I Join?	116
Two's Company	117
Three's Company, Too	118
Table for Four, Please	118
Good Times and Riches and	119
Dueling	120
The Final Slash	121


CHAPTER 5: SEARCHING FOR GLORY 123

The Butcher	124
King Leoric	127
Archbishop Lazarus	130
Diablo	133

CHAPTER 6: TABLES 137

Zombies	140
Skeletons	140
Fallen Ones	142





Contents

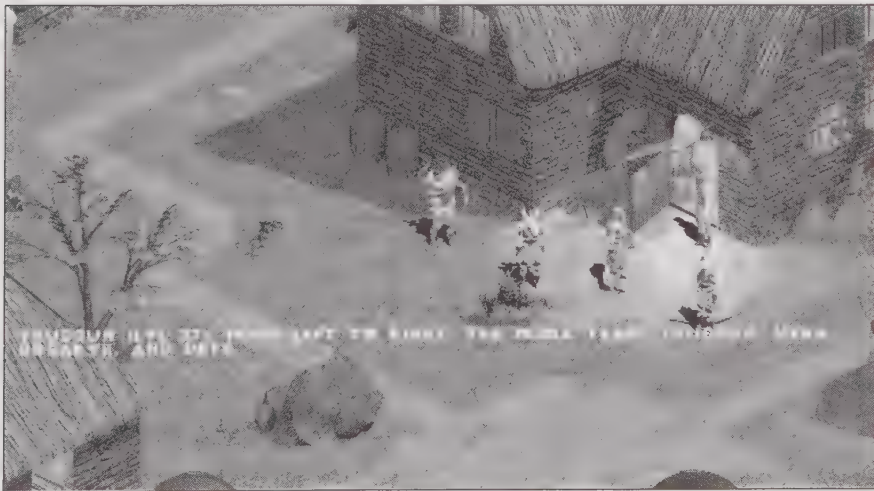
Scavengers	142
The Hidden	144
Goat Demons	144
Bats	146
Acid Beasts	146
Overlords	146
Magma Demons	148
Horned Demons	148
Red Storm	148
Gargoyles	150
Balrogs	150
Vipers	150
Knights	152
Succubi	152
Counselors	152
Uniques	154
Prefixes	160
Suffixes	163
Helms	168
Armor	168
Shields	170
Swords	170
Axes	172
Clubs	172
Bows	174
Staffs	174
Unique Weapons	176
Spells	184

DEDICATION

To Chenine Soyenski, you're gonna love her.

ACKNOWLEDGMENTS

Thanks to my wife, Janice, my girls, Denver, Jessica, and Ayron and the Prima team—Brian Boyle(Deth), Dave Knight(Xena), and Mike Huthman(Hogarth).





METZEN

C H A P T E R

I

THE SMELL OF DEATH SURROUNDS YOU

There's a whole new world here. I'm not talking about the labyrinths, caves, or catacombs of Tristram—although in them exist the most creative role-playing, action, strategy game in recent memory. No, this new world is at the other end of your phone line. Certainly *Diablo* is enthralling, but it gets lonely on Level 15 with nothing but a few Succubi for company. Enter *Battle.net*—or *Diablo* with a different, more human, twist.



DIABLO BATTLE.NET ADVANCED STRATEGIES

Battle.net takes the eerie domain of *Diablo* and pumps in people—a broker from Chicago, a Royal Marine from Australia, the 12-year-old from down the street. Where they came from before logging on doesn't matter. Once here they assume new personalities, and share a goal: to kill the Dark Lord and gain the coveted "red dot."

Battle.net is a world of essential friendships, based on trust and respect, often forged in the desperate fight to save a cyberlife—or end *Diablo*'s. It's also a place where hatred and revenge are sought against those who betray their comrades with a flash of steel or bolt of magic.

Perhaps this was the future that designers envisioned for role-playing games when they penned the first dungeon on a piece of graph paper some 25 years ago.

It starts with the introduction. In a cinematic sequence *Diablo* sets the tone, which is always dark, at times (late at night, alone in a blackened computer room) dark enough to raise the hair on the back of your neck. And that's not all. Through the creative use of limited lighting, detailed settings, demons, and special visual and sound effects, *Diablo* sucks you through the computer screen into Tristram's medieval world.

These visual accoutrements are riveting, but that's *Diablo*, and this is *Battle.net*. And although the ocular feast for both is identical, the "feel" is different—in a word . . . *better*. *Battle.net* captures the essence of an adventure—two, three, or four gamers matching wits against seemingly insurmountable odds to defeat the Dark Lord. The shared quests, trials, and tribulations breed a we're-in-this-together bond unrivaled by any computer game I've played.





CHAPTER I: THE SMELL OF DEATH SURROUNDS YOU

Yes, “feel” is the big difference between single- and multiplayer *Diablo*. But it’s not the only difference. For starters, the monsters are tougher. Blizzard made them like that so a couple of Warriors couldn’t cruise to Level 16 without breaking a serious sweat. It’s hard, if not impossible, to tackle *Diablo* alone on *Battle.net*.

And the penalty for losing can be severe. Unlike single-player *Diablo*, you can’t save the game before you enter a room or descend a level. The game is dynamic: If you die, you *die*. Sure, you can start again, and your character will keep his or her attributes. The bad news is that he or she loses everything else. That’s right. The Sparking Mail, Holy Defender, and Doombringer you leaned on to get to Level 14 will lie where your character met his demise, along with half your gold. Oh, and by the way—your newly unarmored self will have less chance than a Skeleton Archer at a Holy Bolt reunion of retrieving it.

Unless, of course, you’re not alone. That’s the key, and the beauty, of *Battle.net*. This is not an “alone” kind of game.

Because of that, it’s not only important who *you* are but who the *others* in your troupe are. Can four Warriors take *Diablo*? What about the Succubi and Advocates on Level 15? What will you do when they bombard you from across the room only to run or vanish when your Warriors approach? Perhaps you need a Sorcerer or two in your party. Then again, *Battle.net*’s pumped monsters can make short work of a lightly armored Mage. Maybe you need two Warriors, a Rogue, and a Sorcerer?

The variations seem endless, making *Battle.net* a scary place. This book will help clear up the confusion and provide the means to





DIABLO BATTLE.NET ADVANCED STRATEGIES

plummet through the 16 levels of Tristram's dungeon and end Diablo's miserable existence.

HOW TO USE THIS BOOK

There are two ways to approach the issue. Number One: Use the following chapter summaries to determine which most interest you, turn to them, and scan them. Number Two: Read the sucker cover to cover. I recommend the latter. You'll never know what you missed using the first method—until it kills you.

Nevertheless, for the time-challenged among us, I provide the following summaries.

6

CHAPTER ONE:

"THE SMELL OF DEATH SURROUNDS YOU"

That's this chapter. You've gotten this far; you may as well finish.

CHAPTER TWO:

"WORKING THE PET"

Your characters move in the same way as in *Diablo*, and the bad guys fight in the same manner, but the front-end interface is new. This chapter explains how to get up and running once you connect to *Battle.net*. You'll learn what the buttons do, what "latency" means, and why there's so much hoopla about red dots.





CHAPTER I: THE SMELL OF DEATH SURROUNDS YOU

CHAPTER THREE: "A CAST OF THREE"

Blizzard gives us some interesting characters to work with—the massive Warrior, the crafty Sorcerer, and the Junoesque Rogue. This chapter examines how each fits into *Battle.net*, discusses strengths and weaknesses, equipment each must keep an eye peeled for, and spells that work best for particular character types. Keep in mind, however, that *Battle.net* offers more than three character variations. For example, a Sorcerer with pumped strength values becomes a Fighting Sorcerer, a Rogue with an amped magical component is a Rogue Mage, and so on. In this chapter we take a look at each and discuss which work, and which don't.

I cover the bit players briefly, as well—Cain, Griswold, Adria, et al. Their jobs are largely unchanged from *Diablo*, so I don't waste a lot of ink—I just plop down a few notes and some differences from the single-player game.

CHAPTER FOUR: "TO MOCK A KILLING WORD"

This is the meat and potatoes, or perhaps blood and bones, of the book. If the evil hordes are making adventurer stew out of your troupe, this chapter provides the strategies that turn the tables. You'll learn how to equip your party for the current dungeon level, which bad guys to attack first, and how to use each character's skill to best advantage.





DIABLO BATTLE.NET ADVANCED STRATEGIES

Wonder which character combinations work best? Look here. Three Prima playtesters and I spent an eternity battling the denizens of *Battle.net*. We know what you want in a squad that's hunting a red dot.

CHAPTER FIVE: "SEARCHING FOR GLORY"

Battle.net offers few quests and fewer triggers, the point being to kill the Dark Lord. Nevertheless, here we review where to find quests that cough up the primo weapons and walk through the triggers you must trip to reach Diablo.

8

CHAPTER SIX: "BONERIPPERS AND BONGOS AND FLAYERS—OH MY!"

Battle.net monsters are a diverse and confusing lot. Some are immune to magic, some to fire, some to lightning, and some are just all-around tough guys. In this chapter we briefly discuss the monsters and supply tables delineating their characteristics and resistances.



CHAPTER I: THE SMELL OF DEATH SURROUNDS YOU

THE APPENDICES: "TOOLS OF THE TRADE"

The appendices provide a treasure hoard of information. Here, you'll find weapon attributes, spell characteristics, a key to what those shrines do, and a bucketful of other useful information. This, more than any other part of the book, is sure to accumulate the pizza smudges and cola stains of constant use.





METZEN

C H A P T E R

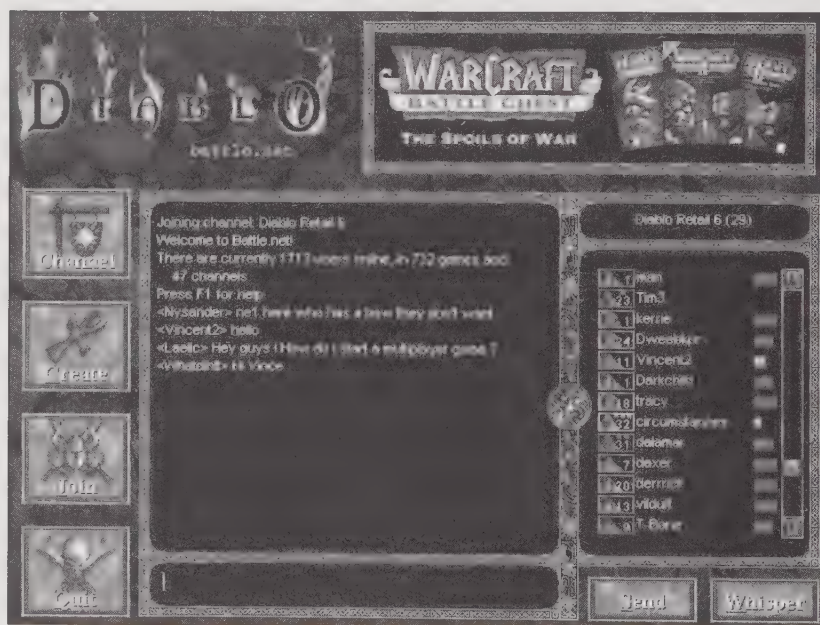
2

WORKING THE PET

I've played every game Blizzard has released, from the original *WarCraft: Orcs & Humans* to *Diablo*, and there are two things I've come to expect from the company—great gameplay and quality. This includes its documentation. And although *Diablo's* gaming guide is no exception, there's room for expansion when it comes to describing the *Battle.net* interface.

Online

Once connected, *Battle.net* places you in one of its many chat rooms. There are four buttons on the left side of the screen: Channel, Create, Join, and Quit. A large area in the center displays text dialogue between channel members. On the right is a list of those logged on to the channel. Let's look at this list and the information you can glean from it.



The Chat Screen

CHAPTER 2: WORKING THE PET

THE ATTENDEES

The list is straightforward, enumerating the folks currently logged on to the channel. There are, however, several nuances whose meanings are not readily apparent. The name at the top of the scroll is of the person who has been logged on longest. Each player has an icon representing the character they play. The number on the icon denotes the current character's level.



POT

YOU'LL NOTICE THAT FREQUENTLY A CHARACTER'S icon WILL BE GRAYED OUT. THIS MEANS THE PERSON IS PLAYING WITH A SPAWNED, OR SHAREWARE, VERSION OF *DIABLO*. THESE PLAYERS ARE SENT TO A "SHAREWARE" ROOM WHEN THEY LOG ON. THEY CAN JOIN ANY PUBLIC CHANNEl AND CHAT, BUT MAY ONLY PLAY AGAINST OTHER SHAREWARE OWNERS. ADDITIONALLY, THEY MAY ONLY PLAY THE WARRIOR, AND ENTER THE FIRST TWO DUNGEON LEVELS.

13

DIABLO BATTLE.NET ADVANCED STRATEGIES

The dots—well, the dots are *Battle.net's Red Badge of Courage*—they represent how many times a character has sent the Dark Lord to his grave. You will get one dot for killing him on the Normal level, two dots for a Nightmare level kill, and three dots if Lucifer goes down on the Hell level.

However, the most critical piece of information on the scroll of attendees is the number of lighted bars to the right of a character's name. This represents that person's "latency." Latency is a measure-

14



NOTE

FOR EASY REFERENCE, BLIZZARD ALSO COLOR-CODES THE BARS:

- GREEN
LOWEST LATENCY. NO MORE THAN TWO BARS—YOU'RE READY TO ROCK!
- YELLOW
MEDIUM LATENCY. NO MORE THAN FOUR BARS—MARGINAL GAMEPLAY.
- RED
NO WAY, JOSE. BREAK OUT A DECK OF CARDS AND WAIT.



CHAPTER 2: WORKING THE PET



15



ment of the distance over the Internet from you to another player. The farther that game data has to travel to get from one player to another, the higher the latency. If latency is too high, it can make the game slow or unplayable.

Battle.net displays latency as a set of colored bars next to each character, to allow you to easily see which people are closest to you. If a person has one green bar, he's very close (or has a great Internet connection) so would make an ideal opponent in a game. On the other hand, if a person has five red bars, you should probably not play a game with him.

Note that it's not always easy to predict from someone's geographical location how close they are to you over the Internet. Two people on different sides of the country may have a good connection to each other if they use the same Internet provider. Conversely, it's possible for two people in the same city but with different Internet providers to have a slow connection to each other.

Another thing that people often wonder is how their latency looks to other people in the chat room. A good rule of thumb is that your latency looks the same to someone else as his latency looks to you.

CYNGLING

To cyngle (mingle in cyberspace), merely type in your message and press Enter, or click Send. Highlight a member you wish to receive your message by clicking once on the character's name. Clicking twice autotypes the character's name in the message. Tapping Whisper sends the message to the selected character only.

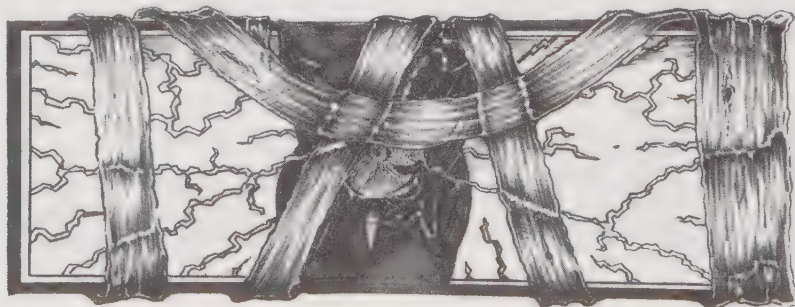




PRIMA DIDN'T REPT ME A SOAPBOX FOR THIS JOB. NEVERTHELESS, I FEEL A FEW NOTES ON CYBERSPACE ETIQUETTE ARE APPROPRIATE HERE.

NOTE

- DON'T USE ALL CAPS. TURNING ON THE CAPS LOCK IS EQUIVALENT TO SHOUTING.
- BE PATIENT WITH NEWBIES (NEWCOMERS). ANSWER THEIR SOMEWHAT DUMB QUESTIONS (OR AT LEAST TELL THEM TO BUY A COPY OF THIS BOOK).
- DON'T USE FOUL LANGUAGE, AT LEAST NOT ON THE PUBLIC CHANNELS. IF YOU WANT TO VERBALLY STICK IT TO SOMEBODY, TAKE IT OUTSIDE—OR AT LEAST TO A PRIVATE CHAT ROOM.



CHAPTER 2: WORKING THE PET



TIP

IF YOU WANT TO SEND A MESSAGE TO A PLAYER YOU MAY TYPE: /MSG "PLAYER". BY THE SAME TOKEN, IF YOU WANT TO DIAL OUT A PARTICULARLY OBNOXIOUS CHARACTER, YOU MAY TYPE: /SQUELCH "PLAYER".



NOTE

AS PART OF THE BATTLE.NET PATCH, A "WHOIS" COMMAND HAS BEEN ADDED TO THE CHAT AREA. THIS COMMAND ALLOWS PLAYERS TO FIND OTHER PLAYERS NO MATTER WHERE THEY ARE ON BATTLE.NET. THIS WILL ALLOW YOU TO FIND A FRIEND (OR ENEMY) WHETHER THEY ARE IN A CHAT ROOM OR IN A GAME. YOU WILL RECEIVE THE NAME OF THE GAME OR CHAT ROOM THAT THEY'RE IN. IF THAT PLAYER IS NOT LOGGED ON, YOU WILL RECEIVE A MESSAGE TO THAT EFFECT.



DIABLO BATTLE.NET ADVANCED STRATEGIES

CYBER LINGO

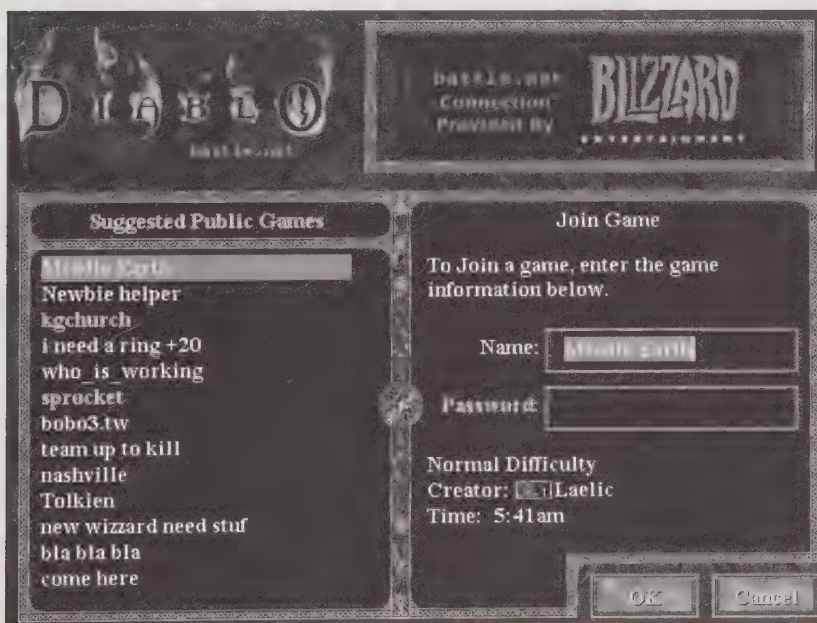
Hey, typing long sentences—or snake-like words, for that matter—is a pain in real-time chat boards like *Battle.net*'s. So gamers use a code, or lingo, to abbreviate common phrases or words. Here are some common terms.

Everyday English	Cyber Slang Equivalent
Where are you?	war u?
Are you all right?	u k?
Okay	k
Yes	y
No	n
See	c
You	u
Player Killer	pkiller
Town Killer	tkiller
Thank you	thanx
Level 1 (as in dungeon or character level)	L1
Something	sth

CHAPTER 2: WORKING THE PET

GETTING AROUND

Of course, chatting is only a small part of the *Battle.net* fun. Sooner or later (probably sooner), you'll want to play. That's what the next two buttons on the left are for. Punch Join to enter a game. This displays a screen that lists a portion of the games currently underway. If you highlight a game, information pops into the right side of the screen showing who started the game, its difficulty level (Normal, Nightmare, or Hell), and what time the game was created. Select a contest and click Join. If your latency is low enough, there aren't



The Join Game Screen



DIABLO BATTLE.NET ADVANCED STRATEGIES

already four players entered, and the game requires no password, you'll eventually appear in Tristram. Of course, if the game is password-protected, you'll need to enter a password.



TIP

BE CAREFUL WHOSE GAME YOU JOIN. THERE'S AN EVIL BREED OF PLAYERS—CALLED "PKILLERS"—WHO TAKE PLEASURE IN LEADING UNSUSPECTING CHARACTERS INTO THE DUNGEON, KILLING THEM, AND STEALING THEIR GOLD.

ALAS, THERE'S EVEN A DARKER VARIANT OF THE PKILLER, THE "TKILLER"—A CHARACTER WHO'S MODIFIED THE *DIABLO* CODE, ENABLING THE USE OF SPELLS AND WEAPONS IN TRISTRAM.

UNFORTUNATELY, YOU MAY NOT KNOW YOU'RE IN A GAME WITH ONE OF THESE UNTIL YOU'RE FIREBALLED IN THE BACK WHILE NEGOTIATING WITH GRISWOLD. WE'LL DISCUSS THESE FOLKS, AND HOW TO BEAT THEM, IN GREATER DETAIL AS WE GO ALONG. FOR NOW, JUST BE WARY OF JOINING A GAME CREATED BY A CHARACTER MUCH STRONGER THAN YOURSELF.

CHAPTER 2: WORKING THE PET

Not all games the *Battle.net* server hosts display on the Join Game screen; the service can host thousands of games, and uses a complex formula to determine which to slap on your plate. Nor are these the only games you can join. If you know the name of the contest you wish to enter, type it in and, if you meet requirements, you'll be able to enter. By the way, when typing a name, don't fret about cases. *Battle.net* doesn't care. Just be sure you have the spelling correct. In other words, *Battle.net* sees "Socal" and "socal" as the same game.

If you're sure you meet the requirements—if, for example, a friend just created the game so you could quest together—and you still can't enter a game, there are a couple of things you can do.

Don't give up on the first try. Frequently I've been unable to join a game initially and was able to enter and play the fourth or fifth time I clicked the Join button. If at first you don't succeed, try, try again.

21

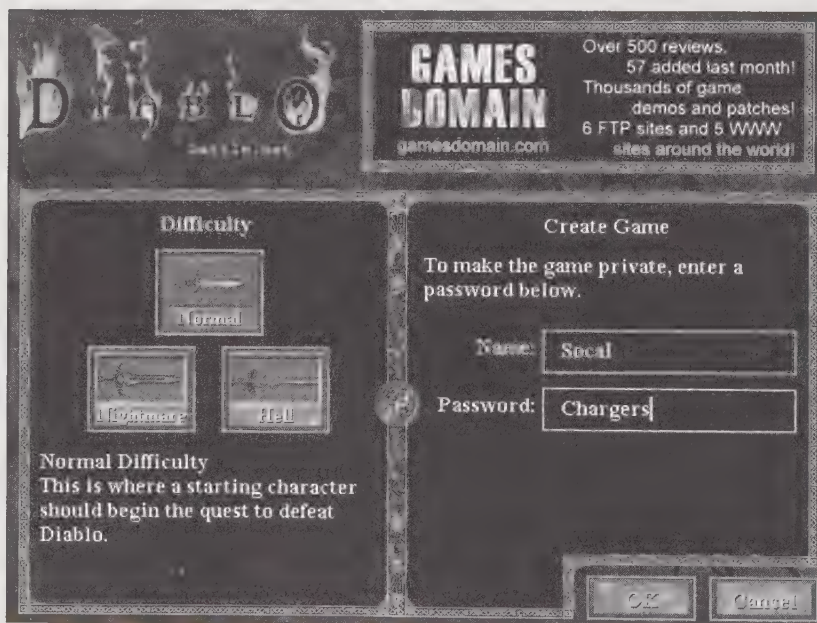


DIABLO BATTLE.NET ADVANCED STRATEGIES

If repeated attempts fail, go back to a chat channel, wait five minutes, and try again. If you still can't get on, quit *Diablo*, log off your ISP, and start over.

Creating a game is much simpler. Clicking the Create button pops the Create Game screen. Choose a difficulty for your game—Normal, Nightmare, or Hell. Although the monsters are tougher in the harder versions, the rewards are greater. In fact, one of the best ways to garner money is hacking through the first four levels or so of the Dungeon in Nightmare mode. Cracking a Skeleton's skull in Night-

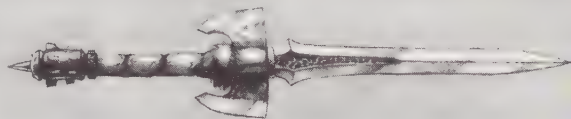
22



The Create Game Screen



CHAPTER 2: WORKING THE PET



TIP

MANY EXPERIENCED GAMERS, ESPECIALLY THOSE PLAYING SORCERERS, FREQUENTLY RETURN TO THESE FIRST FOUR LEVELS TO BUILD EXPERIENCE OR FIND SPELLBOOKS. DON'T FORGET, EACH TIME YOU READ ADDS A LEVEL TO THE APPLICABLE SPELL AND, AS ANY SORCERER WORTH HIS POTIONS KNOWS, YOU CAN NEVER ADD TOO MANY LEVELS TO YOUR SPELLS. AFTER ALL, THE SUCCUBI, ADVOCATES, AND LAVA MAWS AWAIT.

mare mode adds many more Experience points than any other mode, and the coin they drop will be of a more serious nature. You must, however, have a Level 20 character to play Nightmare, and Level 30 to enter or create a Hell-difficulty contest.

Once you've selected a difficulty level and named your game, you may type in a password. If you don't, your game will fill up within minutes. This may be what you want. Most folks on *Battle.net* are great people, and wish nothing more than to add to their red dot collection. On the other hand, one powerful Pkiller can ruin a whole



DIABLO BATTLE.NET ADVANCED STRATEGIES

group's adventure. If you have a group set up, password protect the game. If you're looking for players, take your chances and leave it open.

A final note on game creation: If you're forming a team from the chat menu to take into a game, make sure everyone checks their latency. Any of your party with red bars when viewed from another member will be unable to join the game.

THE BATTLE.NET DIFFERENCE

Stick with me here. I realize that the great majority of people reading this book know how to play *Diablo*, and hence (for the most part) *Battle.net*. There is, however, a crucial difference, indigenous to *Battle.net*, that I'd like to point out.

What happens when you die in *Diablo*? Well, unless you had a severe mental lapse, you merely reload the game and start from your last Save point. You can't do this in *Battle.net*. When you die, you die. You may choose to restart in town, and revive your character with the attributes he or she had at death. The catch is, you won't start with the same gear.

The equipment you have depends on how you met your maker. If you're slain by another character in *Battle.net*, either by accident or murderous intent, you restart with the gear in your backpack and what you wore, but drop half your gold at the scene of your death. On the other hand, if a monster does you in, you lose everything you wore and half the gold in your backpack—a major loss for higher level characters who depend on magical armor, amulets, rings, shields, and swords to boost their attributes.





CHAPTER 2: WORKING THE PET

So what's the point? Well, I wouldn't recommend adventuring too far on your own. You can ruin an otherwise great character/equipment combo by pushing the solo envelope even a bit too far. On the flip side, if you have a partner, he or she can resurrect you. You'll be reborn where you died, sans gear. However, your equipment will lie where you fell, and recovering it should be a snap.



