

Diablo: The Hell 2

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Readme for versions 1.0030+

STUDY THIS GUIDE THOROUGHLY

IT PROVIDES CRUCIAL INFORMATION ABOUT THE GAME

IF YOU SKIP READING, YOU CAN RUN INTO TROUBLE

About the game

The Hell 2 development was started 2017-12-22.

Latest version available only on the main website: www.patreon.com/thmod

The Hell 2 is a next generation mod after TH1 (which was in development for 12 years). A bigger badder version of it.

Lots of content is added, new gameplay features implemented. A lot of quality changes. Some unique features in Diablo game type as well: perks, loot segregation, advanced base item stats and deep randomization of... pretty much everything you can think of.

The mod is not compatible with Diablo 1, Hellfire, or any other mod for them, including The Hell 1.

Installation

The Hell 2 requires Diablo 1. Fortunately, GOG sells Diablo 1 and Hellfire these days. You can check gog.com and buy your copy of Diablo 1 there, if you don't have one already. Any version will do.

When you have acquired Diablo 1, I recommend creating a separate folder, name it TH2 and copy 'DIABDAT.MPQ' file there (you can find it in the Diablo folder). Install the mod in that new folder, unpack it and run TH2.exe.

Don't forget to download and unpack music files to the game folder – without it many areas will have no music.

When you upgrade, just download new version to your game folder, unpack the archive and replace all files. And you're all set.

Configuration

Configure by altering settings in **config.ini**. You can find this file in your TH2 directory. All the lines have comments and should be self-explanatory.

Resolution. The mod works with resolutions from 800x600 all the way up to 3840x2160 (4K). But I strongly recommend playing in 800x600. It's the best way to experience full atmosphere. At least, not above 1280x720. The game is not texture based, it's pixels. Greater resolution doesn't render it in better quality, it just increases field of view. You can switch fullscreen to windowed (and vice versa) mode by pressing Alt + Enter while in game (not meta-menu, the actual game). Warning! Starting game in fullscreen mode can take a while, it might give you black screen for about a minute, you will just need to wait (we will fix that in future).

Core features

The Hell 2 has some core features that you need to understand in order to maximize your experience. Basics are Diablo. But let's talk about what makes it different and better.

Running. By default your character can run. It happens outside of combat mode. Both in town and in dungeons. You can deactivate this by setting JOG in setup to off. Or deactivate this feature globally in config.

Battle mode. When you have activated a monster, you enter battle mode. This means you can't run until you exit battle mode. Exiting battle mode you don't have any activated monsters on the same level with you. It works in single- and multiplayer. But in single it also brings another limitation...

Lockdown (a.k.a. "Vise"). This prevents you from leaving level and entering town portal to get away from battle. Either get away from monsters or kill them to exit battle mode and have lockdown lifted. With bosses, once activated, they keep lockdown running until you kill that boss. Kill them or get killed scenario.

Wise Drops 2.0. This is new and improved system of looting and filters of looting from TH1. Now we have more classes and we have class-specific items. You only get what you can use. And what you are not too far from, concerning your character stats. Weapons now have 4 damage values instead of two and roll damages different for each base item. Armors have built-in DFE (damage from enemies), armor, melee and arrow damage resistance values. And variations of these. Certain items generate affixes that can be useful for the class (there are common, summoner, battle, thorn, and magic affix types).

Perks. One of the big additions is Perk system. It's something you get on level-up. One perk point. 49 in total. Pressing that small button to the left from mana orb (or pressing "P" key) will bring up Perk window, where you select new perk after leveling up. Perks have requirements, they are partially different depending on the class you play. Each of them has multiple levels and descriptions. Each 10 perk points give you approximately 1 item's worth power of affixes. By level 50 it's almost like if you were wearing 4-5 more items on you. There is no resetting perks, and there will be no resetting.

Hotkeys

Standard F5 - F8 are still there. But now you can use mouse wheel to scroll through them.

Non-adjustable hotkeys listed below.

I - inventory

Enter - group chat (in MP)

Alt + Enter - quick switch between window mode and fullscreen

C - character sheet

Esc - main menu

Tab – map, tab again switch to mini-map (arrows move it on the screen, Shift +/-: modifies transparency, +/-: switches between bigger and smaller mini-map)

P – perk window

F1 - Fury

F2 - Healing

F3 - Reflect

F4 - Mana Shield

Q - Teleport

W - Fire Wall

E - Lightning Wall

R - Fire Nova

T - Lightning Nova

Y - Arcane Nova

U - Holy Nova

O - Town portal

A - Fiery blast

S - Lightning ball

D - Arcane Star

F - Stone Curse

G - Golem

H - Holy Bolt

J - Flash

K - Inferno

L - Lightning

X – Force Wave

B - Bone Spirit

N - Flame Ring

M - Lightning Ring

Z - Elemental

Ctrl – Hydra

V (or pressing mousewheel/mb3)– weapon slot scroll

Quest locations

In single player, there are special locations (quest zones). They are unique, in a sense.