NOTE

AFTER YOU DIE, THE OPTIONS MENU LETS YOU RESTART IN TOWN. YOU CAN, HOWEVER, SELECT NEW GAME AT ANY TIME FROM THIS MENU. CLICKING NEW GAME SENDS YOU BACK TO THE CHAT ROOM. BY THE WAY, IF YOU ENTER A ROOM CARPETED WITH BLOOD KNIGHTS AND SOUL BURNERS AND, AS THE FLIGHT-SIM GUYS SAY, ARE FRESH OUT OF AIR SPEED, ALTITUDE, AND OPTIONS, PRESS ESCAPE TO CALL UP THE OPTIONS MENU, ARROW UP ONCE, AND HIT ENTER. THIS DUMPS YOU OUT OF *BATTLE.NET* AND SAVES YOUR CHARACTER.

DIABLO BATTLE.NET ADVANCED STRATEGIES

26



THE OFFICIAL STRATEGY GUIDE



CHAPTER 2: WORKING THE PET

A final, and somewhat dark, note on dying: There are some very crafty Pkillers who, unsatisfied with murdering other players and taking half their gold, will pose as willing members of your quest, lead you into a pack of monsters that slay you, and then take your armor and gold. Although these players exist, they aren't prevalent, and you can avoid the situation by using a little prudence when choosing new gaming partners. For instance, a Level 35 Warrior who begs a Level 11 Rogue to help him kill Diablo is probably up to something. Use common sense, and you'll be okay.

THE FINAL SLASH

That's it for talking. That's it for joining. That's it for creating. And that's it for avoiding death. The last button on the screen is Quit. Pressing this button terminates the *Battle.net* connection.

You're ready to get out there and start hacking, so turn the page to start learning the tidbits that will make you a Battle.net Demon to reckon with.

27



METZEN

C H A P T E R

3

A CAST OF THREE

The three characters Blizzard provides for our cyber-quests are a fascinating trio. Each is distinct—strong in some areas, weak in others, and a challenge to learn to play properly. Used correctly, any character can earn his or her share of dots. Mismanaged, the heroes will languish midlevel, unable to break out of the caves without being slaughtered.

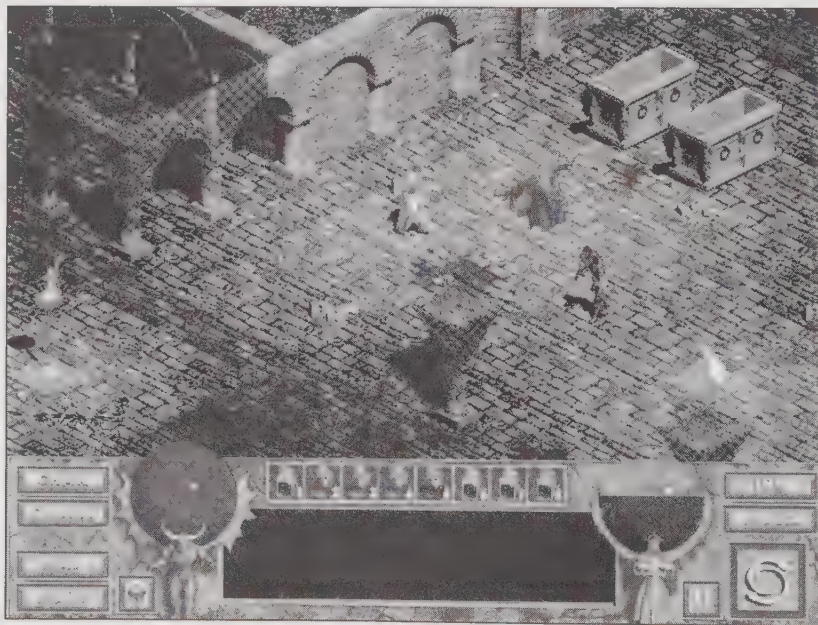


DIABLO BATTLE.NET ADVANCED STRATEGIES

The hero a gamer chooses is largely a matter of taste. Crafty tacticians will prefer the Rogue. Her ability to deal damage from a distance, both mechanical and magical, makes her the ideal selection for people who enjoy baiting and tricking the monsters, drawing them to their deaths singly or in pairs.

On the other hand (or should I say *wand?*), many folks will prefer the Sorcerer's flashy, quick kills. Yet, you'll need strategy to employ even his mighty spells properly. Unfortunately, the Sorcerer's lack of Strength and Life points makes toe-to-toe engagements a risky proposition for all but the toughest wizard.

30



Talk About Flashy!





CHAPTER 3: A CAST OF THREE

By far the most popular character on *Battle.net* is the ubiquitous Warrior. Strong and healthy, the Warrior is capable of giving and absorbing a much greater amount of damage than Sorcerer or Rogue. Because of this, he's the easiest of the three to play. A Level 24 or 25 Warrior, properly equipped, is a virtually unstoppable force.

The diversity, however, doesn't end there. There are numerous variations of the standard character classes. Take a Sorcerer, seriously pump up his strength, and you have a Fighting Wizard. Work on improving the Rogue's already considerable magical talents right from creation and you'll get a Rogue Mage, a woman capable of dealing lethal punishment, in any form, from afar. The Warrior? Well, as I'll discuss later, the Warrior is best left alone. Simply stated, Warriors work best as Warriors.

Now, before your email fingers get all itchy to pound out those scathing rebuttals, let me throw a caveat or two on the table. I've played a lot of *Battle.net*, and, yes, I've seen characters of every description effectively battle the denizens of Tristram's dungeon. Nevertheless, the variations I discuss later in the chapter have worked best for me and for the Prima team of players.

THE WALK-ONS

The three questing characters are not the only *persona importante* of *Battle.net*. As in single-player *Diablo*, the Tristram townsfolk play a significant part in your quest to slay the Dark Lord. The *Battle.net* bit players won't kick off a quest (although they provide useful information); yet their services prove indispensable. Let's take a few paragraphs to review their locations and what they offer.



CAIN THE ELDER

You can't miss this guy. He's in the town square. Cain serves two purposes in *Battle.net* (although he gladly gossips to you about nearly anything): Numero uno, he identifies the good stuff you bring up from the dungeon (never sell anything with an unidentified tag on it), and numero two, he provides valuable information on the final quest. More on this in Chapter Five.



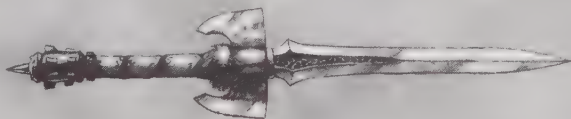
Cain has a secret to tell, but you must kill Lazarus first.

CHAPTER 3: A CAST OF THREE

GRISWOLD, THE BLACKSMITH

Arguably the most useful townsman in Tristram, Griswold repairs, buys, and sells weapons. Warriors shouldn't waste their money on repairs, especially early on, when they don't have much to waste. Their special repair capability works fine at a minimal loss of durability to the weapon in question.

By the way, what Griswold peddles depends on the experience of the person doing the asking. It goes without saying (so why am I say-



TIP

AS A MATTER OF FACT, IF A WARRIOR IS IN YOUR PARTY, USE HIM, RATHER THAN GRISWOLD, TO KEEP THE TEAM'S GEAR IN TIP-TOP SHAPE. UNFORTUNATELY, THE SORCERER, ALTHOUGH ENDOWED WITH A SIMILAR ABILITY, IS NOT QUITE AS EFFICIENT. THE STAFFS HE RECHARGES LOSE A SIGNIFICANT NUMBER OF CHARGES FOR EACH SORCERER RECHARGE—AT LEAST UNTIL THE SORCERER IS VERY EXPERIENCED.



What's for sale today, Blacksmith?

ing it?), the higher the experience, the better the weapons and armor Griswold sells. If your band is looking for armor to help out the weakest member, send the quester with the most experience to talk with the Blacksmith.

PEPIN THE HEALER

Located west of the town fountain, Pepin, is important as a source of healing potions, resurrection, and rejuvenation potions. Unlike in single-player *Diablo*, he triggers no quests; nor does he supply any useful information.



CHAPTER 3: A CAST OF THREE

ADRIA, THE WITCH

The *Battle.net* Adria is a cross between Griswold and Pepin. Her information is as useful as the healer's, but she offers a lot of goodies at her shack on the southeast side of the stream, including mana, scrolls, books, and staffs. Again, the more experienced the customer the better the inventory she offers. I just wish there was an "Adria Portal" spell; it can be a long walk after the first 40 visits.



Samantha Stevens she's not, but Adria can still make her man (or woman) happy.



DIABLO BATTLE.NET ADVANCED STRATEGIES

WIRT

Across the northern stream and to the right of the cave entrance waits the peg-legged boy, Wirt. He peddles unusual, and sometimes valuable, pieces of armor or weapons . . . or so I've heard. I've yet to buy something from Wirt. The stuff is either too expensive or just plain impractical at the moment. Still, I'd try him every once in a while (a great while).

OGDEN, GILLIAN, AND FARNHAM

Although these townsfolk supply useful background information in single-player *Diablo*, they're not so significant in *Battle.net*. As a matter of fact, you can collect as many dots as you want and never share so much as a word with them.

36

THE BIG THREE

We've nibbled around the edges. It's time now to get down to the meat and potatoes of the characters in both *Diablo* and *Battle.net*—the three adventurers. In the following sections I provide a brief overview of each character, their beginning and maximum statistics, examine their strengths and weaknesses, and look at their effective tactical employment. I discuss character variations, as well. First let's deal with the Warrior.



CHAPTER 3: A CAST OF THREE

THE WARRIOR

Certainly the easiest, at least for beginners, to play, the Warrior combines solid Dexterity and Vitality statistics with outstanding Strength, creating a very user-friendly character. This may be *Battle.net*'s best questing character. A well-developed (and -armored) Warrior will not be seriously challenged by anything above the caves. Employed with a modicum of restraint, a Warrior can damn well make it through the entire game without losing his life—something that rarely happens with the Rogue or Sorcerer. A quick look at his statistics shows why.

Attribute	Beginning	Maximum
Strength	30	250
Magic	10	50
Dexterity	20	60
Vitality	25	100

His strengths are obvious—he deals, and can absorb, a lot of damage. Warriors are made for wading into huge mobs of monsters and cutting them to shreds. Be careful: He can get himself killed doing just that. It's a good idea with the Warrior (as with any other character) to stick to the walls. Wandering into the middle of any open space can attract undue attention.





DIABLO BATTLE.NET ADVANCED STRATEGIES



38



THE OFFICIAL STRATEGY GUIDE



CHAPTER 3: A CAST OF THREE

Nonetheless, this guy is a melee machine. He attacks faster with hand-to-hand weapons than either Rogue or Sorcerer. Faster attacks mean more hits, for quicker kills. Additionally, he receives a Critical Strike, doubling the damage for that hit. The chance of striking critically is half his current level. (For example, a Level 30 Warrior has a 15 percent chance.)

Warriors not only dish it out, they can take it. Because of his stout constitution, a Warrior can take more punishment than the other characters. On top of that, he gets two—versus one for both Sorcerer and Rogue—Health or Hit points for each level he advances, or point of Vitality he gains.

To maximize the Warrior's strong points, allocate the lion's share of Experience points to his Strength. This allows you to accomplish a couple of things that give your Warrior an edge. First, more Strength means bigger weapons, capable of dealing greater damage; second, more brawn allows the Warrior to wear heavier armor. Both are critical to his survival.

A Warrior with heavier armor can absorb more hits between slurps of health potions. This means you can carry proportionally more mana than health potions on your belt (good news when you start slinging lightning bolts in the caves).

On the other hand, hardy Warriors may carry serious weapons that do industrial-strength damage. This is not only great for slaughtering the ever-present throng of monsters, but it also limits the damage to you. Think it through: The quicker you dispatch your enemies, the less time they have to beat on you.





TIP

A HEAVILY ARMORED WARRIOR WITH AN EFFECTIVE "RANGED" MAGIC—SUCH AS FIREBALL, HOLY BOLT, OR LIGHTNING—CAN QUICKLY DEVASTATE AN ENTIRE ROOM. TRY THIS: OPEN THE DOOR TO A LARGE ROOM AND STAND IN THE DOORWAY. THE ROOM'S INHABITANTS WILL SWARM TO ATTACK YOU, BUT BECAUSE OF YOUR POSITION, ONLY ONE WILL BE ABLE TO STRIKE. IF YOUR ARMOR IS STRONG ENOUGH, THIS RARELY, IF EVER, DAMAGES YOU, AND YOU CAN PICK OFF THE MONSTERS BEHIND THE ATTACKER, USING RANGED MAGICAL SPELLS, AT YOUR LEISURE.

Dexterity goes hand in hand with damage. A wise dungeon-crawler once said, "To damage what you hope to hit, you must first hit what you hope to damage." In plain English, the better your hit percentage, the more often you'll hit, the sooner you'll kill, and the less time you spend toe-to-toe. For that reason, pump up the Dexterity as soon as your modified strength is 80 or more.

CHAPTER 3: A CAST OF THREE



TIP

MOST OF THE QUALITY ARMOR YOU FIND BELOW THE CATHEDRAL OF KHANDURAS REQUIRES A MINIMUM OF 80 STRENGTH POINTS TO WEAR. BECAUSE OF THAT, IT'S CRITICAL TO REACH THAT LEVEL AS QUICKLY AS POSSIBLE. IN *BATTLE.NET* YOU NEVER KNOW WHEN YOU'LL MEET SOME BENEVOLENT ADVENTURER WHO MIGHT THROW A GODLY PLATE OF THE WHALE YOUR WAY. YOU WANT TO BE READY TO WEAR IT.

Battle.net is a fast-paced game, and this plays into another of the Warrior's strengths. He's easy to use. The Warrior approaches most encounters identically: Wade in and start hacking. Conversely, the Sorcerer must have a spell hotkeyed for fire-resistant monsters, one for lightning-resistant monsters, wide-area fire (such as Fire Wall), and wide-area lightning (for example, Charged Bolt). The harried mage must constantly switch spells while plucking scrolls, health, and mana off his belt. No, the Warrior is definitely easier to play.

DIABLO BATTLE.NET ADVANCED STRATEGIES

There is, however, a downside to everything. The Warrior's weakness is his poor ranged-attack capability. Even when he amasses a Dexterity or Magic rating equal to a like-leveled Rogue or Sorcerer, he's no match for his partners. This can be frustrating in the lower levels, as Advocates and Succubi take potshots at your hero and then run away.

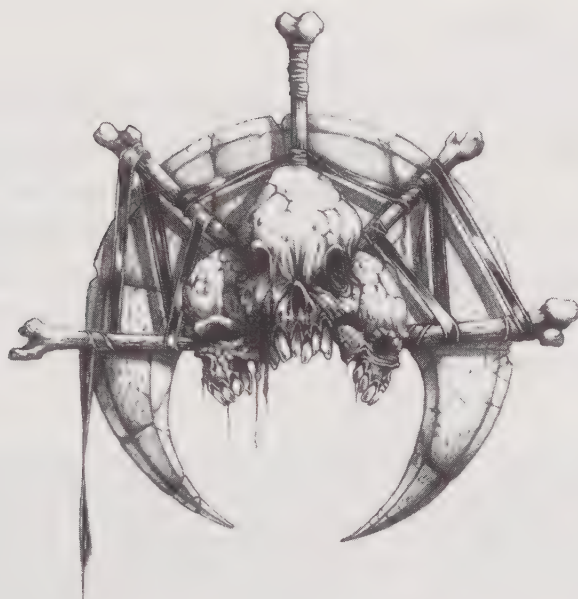
You can mitigate this weakness in several ways. Shepherding is one: Try to push Succubi into a corner, where you can gleefully hack their curvaceous bodies to dog meat. Magic is another: Once you've

42



On the Point!

CHAPTER 3: A CAST OF THREE



43

built your Strength and Dexterity skills to a reasonable level, start injecting your Experience points into Magic. Lightning and Stone Curse are a couple of great spells for Warriors. Stone Curse turns the target to stone—and stone can't run. Lightning gives you a significant, albeit somewhat delayed, ranged attack.

When questing with others, Warriors should take the point. Their strength allows them to survive surprise attacks and either kill the perpetrator or withdraw. Closed rooms are exceptions to the rule: Sorcerers are best to kick in the door and fill the room with a few Charged Bolts before the Warrior passes by to mop up.



DIABLO BATTLE.NET ADVANCED STRATEGIES

THE ROGUE

For those who enjoy dealing death from a distance, Blizzard included the Rogue. Quick, nimble, yet stronger than the Sorcerer, the Rogue is the master of the ranged attack. Unable to take as much punishment as the Warrior, she nonetheless can kill most enemies before they're close enough to inflict damage. A look at her statistics shows why. Her initial Dexterity is one-third greater than the Warrior's, and double the Sorcerer's.

Attribute	Beginning	Maximum
Strength	20	55
Magic	15	70
Dexterity	30	250
Vitality	20	80

The Rogue is first and foremost an archer, and therein lies her strength. Make every opportunity to take advantage of it. Amp the Rogue's Dexterity first. Look for rings, amulets, bows—anything that will increase her chance to smite the demons. Only when the hit percentage hovers near the 150 percent mark should you put experience into other attributes.

Avoid toe-to-claw confrontations. Yeah, with the right sword you can handle them, but why tempt fate? If you're stalking the dungeon with a Warrior, let him dam the onslaught of creatures. The Rogue should maneuver to avoid hitting her comrade, and then pour a withering flanking fire into the beasts.

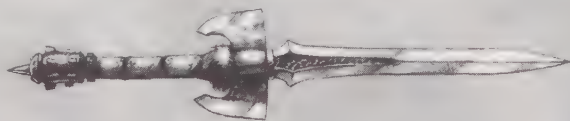




CHAPTER 3: A CAST OF THREE

Use any terrain to funnel your targets—doorways, lava bridges, corners. You can even use the differing speeds of the monsters themselves. Obviously, grated walls and timbered corrals were tailor-made for the Rogue's particular brand of death. Never enter a room you can clear from the safety of an adjoining space.

You must also seek constantly to improve the bow you carry. The ideal combination is a bow that deals both magical and mechanical damage.



TIP

THE ROGUE CAN BE CONFUSING. SHE'S TOO WEAK TO BE A WARRIOR, YET NOT MAGICAL ENOUGH TO BE A SORCERER. IT'S TOUGH TO DECIDE WHERE TO PUT THE EXPERIENCE POINTS. HERE'S ONE STRATEGY: PUMP HER DEXTERITY UNTIL YOUR CHANCE-TO-HIT IS APPROXIMATELY 150 PERCENT. NEXT, CONCENTRATE ON STRENGTH. YOU'LL NEVER EQUAL THE WARRIOR, BUT THAT'S NOT THE POINT. AS WITH YOUR FIGHTING COMRADE, YOU'LL NEED A MINIMUM OF 80 (AFTER MODIFICATION) STRENGTH POINTS. AGAIN, THIS IS SO YOU CAN WEAR THE GOOD ARMOR WHEN YOU FIND IT.



45



DIABLO BATTLE.NET ADVANCED STRATEGIES



46



CHAPTER 3: A CAST OF THREE

This should not, however, be the Rogue's only acquaintance with the mystical powers within Hell's caverns. She starts with a solid magical attribute. A ring or two may allow her to use spells normally only accessible by the Sorcerer. Don't forget this side of the character.

Unfortunately, the Rogue's nimble Dexterity and crafty Magic cost her. She's weaker than the Warrior in both Strength and Vitality. Certainly, this is a disadvantage, but not as great as those the Sorcerer suffers. The Rogue may not be Xena incarnate, but she's plenty strong for what she needs to do. Don't try to make her a Warrior. It may work in the earlier levels, but it will get her killed in hell. Instead, focus on reinforcing her strong point—Dexterity. With a 150 to 200 percent chance of hitting plus damage based on BOTH Strength and Dexterity, she can wreak plenty of havoc.

When traveling with Warriors, keep the Rogues slightly behind the point men. When the fighters stumble on a group of creatures, Rogues should maneuver to flank the creatures before firing. Always stay five to six tiles behind the "front lines"; there's no point in playing hero, especially in the hell levels of the dungeon.

When you run into a mixed group of monsters, the Rogue should take down the creatures with ranged-attack ability, while the Warriors handle the strong hand-to-hand fighters. Seek cover when appropriate. Barrels are great barriers between you and those who'd see you dead. A couple of well-placed archers behind a slew of barrels can make mincemeat of a group of bad guys lacking ranged-attack powers.

Nevertheless, a Rogue can't handle all the ranged-attack choirs herself. Sometimes she needs someone to put the nail in the monsters' coffins. The Sorcerer is the answer.





THE SORCERER

The Sorcerer is hard to play well. As a matter of fact, the Sorcerer is perhaps the hardest character to play in *Battle.net*. Weak, low in Strength and Dexterity, the Sorcerer lives just a monster's swipe from a messy death. Yet, properly employed, the Sorcerer can throw down a devastating stream of deadly magic, capable not only of killing the denizens of the dungeon, but of killing them in droves.

Look at the following statistics. The Sorcerer does one thing well—magic. Each of his other attributes is equal to or lower than both the Warrior's and Rogue's. But he does magic extremely well. His Magic attribute of 35 is the single highest beginning attribute of any of the three characters—in any category.

48

Attribute	Beginning	Maximum
Strength	15	45
Magic	35	250
Dexterity	15	85
Vitality	20	80

Magic is obviously the robed warrior's strong point. But his skills go far beyond a few additional Experience points. For example, for each experience level the Sorcerer obtains, his mana increases by 2 points. Additionally, for each Experience point allocated to his Magic attribute he gains 2 points of mana. On top of that, his magical attacks are much quicker than either of the other characters'.

The challenge is how best to use the mage's magical talents. For openers, it's critical to keep a straight-stick (strong in magic, nothing



CHAPTER 3: A CAST OF THREE



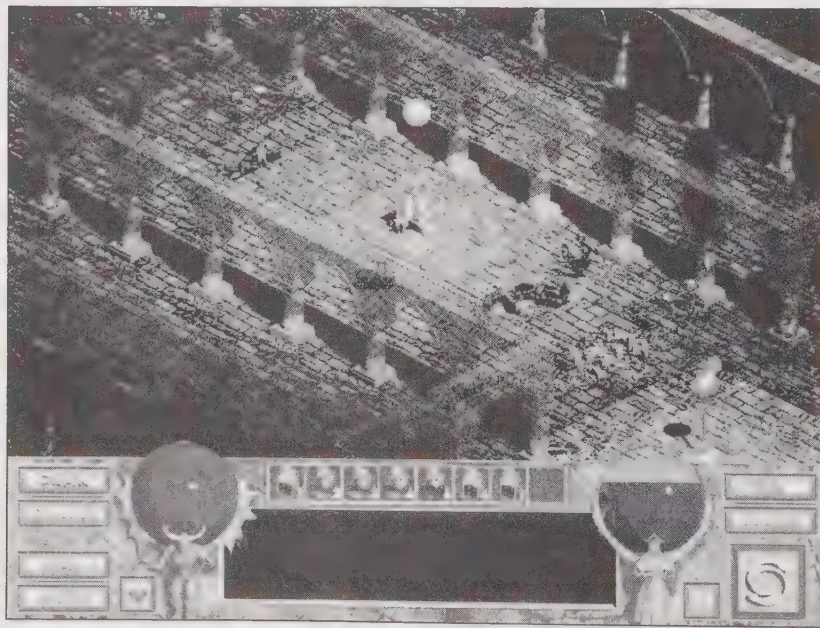
49

DIABLO BATTLE.NET ADVANCED STRATEGIES

else) mage away from a monster's claws. In single-player *Diablo*, that can be tough. In *Battle.net*, however, it's not too hard. The mage should bring up the rear of a band of heroes. As with the Rogue, the Sorcerer should wait until the band's Warrior engages the bad guys, move to a flank, and fire at will.

Of course not all the Sorcerer's spells are precision instruments. Wall of Fire, Charged Bolt, and Flame Wave attack a large area, and the Sorcerer should only use them when he's at the front of his troupe. As I mentioned earlier, Charged Bolt is great for clearing a room. Ditto Flame Wave, against Lightning-resistant creatures.

50



The Mana Shield is a Lifesaver

CHAPTER 3: A CAST OF THREE



TIP

THERE'S MORE THAN ONE WAY TO CLEAR A ROOM. SURE, THE WARRIOR CAN STAND *in* THE DOOR AND KILL THE INHABITANTS ONE BY ONE, BUT THAT GETS BORING FOR HIS ASSOCIATES. ON THE OTHER HAND, THE SORCERER CAN ENTER FIRST AND SWEEP THE ROOM WITH AN AREA-EFFECT SPELL SUCH AS FLAME WAVE OR CHARGED BOLT. THIS WORKS WELL UNLESS A COUPLE OF POWERFUL MONSTERS ARE ABLE TO CLOSE WITH, AND START HACKING ON, THE SORCERER.

IF YOU'RE TIRED OF USING THE FIRST TWO METHODS, GIVE THIS A SHOT: POSITION THE SORCERER AGAINST THE WALL IN WHICH THE DOOR IS SET, FOUR OR FIVE TILES FROM THE DOOR. LET THE WARRIOR OPEN THE DOOR, AND THEN STEP BACK A PACE. THE BAD GUYS WILL STILL ONLY SQUEEZE OUT OF THE OPENING IN DRIBBLES, BUT BOTH THE WARRIOR—WITH HIS SWORD—AND THE SORCERER—WITH FIREBALLS OR WHATEVER—WILL BE ABLE TO ENGAGE THEM AS THEY EXIT.

SAMPLE HOTKEY SETUPS

EARLY LABYRINTH LEVELS

- F5:** Holy Bolt (Ideal for attacking skeletons. Won't harm other players.)
- F6:** Charged Bolt/Lightning
- F7:** Healing
- F8:** Firebolt

ADVANCED LABYRINTH LEVELS

- F5:** Charged Bolt/Lightning
- F6:** Flash (For situations when the character is swarmed.)
- F7:** Healing
- F8:** Firebolt or Stone Curse (The Advocates and Succubi hate it.)

Of course, there are many variations, and what you key will, to a large extent, depend on your personal taste. Lately I've become increasingly fond of Wall of Fire for crowd control.



CHAPTER 3: A CAST OF THREE

A final word on effectively questing with the Sorcerer: *Hotkey!* Spells *must* be hotkeyed (F5-F8) to allow for quick changes. Often a group of enemies will contain creatures that are fire and lightning resistant. Rapidly switching between fire and lightning spells will save your life.

The mage's magical prowess comes at a high price: He's weak in every other attribute. Several things can minimize these weaknesses, and I'll cover some in the following section on variations. Nevertheless, the most important things your Sorcerer needs to stay alive are distance and Mana Shield. Keep your Sorcerer far from hand-to-hand confrontations, and constantly employ the Mana Shield: In most cases it more than doubles your effective Life points.



53

VARIATIONS ON A THEME

The darkness below Tristram is cunning, and so, my reader, must you be. You need not limit yourself to the three basic characters Blizzard offers. By cleverly applying Experience points you may create many distinctly different questers. In the following paragraphs we cover but a few.