You cannot save game when in a quest zone, at all.

Can't cast portal there, and use stairs, until area is cleaned (no monsters left). This is lockdown, called 'Vise'.

When lockdown is lifted, you hear the horn sound. That means you can cast portal and use stairs again.

Another feature of these zones is temporary character altering. You can receive penalties for the time of your presence on such levels. These can include life/mana regeneration, DFE, AC, attack/cast speed, resistances, accuracy, inability to cast certain spells.

I would advise against using glass cannon builds in quest zones. As your main goal there, is to survive. Not die.

Game modes

TH2 has 4 game modes. Fire arrow trap does 75% less damage in all modes outside Normal.

1. **Normal.** Classic rules from The Hell 1. Battle lockdowns in singleplayer. Inability to save/leave in quest areas.
2. **Hardcore.** Just like normal, but with one difference: if you died, it's over. Game will not allow you to load game, instead you will only get menu option 'murder hero'.
3. **Ironman.** This is well known to D1 community people, but not to wide audience. This is an advanced challenge mode and it has its rules. Now, not all these rules are supported by game mechanics directly, but the actual TH2 Ironman rules are these: what is not prohibited is allowed, playing around with game files to avoid death or restore character is prohibited, spending initial 200 gold when you start is allowed, can't use stash, can't return to town unless you have beaten Uber Diablo, after beating Uber Diablo you can start new game on NEXT difficulty and spend gold you have acquired on any town services, you can proceed to next dungeon level when you have killed all monsters on current level and activated all dungeon objects (5 and less remaining dungeon objects are allowed), you can save only every 4 dungeon levels when you have cleared last level of a location (game will give message that you now can save & exit), it's prohibited to farm by starting new game and going for levels you have visited before, if you kill Uber Diablo on Doom difficulty – game is over. These are limitations. And now perks: the mode gives +25% experience, bosses drop 2 identify relicts and a repair oil when killed, and this helps in progressing further. For D1 IM old timers: yes, these rules are different from D1, and that's ok, it's a different game and rules are different too.
4. **Nightmare.** Ultimate challenge. In essence, it's roguelike gameplay. The difference from Ironman mode is that you can't save at all unless you have killed Uber Diablo. This mode gives you +50% experience. In future we will expand this mode by adding some more roguelike features that will make this mode more dangerous.

Regeneration

In original Diablo only monsters were able to regenerate hit points. In The Hell 2 character players can do that, too. And they can regenerate both life and mana. 1 regeneration point gives you 20/64 of hitpoint per second. Which means roughly 3 regeneration points give you 1 hp per sec. Same applies to mana. Increase your magic and witness mana regenerate faster. Same for Vitality. Additional rules for regeneration: It varies for class you choose. It is significantly modified by player status: when standing still, regeneration is fastest (+100%), when attacking life regen is -75%, mana -50%, when casting life regen is -50%, mana regen -75%. Walking is default speed. Blocking/dying: nullified. Perk points of regeneration are not taken into account when modifying regeneration according to player status. That is their major advantage.

Additionally, Crypt levels reduce life regeneration speed: -12% on level 22, -25% on level 23 and -50% on level 24.

And finally, quest levels modify regeneration speeds as well. Not all quests, of course. Some of them. And they do it each in a unique way. Glacier levels reduce both life and mana regeneration speed, and can very well result in negative regeneration. Andariel's domain makes players suffer from decreased regeneration of life. And finally Sunless Island actually increases regeneration of mana.

Spells

There are several types of magic damage in TH2:

fire, lightning, arcane, cold, acid, physics, holy

Fire spells are the most diverse and powerful (usually), holy spells deal the least damage, making undead the worst enemy types for pure casters. Again, that's on average. Depending on your gear, things can change dramatically.

Spells can be damaging, controlling or for personal usage.

Spell damage, missile speed and other features depend on spell formula and are specific for each individual spell.

Damage can be increased by character level, magic stat, certain affixes that increase certain spell of elemental type of damage that affects the spell. Some classes can roll critical hits with spell or elemental damage. More on that in Class section.