FIGHTING SORCERER

This variation works so well, it's almost the norm. The Sorcerer's chief weakness is his weakness. He often can't wear any quality armor. He's just too weak. Couple this with his inability to deal effective damage in hand-to-hand combat, and you have a recipe for disaster.





DIABLO BATTLE.NET ADVANCED STRATEGIES

Yes, in multiplayer games, you can usually avoid direct confrontations with the denizens of *Battle.net*. The operative word here, however, is *usually*. Sooner or later, whether your character is questing alone to build experience, or merely caught unawares, he will have to fight for his life. For the typical Sorcerer this can often be a short, and depressing, fight.

I find that strength is the solution to weakness. Rather than avoiding hand-to-hand fighting, make your mage a Fighting Sorcerer. Spend every Experience point you gain on Strength until you've maxed it out (45 points), and then distribute 4 to Dexterity and 1 to Magic through several more experience levels. By the time you have a 10th-level wizard, his strength will be maxed and his Dexterity will be over 30. This will help the Sorcerer whack his way through the catacombs and into the caves.

Don't ignore the magical side of your man. Direct subsequent Experience points to improving his spellcasting ability. You'll find, however, the initial injection of strength will let the Sorcerer work better at levels where he's apt to find the magical jewelry he needs to wear the heavy armor necessary to survive the heat of hell.

THE ROGUE MAGE

A logical variant. The Rogue's emphasis is the ranged attack, and she comes with the game's second-best Magic attribute. Why not add magical attacks to her already deadly arrows? If this is what you hope to accomplish, I'd recommend amping her Magic attribute with 5 points per level for at least the first four experience levels. Subse-



CHAPTER 3: A CAST OF THREE

quently, split the points between Dexterity, for effective bowmanship, and Strength, needed to wear heavy armor and ramp up her damage.

THE WARRIOR WARRIOR

Yeah, the Warrior does what he does so well, there isn't much point in asking him to do anything else. I've tried to make a Warrior Archer and, yes, he does get better with the bow. However, the lack of attention to his Strength attribute makes for a weak fighter. In the long run he does neither well.

However, it makes sense to build an adequate Magic attribute for any Warrior. I concentrate on accumulating as many Books of Lightning as possible. As I've said, Stone Curse is another of my favorites. I've used this nearly exclusively in hell—it's great for freezing those Succubi in order to whack the hell out of them . . . so to speak.

ONWARD . . .

However you use them, the questing characters of *Battle.net* are a diverse and tactically intriguing lot. The foregoing tactics are only some of the ways I've found to employ them. In the next chapter we'll study *Battle.net* combat and team tactics in greater detail.



55





METZEN

C H A P T E R

4

TO MOCK A KILLING WORD

Exploring the labyrinth, and slaying the monsters found therein, is the point of *Battle.net*, and this book. Finding the treasures beneath the ruined cathedral is critical to improving a character's capabilities, and to find those treasures you often must battle the denizens of the dungeon. Obviously, exploration and combat are closely linked.



DIABLO BATTLE.NET ADVANCED STRATEGIES

This chapter explores each in depth, and shares lessons I've learned from extensive Net play. Up front, we examine the best ways to stalk the dungeon's halls, from the cautious creep you'll use in hell, to the take-it-on-the-fly/let's-find-the-stairs-and-get-out-of-here approach experienced gamers use on the upper levels. We look at them all, and describe when and where to use them.

Once you've learned how to recon the dungeon, but before you get to the section on mutilating the bad guys, you must learn *what* you're attempting to mutilate. Since cavemen started heaving rocks at rival clans, tacticians have preached the need to "know your enemy." *Battle.net* is no different. To fight well you must understand who you're fighting. I feed you that information in this study of monsters and how to tackle them.

58



NOTE



NOTE THAT CHAPTER SIX PROVIDES SPECIFIC CREATURE DATA. I WON'T DUPLICATE THAT INFORMATION HERE, BUT RATHER LOOK AT GENERAL MONSTER TYPES, AND METHODS OF ATTACKING THEM.



CHAPTER 4: TO MOCK A KILLING WORD

There are many ways to kill the inhabitants of Tristram's dungeon: You may slash, bash, shoot, or bolt them. It's important to understand these different types of combat before we examine the complexity of team warfare. I spend quite a few pages discussing the two methods of fighting in *Battle.net*—hand-to-hand and ranged combat.

There is a third method of exterminating the dark minions—"combined arms"—that entails using both hand-to-hand and ranged combat to slay your enemies. Obviously, it's the most common form of battle in the dungeon. It is, however, so closely linked to team tactics that I cover it in that section.

Of course, good tactics and knowledge are of little use without first-rate weaponry. We've got that covered, too, and we examine the most important weapons each character type should look for, and the trade-off between weapons that boost one attribute while drawing another down.

Finally, I examine the heart of *Battle.net* gameplay—teamwork. Tackling the dungeon with a group of heroes is a lot different than going in it alone. Who leads the troop? Who clears out the rooms? Should the Rogue always open chests or, in the interest of expediency, should the first person on scene pop the lock? What about etiquette? Who gets the gold from fallen monsters, or the loot from a bashed barrel? Adventuring with a group of three or four characters is unlike anything you've done in single-player *Diablo*. There's a way to do it and a way *not* to.





EXPLORATION

Effectively exploring the dungeons of Tristram is critical to playing *Battle.net* well. The job of reconnaissance is both an art and a science. Tactics exist to minimize the chance of your troop taking serious damage and to ensure you cover every tile on a level. Running, or even walking, haphazardly through an unknown level is usually a recipe for certain death.

THE FIRST STEP

Before you take that first step, organize your party and set your objectives. The best reconnaissance is either a line, a loose triangle, or a rectangle. Which you choose depends on the number in your party: The line for twosomes, triangle for a threesome, and the rectangle for parties of four.

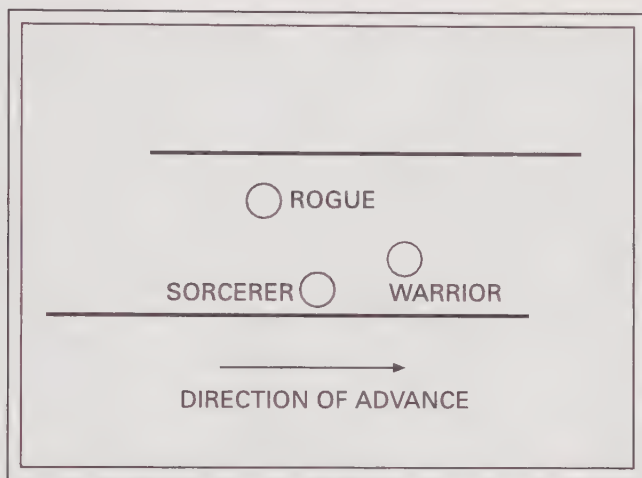
Everyone in the party must know the objective. Is this a new level for your troop? If so, search it slowly and carefully. On the other hand, are you doing a quick hunt for Spellbooks or some other artifact? In this case (as with Level 12 characters looking for additional books on the first four levels of a new game), you can move fast—perhaps even splitting up.

TRIANGLE FORMATION

If you use the triangle, and have a Warrior in the group, give him the lead. The ranged-attack people (Rogue and Sorcerer) should stay six or seven tiles behind, walking roughly abreast.



CHAPTER 4: TO MOCK A KILLING WORD



61

If there's no Warrior, let the character with the highest Armor Class lead. Occasionally, even when a Warrior is available, you may want to let another lead the party. For example, it's best to place a character carrying the Lightsaber—a unique sword that adds 20 percent to the holder's light radius—in front.

No matter who leads, the party must stay together. The sum of your group's firepower is greater than its parts, and this firepower is what keeps the point character from getting swarmed.

The Warrior should move cautiously, taking care not to outdistance his comrades, and hug the walls, especially when entering a large space. In the early levels, three things can kill you: the Butcher, King Leoric, and getting swarmed. Hugging the wall halves the monsters' avenues of attack.

Ideally, when the Warrior spots a chest or sarcophagus, he should let the party's Rogue check it out. The Rogue has the ability to detect




ПОТЕ



AS PARTY LEADER, THE WARRIOR HAS THE OPPORTUNITY TO GARNER MORE THAN HIS FAIR SHARE OF THE GOLD. IT'S ONLY FAIR, ПОТ TO MENTION A GOOD IDEA (TO AVOID BEING SHOT IN THE BACK) TO LEAVE EVERY SECOND OR THIRD PILE OF GOLD FOR THOSE WHO FOLLOW.

62



booby traps, and allowing her to open the boxes will save some damage to the Warrior. This, however, can get tedious, and health potions are fairly cheap. When I play, the lead man (or woman) opens the chests and sarcophagi.

LEAVE ПО STONE UNTURNED

If your party intends to search the level thoroughly, it must develop, and stick to, a prearranged search plan. Simple plans work best. An old adage from the days of paper dungeons advises dungeon crawlers (bands of adventurers) simply to "turn left." By so doing you eventually end where you began and cover nearly all of a level. Once you've

SO WHAT'S IN THAT BARREL, ANYWAY?

Do you get tired of whacking at barrels, only to have them explode? Does it seem like every chest you open trips a Nova? Why are there times when the sarcophagus holds nothing but Skeleton Captains? What are the odds of finding something useful? Although dungeon barrel, chest, and sarcophagus construction is random, there are probabilities that govern what's in a given chest.

Barrel Percentages

- Chance of Explosion: 20%
Chance of Item: 20%
Chance of Monster: 20% (if there's a skeleton type on the level)

Chest Percentages

- Small: 50% for 1 item, 50% for nothing
Medium: 33% for 2 items, 33% for 1 item, 33% for nothing
Large: 25% for 3 items, 25% for 2 items, 25% for 1 item, 25% for nothing

Sarcophagus Percentages

- Chance of Gold: 20%
Chance of Monster: 20% (if there is a skeleton type on the level)



DIABLO BATTLE.NET ADVANCED STRATEGIES

come full circle, flick on the Automap and hunt for blank spaces. Scout these, and your work is done.

TURN PO STONE THAT YOU CAN LEAVE

Conversely, if the goal is a quick search and your characters have little to fear from the current level (using the earlier example, a band of four Level 12 characters opening a new game to search the first four levels for books), it's best to split into smaller teams—two by two if there are four adventurers, or the Warrior and another twosome if the troop consists of three members.

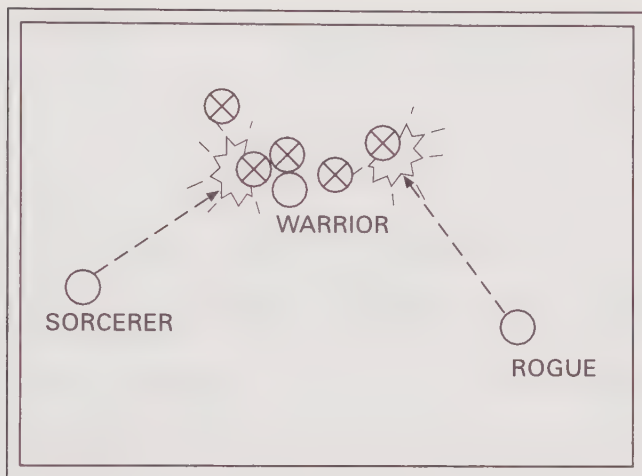
Before splitting, set a meeting place and agree on compass directions. This isn't as silly as it sounds. The Automap, because of the three-quarter, overhead view, is canted. I like to call the upper-right wall "north" and go from there. This is useful if you've found something to show your partners, or if you need help. Quickly tapping out "n of the stairs"—where 'n' means north—is enough to tell the other players where to find you, and perhaps allow them to arrive in time to save your hide.

FIRST CONTACT

When the point man finds the enemy, he should engage him while the two ranged characters move to provide flanking fire. The Rogue



CHAPTER 4: TO MOCK A KILLING WORD



65

and Sorcerer should try to keep to their respective sides of the Warrior and lay down a withering cross fire.

If there are four characters in the group, and two Warriors have taken the lead, a ranged character should support the Warrior directly to his or her front—again, moving slightly to the side to avoid hitting the teammate in the back.

The Rogue and Sorcerer should stay two or three tiles behind the Warriors to avoid getting swarmed, themselves. Your chance to hit with a ranged weapon is inversely proportional to the distance to the target, so don't hang too far behind the front lines, or you won't hit, let alone *kill*, anything.



SPECIAL TECHNIQUES

INFRAVISION

Determining the best person to lead an assault into a room frequently depends on what's in the room. Of course, the catch is you don't know what's there until you open the door . . . unless you have Infravision. This spell serves a number of purposes. Use it to scope out the interiors of unknown rooms, and alert your party to hordes of lurking monstrosities. Because any life-forms, whether creature or fellow character, appear despite intervening walls, Infravision is a major boon if you're lost. Just cast it, and then scan the area for your comrades. On the other hand, if you were diligent about defining dungeon directions prior to beginning your quest, the others could direct you to their approximate location with ease.

GRAVE INFORMATION

Inevitably, your troop will make a mistake. Maybe you've gone too far too fast, or perhaps allowed the team's mana and health to bottom out. Maybe the dungeon-dwellers laid a cunning trap, or swarmed in greater numbers than you and your comrades could handle. Whatever the reason, your party has nearly been wiped out. If there's a survivor, however, all hope is not lost of regaining the hard-won gear that fell from your deceased comrades.

There are many ways to rescue your friends; however, it's helpful if the rescuer in all of them knows what he or she is up against. The nice



CHAPTER 4: TO MOCK A KILLING WORD

thing is that fallen comrades can supply that information. Even though they're dead, they can note the number and types of monsters surrounding their corpse and report that information to would-be rescuers.

THE BAD GUYS: A CAST OF THOUSANDS

Battle.net features a truckload of monsters—88 types, give or take a miscount. And that doesn't count the Uniques, including Diablo himself. If you're a numbers cruncher, check out the complete data lists for this horde in Chapter Six. If you're not so detail-oriented, the following pages may be more to your taste: I break the hordes down into three categories, tell you where you're likely to find them, and give you an idea how strong your band must be to survive a confrontation with each type.

67

FROM MANY, THE FEW

Yeah, there's a lot of 'em, but it really comes down to three groups—three not very technical groups: vermin, hard-core, and badasses. You can further divide each group into those monsters with ranged-attack capability and those without. Let's look at each group and discuss how to handle them and how strong your troop must be before you attempt to take them down.





SO WHAT DOES IT TAKE TO KILL DIABLO?

Quite a lot, actually. Nonetheless, that question has haunted me since I first began playing *Diablo*, and subsequently *Battle.net*. I considered writing a section on the different adventurers, describing the attributes each would need prior to taking on the Dark Lord. However, I quickly canned the thought. There were just too many variables at work in *Battle.net*. For example: How many people are in the questing party? In general, the more people, the lower their individual attributes can be. Does the party contain a “super character” (Level 35+)? If so, he or she could carry the whole expedition. What equipment do they have? I’ve seen Level 8 characters bequeathed first-rate armor and weaponry by a friend who could easily match any Level 15 quester. How experienced is the gamer? Roman Kenney, Blizzard’s *Diablo* ace, once told me he could take Diablo with a Level 15 Sorcerer. He probably can—hell, maybe some of you can—but I wouldn’t want to try it. Unless I was in a large group, or had a high-level character with me, or some awesome armor, or an awesome staff, and so on, and so forth. . . . See what I mean?

Despite those variables, though, I’ve found a rule of thumb that works reasonably well. It goes like this: “When questing with a typical three-character party (Rogue, Warrior, Sorcerer) in a ‘Normal’ game, the average level of the characters must be at least 1.4 times the dungeon level (rounding fractions up) to safely handle the monsters found on that level.”





CHAPTER 4: TO MOCK A KILLING WORD

For example, to handle the first level in Normal mode, the average character level should be 1 (although before you're done with this level you're always a 2 or a 3); to handle the third, it should be 4; to handle the 10th, you'll need 14. The multiple changes for the other levels of difficulty. For Nightmare mode, the multiple is 2; for hell mode, it's 2.5.

Of course, the equipment a player finds or their experience can skew this one way or the other. I've found, however, that honest players of the same experience level who haven't run into a windfall of equipment generally have the same type of gear.

I'm sure no one wants to figure this out for themselves, so I offer the following table.

Dungeon Level	Experience Needed (Normal)	Experience Needed (Nightmare)	Experience Needed (Hell)
1	1	[[*]]	[[*]]
2	3	[[*]]	[[*]]
3	4	[[*]]	[[*]]
4	6	[[*]]	[[*]]
5	7	[[*]]	[[*]]
6	8	[[*]]	[[*]]
7	10	[[*]]	[[*]]
8	11	[[*]]	[[*]]
9	13	[[*]]	[[*]]





DIABLO BATTLE.NET ADVANCED STRATEGIES

Dungeon Level	Experience Needed (Normal)	Experience Needed (Nightmare)	Experience Needed (Hell)
10	14	20	[[*]]
11	15	22	[[*]]
12	17	24	30
13	18	26	33
14	20	28	35
15	21	30	38
16	22	34	40

*You must be at least experience Level 20 to start a Nightmare mode game, and Level 30 to start a hell. This table doesn't show experience levels lower than these for these modes.

Please note: We're talking *Battle.net* here. As I've said, these are average experience levels a party of three needs to clean a given level. I wouldn't attempt to clean the third dungeon level alone with a Level 4 character. One more caveat: Some Uniques throw a monkey wrench in the equation. For example, the Butcher, found on dungeon level two, *can't* be killed with three Level 3 characters.

So, bottom line, what does it take to off Diablo? Well, using my table, a party of three can do it in Normal mode with Level 22 characters, in Nightmare mode with Level 32 crusaders, and in hell mode with questers who've reached Level 40.



CHAPTER 4: TO MOCK A KILLING WORD

SO WHAT DOES IT TAKE TO GET TO LEVEL 40?

A lot of phone time, that's what. In the beginning, the levels come fast and furious. But they soon slow down. The following table shows the experience points you need for each level.

Level	Experience Needed
1	0
2	2,000
3	4,620
4	8,040
5	12,489
6	18,258
7	25,712
8	35,309
9	47,622
10	63,364
11	83,419
12	108,879
13	141,086
14	181,683



DIABLO BATTLE.NET ADVANCED STRATEGIES

Level	Experience Needed
-------	-------------------

15	231,075
16	313,656
17	424,067
18	571,190
19	766,569
20	1,025,154
21	1,366,227
22	1,814,568
23	2,401,895
24	3,168,651
25	4,166,200
26	5,459,523
27	7,130,496
28	9,281,874
29	12,042,092
30	15,571,031
31	20,066,900
32	25,774,405
33	32,994,399
34	42,095,202



CHAPTER 4: TO MOCK A KILLING WORD

Level	Experience Needed
35	53,525,811
36	67,831,218
37	85,670,061
38	107,834,823
39	135,274,799
40	169,122,009
41	210,720,231
42	261,657,253
43	323,800,420
44	399,335,440
45	490,808,349
46	601,170,414
47	733,825,617
48	892,680,222
49	1,082,908,612
50	1,310,707,109

73

VERMIN

These are the denizens of the dungeons' first four levels. Regard them as Experience points waiting to be gained. They will rarely, with few exceptions, give a band of three much cause for concern. They include lower- to midlevel Skeletons, Fallen Ones, Zombies, Scavengers, and Bats. The Skeleton Archers are the only ones with ranged-attack capability.

A party of three that's reached the level of expertise delineated in the foregoing tables can handle these fiends. If your party includes four questers, you can probably split into pairs and still take on all comers.

As I said, there are a few exceptions. The first are the Butcher and King Leoric. Although neither belongs in this first group, you will, as I'm sure you know by now, find them on the second and third level, respectively. Leave them alone until your party's average experience is between Level 6 and Level 8.

The other exception is the swarming Skeleton Archers. These guys can be quite a nuisance for the lightly armored Sorcerer. Attack any large concentrations of the archers with the entire party, leading with the Warrior and laying down a withering Holy Bolt barrage with both Sorcerer and Rogue (if she has the spell).

In general, keep out of the middle of rooms and whack the Vermin where you find them. It doesn't get any easier than this.

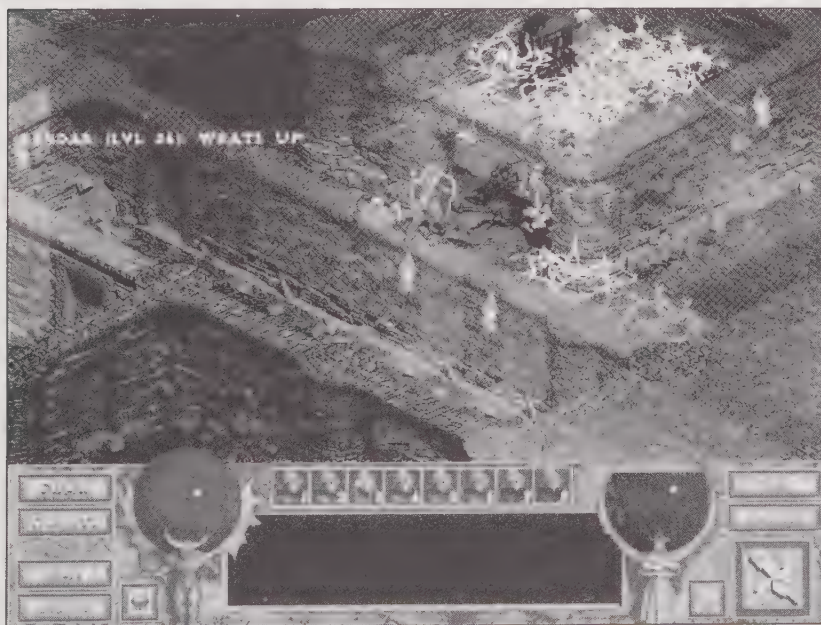
HARD-CORE

These are the mid- to higher-level monsters. If you don't use the tactics we suggest later in the chapter on these guys, your party may get

CHAPTER 4: † TO MOCK A KILLING WORD

waxed. Normally these creatures reside on the catacomb and cave levels. This group includes: the Hidden; Goat Demons; Bats; Overlords; Magma Demons; Horned Demons; Red Storm; Gargoyles, and everyone's favorite—Acid Beasts. Many of these have ranged attacks, including the Goat Men's arrows, Bats' and Red Storm's lightning, Magma Demons' Fireballs, and the dogs' magical acid.

Because of the confined spaces of the catacombs, most questing parties handle its inhabitants—usually including Goat Men, Gargoyles, upper-echelon Skeletons, Bats, and Horned Demons—without losing



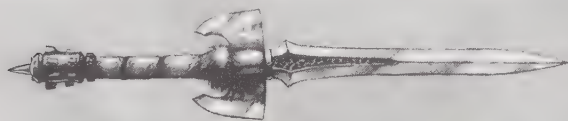
A very heavily armed Sorcerer (okay, I lied, it's a Warrior) Chain Lightnings a chamber in the catacombs.

DIABLO BATTLE.NET ADVANCED STRATEGIES

any members. The Sorcerer, especially if he has a high-end Charged Bolt, can really be helpful in clearing rooms of Goat Archers. He just opens the door and lets fly with an uninterrupted stream of the Bolt until nothing moves.

The hard-core monsters inhabiting the Caves, on the other hand, can often reduce a party to a heap of decaying flesh. These assassins—usually Overlords, Magma Demons, Horned Demons, Red Storm, and Acid Beasts—are powerful adversaries. Magma Demons, Red Storm, and Acid Beasts have significant ranged attacks. Many have magical resistances or immunities. And the Acid Beasts—your toughest adversaries so far—can actually hurt you in three distinctly different ways (spitball ranged attack, hand-to-hand combat, and by standing in the blood of one recently killed).

76



TIP

THE BLOOD OF A FRESHLY BUTCHERED ACID BEAST CAN KILL. ITS ACIDIC EFFECTS WILL QUICKLY DRAIN YOUR RED GLOBE. THE DOG'S BLOOD, HOWEVER, ISN'T ACTIVE LONG. ONCE IT STOPS BUBBLING, THE YELLOW-GREEN SLIME IS SAFE TO WALK THROUGH.



CHAPTER 4: TO MOCK A KILLING WORD

From the instant your group sets foot in the caves, you must be wary of these potent creatures. Stick to the walls, and take advantage of every bit of cover they offer. Don't chase monsters into open spaces where your party can be caught in a deadly cross fire. The characters with strong ranged-combat skills should use them to take out the opposing acid-spitting, fireball-slinging, bolt-throwing beasts.

Retreat from swarms, allowing the creatures differing pursuit speeds to spread them out. It's always easier to kill three at a time than 30. Use caution when facing this class of creatures, and remember that discretion is the better part of valor. By the time you finish with the toughies, you'll either have a squad of Level 17 characters, or you'll be dead.

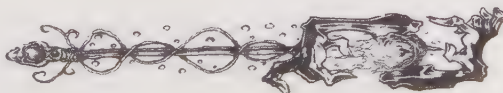
THE BADASSES

And you thought the hard-core were bad! This class will make or break your troop. If you can defeat the massed forces of Succubi, Balrogs, Knights, Counselors, and Vipers that make up this group, *Diablo* will seem like a piece of cake. All these beasts have serious magical resistances, making life tough for the Sorcerer. And three of them—the Succubi, Balrogs, and Counselors—have a convincing ranged-attack capability. On top of that, they refuse to fight fair. Heck, the Red Storm has a darned good lightning attack, but at least they attempt to close with you and fight hand-to-hand. Succubi and Counselors, on the other hand, avoid close combat like the plague.

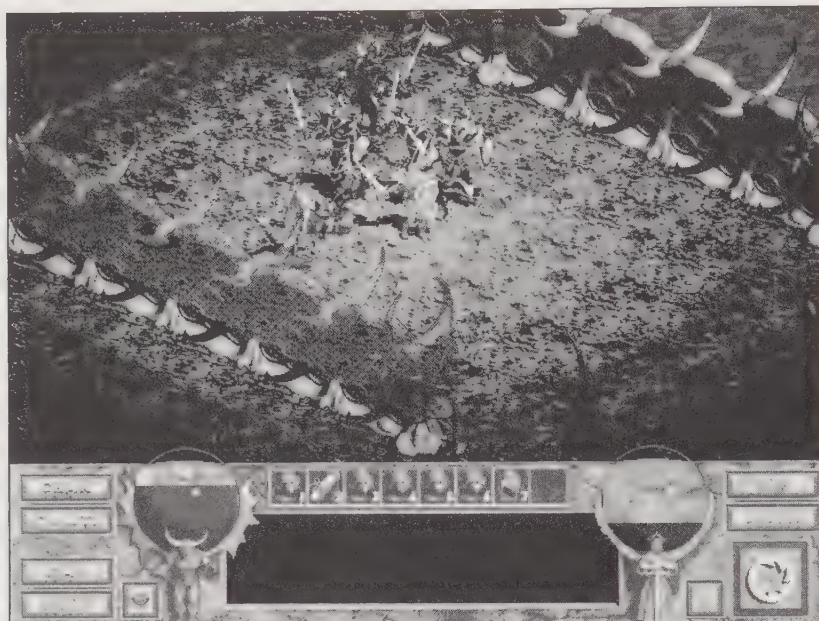
To counter these advantages, your group must employ disciplined teamwork, take advantage of cover, herd the Succubi and Counselors,



77



DIABLO BATTLE.NET ADVANCED STRATEGIES



The badasses are some tough hombres (and hambrettes).

and keep a belt full of health potions. As before, let the Warriors concentrate on monsters who have no ranged-attack capability, such as the Knights, while the Sorcerer and Rogue take the Succubi and their partners head-on. As I've said elsewhere, Stone Curse is worth its weight in gold when squaring off against the Succubi and Counselors. Not only will it allow the Warrior to get a good whack at them, but it increases the chance of the Rogue's arrows striking home. Be sure you have a well-equipped group of at least Level 18 before tackling these monsters.



CHAPTER 4: TO MOCK A KILLING WORD



DRESSING FOR SUCCESS

I've stressed the difference equipment can make: It's significant. Just ask anyone who's had upper-level characters killed by dungeon denizens and lost all their gear. This will turn a powerful Level 20 Warrior into a man barely able to cope with fifth-level Skeleton Archers.

So what's the hot equipment for each character type? As with much else in *Battle.net*, what works for you is a function of your playing style and character type. A magical bow will be wasted in the Warrior's inventory, while a King's Sword normally will be wasted in the hands of a Sorcerer. In general, look for items that will enhance your character's strong suit. Keeping that in mind, let's look at some artifacts helpful to each character type. In general, I won't mention specific items, but rather items of a particular type (suffix or prefix) that will help the character.

Warrior: The Warrior is the hand-to-hand specialist. As such, he should look for items that either increase the amount of damage he does or increase his Armor Class. If armor and damage conflict, which you choose normally is a matter of personal preference. Remember this, however: Dead monsters can't do much damage, no matter what their ex-target's Armor Class is. I like to go for things that make monsters dead quick. Look for weapons with the "King's" prefix (appr. +165% Damage and +85 to Hit) and armor with the "Godly" prefix (appr. +185% to Armor) and the "of the Whale" suffix (approx. +90 Hit points).

79





DIABLO BATTLE.NET ADVANCED STRATEGIES



80



Rogue: The Rogue should constantly strive to improve her dexterity. Because of this, weapons with the suffix “of Perfection” (+21 to +30 Dexterity) should be high on her list. Unfortunately, to become a complete adventurer, the Rogue must fill many slots on her dance card, and one is Armor Class. The better your Armor Class, the more shots miss the mark. So, in addition to Dexterity, the Rogue should be on the lookout for her own Godly Plate of the Whale, and the magical jewelry, such as rings with the “of the Titan” suffix, that will give her the strength to wear it.

The most important piece of gear for the Rogue is the Windforce bow. This arrow-slinger does +200% Damage and knocks the target back—just what you need to keep those nasty Vipers out of your face.

Sorcerer: Again, there are two trains of thought on how to build an effective mage. I think you must look for items with the “of Titan” suffix to buff his strength to the point where he can slip into a Godly Plate of Something and take more than two hits before he dies. After you have the armor, scout for the “of Wizardry” (+21 to +30 magic) add-ons that will boost your magical capability. Others feel any Experience point or piece of equipment that doesn’t amp the Sorcerer’s Magic rating is a waste of time. These people are constantly on the lookout for “of Wizardry” items. This tends to be an all-or-nothing proposition. You either build a Sorcerer so strong no one can touch him, or one unable to stand the slightest swipe without turning into a lifeless heap of rags.





CHAPTER 4: TO MOCK A KILLING WORD



TIP

I'VE TALKED WITH MANY PEOPLE WHO'D BE HAPPY JUST TO KNOW THE SECRET TO KEEPING A SORCERER ALIVE IN HELL, LET ALONE HOW TO MAKE HIM AN EFFECTIVE PARTICIPANT IN THE STRUGGLE TO KILL THE DARK LORD. AFTER MUCH EXPERIMENTATION, I'VE CONCLUDED THAT IT COMES DOWN TO CONSTANTLY REPLAYING THE FIRST FOUR OR FIVE LEVELS IN SEARCH OF BOOKS. BOOKS ARE THE KEY. MOST HIGH-END BADASS MONSTERS ARE RESISTANT TO MAGIC, LIGHTNING, OR FIRE. SOME ARE IMMUNE TO ONE OR THE OTHER. THERE'S NOTHING YOU CAN DO TO BREAK THROUGH AN IMMUNITY, BUT YOU CAN OVERCOME RESISTANCES WITH VERY POWERFUL SPELLS. AS A SORCERER, YOU SHOULD CONSTANTLY STRIVE TO BUILD THESE POWERFUL SPELLS, EITHER REPLAYING THE FIRST FIVE LEVELS A BILLION TIMES OR BUYING THEM. EITHER WAY, YOUR TROOP WILL EXPECT YOU TO HAVE SOMETHING UP YOUR SLEEVE IN HELL. DON'T DISAPPOINT THEM.





THE WAYS OF WAR

All right. You know your enemy, and you know your equipment. Sooner or later your explorations will lead you to directly confront the owners of Tristram's dungeon. To ruthlessly dispatch the *Battle.net* denizens you must understand the interface and study the types of combat, weapons, and tactics that work best against them. The following sections cover interface and types of combat.

THE FUNCTION OF KILLING

The *Battle.net* interface is simple—and that's good, because combat is frantic. There's no time for a grand piano-like interface when 10 Blood Knights surround you. Nevertheless, you must absorb and employ adeptly several facets of the interface to augment your death-dealing capability.

BELIEVE IN THE BELT

Believe in your belt, and understand how it works. The mechanics are simple: You may activate anything placed on the belt by tapping the corresponding number. Don't waste time clicking on the belt with your mouse pointer. Put that pointer back on the screen where it belongs.

The belt's shortcut is a tremendous help, but only if you use it. Refilling your health globe from your inventory takes two actions—



CHAPTER 4: TO MOCK A KILLING WORD

pressing 'I' on the keyboard and right-clicking on the appropriate object, whether health potion or healing scroll. That's one click too many, not to mention the time you spend glancing at your inventory to locate the appropriate vial.

Make the belt as user-friendly as you can. Don't mix health, mana, and scrolls indiscriminately. Often, when you need health or mana, you need it *now*! The evil lurking in the dungeon won't give you the second it takes to locate the correct key to replenish health.

Put your health potions at the left end of the belt, and your mana at the right. That gives you some slope when punching up your potions. Now you know that any number on the left side of your keyboard will give you life; it doesn't matter if it's 1, 3, or 4. Obviously, after you've punched a few potions you'll need to restock; however, entering combat with a full belt can mean the difference between life and death.

What's on the belt depends on character and tactical situation. A Warrior entering a room where he expects to do a lot of slashing might want to fill his belt exclusively with health (unless he has a Scroll of Nova). On the other hand, the Sorcerer, who provides fire support for said Warrior, may want to use most of the slots on his belt for mana. The permutations are numerous, yet to play *Battle.net* effectively you must consciously decide what goes on your belt. Remember, if there are empty spaces on your belt the AI will slot in anything you pick up that fits. This can be terminal if you want a health potion and your belt's full of Town Portals.





THE KEY TO QUICK SPELLCASTING

Hotkeys are the essence of quick spellcasting and the lifeblood of the Sorcerer. No being that relies on magic will get far without using them. In the dungeon's lower levels, *Diablo* loves to mix demons and beasts with different resistances: Lightning may kill one while another shrugs it off. Some, like the Advocates and Succubi, may move too quickly for the Warrior to effectively engage them. A Sorcerer's ability to rapidly switch from Lightning to Fireball to Stone Curse is crucial to effective spellcasting.

It's important to hotkey your spells, and doubly important to rekey them after the first or second encounter on a new level. Once you've seen what the level has to offer, rekey to ensure your most effective spells are at your finger tips.

Keep in mind that *Battle.net* is a team game. Maybe the troop's Sorcerer will want to handle the precise lightning and fire spells while the Rogue casts a mean Wall of Fire. Decide on each level what the shared responsibilities will be.

BUDDY, CAN YOU SPARE A DIME?

Adventurers must pool their resources. If three characters in a four-person party have plate armor and the fourth doesn't, it should be the group's priority to beg, borrow, or steal some plate for the fourth member.

Often you can buy the plate from Griswold, Wirt, or another player (if you're in one of the chat channels). Perhaps the needy member is a little short of cash. Loan it to him or her. Problem is, players

CHAPTER 4: TO MOCK A KILLING WORD



85

frequently have only one pile in their inventories and are reluctant to part with every cent they own. Enter the right-hand mouse button.

Sure, you knew it was good for quaffing potions or casting spells, but did you know that by right-clicking on a pile of gold in your inventory you can designate how much of it you wish to give away? Yep, just right-click and type in the amount of gold you want to throw down.

SANDY KOUFAX CAN EVEN PLAY

Are you left-handed? Does the mouse skitter across the floor of the caves? If your answer is yes, I have a solution for you. Race car dri-



DIABLO BATTLE.NET ADVANCED STRATEGIES

vers, pilots, and even CEOs organize their cockpit or office to maximize their performance, so why shouldn't you?

For instance, if you're left-handed, you may switch the mouse buttons. From your desktop, click on My Computer, Control Panel, and then Mouse. Under the Buttons menu, switch to a left-hand mouse.

You may also adjust the speed at which your pointer moves across the screen. Again, proceed to the Mouse menu, select the Motion tab, and adjust the speed to suite your tastes.

HACKING HORRORS

Okay, you've fine-tuned your computer. It's time to look at *Battle.net* combat. There are three basic types of fighting—hand-to-hand, ranged, and combined arms.

Hand-to-hand is when you stand toe-to-claw with an abomination and slug, stab, and slash him to death. Ranged combat is the art of dealing death from afar, through either magic or mechanical means. Combined arms is just that—a combination of the first two. In this section we look at the first two, discuss their relative merits, and which character is best in each type. Later, as we examine team tactics, we cover the science of combined-arms combat.

МАПО А МАПО: THE SCIENCE OF SLASHING

Hand-to-hand combat is the most direct in *Battle.net*. In its simplest form, you merely walk up to a monster and start bashing on it. If you





CHAPTER 4: TO MOCK A KILLING WORD



have a strong character carrying the right equipment, this can be a devastating force. The advantages are many: It's direct, it allows you to intervene on behalf of your weaker colleagues (such as the Rogue and Sorcerer) against a strong monster, and it ties up large throngs of the enemy which the ranged fighters can then blast from a distance.

NOTHING FANCY, JUST SOME PLATE AND SHARP STEEL

It doesn't take a rocket scientist to be a good hand-to-hand fighter. A strong character capable of wearing good armor and wielding a heavy weapon is all you need. Warriors make the best hand-to-hand fighters, although I have seen both Rogues and Sorcerers hold their own against select numbers of bad guys. Nonetheless, if hand-to-hand is the game, a strong Warrior is my first choice.

It will, however, take more than brawn to slay the cave dwellers and citizens of hell. Despite its simplicity, close-in combat requires the application of subtle, yet crucial, tactics to vanquish *Battle.net*'s stronger residents.

WHEN YOUR BACK'S AGAINST A WALL

When your back's against a wall, you're doing well in *Battle.net*. Avoid the middle of a large space like the plague. Doorways and lava bridges are also your friends—anything that prevents the hordes of hell from swamping you with their numbers works to your advantage.

In *Battle.net* the "anything that prevents swarming" can be a fellow crusader. Not surprisingly, I've found that two Warriors advancing shoulder-to-shoulder make a devastating team. Of course, "shoulder-to-shoulder" is a figure of speech; in reality (er, cyberreality), a tile or

87





DIABLO BATTLE.NET ADVANCED STRATEGIES



88



TIP

HERE'S A UNIQUE TWIST ON THE CHOKE-POINT TACTIC. IMAGINE A WARRIOR AND A SORCERER WHO POSSESSES THE HEAL OTHER SPELL AND ARE QUESTING IN THE CATACOMBS. THE WARRIOR OPENS THE DOOR ON A ROOM FULL OF TOUGHIES. OF COURSE, MONSTERS WILL BE MONSTERS, AND THEY RUSH TO THE OPENING TO SEE WHO THE NEW GUY IS. THE WARRIOR WILL HAVE NONE OF THAT, AND COMMENCES THE SKULL-SPLITTING. NOW, IF THESE CREATURES ARE REAL BADASSES, THEY MAY START TO CHIP AWAY AT THE WARRIOR'S HEALTH. HOWEVER—AND THIS IS THE COOL PART—THE SORCERER, TUCKED SAFELY BEHIND THE WARRIOR, CAN CONSTANTLY HIT THE EMBATTLED FIGHTER WITH HEAL OTHER, MAKING THE MAN VIRTUALLY INVINCIBLE.

BY THE WAY, BEFORE THE PATCH THERE USED TO BE A BREED OF JERKS WHO'D ENTICE NEWBIES INTO A GAME (USUALLY WITH A PROMISE OF BEQUEATHING THEM AN AWESOME WEAPON), AND THEN MURDER THE UNSUSPECTING VICTIM IN THE STREETS OF TRISTRAM. IT'S HAPPENED BEFORE, AND IT COULD HAPPEN AGAIN. YOU NEVER KNOW WHAT





CHAPTER 4: TO MOCK A KILLING WORD

THE PET HACKERS WILL COME UP WITH. (MORE ON DEALING WITH THESE REPREHENSIBLE TYPES LATER IN THE CHAPTER.)

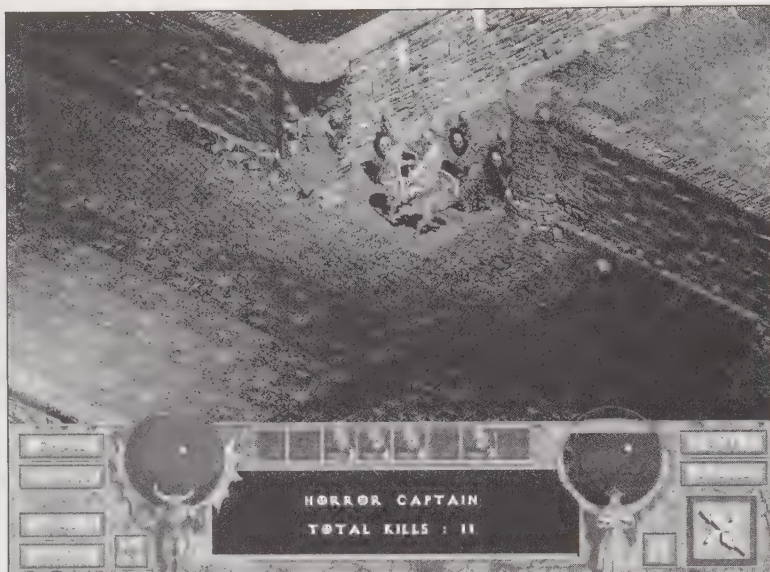
ANYWAY, ONE METHOD TO AVOID THIS ignominious fate is actually a variant of the above. If someone attempts to murder your character in Tristram, try to make your way to Perip. Once there, continually click on the "Provide Healing" button. Hopefully, this will refill your health globe more quickly than the assailant can drain it, and the bad guy will get bored and leave the game.

89

two—no more—should separate the two. Stealing a page from the air combat guys, designate one "lead" and the other "wing." Silly? Maybe. Maybe not.

Becoming separated is the worst thing that can happen to a couple of Warriors hacking their way through hell. Bad news is, it can happen quickly, despite the best intentions of both. Walking into a space filled with Succubi can be disconcerting, and everyone's first inclination is to start chasing the wenches. Unfortunately, if your buddy zigs and you zag, you can end up in opposite corners in a heartbeat, swarmed by the Succubi's photon torpedoes.

If, on the other hand, one of you takes "lead" and the other "wing," coordinating movement becomes a snap. The wing simply fol-



The Swath of Destruction. Two Warriors carve their way through some bad guys.

lows the lead's lead. When using this tactic, the wing Warrior positions himself to one side and slightly (about a tile) behind the lead. If lead goes right, wing goes right. You'll find it's much easier to corral the troublesome Succubi and Counselors by presenting this united front.

HEY, YOUR SWORD'S TOO SHORT

If Succubi could talk, I'm sure those would be the first words out of their mouths. Then they would laugh throatily and ram a star ball down your throat. Overlords, Vipers, and even Blood Knights are no match for a pair of strong Warriors. But Succubi and Counselors are a different matter. If they're giving you fits, the following may help.



CHAPTER 4: TO MOCK A KILLING WORD

IF IT CAN'T MOVE, IT CAN'T LIVE

I'm cheating here, because I'm bringing a ranged attack (of sorts) into a discussion of hand-to-hand techniques, but, hey—it works. If a Warrior has learned Stone Curse, throw it on every Succubi or Counselor you approach. While they're frozen, hack them in half.

UNITED WE STAND

If you don't have Stone Curse you can still herd them into a corner. One way to accomplish this is by sticking together and slowly advancing from the room's entrance to the nearest corner, driving the Succubi before you. Note that although the Counselors teleport rather than run, they follow the same general movement patterns as the Succubi, normally teleporting directly away from your line of advance. Once you have the bad guys backed against a wall you can start meting out the damage they deserve.

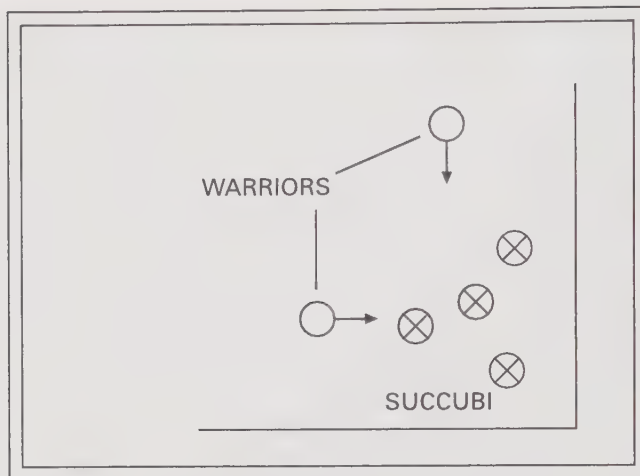
DIVIDED WE STAND . . . IF WE'RE CAREFUL

Under most circumstances it pays to keep together when slugging it out in close proximity to Succubi and Counselors. There are, however, exceptions. Here's one: Two Warriors creep into a chamber filled with Snow Witches, and the photons begin flying from all directions. The Warriors, however, are well-schooled in medieval combat tactics and stick together. Although a few witches are cornered, most run before the Warriors can bring their swords to bear, stopping just out of reach to fire again at the hapless pair. There seem to be hundreds of the busty monsters, and the fighters are drinking health potions like water. Eventually the courageous Warriors are forced to retreat from the room.





DIABLO BATTLE.NET ADVANCED STRATEGIES



Advanced Herding, or, Divided We Stand

92

The problem? Too many Succubi and not enough swords. One way or another you must strive to quickly reduce the demon's numbers before their attacks wear down your health and eat through your potion reserves. Sometimes Stone Curse works; sometimes shoulder-to-shoulder herding works (sometimes it doesn't). If you're willing to take a risk, you'll bag more Succubi and Counselors by splitting your forces and approaching from opposite (or nearly opposite) directions.

When you enter a space, one Warrior will proceed to the far wall and then work his way back to the opening along the right-hand wall. Meanwhile, his comrade will turn right and meet him in the corner. This bags many more teleporters and witches than the conventional method, but it does open up the Warriors to swarming if Blood





CHAPTER 4: TO MOCK A KILLING WORD

Knights make a surprise appearance. On the flip side, it disperses the incoming fire. I guess the world is full of compromises.

RESPONSIBILITIES

An aside to the strategies of hand-to-hand combat is the responsibility that comes with being the party's acknowledged close-combat guy. Being the BMOC (Big Man Of the Caves) isn't all glory; a good amount of work goes with the job. A Warrior must always keep an eye out for his accompanying Rogue and Sorcerer. More often than not—and we'll cover this in greater depth when we get to combined operations—the Warrior's primary task will be to draw a crowd to take the pressure off his weaker comrades so they may deal their damage from six or seven tiles distant. Still, the Warrior must keep an eye peeled for monsters that sneak by and head for the Rogue or Sorcerer. A Blood Knight can make short work of a Sorcerer in hand-to-hand fighting. Because of that, the Warrior must dash to a weaker character's rescue whenever a monster skilled in hand-to-hand combat engages that character.

In fact, if you have a party of four—including two Warriors—it can be useful to leave one of the sword-swingers in the general area of the Sorcerer et al. to interdict any monster attempting a direct assault on the Robed One.

NEVER FIGHT FAIR

One-on-one is great for basketball movies, Old West shoot-outs, and second dates, but it sucks in close combat. Whenever a pair of Warriors runs up against a strong Unique they should both concentrate





DIABLO BATTLE.NET ADVANCED STRATEGIES

their efforts on the Unique, ignoring the lesser minions snapping at their heels. You can apply this concept throughout *Battle.net*, summed up as follows: "Kill first that which hurts worst." In other words, eliminate the greatest enemy threat first. For instance, Bloodlust—a Hell Spawn Unique residing on Level 15—can do nearly 200 percent more damage than the Azure Drake Vipers on the same level. Who do you think needs to die first?

BELT UP

We already talked about the belt, but I feel I should mention it again here. In hand-to-hand combat, Warriors should fill their belt only with health potions. If you have significant magical powers, you'll no longer be exclusively fighting hand-to-hand; then you should put a corresponding amount of mana into the kitty.

KEEP YOUR COOL

No doubt about it, hand-to-hand is the most satisfying form of combat in *Battle.net*. There's something about bringing those Succubi to their knees with one mighty sweep of the blade that gets the juices flowing. Slashing does, however, require more than a strong arm and a craving for blood. As we've seen, it involves a lot of tactics. Read them, learn them, apply them. Don't go chasing Cabalists in a rage or you'll get waxed.

Ranged combat, on the other hand, requires aspiring *Diablo* slayers to master a few new tactics, but will repay their learning in heaps of dead dungeon denizens. Let's move on to the death-from-a-distance section and see what we need to know to keep those Overlords off the Sorcerer's back.



CHAPTER 4: TO MOCK A KILLING WORD

THE BIGGER THEY COME . . . RANGED COMBAT IN *BATTLE.NET*

The essence and overarching tactic of ranged combat is to keep all the swordsmen, with their flashing scimitars, a shot away.

And the two major harbingers of distant death are the Rogue and Sorcerer. Certainly, many Warriors develop an adequate magical capability; nonetheless, the archer and mage are the *experts*. To excel, however, they must invest time in developing their characters.



NOTE

SOME EXCELLENT PLAYERS DISAGREE WITH MY ASSESSMENT OF THE SORCERER'S CAPABILITIES. BLIZZARD'S ROMAN KENNEY FEELS GAMERS SHOULDN'T PAY ATTENTION TO THE SORCERER'S STRENGTH. HE BELIEVES ANY EXPERIENCES POINTS ALLOCATED TO STRENGTH ARE WASTED. INSTEAD, THE *BATTLE.NET* ACE SAYS GAMERS SHOULD TRY TO FIND EVERY PIECE OF GEAR THEY CAN TO BOLSTER THE MAGE'S MAGICAL TALENTS.

95



DIABLO BATTLE.NET ADVANCED STRATEGIES

Many more Rogues die swinging a sword than twanging their bow. Numerous gamers strive to make the lady something she's not. Lean real close, 'cause I have a secret to tell you. This ain't Hollywood, and the Rogue ain't Xena. If you try to make her a sword-swinging, monster-beheading sex goddess, you may make it to the caves, but not much farther. Study the ways of those who learn to deal death from afar and live.

The Sorcerer, however, is different. His strength must be pumped or he won't survive in the lower levels. As I pointed out in Chapter Three, strive to reach at least 80 modified Strength points before you begin allocating the experience markers elsewhere.

RANGED COMBAT CONSIDERATIONS

Ranged combat comes in two flavors—magical and mechanical. There are, however, two further subdivisions within those categories—precise and area-effect. Each category has its benefits and, to some extent, liabilities. Magical combat can be holocaustal at the higher ends, but does sap the mana and requires an almost video game-like dexterity. Conversely, ranged mechanical combat (that is, the bow and arrow) is simple to use and effective when placed in the hands of the Rogue, but not as destructive as a Sorcerer's magic.

Area-effect ranged weapons provide a different set of pluses and minuses. Without a doubt, the Flame Wave is great for clearing halls, Fire Wall is effective at crowd control, Charged Bolt can clear a catacomb room with ease, and you'll need Nova to get out of tight situations. Unfortunately, they also indiscriminately attack the others in your party, sometimes driving the nail in a weak Rogue's coffin.





CHAPTER 4: TO MOCK A KILLING WORD



TIP

SPEAKING OF AREA-EFFECT WEAPONS, REMEMBER THAT WALL OF FIRE DOES DAMAGE FOR A PROLONGED PERIOD OF TIME—EVEN AFTER YOU DIE. USE THIS INFORMATION TO CHEAPLY RECOVER YOUR ITEMS AFTER A PACK OF MONSTERS DO YOU IN. STEP ONE: RETURN TO THE AREA WHERE YOU DIED AND CAST SEVERAL WALLS OF FIRE AROUND YOURSELF WHEN THE MONSTERS ATTACK. THEY'LL KILL YOU A SECOND TIME, BUT THEY'LL DIE, TOO, AS THEY STAND IN THE WALL OF FIRE TO ATTACK YOUR CORPSE. RETURN TO THE SCENE AGAIN, AND COLLECT YOUR BELONGINGS.

97

At the other end of the spectrum, precise ranged attacks—such as the archer's arrows or mage's Fireballs—stand less chance of injuring a comrade, but also less chance of killing large numbers of bad guys in a short amount of time. The current situation and his or her skill level will determine which a player uses.



DIABLO BATTLE.NET ADVANCED STRATEGIES

THE BOOK ON RANGED COMBAT

There's a world of difference between the slashing, aggressive province of close combat and the crafty, hit-and-run tactics of ranged combat. Don't get me wrong, there are plenty of opportunities to use ranged weapons, magical or otherwise, for in-your-face room-clearing

98



NOTE

AGAIN, MY SENSE OF FAIRNESS REARS ITS UGLY HEAD. QUITE A FEW FOLKS WHO GAME HIGH-LEVEL (THAT IS, LEVEL 35+) SORCERERS BELIEVE THEY CAN CLEAR A LEVEL, EMPLOYING RANGED ATTACKS, FASTER THAN ANY OTHER CHARACTER. ROMAN KENNEDY CLAIMS HE ONCE WENT FROM THE ENTRANCE TO HELL (LEVEL 13) TO A DIABLO KILL IN 22 MINUTES. THAT'S FAST! NEVERTHELESS, THOSE OF US PLAYING LESS SUPERHUMAN CHARACTERS MIGHT FIND THAT FEAT A LITTLE HARD TO MATCH.





CHAPTER 4: TO MOCK A KILLING WORD

and wanton destruction. However, many times clearing levels with nothing but ranged weaponry takes a bit more time.

Despite *Battle.net*'s medieval origins, many of the effective tactics you'll employ in ranged combat are similar to those a modern army's fire team might use. In the following paragraphs we'll discuss fire lanes, friendly fire, target priority, and targets of opportunity, to name but a few. It's really no surprise. After all, the characters of *Battle.net* are employing a vast array of weaponry to subdue a tenacious enemy while minimizing their own casualties. Basically, it's the mission statement of an infantry section in the U.S. Marines. So grab a bow, Grunt, and let's kill some of the damned.

CHOOSING SIDES

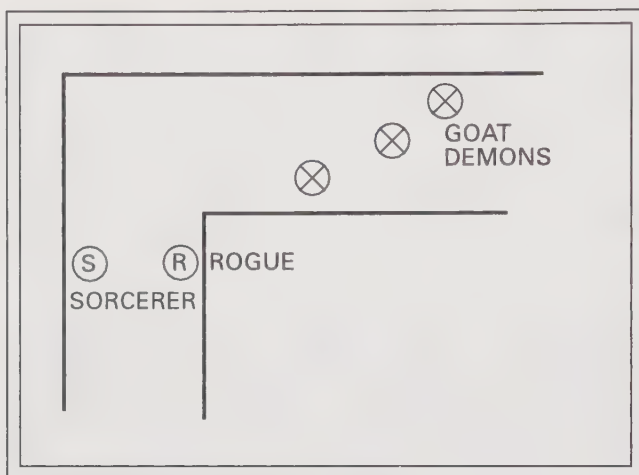
Perhaps the most common ranged-combat characters you'll find on a quest are the Sorcerer and Rogue. The Rogue's Dexterity makes the bow her weapon of choice, while the Sorcerer's Magic ability makes his magic the most deadly in the game. Except where noted, I'll assume you're playing with one of those characters.

DON'T KILL THEM ALL

That's right, in *Battle.net* you don't have to kill them all, just your fair share. As a matter of fact, you can get the team in a lot of trouble trying to kill them all, and making yourself a very unpopular player, to boot. Look at the diagrams.

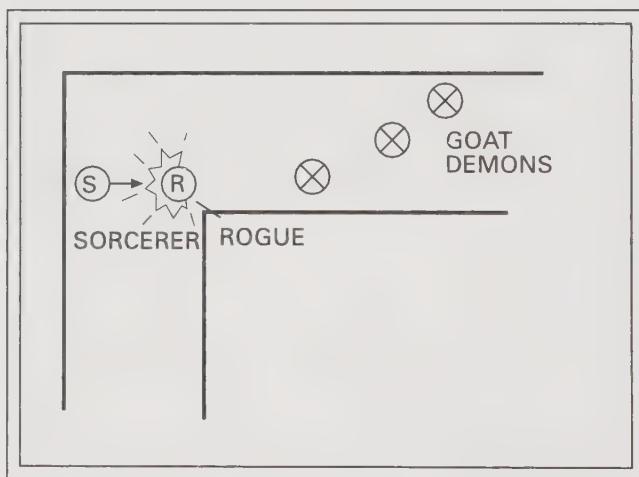


DIABLO BATTLE.NET ADVANCED STRATEGIES



Around the corner wait the Goat Men. Note: In this formation both characters will sight the Goat Demons at about the same time.

100



Both Rogue and Sorcerer spotted the demons. The Sorcerer, however, shooting for the closest demon, hits the Rogue.



CHAPTER 4: TO MOCK A KILLING WORD

The Rogue and Sorcerer are creeping up a hallway. Around the corner three Fire Clan Goat Demons await them. Both adventurers spot the demons at approximately the same time. The second drawing shows their relative positions. If the Sorcerer opens fire on the nearest Demon, he'll probably hit the Rogue square in the back. Meanwhile the frantic Rogue will be trying to kill all three Goat Men *and* dodge the mage's Fireballs.

However, if the two adventurers discuss the possibility earlier, and determine their fire lanes, they can avoid this unpleasant situation.

(Perhaps we should break here and describe what, exactly, a fire lane is. A fire lane is a predetermined area into which a given individual will direct his or her fire. In *Diablo* it can be as simple as the left or right side of a hall or chamber. It doesn't take a congressional report to work it out, either. Something as simple as typing "me left, u right" can make a world of difference in the number of bolts you get in the back.)

Back to our gallant crusaders. Now, with their newly acquired knowledge of fire lanes firmly implanted in their medieval brains, our twosome turns the corner to face the fearsome attackers. This time, rather than attacking the closest Goat Demon, the Sorcerer takes the beast on the left side of the passage, while the Rogue terminates the one on the right. First one finished zaps the remaining demon.

This is much quicker, and much less hazardous to your teammates. The same applies when two or more ranged-attack types enter a chamber. Without fire lanes, they waste a lot of shots shooting helter-skelter at whatever seems the most threatening at the moment. Again, a little discipline and pregame chat will cut down on the time it takes to clear those rooms.





DIABLO BATTLE.NET ADVANCED STRATEGIES

REALITY CHECK

This book wasn't written from a vacuum. I (and the three testers that helped me) spent years (okay, maybe dog years) roaming the dungeons beneath *Battle.net*'s chat screens. I loved every minute of it, and played enough to realize there's no germ-free solution to each tactical problem. Hell, even calling it a "tactical" problem minimizes the heart-stopping, sweaty-palmed fear that grips you when your team stumbles into a pack of seemingly invincible characters. That's your guy down there! And worst still, if he dies now, you'll lose all that beautiful equipment. You'll plunge, in a few short moments, from armored god to naked newbie.

So believe me when I say these tips work, but also understand that I know there will be times when the best laid plans go to hell in a handbag, and there's nothing you can do but shoot (or hack) at the nearest monster and hope for the best.

102

FRIENDLY FIRE . . . ISN'T

Closely tied to the idea of fire lanes is the issue of friendly fire—which, as the header says, *isn't*. If the fire damages you, it's no longer friendly. Although this is normally instigated by a character engaging in ranged combat, it's not solely their problem. Sometimes folks just have to get out of the way.





CHAPTER 4: TO MOCK A KILLING WORD

Establishing a fire lane goes a long way toward eliminating this problem. If the person on the left side of the hall is only shooting her arrows on the left side of the hall, there's not much chance of hitting someone on the right side, is there?

If someone's using area-affect spells like Flame Wave, Charged Bolt, or Wall of Fire, they must take care to cast the spell in front of the other party members. As with everything else, this works much better if you work it out ahead of time. A simple "Hogarth, use Fire Wall on Succubi" will let the whole party know that if they run into any Succubi they'd best stand back until Hogarth has cast Wall of Fire.

Because there's no way to cast Charged Bolt from anywhere but where the caster stands, ensure the character summoning this spell isn't behind the other players.

As I said, however, it's not solely the shooter's job to ensure that his shot doesn't hit his teammates. They must know what's going on. Fighter pilots call it "situational awareness." If you're fighting in front of a Sorcerer, use any nook or cranny you can see to shield yourself from his devastating magic.

Some final words on friendly fire: Sometimes it is (friendly, that is). War journals are rife with accounts of platoons, companies, and even battalions calling for supporting fire on their own positions. These soldiers frequently felt the danger of the incoming fire was less than the danger from the enemy. A swarmed Warrior tough enough to withstand some Sorcerer magic may want the wizard to douse his area with fire or electricity and knock off a few of his assailants.





EVER WONDER WHAT DETERMINES IF A MISSILE (FOR EXAMPLE, AN ARROW) HITS? WELL, THE EXACT CALCULATION IS COMPLICATED, BUT WHAT IT BOILS DOWN TO IS THE CHARACTER'S HIT PERCENTAGE MINUS A VARIABLE FOR DISTANCE, MINUS THE TARGET'S ARMOR CLASS, PLUS 20 FOR ROGUES OR 10 FOR WARRIORS. IN ESSENCE, THIS MEANS WARRIORS HAVE LESS TO FEAR FROM FRIENDLY MISSILE FIRE (DUE TO THEIR HIGHER ARMOR CLASS) THAN EITHER REMAINING CHARACTER TYPE.

HOWEVER, ARMOR CLASS HAS NOTHING TO DO WITH THE CHANCE OF A *MAGIC* MISSILE (FOR EXAMPLE, A FIREBALL) STRIKING HOME. A MAGIC MISSILE'S HITS ARE DETERMINED BY ADDING 50 TO A CHARACTER'S MAGIC LEVEL AND SUBTRACTING THE TARGET'S LEVEL AND DISTANCE FROM THE CASTER. IF THE CASTER IS A SORCERER, 20 PERCENTAGE POINTS ACCRUE TO THIS TOTAL.

POTÉ



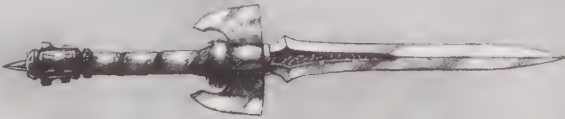
CHAPTER 4: TO MOCK A KILLING WORD

CHANNELING

Ranged combat is identical to close-in fighting in one respect: The fewer bad guys you must deal with, the better. Many of the techniques for thinning the crowd are similar.

Doorways work great, especially if the two ranged attackers position themselves so they can both fire at a monster in the doorway. Running works great, too. This separates the faster from the slower creatures, and allows you to pick off the more physically fit monsters first.

Wall of Fire is another great tool for filtering or weakening creatures. Casting the Wall can block weaker creatures' avenues of approach, while casting enough to fill a room can seriously weaken stronger adversaries and make them more susceptible to extermination by whatever means the other members of your party have at their disposal.



TIP

AS A MATTER OF FACT, IF YOU FILL ALL THE SPRITES (THAT IS, PIXELS) IN A ROOM WITH WALL OF FIRE, THE PROGRAM WON'T ALLOW TELEPORTATION. IT'S A GREAT WAY TO KILL COUNSELORS OR TERMINATE A SORCERER IN A DUEL (MORE ON DUELING LATER IN THIS CHAPTER).

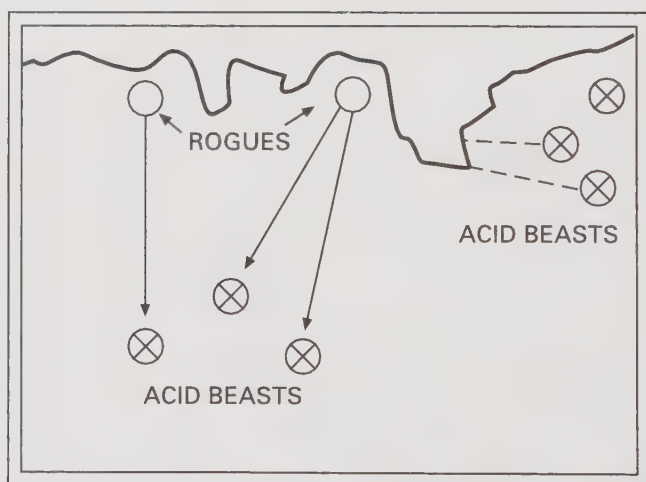


DIABLO BATTLE.NET ADVANCED STRATEGIES

One of the most satisfying means of thinning out the crowd is the I-just-found-a-crowd-of-monsters-behind-this-gate-and-they-can't-get-me ploy. It goes without saying, never enter a room filled with bad guys in it if you can kill them first. If you discover a horde of demons chomping at the bit on the other side of a grate, kill them all before you enter the room. It's the health potion-efficient thing to do.

THEY CAN'T HIT WHAT THEY CAN'T SEE

While not channeling per se, taking advantage of cover can limit the number of abominations that get a crack at you. In the following illustration, both Rogues can bring their bows to bear on the three Acid Beasts to their front without worrying about getting an acid ball in the flank.



These Rogues are hidden from the Acid Beasts on their flank



CHAPTER 4: TO MOCK A KILLING WORD



107



An adjunct to the foregoing: Don't forget to duck, or dodge, or whatever. In other words, don't forget to *move*. Fire off a few shots and then change locations. It's not necessary to sprint across the room; just take a few steps—it's bound to throw someone's aim off.

And keep an eye on incoming missiles. Once you reach the levels of the Succubi, Acid Beasts, and others it's easy to track their projectiles. When the opportunity presents itself, dodge them. Don't fixate on them—the point is to kill the monsters, not dodge their fire. But if you can do both, even occasionally, you'll be ahead of the ball game.

YOU CAN HIT WHAT YOU CAN'T SEE

Unlike the inhabitants of the labyrinth, you *can* hit what you can't see . . . sorta. Watch the Counselors when they teleport. Notice that they trace a shadow across the floor. Target the shadow and let the arrows fly the instant the robed ones materialize. I've found this ups my kill percentage quite a bit.

CHOICES, CHOICES . . . WHO WANTS TO DIE FIRST?

It's hard, in the midst of a fight for your life, to know where your lightning bolt or arrow will do the most good. However, as I've said, target prioritization is simply a matter of placing the party's most significant threat at the top of your "To Kill" list and working down from there. Remember: "Kill first that which hurts worst."

There's a catch, though. Sometimes the creature that can hurt your group the worst isn't necessarily the most powerful one you're fighting. This often occurs when you're facing several strong monsters who have nothing but hand-to-hand skills, and numerous beings with





DIABLO BATTLE.NET ADVANCED STRATEGIES

a somewhat less destructive ranged attack. In situations like this, I go for the ranged-attack creatures first. Keep in mind, it's relatively easy to run from a creature with a one-tile reach. But those with a ranged attack are little harder to shake. Additionally, they swarm—in the form of a cross fire—more easily.

Because of these mitigating circumstances, it's usually best for characters with an effective ranged-combat capability to attack similarly equipped monsters. Let the fighters worry about the Blood Knights of the world. You just nail the Succubi and Advocates.

TARGETS OF OPPORTUNITY

There are times when you encounter targets too juicy to pass up. Take the following scenario: A group containing a Warrior, a Sorcerer, and a Rogue are questing on Level 14. The three, with the Warrior in the lead, enter a large space with openings on four sides. Numerous Hell Spawns immediately bombard the Warrior; however, being well-schooled in the art of combined-arms *Battle.net* warfare, he doesn't rashly chase after the Succubi, but waits for the Rogue and Sorcerer to move in to support him. They do, and the Warrior begins methodically destroying each Succubus the Sorcerer has frozen with Stone Curse. Meanwhile, the Rogue spews arrows at the wenches in another part of the chamber.

Suddenly, the Sorcerer spots seven or eight Doom Guards entering the space. Although they're resistant to fire, the Sorcerer sees a golden opportunity to trot out his Level 8 Flame Wave. A quick check to ensure his comrades are out of harm's way, a flick of his hotkey finger, a click of the mouse, and the Flame Wave slams into the Guards, killing four and severely injuring the rest.





CHAPTER 4: TO MOCK A KILLING WORD

The moral of the story is, sometimes it doesn't matter what the prearranged priorities are, or who's agreed to kill what. If the target is big, sweet, ripe, or dangerous enough, you just have to take your best shot.

Some words of caution: Don't confuse "easy" with "important." Just because a quick kill pops up doesn't mean you should shift your fire from the prearranged critical targets.

THE FINAL SHAFT

Ranged combat is fun, but a different type of amusement from the brash slash-and-dash of hand-to-hand fighting. It requires more "situational awareness": Where are your friends? Where are your enemies? What are the priority targets in a given situation?

For the Sorcerer, which spells should he key, and when? In general, ranged combat requires a craftier player, one with the patience to deal with monsters in dribs and drabs instead of the globs the Warrior hacks on. There are exceptions to this. A Sorcerer with a Level 12 Charged Bolt could hardly be said to kill the enemy in dribs or drabs. Any way you look at it, ranged combat is somewhat sneakier, somewhat slower, but no less fun than hand-to-hand combat.

PUTTING IT ALL TOGETHER: TEAM TACTICS

Hand-to-hand is fun, and ranged combat is crafty, but neither is commonly used in isolation. Most quests on *Battle.net* involve teams who are strong in both. Because of this, it's important to take the time to





DIABLO BATTLE.NET ADVANCED STRATEGIES

learn to apply the foregoing hints, tips, and tactics and integrate them to create a well-oiled, combined-arms killing machine.

Many team-tactic principles are the same as those you'd employ in single-player *Diablo* and the hand-to-hand and ranged-combat strategies we've covered. For example, you'll want to avoid the middle of the room no matter how many questers there are. And fire lanes are as critical here as they were in the preceding section. Target priorities for the different character types don't change either. In fact, we've already covered most of the details of combat. The remainder of this section fleshes out some new tactics and strategies and rehashes some old.

110

RESPONSIBILITY

As your band of crusaders enters the dungeon, it's a good idea to assign responsibilities and discuss tactics. Who takes point? How will the band travel—in a loose triangle formation or, if there are four characters, in a rectangle? Who opens the chests and sarcophagi? What are the targeting priorities? How will you establish fire lanes?

I know this seems like a lot of information to type into a chat board; however, you needn't resolve it all at once. Once in the dungeon, the Warrior can simply say "my point" and everyone will know what's going on. Same goes for fire lanes. After the point is taken, the remaining two (in a three-character party) will normally fall back a few tiles, one to either side. One can type "cover ur side"—and the fire lanes are established.

After the team's first encounter on each level, members can call the priorities. For example, after the first encounter on Level 14, the





CHAPTER 4: TO MOCK A KILLING WORD



TIP

ONE WORD IS ALWAYS WORTH THE EFFORT TO TYPE BEFORE YOU ENTER THE DUNGEON, ESPECIALLY IF YOU'RE USING A SHORTCUT DIRECTLY TO ONE OF THE DIFFICULT LEVELS, SUCH AS THE CAVES—OR HELL ITSELF. THE WORD IS—“HOTKEY.” YOU'D BE AMAZED HOW FREQUENTLY PLAYERS, EVEN EXPERIENCED SORCERERS, FORGET TO HOTKEY THEIR SPELLS BEFORE ENTERING THE DUNGEON. THIS CAN GET EVERYONE IN A LOT OF TROUBLE IF THE MONSTERS ARE WAITING AT THE BOTTOM OF THE STAIRS.

Warrior might type, “The nites [meaning Knights] r mine, u 2 [meaning the Sorcerer and the Rogue] take the wenches [meaning the Succubi].” Similarly, the two ranged fighters can determine how they'll neutralize the Succubi with one sentence from Rogue to Sorcerer: “Use ur Firewall, I'll bow em.”

Take these responsibilities seriously. If a Warrior says he'll handle the Blood Knights, he should do his best, falling back on his partners to slash the Knights from their back, if need be. Conversely, if the plan calls for the Sorcerer to Stone Curse the Succubi while the Warrior

III



DIABLO BATTLE.NET ADVANCED STRATEGIES

hacks, the mage should stick to that. Switching to Fireballs because he wants to take out a Counselor who's firing on him may help the Sorcerer, but will leave the Warrior high and dry, with nothing to hack on.

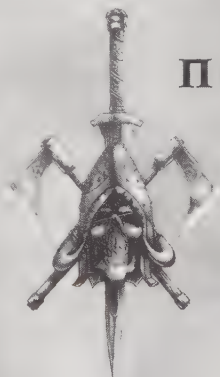
Tactics

For openers, stay close together—no more than six or seven tiles should separate the three of you. Put the Warrior in front. If anyone can handle the nasty surprises, he can. Make sure the Sorcerer, or for that matter all three of you, have rekeyed for the current level. If most of the creatures you think you'll meet have a resistance to lightning, the Sorcerer should have his Fireball ready to go.

As I've said, in most circumstances, the group will form a loose triangle, Rogue and Sorcerer trailing behind the Warrior. On some levels, particularly in hell, the Sorcerer may want to snug up to the Warrior a little more than normal and stand by with Stone Curse.

112

NOTE



THIS DISCUSSION ASSUMES YOU'RE PART OF A TYPICAL (ONE WARRIOR, ONE ROGUE, ONE SORCERER) BAND.



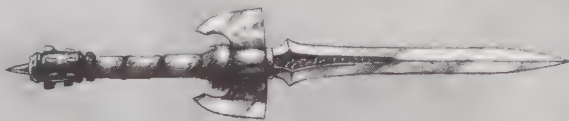


CHAPTER 4: TO MOCK A KILLING WORD

Toss the triangle in the caves. Here the party should travel single file, Warrior in the lead, and the others taking advantage of nooks and crannies the cave walls provide. Once the Warrior spots the bad guys, the others may fan out to support him.

In the catacombs, the Warrior should stop before entering a room and type "door." This brings the Sorcerer front and center. The Sorcerer may then open the door and flood the room with whatever destructive magic seems appropriate. If he starts taking life-threatening hits, the mage can back out and let the Warrior take over. Note that the Warrior shouldn't stand in the doorway, but rather a pace back. This prevents the herd of monsters from exiting rapidly and allows the Rogue to get bow shots on the creatures as they step out to engage the Warrior.

113



TIP

WHEN DESCENDING A LEVEL, THE ADVENTURERS SHOULD ENTER THE PORTAL IN RAPID SUCCESSION TO MINIMIZE THE TIME ANY SINGLE MEMBER OF THE GROUP IS ALONE ON A LEVEL. IF YOU'RE THE FIRST TO ARRIVE ON A NEW LEVEL, *DON'T MOVE!* YOU MAY STIR A HORNET'S NEST OF MONSTERS YOU'LL BE UNABLE TO HANDLE ALONE.





DIABLO BATTLE.NET ADVANCED STRATEGIES



114



NOTE

IN HELL, THE GOING'S HARD FOR EVEN THE BRAVEST QUESTERS. THE PRIMA TEAM USED THE FOLLOWING STRATEGY WHEN CLEARING A ROOM OF BAD GUYS.

THE WARRIOR CREEPS ALONG THE WALL INTO THE SPACE. IF SUCCUBI OR COUNSELORS ENGAGE HIM, HE HOLDS HIS GROUND, DRAWING THEIR FIRE. THIS DOES TWO THINGS: FIRST, IT TAKES THE HEAT OFF THE ROGUE AND THE SORCERER AS THEY CAME UP TO SUPPORT HIM; SECOND, IT LIMITS THE NUMBER OF CREATURES DRAWN INTO THE ROOM.

NEXT, THE SORCERER COMES IN BEHIND THE WARRIOR AND STONE CURSES THE CLOSEST MONSTERS, WHICH THE WARRIOR HACKS APPROPRIATELY. THE ROGUE TAKES UP A POSITION BEHIND THE WARRIOR, CLOSE TO THE SORCERER, AND TWANGS AWAY. IF KNIGHTS OR VIPERS ENTER THE CHAMBER, THE WARRIOR SHOULD ATTEMPT TO ENGAGE THEM BEFORE THEY CAN ATTACK EITHER SORCERER OR ROGUE.

THIS STRATEGY USUALLY WORKED WELL. SOMETIMES, HOWEVER, WE WERE SWARMED. IN THOSE INSTANCES, THE POINT MAN TYPED "RUN" AND WE'D EXIT THE WAY WE'D ENTERED.

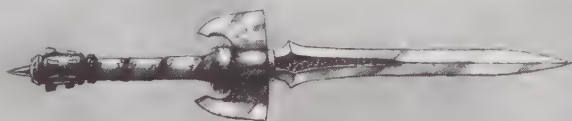


CHAPTER 4: TO MOCK A KILLING WORD

GARPERING THE SPOILS OF WAR AND ADVENTURER'S ETIQUETTE

Divide your spoils wisely. Most Spellbooks should go to the Sorcerer, bows to the Rogue, and heavy-damage hand-to-hand weapons to the Warrior. The entire party, however, should keep individual needs in mind. Perhaps your Rogue has a devastating Charged Bolt. Feed the need. Don't try to play catch-up with the mage, just give the Books of Bolt to the lady. Maybe your Sorcerer needs better armor before the troop can bust into hell. The entire party should dedicate themselves to making enough money to buy armor for the Sorcerer. Of course, if they could find it on the dungeon floor, that would be even better.

Keep the adventure moving; be considerate of others' time. If one member needs to portal to Tristram for mana, health, or whatever,



TIP

ONCE YOU'VE BUILT A CHARACTER AND GROUP YOU FEEL CAN TAKE DIABLO, AND HAVE SUFFICIENT FUNDS TO FRONT YOUR QUEST, STUFF YOUR BACKPACK WITH HEALTH AND MANA ON EACH VISIT TO TRISTRAM. THERE'S NO EXCUSE FOR AN OPEN SPACE. YOU'RE SURE TO GO THROUGH THE STUFF LIKE WATER IN HELL, SO STOCK UP. IT SAVES TIME.

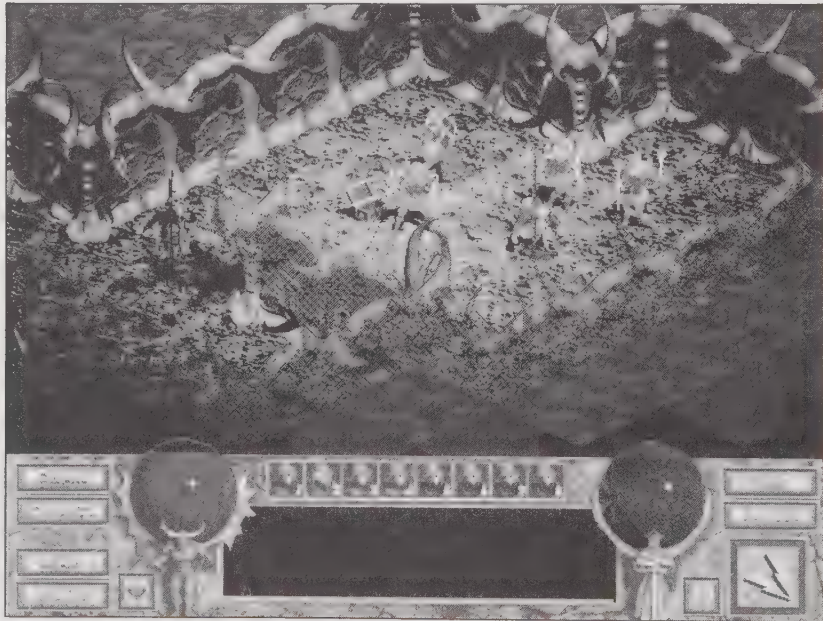


DIABLO BATTLE.NET ADVANCED STRATEGIES

the entire party should take the chance to stock up. It cuts down on trips topside and keeps the game rolling.

WHICH GROUP SHOULD I JOIN?

A fascinating aspect of *Battle.net* is the ongoing debate over what combination of personnel makes the best group. Three Rogues, two Sorcerers and a Warrior? Just two Sorcerers?



*I've played in a lot of strange groups.
This one was a lot of fun.*





CHAPTER 4: TO MOCK A KILLING WORD

Well, I guarantee it isn't one of those.

Nevertheless, here are my thoughts on the best makeup for each size party—two-, three-, or four-character. Much depends on the relative power of the characters in question. A gamer who's built a Level 50 Sorcerer more than likely will feel that two Sorcerers are the game's most powerful combination. This may well be. However, I've never played with a Level 50 anything, so I couldn't say. I'm basing group decisions on your use of Level 20–25 characters.

TWO'S COMPANY

Two is a great way to tackle the dungeon. It has several advantages over larger groups. For openers, it's easier to coordinate. Two-player parties are much quicker than their more numerous counterparts. When questing with four characters, it seems like someone always has to go to town, or get a soda, or something. Two people can really fly through a game.

Which two fly best? Two Warriors, hands down. That's how I won my first dot, and I've always been partial to it. A couple of fighters working side by side can cut a swath through just about anything. If one of them has a little bit of magic—say Stone Curse and Chain Lightning—a pair of Warriors can be downright unstoppable.

In combat, the two must either stick close (within one or two tiles of each other) or execute predrilled plans (such as the Succubi corraling I discussed in the hand-to-hand combat section).



117





THREE'S COMPANY, TOO

Three retains most of the charismatic features of a duo, adding the security of a third character. Granted, it's a little slower, but then again, you stand a lot less chance of losing a character.

I think a Warrior with a Rogue and a Sorcerer for support is the game's best three-character combo. I base most of the strategies I outline in this book on this triumvirate. The combination provides the flexibility to tackle a problem in different ways.

By the way, unique characters can also subtly alter how a threesome approaches the dungeon. If the party includes a Fighting Sorcerer, they may use the inverted triangle (the Warrior and Sorcerer in front, the Rogue trailing) as their formation of choice. On the other hand, a Rogue with a strong magical component (the Rogue Mage) will further increase the group's ability to take down Diablo's lieutenants from across the room.

Certainly other combinations will work. I got my second dot playing a Sorcerer in a party of three. The other two characters were Warriors. My Sorcerer wasn't particularly strong, but he knew how to throw a mean Stone Curse—and that got us through hell. A bad guy would appear, I'd invoke Stone Curse, and one of the Warriors would cut him or her in half.

TABLE FOR FOUR, PLEASE

Add a Warrior to the foregoing threesome, and you have my favorite foursome. Anything else puts too many arrows, Fireballs, and Lightning Bolts in the air. It's just too hard to coordinate more than two





CHAPTER 4: TO MOCK A KILLING WORD

ranged-fire folks in one group.

When traveling, a foursome like this should place the two Warriors in front. When they run into trouble, the ranged combatant behind each should move to support the Warrior in front.

Again, this is my least favorite way to game, although socially it can be a real blast. Meticulous readers will note that the acknowledgment page includes a screen shot of the “P-Team.” There’s only one Warrior in the team (me), and we did get a dot, so I guess anything’s possible, especially playing with a great bunch of guys like that.

GOOD TIMES AND RICHES AND . . .

There’s a subculture on *Battle.net* that doesn’t care about the best way to fry a Succubus or terminate the Dark Lord. These players wish only to lure unsuspecting players into a game and murder them. Excuse me, but I don’t get it. Hopefully, you won’t either.

These people are called “Pkillers.” Here are some tips on how to avoid them.

- Unless you know them, don’t quest with characters who are significantly stronger than you.
- Take a couple of minutes in town to get to know new players. As long as you’re in town Blizzard will be committed to seeing that you can’t be hurt.
- Ask strangers for their email address right off the bat. If they won’t give it, politely bow out of the game.





DIABLO BATTLE.NET ADVANCED STRATEGIES

- Read what folks say in the chat boards. You can get the names of a lot of Pkillers this way.

If you've been had by a Pkiller, there are numerous sites on the Web—I list many in the appendix—where you can post a bounty of *Battle.net* gold, gear, or anything else. (In one instance, a Florida housewife paid her bounty hunter a dozen cookies.) The bounty hunter will track down your killer (much easier since the introduction of the “whois” command in the patch), kill him or her, and bring you the culprit's ear. Too bad they can't bring the culprit.

DUELING

120

As your character becomes powerful, you'll be tempted to exercise that power by dueling other characters. That's okay. Fair's fair. As long as everyone knows the name of the game, who can complain?

Remember the following pointers when squaring off against another character.

- The Sorcerer is perhaps the best duelist. His quick, powerful, offensive spells coupled with the ability to teleport make him a tough man to bring down.
- When playing the Sorcerer, hotkey Fireball, Teleport, Chain Lightning, and Wall of Fire.
- Use Teleport to set traps in areas thickly populated with monsters: Make sure your adversary has an idea of where you are. Draw the monsters to you, and then teleport away. The enemy will walk right into the angry horde of monsters.





CHAPTER 4: TO MOCK A KILLING WORD

- Resurrect a new kill before he has a chance to start in town. That way, you can kill the character again. (Gee, *neat*.)
- Collect good gear and bolster your attributes far beyond what's expected of a character of your level. Then sucker someone of your level into fighting, and wax him.
- Fight fair. Plenty of bounty hunters will come looking for you if you don't.
- If you're a Warrior, try to duel in the catacombs. The tight quarters will work to your benefit.

THE FINAL SLASH

That's it for exploring, combat, and teamwork. Now it's up to you, so grab a partner, strap on that armor, and go hunting for that first, second, or third dot.



121



BEASTIARY



C H A P T E R

5

SEARCHING FOR
GLORY

As I mentioned in the first chapter, there are few quests and fewer triggers in *Battle.net*. Your goal is to kill Diablo, nothing less. The original *Diablo* had 17 quests. *Battle.net* has four, and they're by no means lockstep, by-the-book endeavors.



DIABLO BATTLE.NET ADVANCED STRATEGIES

Perhaps they're not "quests" in the truest sense. Each is not a puzzle to be solved, but rather the slaying of a Unique who will, in turn, drop a high-level artifact as he dies. If it were not for these artifacts, killing the objects of the quests wouldn't be worth your time. Two exceptions: You must kill Lazarus to descend to the 16th dungeon level, and you must kill Diablo to win the game.

Let's take a look at these quests. We'll start with the two in the upper end of the dungeons and finish with those located in Hell. I'll describe what the quest is, if there's a trigger, and how strong you must be and what you must do to succeed.

THE BUTCHER

This is usually the first "quest" you undertake. Clicking on the wounded man at the dungeon's entrance provides the following tale of woe:

PLEASE, LISTEN TO ME. THE ARCHBISHOP
LAZARUS, HE LED US DOWN HERE TO FIND THE
LOST PRINCE. THE BASTARD LED US INTO A TRAP!
NOW EVERYONE IS DEAD . . . KILLED BY A DEMON
HE CALLED THE BUTCHER. AVENGE US! FIND THE
BUTCHER, AND SLAY HIM SO THAT OUR SOULS
MIGHT REST.



CHAPTER 5: SEARCHING FOR GLORY

You needn't click on the wounded man. The Butcher will still wait for you. However, if you're new to the game it's nice to get the background information. Although the Butcher resides on Level 2, new troupes must begin their Butcher hunting on the dungeon's first floor. Kill everything in sight, and collect everything that falls on the floor. At the least, this raises your aggregate experience a couple of levels, and gives you some health and mana money.

Continue down to the second level. Clear it also. You'll find the Butcher's room on this level. You can't miss it: It's a big square with a lot of corpses inside. Don't bother him until the level is clear; newbies



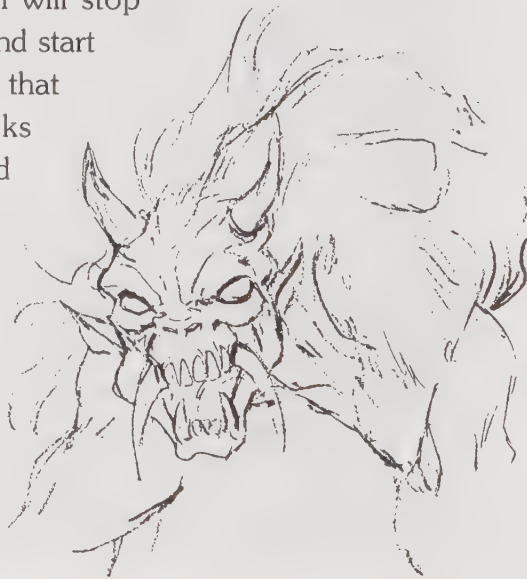
The Butcher Meats His End



DIABLO BATTLE.NET ADVANCED STRATEGIES

can use all the experience levels they can get. You may need to go down to the third level before trying to slay the Butcher. Unfortunately, King Leoric waits there. If your party doesn't exercise extreme caution, it could find itself buried under an avalanche of Skeleton Archer arrows.

If your party has at least three characters, all of whom are at or near Level Five, you can take the Butcher. Position the Rogue on the wall in which the door is set, four or five tiles from the door. The Warrior should stand directly in front of the door, and the Sorcerer (if you have one) must be 45 degrees off the Warrior's line, with a line of sight to the door. The Warrior opens the door, and the Sorcerer immediately casts Wall of Fire into the room (if he has it). Either way, the Warrior takes a step back when the Butcher charges. The demon will stop right in front of the Warrior and start swinging his axe. However, in that position he's open to attacks from all three adventurers, and his life will soon be over. A final warning: Make sure the Warrior has plenty of health on his belt; he's gonna take some hits.





CHAPTER 5: SEARCHING FOR GLORY

KING LEORIC

If you pay Ogden a visit after slaying the Butcher, he recounts the tale of King Leoric. A once good man driven to insanity by grief over the disappearance of his son, Leoric turned against the townsfolk and eventually his knights had to kill him. Unfortunately, on his death he spat a curse upon the town and his former followers. Now, risen from the dead, he leads a company of Skeletons beneath the Cathedral of Khanduras.

The background information is nice, but unnecessary. Like the Butcher, Leoric waits for your band of adventurers whether you talk with Ogden or not. You'll normally find him in a large open space on the third level. But, as the screen shot shows, this is not always the case. You'll know when you're close: The Skeletons become thick as thieves.

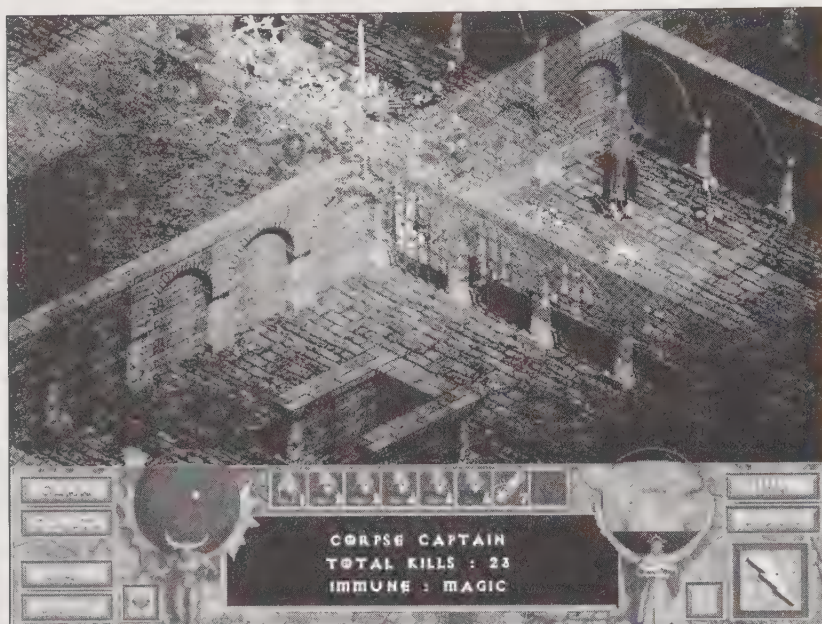
Approach the area with the Warrior, or Warriors, in front, hugging the wall. Clubs and axes work better than swords on Skeletons, so unless you've found an awesome sword it's better for the Warrior to use an axe. Ranged-attack characters (that is, Sorcerer and Rogue) should follow the Warrior in a loose triangle formation, as discussed in Chapter Four. Make sure both Rogue and Sorcerer have a clear line of fire past the Warrior. Everyone who has Holy Bolt should have it ready. The nice thing about bolting Skeletons is that stray shots don't hurt your partners. If you don't have Holy Bolt, Fireball or a lightning spell will work fine.

When you find King Leoric (and you can't miss him, he's the boneman in the crown who's twice as tall as the others), go for him. Because he's constantly producing Skeletons, you want to knock him



127





Fighting Leoric in Close Quarters. Unfortunately, it's hard to employ the Rogue and Sorcerer in these circumstances.

off right away. This may be hard for the Warrior, who'll be stuck hacking through the minions. However, the Rogue and Sorcerer should be able to open up immediately with the Holy Bolts. Once Leoric is dead, rapid-fire into the horde of Skeletons until you've wiped them out. In normal mode you should be able to take him with a party of three who're all Level 6 or 7.

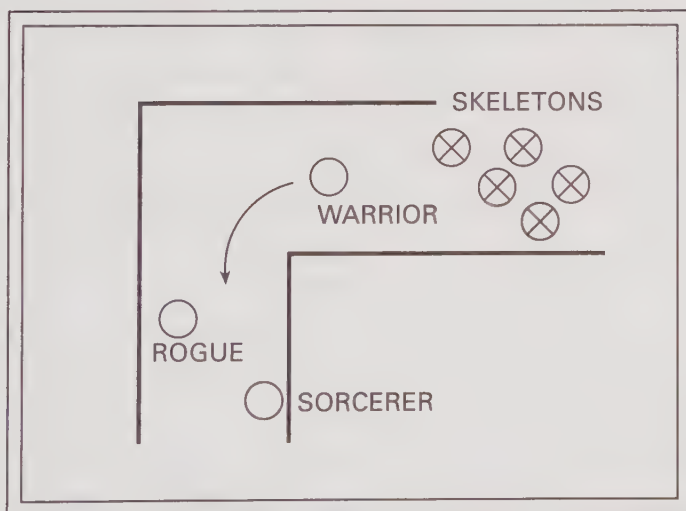
If you're having problems, set an ambush out of the Skeletons' line of sight. Any blind corner will do. Place the Sorcerer and Rogue so



CHAPTER 5: SEARCHING FOR GLORY

they have a clear line of sight to the corner; then send the Warrior out for Skeletons. When he makes contact he should retreat to ambush position, drawing his assailants with him. The ambushers will wax the undead detachment and send the Warrior back for more. Repeat the process until the Skeletons are depleted, and then employ the loose triangle formation (Warrior in front) to take the remainder head-on.

This won't work if Leoric has surrounded himself with archers. If such is the case, and your party is too weak for a direct confrontation, you may attempt either to whittle the undead's numbers by sniping from afar, or ignore Leoric, head to the dungeon's fourth level, and return to Leoric when you're stronger. Killing the king, however, usually provides a nice artifact, so he's worth the time.



Ambush Positions



ARCHBISHOP LAZARUS

As with the foregoing quests, this requires no trigger (other than your party's presence on Level 15). Nonetheless, the death of Lazarus opens the red Pentagram that allows your descent into Hell. The Vile Betrayer resides in a room on Level 15. You'll know it when you see it: A sacrificial table with a human entrée sits in the center of the chamber.

Actually, Lazarus is no big deal, once you find him (if you live that long). Level 15 is challenging. The Denizens normally consist of a mixture of Soul Burners, Cabalists (although Lazarus is himself an Advocate), and Blood Knights. These are powerful creatures when encountered individually, but here they'll constantly attempt to swarm you.

The tactics you employ will depend on the makeup of your party, and the strength of its characters. A typical party, consisting of a Warrior, a Rogue, and a Sorcerer, should be able to handle Level 15—as long as they're all advanced characters (Level 19 and above), and they take it slow. As in most other seek-and-destroy operations, use the loose triangle formation when clearing these horned halls. Put the Warrior on point, hug the walls, and don't let the Cabalists and Soul Burners pull you into the middle of a room.

When the Warrior enters Lazarus's chamber, he should be ready to pull back immediately if he's overwhelmed. Moving erratically in front of the room's entrance will pull out some of the bad guys; the Warrior, with support from his ranged-fire brethren, can handle these easily.

Once you've thinned the evil populace, enter the room—Warrior in front, Rogue and Sorcerer slightly behind. Unfortunately for the Sorcerer, Cabalists are immune to fire, while the Soul Burners are

CHAPTER 5: SEARCHING FOR GLORY



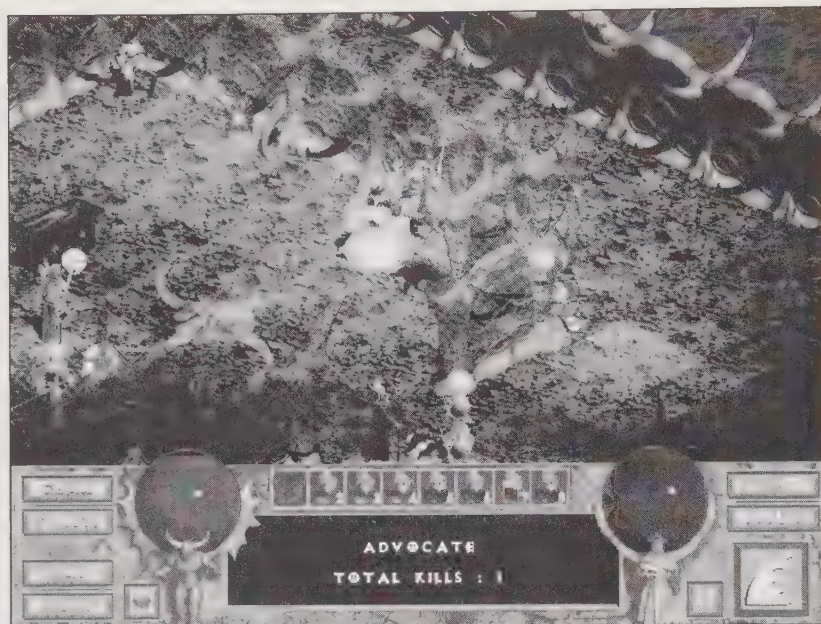
TIP

WE COVERED THIS IN CHAPTER FOUR, BUT IF YOU'RE A SKIM-READER OR LEAPED HERE FROM START TO LEARN HOW TO OFF THE VILE BETRAYER QUICKLY, IT BEARS REPEATING. HELL'S CREATURES ARE POWERFUL. SOME UNIQVES ARE AWESOME, WITH 800 TO 900 HIT POINTS. BUT THEY'RE NOT TOO TOUGH FOR A PARTY OF THREE OR FOUR STRONG ADVENTURERS. YOU MUST, HOWEVER, USE YOUR HEAD. IT'S CRUCIAL THE ADVENTURERS STAY WITHIN SEVEN OR EIGHT TILES OF EACH OTHER TO HELP A COMRADE IN DISTRESS. AS ALWAYS, THE ROGUE SHOULD CONCENTRATE HER FIRE ON THE CREATURES WITH RANGED-ATTACK CAPABILITY, WHILE THE WARRIOR HANDLES THE HAND-TO-HAND STUFF. IF YOUR SORCERER HAS A DEVASTATING SPELL, HE CAN USE IT. FREQUENTLY, HOWEVER, I'VE FOUND IT'S BETTER TO HAVE HIM STAY CLOSE TO THE WARRIOR, AND STONE CURSE CREATURES FOR THE WARRIOR TO KILL. AS THE WARRIOR, YOU MUST NOT ONLY CLEAR THE ENEMIES WHO ARE STRONG IN CLOSE COMBAT (SUCH AS THE BLOOD KNIGHTS), BUT KEEP THEM DISTANT FROM YOUR WEAKER COMRADES.



DIABLO BATTLE.NET ADVANCED STRATEGIES

132



The Assault on the Lair of the Vile Betrayer

immune to lightning. I find that Stone Curse is one of the Sorcerer's most effective spells on these levels (at least with Level 19–24 mages). Stoning the bad guys keeps them from running away or attacking, and makes them easy prey to both the Rogue's arrows and the Warrior's sword. The bad news is that Lazarus is immune to magic, and hence to the Stone Curse. On the flip side, if the Archbishop is the only guy left, you don't need to be cute to cut him down to size: Just hit him with everything the party has.





CHAPTER 5: SEARCHING FOR GLORY

DIABLO

Once you've terminated Lazarus, your troupe may descend through the middle of the Pentagram to Level 16. Here waits the Dark Lord, but don't get nervous . . . yet. As you probably remember from your single-player days, you must trip four switches before the door to Diablo's secret lair will open.

Now, I think Blizzard placed the switch requirement in the game to ensure you'd have to slash, hack, arrow, and bolt your way through a truckload of abhorrences before you can face the Lord of Terror. And, if it makes you feel better, you can do just that. Using the fore-



133





134

going techniques, and those I described in Chapter Four, you can clear the switch spaces (which, by the way, look like large turkey drumsticks), flip them, and commence the final assault on Diablo. However, using Infravision, Telekinesis, and a little luck, there's a better way.

Employing our loose-triangle, seek-and-destroy formation, slowly begin exploring Level 16. As you pass down each hall bordering a



CHAPTER 5: SEARCHING FOR GLORY

room, you should be able to see, to a large extent, what waits in the room. If you have Infravision, you'll be able to see everything in the space. If you can spot a switch, use Telekinesis to throw it. Continue through the level until you've thrown every switch you can find. Often you'll find all four, and fight a minimum of monsters. Sometimes you'll have to hunt for one or two; in that case it will be a blood bath.

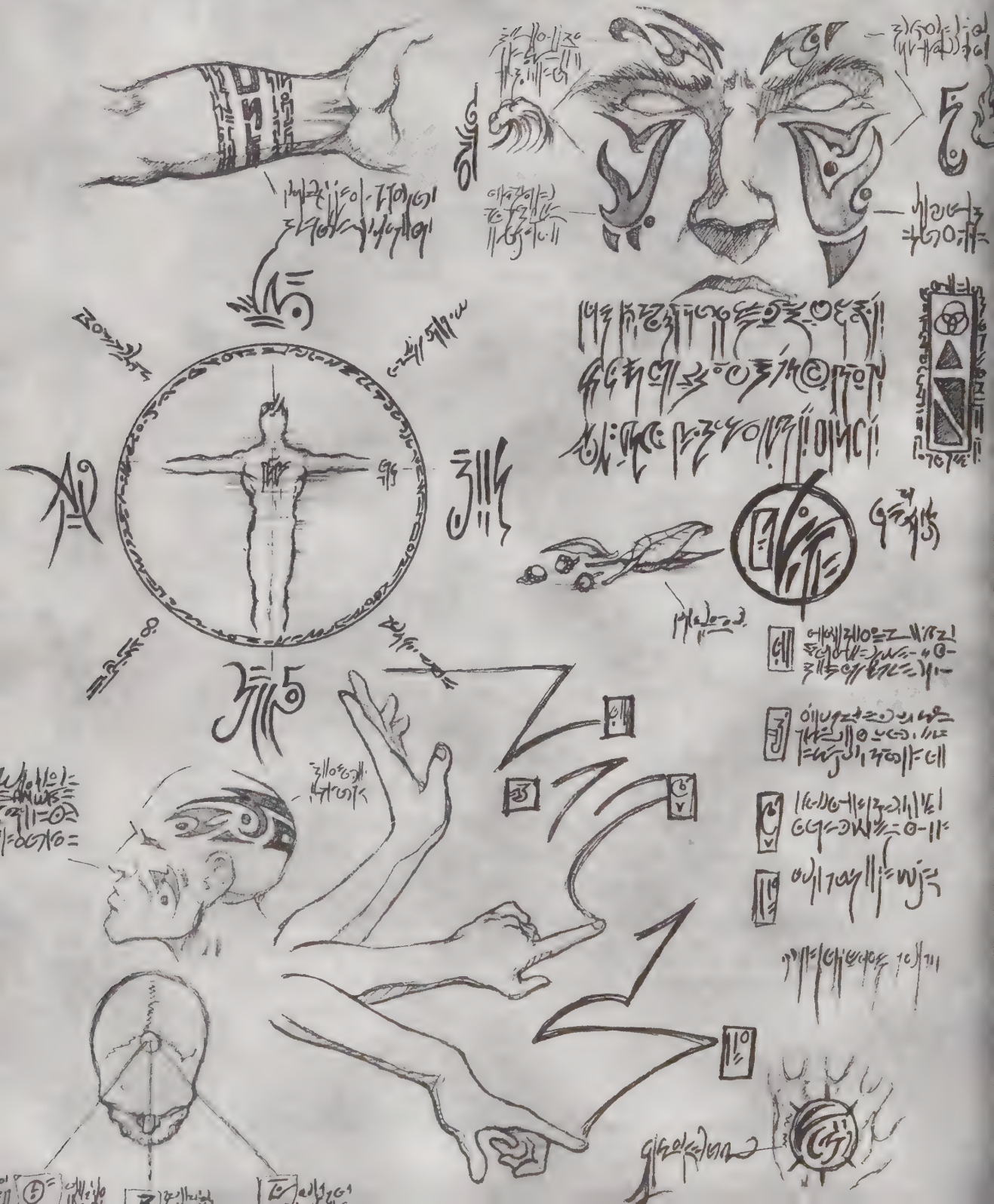
Now for Diablo. Frequently, killing the Dark Lord will be an anticlimax. It's tense, that's for sure, and I love watching the blood spurt from his chest. But the truth is, if your troupe has made it this far, they have what it takes to smash Diablo and only break a moderate sweat.

Have the Sorcerer dust off those Holy Bolts (Diablo can't take them). The Rogue and Warrior should fill their belts with health potions. Begin searching. It shouldn't take long. Use Infravision to peer into any suspicious rooms. Diablo, surrounded by Blood Knights and Advocates, waits in a chamber. Stop your party about 10 tiles from the entrance. Send the Warrior ahead to draw them out. It won't take much. The Blood Knights will swarm and Diablo will be hot on their heels. Don't panic. You don't have to kill them all, just Diablo. The Warrior should stem the tide of Knights while the Rogue and Sorcerer beat on Diablo with arrows and bolts, respectively. If the Warrior can wade in to the Master of Disaster he, too, should start hacking on the Devil's legs. Soon—much sooner than you'd expect—Diablo will bellow, his chest will erupt, and *Battle.net* will drop you into the post-game cinematics, which are outstanding.

Press Escape after the cinematics to return to the *Battle.net* chat room where you started. There you may gloat with your friends and get ready to do it again.



SPELLS & MAGIC



C H A P T E R

6

TABLES

PROVIDED
BY BLIZZARD



DIABLO BATTLE.NET ADVANCED STRATEGIES

Warrior Maximum Ability Totals

Strength	250
Magic	50
Dexterity	60
Vitality	100

Rogue Maximum Ability Totals

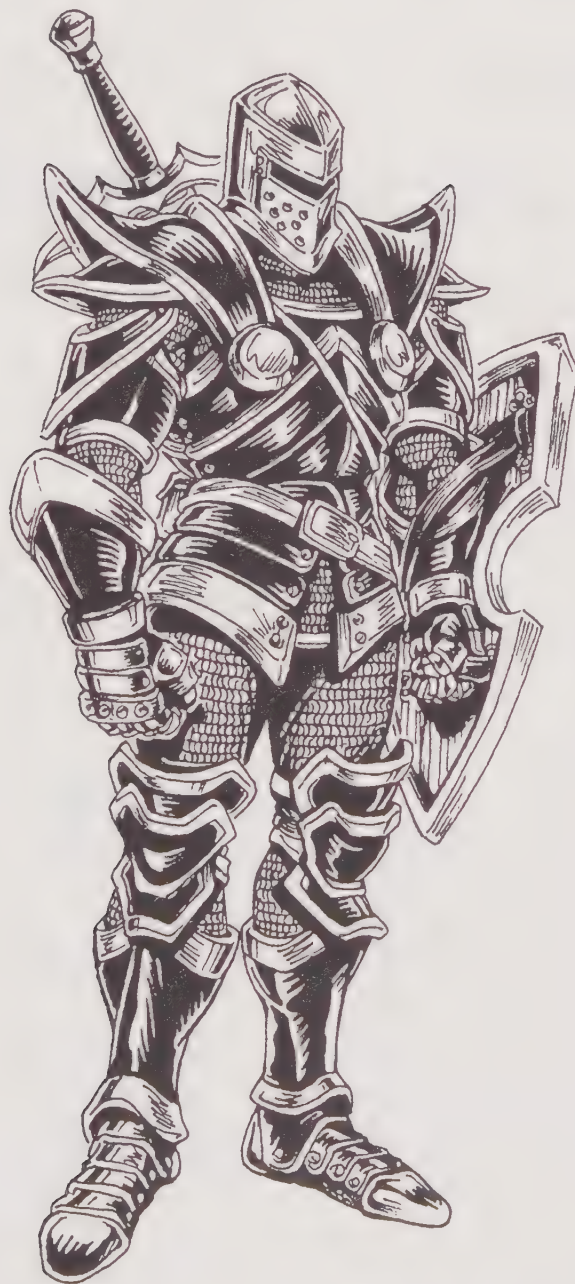
Strength	55
Magic	70
Dexterity	250
Vitality	80

Sorcerer Maximum Ability Totals

Strength	45
Magic	250
Dexterity	85
Vitality	80

I38

CHAPTER 6: †ABLES



139



DIABLO BATTLE.NET ADVANCED STRATEGIES

ZOMBIES

Creature	Category	Resistance	Immunity
Zombie	Undead	0	magic
Ghoul	Undead	0	magic
Rotting Carcass	Undead	0	magic
Black Death	Undead	0	magic

SKELETONS

140

Creature	Category	Resistance	Immunity
Skeleton (axe)	Undead	0	magic
Corpse (axe)	Undead	0	magic
Burning Dead (axe)	Undead	fire	magic
Horror (axe)	Undead	lightning	magic
Skeleton (bow)	Undead	0	magic
Corpse (bow)	Undead	0	magic
Burning Dead (bow)	Undead	fire	magic
Horror (bow)	Undead	lightning	magic
Skeleton (captain)	Undead	0	magic
Corpse (captain)	Undead	0	magic
Burning Dead (captain)	Undead	fire	magic
Horror (captain)	Undead	lightning	magic



CHAPTER 6: TABLES

Experience Gained	Hit Points	Damage	Armor Class
----------------------	------------	--------	----------------

54	4-7	2-5	5
58	7-11	3-10	10
136	15-25	5-15	15
240	12-20	6-22	20

Experience Gained	Hit Points	Damage	Armor Class
----------------------	------------	--------	----------------

64	2-4	1-4	0
68	4-7	3-5	0
154	8-12	3-7	5
264	12-20	4-9	15
110	2-4	1-2	0
210	8-16	1-4	0
364	10-24	1-6	5
594	15-45	2-9	15
90	3-6	2-7	10
200	12-20	3-9	5
393	16-30	4-10	15
604	35-50	5-14	30



DIABLO BATTLE.NET ADVANCED STRATEGIES

FALLEN ONES

Creature	Category	Resistance	Immunity
Fallen One (spear)	Animal	0	0
Carver (spear)	Animal	0	0
Devil Kin (spear)	Animal	0	0
Dark One (spear)	Animal	0	0
Fallen One (scimitar)	Animal	0	0
Carver (scimitar)	Animal	0	0
Devil Kin (scimitar)	Animal	0	0
Dark One (scimitar)	Animal	0	0

142

SCAVENGERS

Creature	Category	Resistance	Immunity
Scavenger	Animal	0	0
Plague Eater	Animal	0	0
Shadow Beast	Animal	0	0
Bone Gnasher	Animal	magic	0

CHAPTER 6: TABLES

Experience Gained	Hit Points	Damage	Armor Class
----------------------	------------	--------	----------------

46	1-4	1-3	0
80	4-8	2-5	5
155	12-27	3-7	10
255	20-36	4-8	15
52	2-5	1-5	10
90	6-10	2-8	15
180	16-24	4-10	20
280	24-36	4-12	25

Experience Gained	Hit Points	Damage	Armor Class
----------------------	------------	--------	----------------

80	3-6	1-5	15
188	12-24	1-8	20
375	24-36	3-12	25
552	28-40	5-15	30



DIABLO BATTLE.NET ADVANCED STRATEGIES

THE HIDDEN

Creature	Category	Resistance	Immunity
Hidden	Demon	0	0
Stalker	Demon	0	0
Unseen	Demon	magic	0
Illusion Weaver	Demon	magic, fire	0

GOAT DEMONS

144

Creature	Category	Resistance	Immunity
Flesh Clan (mace)	Demon	0	0
Stone Clan (mace)	Demon	magic	0
Fire Clan (mace)	Demon	fire	0
Night Clan (mace)	Demon	magic	0
Flesh Clan (bow)	Demon	0	0
Stone Clan (bow)	Demon	magic	0
Fire Clan (bow)	Demon	fire	0
Night Clan (bow)	Demon	magic	0





CHAPTER 6: TABLES

Experience Gained	Hit Points	Damage	Armor Class
278	8-24	3-6	25
630	30-45	8-16	30
935	35-50	12-20	30
1,500	40-60	16-24	30

Experience Gained	Hit Points	Damage	Armor Class
460	30-45	4-10	40
685	40-55	6-12	40
906	50-65	8-16	45
1190	55-70	10-20	50
448	20-35	1-7	35
645	30-40	2-9	35
822	40-50	3-11	35
1,092	50-65	4-13	40

145





DIABLO BATTLE.NET ADVANCED STRATEGIES

BATS

Creature	Category	Resistance	Immunity
Fiend	Animal	0	0
Blink Bat	Animal	0	0
Gloom Fang	Animal	magic	0
Familiar	Demon	magic, lightning	0

ACID BEASTS

Creature	Category	Resistance	Immunity
Acid Beast	Animal	0	0
Poison Spitter	Animal	0	0
Pit Beast	Animal	magic	0
Lava Maw	Animal	magic	fire

OVERLORDS

Creature	Category	Resistance	Immunity
Overlord	Demon	0	0
Mud Man	Demon	0	0
Toad Demon	Demon	0	magic
Flayed One	Demon	magic	fire



CHAPTER 6: TABLES

Experience Gained	Hit Points	Damage	Armor Class
102	3-6	1-6	0
340	12-28	1-8	15
509	28-36	4-12	35
448	20-35	4-16	35

Experience Gained	Hit Points	Damage	Armor Class
846	40-66	4-12	30%
1248	60-85	4-16	30%
2060	8-110	8-18	35%
2940	100-150	10-20	35%

Experience Gained	Hit Points	Damage	Armor Class
635	60-80	6-12	55
1,165	100-125	8-16	60
1,380	135-160	8-16	65
2058	160-200	10-20	70



DIABLO BATTLE.NET ADVANCED STRATEGIES

MAGMA DEMONS

Creature	Category	Resistance	Immunity
Magma Demon	Demon	fire	magic
Blood Stone	Demon	0	fire, magic
Hell Stone	Demon	0	fire, magic
Lava Lord	Demon	0	fire, magic

HORPED DEMONS

Creature	Category	Resistance	Immunity
Horned Demon	Animal	0	0
Mud Runner	Animal	0	0
Frost Charger	Animal	lightning	magic
Obsidian Lord	Animal	lightning	magic

RED STORM

Creature	Category	Resistance	Immunity
Red Storm	Demon	light	magic
Storm Rider	Demon	magic	lightning
Storm Lord	Demon	magic	lightning
Maelstrom	Demon	magic	lightning





CHAPTER 6: TABLES

Experience Gained	Hit Points	Damage	Armor Class
1,076	50-70	2-10	45%
1,309	55-75	2-12	45%
1,680	60-80	2-20	50%
2,124	70-95	4-24	60%

Experience Gained	Hit Points	Damage	Armor Class
1,172	20-80	2-16	40%
1,404	50-90	6-18	45%
1,720	60-100	8-20	50%
1,809	70-110	10-22	55%

Experience Gained	Hit Points	Damage	Armor Class
2,160	55-110	8-18	30%
2,391	60-120	8-18	30%
2,775	75-135	12-24	35%
3,177	90-150	15-28	40%



DIABLO BATTLE.NET ADVANCED STRATEGIES

GARGOYLES

Creature	Category	Resistance	Immunity
Winged Demon	Demon	0	fire, magic
Gargoyle	Demon	light	magic
Blood Claw	Demon	0	magic, fire
Death Wing	Demon	0	magic, light

BALROGS

Creature	Category	Resistance	Immunity
Slayer	Demon	magic	fire
Guardian	Demon	magic	fire
Vortex Lord	Demon	magic	fire
Balrog	Demon	magic	fire

VIPERS

Creature	Category	Resistance	Immunity
Cave Viper	Demon	0	magic
Fire Drake	Demon	fire	magic
Gold Viper,	Demon	lightning	magic
Azure Drake	Demon	fire, lightning	0





CHAPTER 6: TABLES

Experience Gained	Hit Points	Damage	Armor Class
662	45-60	10-16	45
1,205	60-90	10-16	45
1,873	75-125	14-22	50
2278	90-150	16-28	60

Experience Gained	Hit Points	Damage	Armor Class
2,300	120-140	12-20	70
2,714	140-160	14-26	80
3,252	160-180	18-36	85
3643	180-200	22-40	90

Experience Gained	Hit Points	Damage	Armor Class
2,725	100-150	8-20	60
3,139	120-170	12-24	65
3,540	140-180	15-26	70
3,791	160-200	18-30	75



DIABLO BATTLE.NET ADVANCED STRATEGIES

Knights

Creature	Category	Resistance	Immunity
Black Knight	Demon	lightning, magic	0
Doom Guard	Demon	fire, magic	0
Steel Lord	Demon	lightning, magic	fire
Blood Knight	Demon	fire	lightning, magic

Succubi

Creature	Category	Resistance	Immunity
Succubus	Demon	magic	0
Snow Witch	Demon	lightning	0
Hell Spawn	Demon	magic	lightning
Soul Burner	Demon	magic, lightning	fire

Counselors

Creature	Category	Resistance	Immunity
Counselor	Demon	magic, lightning, fire	0
Magistrate	Demon	magic, lightning	fire
Cabalist	Demon	magic, fire	lightning
Advocate	Demon	fire	lightning, magic



CHAPTER 6: † TABLES



Experience Gained	Hit Points	Damage	Armor Class
3,360	150	15-20	75
3,650	165	18-25	75
4,252	180	20-30	80
5,130	200	25-35	85

Experience Gained	Hit Points	Damage	Armor Class
3,696	120-150	1-20	60
4,084	135-175	1-24	65
4,480	150-200	1-30	75
4,644	140-225	1-35	85

153



Experience Gained	Hit Points	Damage	Armor Class
4,070	70	8-20	0
4,478	85	10-24	0
4,929	120	14-30	0
4,968	145	15-25	0





DIABLO BATTLE.NET ADVANCED STRATEGIES

UNIQUES

Name	Basic Creature Type	Level
The Butcher	Overlord	2
Bonehead Keenaxe	Corpse axe	2
Bladeskin the Slasher	Fallen scimitar	2
Soulpus	Zombie	2
Pukerat the Unclean	Fallen spear	2
Boneripper	Skeleton axe	2
Rotfeast the Hungry	Zombie	2
Shadowbite	Scavenger	2
Deadeye	Skeleton archer	2
Gutshank the Quick	Carver scimitar	3
Bonehead Bangshield	Corpse captain	3
Bongo	Devil Kin spear	3
Rotcarnage	Ghoul	3
Madeye the Dead	Burning Dead axe	4
El Chupacabra	Plague Eater	3
Skullfire	Corpse archer	3
Warpskull	Hidden	3
Goretongue	Rotting Corpse	3
Skeleton King	Skeleton	3
Pulsecrawler	Shadow Beast	4
Wrathraven	Blink Bat	4
Moonbender	Bat	4
Spineeater	Bone Gnasher	4
Blackash the Burning	Burning Dead (archer)	4
Shadowcrow	Dark One (scimitar)	5



CHAPTER 6: † TABLES

Hit Points	Damage	Resistance	Immunity
220	6-12	fire, lightning	0
91	4-10	0	0
51	6-18	fire	0
133	4-8	fire, lightning	0
77	1-5	fire	0
54	6-15	0	fire
85	4-12	0	0
60	3-20	0	fire
49	6-9	fire	0
66	6-16	fire	0
108	12-20	lightning	
178	9-21	0	0
102	9-24	lightning	0
75	9-21	lightning, fire, magic	0
120	10-18	fire	0
125	6-10	0	fire
117	6-18	fire, lightning	0
156	15-30	0	0
240	6-16	fire, lightning	magic
150	16-20	lightning	fire
135	9-27	0	fire
135	9-27	0	fire
180	18-25	0	lightning
120	6-16	lightning	0
270	12-25	0	0



DIABLO BATTLE.NET ADVANCED STRATEGIES

UNIQUES (CONTINUED)

Name	Basic Creature Type	Level
Bloodskin Darkbrow	Flesh Clan (bow)	5
Foulwing	Gloom Fang	5
Shadowdrinker	Horror (captain)	5
Hazeshifter	Unseen	5
Bilefroth the Pit Master	Overlord	6
Deathspit	Acid Beast	6
Bloodgutter	Fire Clan (mace)	6
Deathshade Fleshmaul	Stone Clan (mace)	6
Glasskull the Jagged	Red Storm	7
Blightfire	Fire Clan (bow)	7
Nightwing the Cold	Gargoyle	7
Gorestone Deatharrow	Night Clan (bow)	7
Bliethorn Steelmace	Night Clan (mace)	7
Bronzefist Firestone	Hell Stone	8
Firewound the Grim	Magma	8
Baron Sludge	Mudman	8
Chaoscrawler	Poison Spitter	8
Breakspine the Cruel	Mud Runner	9
Brokenstorm	Red Storm	9
Stormbane	Storm Rider	9
Oozedrool	Toad Demon	9
Goldblight of the Flame	Bloodclaw	10
Blackstorm	Obsidian Lord	10
Plaguewrath	Pit Beast	10
The Flayer	Storm Rider	10
Bluehorn	Frost Charger	11

156



CHAPTER 6: TABLES

Hit Points	Damage	Resistance	Immunity
207	3-16	fire, lightning	
246	12-28	fire	0
300	18-26	fire, lightning	0
285	18-30	0	lightning
210	16-23	0	0
303	12-32	lightning	0
315	24-34	0	fire
276	12-24	fire	magic
354	18-30	0	fire, magic
321	13-21	0	fire
342	18-26	lightning	magic
303	15-28	lightning	0
250	20-28	lightning	0
360	30-36	fire	magic
303	18-22	fire	0
315	25-34	lightning	magic
240	12-20	lightning	
351	25-34	fire	0
411	25-36	0	lightning
555	30-30	0	lightning
483	25-30	lightning	0
405	15-35	0	fire, magic
525	20-40	0	lightning
450	20-30	fire	magic
501	25-35	fire, magic	lightning
477	25-30	fire	magic

UNIQVES (CONTINUED)

Name	Basic Creature Type	Level
Fangspeir	Cave Viper	11
Lionskull the Bent	Black Knight	12
Blacktongue	Counselor	12
Viletouch	Death Wing	12
Viperflame	Fire Drake	12
Fangskin	Gold Magi	12
Witchfire the Unholy	Succubus	12
Lord of the Pit	Cave Viper	13
Rustweaver	Doom Guard	13
Doomcloud	Maelstrom	13
Witchmoon	Snow Witch	13
Gorefeast Angelkiller	Vortex Lord	13
Graywar the Slayer	Doom Guard	14
Dreadjudge	Magistrate	14
Stareye the Witch	Hell Spawn	14
Steelskull the Hunter	Steel Lord	14
Lachdanan	Black Knight	14
Sir Gorash	Blood Knight	15
The Vizier	Cabalist	15
Bloodlust	Hell Spawn	15
Archbishop Lazarus	Advocate	15
Webwidow	Hell Spawn	16
Fleshdancer	Soul Burner	16
Red Vex	Hell Spawn	endgame
Black Jade	Hell Spawn	endgame
Diablo	Lord of Terror	16

CHAPTER 6: TABLES

Hit Points	Damage	Resistance	Immunity
444	15-32	fire, lightning	0
525	25-25	lightning	fire, magic
360	15-30	fire	0
525	20-40	fire	lightning
570	25-35	lightning	fire
681	50-50	fire, lightning	magic
444	10-20	lightning	fire, magic
762	25-42	fire	0
400	1-60	fire, lightning, magic	0
612	1-60	fire	lightning
310	30-40	fire	0
771	20-30	fire, lightning	0
672	30-50	lightning	0
540	30-40	fire, lightning	magic
726	30-50	0	fire
831	40-50	lightning	0
500	N/A	N/A	N/A
1,050	20-60	0	0
850	25-40	0	fire, lightning
825	20-55	0	lightning, magic
600	30-50	fire, lightning	potions, magic
774	20-50	0	fire, magic
999	30-50	fire	potions, magic
400	30-50	fire	magic
400	30-50	lightning	magic
1,666	30-60	fire, lightning	magic

PREFIXES

Prefix	Effect
Amber	+16% to +20% Resist All
Angel's	all spells up one level
Arch-Angels'	all spells up two levels
Awesome	+131% to +150% Armor
Azure	+21% to 30% Resist Lightning
Bent	-50% to -75% Damage
Blessed	+91% to +110% Armor
Blue	+10% to +20% Resist Lightning
Bountiful	charges tripled
Brass	-1 to -5 To Hit
Bronze	+1 to +5 To Hit
Brutal	+81% to +95% Damage
Burgundy	+31% to +40% Resist Fire
Champion's	+126% to +150% Damage and +51 to +75 To Hit
Clumsy	-50% to -75% Damage and -1 to -5 To Hit
Cobalt	+41% to +50% Resist Lightning
Crimson	+21% to +40% Resist Fire
Crystal	+41% to +50% Resist General Magic
Deadly	+36% to +50% Damage
Diamond	+51% to +60% Resist General Magic
Dragon's	+51 to +60 Mana
Drake's	+41 to +50 Mana
Dull	-25% to -45% Damage and -4 to -5 To Hit
Emerald	+41% to +50% Resist All
Fine	+20% to +30% armor

CHAPTER 6: TABLES

PREFIXES (CONTINUED)

Prefix	Effect
Frog's	-1 to -10 Mana
Garnet	+41% to +50% Resist Fire
Glorious	+71% to +90% Armor
Godly	+171% to +200% Armor
Gold	+21 to +30 To Hit
Heavy	+51% to +65% Damage
Holy	+151% to +170% Armor
Hyena's	-11 to -25 Mana
Hydra's	+81 to +100 Mana
Iron	+6 to +10 To Hit
Ivory	+31% to +40% Resist General Magic
Jade	+21% to +30% Resist All
Jagged	+20% to +35% Damage
King's	+151% to +175% Damage and +76 to +100 To Hit
Knight's	+96% to +110% Damage and +31 to +40 To Hit
Lapis	+31% to +40% Resist Lightning
Lightning	+2 to +20 to Lightning hit
Lord's	Damage +81% to +95% and +21 to +30 To Hit
Massive	+96 % to +110% Damage
Master's	+111% to +125& Damage and +41 to +50 To Hit
Grand	+41% to +55% Armor
Mithril	+41 to +60 To Hit
Merciless	+151% to +175% Damage
Meteoric	+61 to +80 To Hit
Obsidian	+31% to +40% Resist All



DIABLO BATTLE.NET ADVANCED STRATEGIES

PREFIXES (CONTINUED)

Prefix	Effect
Pearl	+21% to +30% Resist General Magic
Platinum	+31 to +40 To Hit
Plentiful	charges doubled
Raven's	+15 to +20 Mana
Red	+10% to +20% Resist Fire
Ruby	+51% to +60% Resist Fire
Rusted	-25% to -50% Armor
Ruthless	+126% to +150% Damage
Saintly	+111% to +130% Armor
Sapphire	+51% to +60% Resist Lightning
Savage	+111% to +125% Damage
Serpent's	+30 to +40 Mana
Sharp	+20% to +35% Damage and +1 to +5 To Hit
Silver	+16 to +20 To Hit
Snake's	+21 to +30 Mana
Soldier's	+66% to +80% Damage +16 to +20 To Hit
Spider's	+10 to +15 Mana
Steel	+11 to +15 To Hit
Strong	+31% to +40% Armor
Strange	+101 to +150 To Hit
Sturdy	+20% to +30% Armor
Tin	-6 to -10 To Hit
Topaz	+10% to +15% Resist All
Useless	-100% Damage
Valiant	+56% to +70% Armor



CHAPTER 6: TABLES

PREFIXES (CONTINUED)

Prefix	Effect
Vicious	+66% to +80% Damage
Vulnerable	-51% to -100% Armor
Warrior's	+51% to +65% Damage and +11 to +15 To Hit
Weak	-25% to -45% Damage
Weird	+81 to +100 To Hit
White	+10% to +20% Resist General Magic
Wyrn's	+61 to +80 Mana

SUFFIXES

Suffix	Effect
of Absorption	-3 Hit Points per hit received, hand-to-hand only
of Accuracy	+11 to +15 Dexterity
of the Ages	Indestructible
of Atrophy	-1 to -5 Dexterity
of Balance	skip frames 2 of "get hit"
of Bashing	each hit takes 8 to 24 points from target's Armor class
of the Bat	adds 3% Damage done to Mana
of the Bear	knocks monster back (if possible) one square
of Blocking	skip all frames of "get hit" but frame 1 of "block"
of Blood	adds 5% Damage done to Life
of Brilliance	+11 to +15 Magic
of Brittleness	-26% to -75% Durability



DIABLO BATTLE.NET ADVANCED STRATEGIES

SUFFIXES (CONTINUED)

Suffix	Effect
of Burning	fire arrow (+1 to +16 Fire Damage)
of Carnage	+13 to +16 Damage
of Corruption	lose all Mana
of Craftsmanship	+51% to +100% Durability
of the Dark	-4 squares of Light Radius
of Dexterity	+1 to +5 Dexterity
of Disease	-1 to -5 Vitality
of Dyslexia	-1 to -5 Magic
of the Eagle	+21 to +30 Hit Points
of Fire	fire arrow (+1 to +6 Fire Damage)
of Flame	fire arrow (+1 to +3 Fire Damage)
of the Fool	-6 to +10 Magic
of the Fox	+10 to +15 Hit Points
of Fragility	only 1 point of durability
of Frailty	-6 to -10 Strength
of the Giant	+16 to +20 Strength
of Gore	+9 to +12 Damage
of Harmony	skip frames 2, 4, and 6 of "get hit"
of Haste	skip frames 1, 2, 4, and 5 from attack animation
of Health	-1 Hit Point per hit received, hand-to-hand only
of the Heavens	+12 to +15 all stats
of Illness	-6 to -10 Vitality
of the Jackal	-1 to -10 Hit Points
of the Jaguar	+16 to +20 Hit Points

SUFFIXES (CONTINUED)

Suffix	Effect
of the Leech	adds 3% Damage done to Life
of Life	-4 to Hit Points per hit received, hand-to-hand only
of Light	+2 squares of Light Radius
of Lightning	lightning arrow (+1 to +10 Lightning Damage)
of the Lion	+51 to +60 Hit Points
of Magic	+1 to +5 Magic
of Maiming	+3 to +5 Damage
of the Mammoth	+61 to +80 Hit Points
of Many	+100% arrows (Durability)
of Might	+6 to +10 Strength
of the Mind	+6 to +10 Magic
of the Moon	+4 to +7 all stats
of the Night	-2 squares of Light Radius
of the Pit	-1 to -5 all stats
of Quality	+1 to +2 Damage
of Radiance	+4 squares of Light Radius
of Tears	+1 Hit Point per hit received, hand-to-hand only
of the Thief	Trap Damage is cut by half
of Thunder	lightning arrow (+1 to +20 Lightning Damage)
of the Tiger	+41 to +50 Hit Points
of the Titan	+21 to +30 Strength
of Trouble	-6 to -10 all stats
of Osmosis	-6 to -8 Hit Points per hit received, hand-to-hand only



DIABLO BATTLE.NET ADVANCED STRATEGIES

SUFFIXES (CONTINUED)

Suffix	Effect
of Pain	+2 to +4 Hit Points per hit received, hand-to-hand only
of Paralysis	-6 to -10 Dexterity
of Perfection	+21 to +30 Dexterity
of Piercing	each hit takes 2 to 6 points from target's Armor class
of Plenty	+200% arrows (Durability)
of Power	+11 to +15 Strength
of Precision	+16 to +20 Dexterity
of Protection	-2 Hit Points per hit received, hand-to-hand only
of Puncturing	each hit takes 4 to 12 points from target's Armor class
of Readiness	skip frame 1 from attack animation
of Shock	lightning arrow (+1 to +6 Lightning Damage)
of Skill	+6 to +10 Dexterity
of the Sky	+1 to +3 all stats
of Slaughter	+17 to +20 Damage
of Slaying	+6 to +8 Damage
of Sorcery	+16 to +20 Magic
of Speed	skip frames 1, 3, and 5 from attack animation
of Stability	skip frames 2 and 4 of "get hit"
of the Stars	+8 to +11 all stats
of Structure	+101% to +200% Durability
of Sturdiness	+26% to +50% Durability
of Strength	+1 to +5 Strength

166



CHAPTER 6: TABLES

SUFFIXES (CONTINUED)

Suffix	Effect
of Spikes	attacking monster takes 1-10 Damage if it hits
of Swiftess	skip frames 1 and 3 from attack animation
of Thorns	attacking monster takes 1-6 Damage if it hits
of the Vampire	adds 5% Damage done to Mana
of Vigor	+16 to +20 Vitality
of Vileness	the monster you hit won't heal
of Vim	+11 to +15 Vitality
of Vitality	+1 to +5 Vitality
of the Vulture	-11 to -25 Hit Points
of Weakness	-1 to -5 Strength
of the Whale	+81 to +100 Hit Points
of Wizardry	+21 to +30 Magic
of the Wolf	+30 to +40 Hit Points
of Zest	+6 to +10 Vitality
of the Zodiac	+16 to +20 all stats



DIABLO BATTLE.NET ADVANCED STRATEGIES

HELMS

Helm	Cost	Durability
Cap	15	15
Skull Cap	25	20
Helm	40	30
Full Helm	90	35
Great Helm	400	60
Crown	200	40

ARMOR

Armor	Cost	Durability
Cape	10	12
Rags	5	6
Cloak	10	18
Robe	75	24
Quilted Armor	200	30
Leather Armor	300	35
Hard Leather Armor	450	40
Studded Leather	700	45
Ring Mail	900	50
Chain Mail	1250	55
Scale Mail	2300	60
Breast Plate	2800	80
Splint Mail	3250	65
Plate Mail	4600	75
Field Plate	5800	80
Gothic Plate	8000	100
Full Plate Mail	6500	90

CHAPTER 6: TABLES



Requirements	Damage	Armor Class
0	0	1-3
0	0	2-4
25str	0	4-6
35str	0	6-8
50str	0	10-15
0str	0	8-12

Requirements	Damage	Armor Class
0	0	2-6
0	0	1-5
0	0	2-7
0	0	4-7
0	0	7-10
0	0	10-13
0	0	11-14
20str	0	15-17
25str	0	17-20
30str	0	18-22
35str	0	23-28
40str	0	20-24
40str	0	30-35
60str	0	42-50
65str	0	40-45
80str	0	50-60
100str	0	60-75

169





DIABLO BATTLE.NET ADVANCED STRATEGIES

SHIELDS

Shield	Cost	Durability
Buckler	30	16
Small Shield	90	24
Large Shield	200	32
Kite Shield	400	40
Tower Shield	850	50
Gothic Shield	2300	60

SWORDS

Sword	Cost	Durability
Dagger	60	16
Short Sword	120	24
Falchion	250	20
Scimitar	200	28
Claymore	450	36
Blade	280	30
Sabre	170	45
Long Sword	350	40
Broad Sword	750	50
Bastard Sword	1000	60
Two-Handed Sword	1800	75
Great Sword	3000	100



CHAPTER 6: TABLES



Requirements	Damage	Armor Class
0	0	1-5
25str	0	3-8
40str	0	5-10
50str	0	8-15
60str	0	12-20
80str	0	14-18

Requirements	Damage	Armor Class
0	1-4	0
18str	2-6	0
30str	4-8	0
23str, 23dex	3-7	0
35str	1-12	0
25str, 30dex	3-8	0
17str	1-8	0
30str, 30dex	2-10	0
40str	4-12	0
50str	6-15	0
65str	8-16	0
75str	10-20	0





DIABLO BATTLE.NET ADVANCED STRATEGIES

AXES

Axe	Cost	Durability
Small Axe	150	24
Axe	450	32
Large Axe	750	40
Broad Axe	1000	50
Battle Axe	1500	60
Great Axe	2500	75

CLUBS

Club	Cost	Durability
Mace	200	32
Morning Star	300	40
War Hammer	600	50
Club	20	20
Spiked Club	225	20
Flail	500	36
Maul	900	50

172

CHAPTER 6: TABLES



Requirements	Damage	Armor Class
0	2-10	0
22str	4-12	0
30str	6-16	0
50str	8-20	0
65str	10-25	0
80str	12-30	0

Requirements	Damage	Armor Class
16str	1-8	0
26str	1-10	0
40str	5-9	0
0	1-6	0
18str	3-6	0
30str	2-12	0
55str	6-20	0

173





DIABLO BATTLE.NET ADVANCED STRATEGIES

BOWS

Bow	Cost	Durability
Short Bow	100	30
Hunter's Bow	350	40
Long Bow	250	35
Composite Bow	600	45
Short Battle Bow	1000	45
Long Battle Bow	1500	50
Short War Bow	2000	55
Long War Bow	2500	60

174

STAFFS

Staff	Cost	Durability
Short Staff	30	25
Long Staff	100	35
Composite Staff	500	45
Battle Staff	1000	55
War Staff	1500	75

CHAPTER 6: † TABLES



Requirements	Damage	Armor Class
--------------	--------	-------------

0	1-4	0
20str, 35dex	2-5	0
25str, 30dex	1-6	0
25str, 40dex	3-6	0
30str, 50dex	3-7	0
30str, 60dex	1-10	0
35str, 70dex	4-8	0
45str, 80dex	1-14	0

175

Requirements	Damage	Armor Class
--------------	--------	-------------

0	2-4	0
0	4-8	0
0	5-10	0
20str	6-12	0
30str	8-16	0





DIABLO BATTLE.NET ADVANCED STRATEGIES

UNIQUE WEAPONS

Unique Weapon	Type	Attributes/Actions
The Rift Bow	Short Bow	arrow flies at random speed (real slow to real fast), +2 damage, -3 DEX
The Needler	Short Bow	+50% to hit, does 1-3 damage
The Blackoak Bow	Long Bow	+10 Dex, -10 Vit, +50% damage, -10% light radius
Flamedart	Bow	Fire arrow, +1to6 fire dam, +20% to hit, resist fire 40%
Fleshstinger	Long Bow	+15 DEX, +40% to hit, +80% damage, 6 durability
Windforce	Long War Bow	+5 STR, +200% damage, knockback (of the Bear)
Eaglehorn	Long Battle Bow	+20 DEX, +50% to hit, +100% damage, indestructible
Gonnagal's Dirk	Dagger	-5 DEX, +4 damage, fast attack, +25% resist fire
The Defender	Sabre	Adds 5 to AC, +5 VIT, -6 to damage received
Gryphon's Claw	Falchion	+100% to damage, -2 MAG, -5 DEX
Black Razor	Dagger	+150% to damage, +2 VIT, Durability=5
Gibous Moon	Broadsword	+2 to all stats, +25% to damage, +15 mana, decreases light radius 30%

176



CHAPTER 6: TABLES

Unique Weapon	Type	Attributes/Actions
Ice Shank	Long Sword	resist fire 40%, Durability=15, Str +5-10
The Executioner's Blade	Falchion	+150% damage, -10 HP, -10% light radius, +200% durability
The Bonesaw	Claymore	+10 damage, +10 STR, -5 MAG, -5 DEX, +10 HP, -10 Mana
Shadowhawk	Broad Sword	-20% light radius, steals 5% mana, +15 to hit, +5 resist all
Wizardspike	Dagger	+15 MAG, +35 Mana, +25% to hit, +16% resist all
Lightsabre resist lightning	Sabre	+ 20% light radius, +1 to +10 lightning damage, +20% to hit, +50% resist lightning
The Falcon's Talon	Scimitar	+20% to hit, -33% damage, +10% Dex, Fastest Attack
Inferno	Long Sword	+2 to +12 fire damage, +30% light radius, +20 Mana, +80% resist fire
Doombringer	Bastard Sword	+25% to hit, +250% damage, -6 all STATS, -20% light radius, -25 HP
The Grizzly	Two-handed Sword	+20% STR, -5 VIT, +200% damage, knockback, +100% durability
The Grandfather	Great Sword	1 handed, +5 to all STATS, +20 to hit, +70 damage points, +20 HP
The Mangler	Large Axe	+200% damage, -5DEX, -5 MAG, -10 mana

UNIQUE WEAPONS (CONTINUED)

Unique Weapon	Type	Attributes/Actions
Sharp Beak	Large Axe	+20 HP, -10 MAG, -10 Mana
Bloodslayer	Broad Axe	+100% damage, +50% damage to demons, -5 to all stats, -1 to all spell levels
The Celestial Axe	Battle Axe	No STR requirement, +15% to hit, +15 HP, -15 STR
Wicked Axe	Large Axe	+30 to hit, +10 Dex, -10 VIT, -1 to 6 to damage received
Stonecleaver	Broad Axe	+30 HP, +20% to hit, +50% damage, +40 resist lightning
Aguinara's Hatchet	Small Axe	+10 MAG, +80% resist magic, all spells up 1 level
Hellslayer	Battle Axe	+8 STR, +8 VIT, +100% damage, +25HP, -25Mana
Messerschmidt's Reaver	Great Axe	+200% damage, +15 to damage, +5 to all stats, -50 HP, fire hit (2-12)
Crackrust	Mace	+2 to all stats, indestructible, resist all 15%, +50% damage, all spell levels -1
Hammer of Jholm	Maul	+4 to 10% damage, indestructible, STR +3, To hit +15%
Civerb's Crudgel	Mace	+35% damage to demons, -5 DEX, -2 MAG

CHAPTER 6: TABLES

Unique Weapon	Type	Attributes/Actions
The Celestial Star	Flail	No STR Requirement, +20% light radius, +10 Damage, +8 AC,
Baranar's Star	Morning Star	+12 to hit, +80% damage, +4 VIT, -4 DEX, dura=60, fast attack
Gnarled Root	Club	+20 to hit, +300% damage, +10 DEX, +5 MAG, +10 resist all, -10 armor
The Cranium Basher	Maul	+20 pts damage, +16 STR, indestructible, lose all mana, +5% resist all
Schaefer's Hammer	War Hammer	-100% damage, 1 to 50 lightning hit, +50 HP, +30 to hit, resist lightning 80%, +10% light rad
Dreamflange	Mace	+30 MAG, +50 Mana, +50 resist magic, +20% light radius, all spells up 1 level
Staff of Shadows	Long Staff	-10 MAG, +10 to hit, +60% damage, -20% light radius, faster attack
Immolator	Long Staff	Resist fire 20%, fire hit 4 damage, mana +10, -5 VIT
Storm Spire	War Staff	Resist Lightning 60%, Lightning hit 2 to 8, STR +10, MAG -10
Gleamsong	Short Staff	+25 Mana, -3 STR, -3 VIT, 76 charges Phasing Spell



DIABLO BATTLE.NET ADVANCED STRATEGIES

UNIQUE WEAPONS (CONTINUED)

Unique Weapon	Type	Attributes/Actions
Thundercall	Composite Staff	+35 to hit, lightning hit(1-10), 76 charges Lightning, +30% Resist Lightning +20% light rad
The Protector	Short Staff	+5 VIT, Attacker takes 1-3 Damage, -5 to damage received, +40 armor, 86 charges of Healing
Naj's Puzzler	Long Staff	+20 MAG, +10 DEX, +20% resist all, teleporting 57 charges -25 HP
Mindcry	Quarter Staff (Hvy)	+15 MAG, +15% resist all, all spells up 1 level, 69 charges of Guardian
Rod of Onan	War Staff	50 charges Golem +100% damage, +5 to all stats
Thinking Cap	Skull Cap	+30 mana, all spells up 2 levels, +20% resist all, durability =1
Helm of Spirits	Helm	gain +5% life per hit
Overlord's Helm	Helm	STR +20, DEX +15, VIT +6, MAG -20, DUR=15
Fool's Crest	Helm	-4 to all stats, +100 HP, attacker takes 1-3 hp, +1 to 6 damage received per hit
Gotterdamering	Great Helm	+20 to all stats, +80 armor, all resistance=0%, -4 to damage received, 40% Light Radius





CHAPTER 6: TABLES

Unique Weapon	Type	Attributes/Actions
Royal Circlet	Crown	+10 to all stats, + 40 mana, +40 armor, +10% light radius
The Gladiator's Bane	Studded Leather	armor class 25, absorbs 2 hp per hit, durability +200%, all stats -3
The Rainbow Cloak	Cloak	Armor Class 10, +1 to all stats, resist all +10%, +5 hp, +50% durability
Wisdom's Wrap	Robe	+5 MAG, +10 mana, +25 resist lightning, Armor = 15, -1 hp per get hit
Leather of Aut	Leather	AC=15, STR +5, MAG -5, Dex +5, indestructable
Sparking Mail	Chain Mail	Armor class 30, attacker gets lightning hit (1-10) in return if it hits
Scavenger Carapace	Breast Plate	-15 hp per get hit, -30 AC, +5 DEX, resist lightning +40%
Nightscape	Cape	Armor class =15, light radius -40%, +20% resist all, faster hit recovery +3 DEX
Naj's Light Plate	Plate Mail	No minimum strength req., +5 MAG, +20 mana, +20% resist all, all spells up 1 level
Demonspike Coat	Full Plate Mail	Armor class= 100, absorbs 6 hp per get hit, +10 STR, indestructible, +50% resist fire





DIABLO BATTLE.NET ADVANCED STRATEGIES

UNIQUE WEAPONS (CONTINUED)

Unique Weapon	Type	Attributes/Actions
Split Skull Shield	Buckler	+10 to armor, +10 to HP, +2 to STR, -10% light rad, durability =15
The Deflector	Buckler	AC=7, Resist all 10%,-20% to damage, -6% to hit,
Dragon's Breach	Kite Shield	Resist fire 25%, STR +5, AC=20, MAG -5, indestructable
Blackoak Shield	Small Shield	+10 Dex, -10 Vit, armor class 18, -10% light radius, +150% dura
Holy Defender	Large Shield	Armor class 15, absorbs 2 hp per get hit, +20% resist fire, +200% dura, faster block
Stormshield	Tower Shield	Armor class 40, absorbs 4 hp per get hit, +10 STR, indestruct, faster block
Constricting Ring	ring	resist all +75%, wearer constantly loses life
Ring of Engagement	ring	-1 to 2 hp per get hit, attacker takes 1-3 hp (of thorn), adds 5 to AC, damages monster AC
Bramble	ring	-2 to all stats, +3 to damage, +10 mana
Ring of Regha	ring	MAG +10, Resist magic 10%, +10% light radius, STR -3, DEX -3



CHAPTER 6: TABLES

Unique Weapon	Type	Attributes/Actions
The Bleeder	ring	Resist magic 20%, mana +30, HP -10
The Butcher's Cleaver	(quest) Cleaver	+10 STR, 4 to 24 damage durablilty=10
The Undead Crown	(quest) Crown	AC=8, Life Stealing +5%
Empyrean Band	(quest) ring	+2 to all stats, +20% light radius, fast hit recovery, absorbs trap damage
Optic amulet	(quest) amulet	light radius +20%, resist lightning 20%, absorbs 1 damage per hit, MAG +5
Ring of Truth	(quest) ring	+10 HP, absorbs 1 point damage per get hit, resist all 10%
Harlequin Crest	(quest) Cap	+2 to all stats, +7 HP, +7 Mana, -3 armor, -1 TO DAMAGE RECEIVED
Griswold's Edge	(quest) sword	fire hit 1 to 10, +25 to hit, faster attack, Knocks back monster, mana +20, HP -20
Arkaine's Valor	(quest) Splint Mail	+25 armor class, +10 vit, absorbs 3 pts per hit received, fastest hit recovery
Veil of Steel	(quest) Great Helm	+50% resist all, +60% armor, -30 mana, +15 strength, +15 Vit, -20% light radius



DIABLO BATTLE.NET ADVANCED STRATEGIES

SPELLS

Spell	Min. Magic (book/staff, scroll)	Mana	Level (scroll, Extra Book Effects
Firebolt	0, 0	6	+1 Damage, +2 Speed, -5 Mana
Charged Bolt	25, 0	6	+1 bolt per two levels
Holy Bolt	20, 0	7	+2 Speed, -1 Mana
Healing	17, 0	(level x2)+5	+6 Healing, -3 Mana
Heal Other	17, 0	(level x2)+5	+6 Healing, -3 Mana
Lightning	20, 0	12	bolt longer per 2 levels, -1 Mana
Identify	23, 0	n/a	n/a
Resurrect	30, 0	20	gives 10 Hit Points to resurrected
Wall of Fire	27, 17	2/3 current level	lasts 5% longer, -2 Mana
Telekinesis	33, 21	15	-2 Mana
Inferno	20, 19	11	1/2 current level % Damage, -1 Mana
Town Portal	20, 0	35	-3 Mana
Flash	33, 21	30	+10% Damage, -2 Mana
Infravision	36, 23	40	lasts 15% longer, -5 Mana
Phase	39, 25	12	-2 Mana

CHAPTER 6: TABLES

Cost staff, book)	(scroll, book)	Staff Charges
n/a, 1, 1	50, 100	40-80
n/a, 1, 1	50, 1,000	40-80
n/a, 1, 1	50, 1,000	40-80
1, 1, 1	50, 1,000	20-40
1, 1, 1	50, 1,000	20-40
2, 3, 4	150, 3,000	20-60
1, n/a, n/a	100, n/a	n/a
1, n/a, n/a	250, n/a	n/a
2, 2, 3	400, 6,000	8-16
n/a, 2, 2	200, 1,500	20-40
1, 2, 3	100, 2,000	20-40
2, 3, 3	200, 300	8-12
3, 4, 5	500, 1,500	20-40
4, n/a, n/a	600 n/a	n/a
3, 6, 7	200, 3,500	40-80



DIABLO BATTLE.NET ADVANCED STRATEGIES

SPELLS (CONTINUED)

Spell	Min. Magic (book/staff, scroll)	Mana	Level (scroll, Extra Book Effects
Mana Shield	25, 0	33	-3% to damage taken (max 21%)
Flame Wave	45, 29	35	+1 wave square, -3 Mana
Fireball	48, 31	16	double, +2 Speed, -1 Mana
Stone Curse	51, 33	60	lasts 15% longer, -3 Mana
Chain Lightning	54, 35	30	-1 Mana
Guardian	61, 47	50	+10% Damage, 1-second duration, -2 Mana
Elemental	68, 53	23	+10% Damage, -2 Mana
Nova	87, 57	60	+10% Damage, -3 Mana
Golem	81, 51	80	-4 Mana
Teleport	105, 81	35	-3 Mana
Apocalypse	149, 117	150	-6 Mana
Bone Spirit	34, n/a	24	-1 Mana
Blood Star	70, 46	25	+3 Damage, -2 Mana

CHAPTER 6: TABLES

Cost staff, book)	(scroll, book)	Staff Charges
4, 5, 6	1,200, 1,600	4-10
5, 8, 9	650, 1,000	20-40
4, 7, 8	300, 8,000	40-80
3, 5, 6	800, 12,000	8-16
5, 7, 8	750, 11,000	20-60
—	950, 14,000	16-32
4, 6, 8	700, 10,500	20-60
7, 10, n/a	1,300, n/a	16-32
5, 9, 11	100, 18,000	16-32
7, 12, 14	1,250, 20,000	16-32
11, 15, n/a	2,000, n/a	8-12
7, 7, 9	800, 11,500	20-60
10, 13, 14	1,800, 27,500	20-60

SHRINES

Shrine	Effect
Mysterious	Adds 5 points to one random stat, takes 1 point from others.
Hidden	Adds 10 points to the maximum and current durability to all items,
Gloomy	Add +2AC to all shields, helmets, armor.
Weird	Adds +1 to all weapons max damage
Magical	Casts Mana shield on the player
Stone	Recharges all staves
Religious	"heals" all weapon durability
Enchanted	One spell down a level, all others up one level.
Thaumaturgic	All chests on the level regenerate with new items
Fascinating	Gives you Firebolt +2, but you lose 1/10 of your maximum Mana.
Cryptic	fills Mana ball casts nova spell from player
Eldritch	Health and Mana potions become rejuvenation
Eerie	Adds 2 points to your magic.
Divine	Kicks out either 2 full rejuvenation potions or 1 full
Holy	Teleports you to another place on the level.
Sacred	Charged bolt +2 levels, lose 1/10 max Mana
Spiritual	Fills your inventory with gold.

CHAPTER 6: TABLES

Message

"Some are weakened as one grows strong"

"New strength is forged through destruction" -10 to one.

"Those who defend seldom attack." -1 to all weapons max damage.

"The sword of justice is swift and sharp."

"While the spirit is vigilant the body thrives"

"The powers of Mana refocused renews"

"Time cannot diminish the power of steel"

"Magic is not always what it seems to be."

"What once was opened now is closed"

"Intensity comes at the cost of wisdom"

"Arcane power brings destruction"

"crimson and azure become as the sun"

"You forget who you are!"

"Drink and be refreshed" Mana & 1 full healing, and fills
Mana and life balls

"Wherever you go, there you are"

"Energy comes at the cost of wisdom"

"Riches abound when least expected"



DIABLO BATTLE.NET ADVANCED STRATEGIES

SHRINES (CONTINUED)

Shrine	Effect
Spooky	full rejuv. Potions for other players
Abandoned	Add +2 to Dex
Creepy	Add +2 to STR
Quiet	Add +2 to VIT
Secluded	Completes automap for current level
Ornate	Holy Bolt level +2, lose 1/10 max Mana
Glimmering	All items are identified
Tainted	All other players get +1-3 random stats, -1 to other.

190



CHAPTER 6: TABLES

Message

You: "where avarice fails, patience gains reward"

Others: "Blessed by a benevolent companion"

"The hands of men may be guided by fate"

"Strength is bolstered by heavenly faith"

"The essence of life flows from within"

"The way is cleared when viewed from above"

"Salvation comes at the cost of wisdom"

"Mysteries revealed in the light of reason"

You: "Those who are last may yet be first"

Others: "Generosity brings its own rewards"

A P P E N D I X

A

BATTLE.NET ON THE WEB

The following is a list of my favorite Diablo/Battle.net WEB sites. There's a lot more, but presently these are some of the best around. Under each title is a bulleted list describing what the page offers.



APPENDIX: BATTLE.NET ON THE WEB

THE UNOFFICIAL DIABLO HOME PAGE

<http://www.scorched.com>

- Main Menu
- Buy Diablo
- Diablo Files
- For Newbies
- Hyperlinks
- Screen Shots
- What's News (up dated 4 time per day)
- Strategy
- Discussion Forum
- Game Reference
- Quests Guide
- Tips and Tricks

BLIZZARD ENTERTAINMENT'S HOME PAGE

<http://www.blizzard.com/diablo/diablo.htm>

- Key on special menu buttons to find out current "News" with Blizzard
- Get the latest info on "Titles"
- Get the latest on line "Support"
- Visit the "Library" for Demos, Patches, Support Files, Press Room, Related Links
- Key in on the Market and find out what books and other games that are available.



193





DIABLO BATTLE.NET ADVANCED STRATEGIES

ABSOLUTE CARNAGE

<http://www.ozemail.com.au~michaelc/diablo/index.html>

Website with information on "What's New"

ACID DIABLO NEXUS

<http://www.execpc.com/~olaf/diablo/market/html>

Website to purchase web items from "Battlenet"

ADVENTURER'S GUILD

<http://www.geocities.com/CollegePark/6531/Diabarea.htm>

Software Library, Frequently Asked Questions, What's New

- **Companion**—(Player's wanted postings)
- **Warrior**—Stats—hints and tips
- **Sorcerer**—Stats—hints and tips
- **Rogue**—Stats—hints and tips
- **Weapons**—Stats—hints and tips
- **Equipment**—Stats—hints and tips
- **Spells**—Defensive Spells/Offensive Spells/Misc. Spells
- **Journal**—Trials and Tribulations of others
- **Battle.net**—puts you onto the Net w/options
- **Tips N' Tactics**—Let's you in on some strategy.
- **Comments**—Asks for your comments



APPENDIX: BATTLE.NET ON THE WEB

ANDURIL'S DIABLO PAGES

<http://www.io.com/~anduril/diablo/diabloframe.html>

References, tips, strategies and other general hints.

- Main Pages
- Visit the village of Tristram for general information
- Creatures
- Shrines and Fountains
- Characters
- Spell Casting
- Multi-Player Gaming
- Single-Player Games
- Items
- Dungeon Levels
- Diablo Links
- Auxiliary Pages
- Item Descriptors
- Item Descriptors—Grouped by Effect
- Armor, Helmets, and Shields
- Bows
- Character Levels
- Combat Hints
- Difficulty Levels





DIABLO BATTLE.NET ADVANCED STRATEGIES

- Gaming Hints
- Unique Creatures
- Multi Player Quests
- News
- Rogues
- Single Player Quests
- Sorcerers
- Character Stats
- Staves
- Swords, Axes, and Blunt Weapons
- Unique Items
- Unique Weapons—with images
- Unique Armor—with images
- Unique Items—Solo Game Only—with images
- Creature Variants
- Villagers
- Warriors

BLACK PALADIN'S DIABLO PAGE

<http://www.geocities.com/TimesSquare/Alley/1244/index.html>

Most links to Diablo Web Pages I saw.





APPENDIX: BATTLE.NET ON THE WEB

DAVE BECKLER'S DIABLO PAGE

<http://www.teleport.com/~dbeckler/diablo.html>

- Dave's
- Diablo Page
- News & Information
- Update log
- Dave's Tavern
- Bounty List
- Diablo Chat Room
- Monsters
- Quests
- Cast
- Weapons
- Unique Weapons
- Armor
- Unique Armor
- Unique Rings & Amulets
- Potions & Elixirs
- Shrines, Pools & Fountains
- Spells
- Magic Modifiers
- Materials Modifiers



197





DIABLO BATTLE.NET ADVANCED STRATEGIES

- Bow Modifiers
- Download Files
- Tricks & Tips
- Diablo Links
- Credit

DIABLO ANTI-CHEATING MOVEMENT

<http://www.sonic.net/nhill/anticheating/>

Anti Cheating Movement

- What's it all about?
- How to join.
- Who else is involved.

198



NOAH'S PAGE

<http://www.sonic.net/nhill/diablo/>

- Multiplayer Strategies
- Files
- My Opinion on Cheating
- The Anti Cheating Movement
- A list of Shrines





APPENDIX: BATTLE.NET ON THE WEB

DIABLO UNBOUND

<http://www.geocities.com/TimesSquare/Arcade/8666/index.htm>

- Review of Diablo
- Information on Diablo
- Strategy & Tactics
- Links to other Diablo sites
- Diablo Clans and Guild
- Diablo Multiplayer
- Files for Diablo

DIABLO'S LIAR

<http://www.dreamflyr.com/~sdformo/Citadel/Special/Diablo/index.html>

Has a little of everything. Terrific Graphics. Best if viewed on Netscape 3.0, comes with sound.

Enter the "Magical Portal" and be transported to somewhere safe . . . i.e. Disney.com

HURTLEG'S DIABLO PAGE

<http://www.geocities.com/TimesSquare/8014/DFrames.htm>

Well done Web Site. Complete with a "Loser's List" a list of known "cheaters".



I99





DIABLO BATTLE.NET ADVANCED STRATEGIES

MEMNOCH'S LAIR

<http://www.odc.net/~dms/diablo/>

- Tips—items, money, battle, gaining experience, fighting the big guys, shrines, cauldrons and other bodies of liquid
- Classes—Warrior, Rogue, Sorcerer
- Monsters—Demon Library (Skeletons, Zombies, Scavengers, Fallen Ones, Hiddens)
- Weapons , Armor and Staffs—Helps you kill Demons better.
- Magic—Incomplete information—to be updated
- Guild—A list of “Cool” battle.net players, with their stats.

200

TO HELL AND BACK

<http://www.novagate.com/~troyb/index.html>

- Picture of the day
- Knights of Justice—Diablo Clan Homepage (A Clan with it's sites on “Cheaters”)
- News—The latest information on Diablo



SAN DIEGO PUBLIC LIBRARY

U.S. \$16.99
Can. \$23.95
U.K. £13.99

Electronic Entertainment

THE DARK LORD OF TERROR DELIGHTS IN FOOLISH SUITORS

ANY FOOL CAN FIND THEIR WAY TO HELL, BUT ONLY THOSE WHO MASTER THEIR DEMONS EVER RETURN. DARE TO WADE THROUGH THE BOWELS OF BATTLE.NET WITH A STRATEGY GUIDE THAT GIVES YOU THE WAYS TO CHEAT THE DEVIL:

★ ELITE COMBAT TACTICS FOR GROUP MOVEMENT

★ INSIGHTS ON PLAYER KILLERS AND BOUNTY HUNTERS

★ TACTICAL ADVANTAGES FOR CHARACTER TYPES

★ DEMON-BATTLING EXPERIENCE TABLES



MARK WALKER is the author of many game books including **WarCraft II: Beyond the Dark Portal—The Official Strategy Guide** and **Magic: The Gathering—BattleMage Official Strategy Guide**.

THE KING'S STRATEGY GUIDE OF THE ZODIAC!

ISBN 0-7615-1095-8



9 780761 510956



5 1699 >



0 86874 51095 1

SAN DIEGO PUBLIC LIBRARY



3 1336 05624 1467

The Secrets of the Games Logo
Is a Registered Trademark of Prima Publishing

Platform: PC