Now on to spell list itself:

Fire bolt, Charged bolt, Holy bolt - standard low level damager spells. Holy bolt knocks back targets on impact.

Arcane star - damaging spell, damage is arcane, of magic type. For those who think that spell damage can be either fire or lightning. Well, now you know more.

Inferno, Lightning - attack targets 20 times per second, for the duration of the spell.

Chain lightning - there is none here. It's gone for a good reason. Deal with it.

Healing - heals you, effectiveness depends on basic vitality.

Reflect - increases melee damage from monsters, and returns 400% of the damage back to them. Works similar to D2 Paladin skill 'Thorns'. Warning: it will be changed in future patches.

Fire wall, Lightning wall + Rings of fire/lite - not damaging spells, they are used for crowd control.

Elemental - self-targetting physical damage offensive spell. Doesn't affect undead though.

Force wave - physical crowd control spell.

Bone spirit - cuts a percentage of target current hitpoints. Can't damage undead.

Nova spells - highly damaging spells, but trigger cooldown on cast, to avoid letting mages spam these like crazy.

Fury - a spell that works differently for each class. Modifies battle stats. Gives triple shot (not to Assassins).

Fire blast - main offensive fire spell. Has splash damage (100% damage).

Ball lightning - high damage spell, has no splash.

Hydra - similar to Guardian from Diablo 1, but amount of Hydras is limited by spell level.

Golem - deals physical damage that can't be resisted by monsters. Teleports near master when gets too far.

Stone curse - makes enemies petrified and immune to all damage. Golems don't even try attack cursed monsters. Some are immune to Stone curse.

Flash - magic damage spell. Does insane damage on very high spell levels.

Mana shield - damage goes to mana 100%, but increased (as a payment). Starts at 200% on spell level 1, and decreases rapidly with spell level increase.

Summon X minion type spells – used by Summoner classes exclusively. These spells summon minions that fight on your side, pretty much like Golem, only they have all different behavior, all deal physical damage that cannot be resisted by monsters (bosses get 50% damage resistance though, as usual). Summoners also get **Unsummon** skill by default if you want to unsummon a specific summoned creature. Summoned creatures stay close to their master outside the battle, but in combat they don't do that and get engaged with monsters in full. When battle is over, they switch back to their default AI and get back to their master.

Additional game info

Everything you equip on your character and use in inventory/belt.

Let's see what are the main differences between D1 and TH2.

Item break occurs when current durability reaches 1, after that maximum durability starts depleting, when it hits 0, then the item is broken, destroyed.

Item availability depends on your class, base stats, dungeon level and difficulty mode. All items are available (as drops) only by the time you get to play on Doom mode. As in D2, Shift + Leftclick transfers potions of life/mana/holy to your belt. Also to the left free slot on belt.

Weapon switch hotkey is V (or press mouse wheel).

There are stones instead of scrolls in the game now. Called relicts.

Magic books may have character level requirements.

Blunt weapons deal 0,5x damage to beasts, 1,5 to undead and 1x to demons. Sharp weapons deal 1,5x to beasts, 0,5 to undead and 1x to demons. Bows, staves, axes and unarmed style are considered neutral: deal 1x to all.

Some items can add to character damage or armor class.

Much of character damage with melee/ranged weapons can come from base damage. It's a damage increase that depends on the type or combination of weapons you have equipped. Varies for each class and weapon type. More on that in Class section.

When mouse is over a monster, they will show a status menu in the northern part of the screen. It shows monster hitpoints. Acidified part of monster HP (marked with beige color). It shows their type: blue is beast, red – demon and white – undead. And it shows their vulnerabilities and immunities with little colored squares: red – fire, blue – electricity, white – cold, crimson – arcane, yellow – acid.

Affixes

If you have found an item and it's not identified, it means that identifying it will reveal what affix(es) it has on it.

Description could be "**Pink ponyhide of rainbow**". The item is **ponyhide**. Prefix is **pink**, and suffix – **of rainbow**. Affixes can be a flag or cumulative type.

Cumulative ones stack, flag types – don't.

Going down, I'll be marking flag affixes with (F).

Let's dive into those that confuse players more often.

+% AC: deals with armor class of an item it's found on. Increases only AC from the item, not total character AC.

Fire/Lightning/Arcane/Cold/Acid/Holy melee damage: stacks, works only in melee, you can have several damage types mixed. Chance to hit with such damage is determined by character's current dexterity.

Damage from enemies (DFE): modifies damage taken from monsters, affects all types of damage, stacks. The lower the value, the better you are protected. Cannot reduce melee damage by more than 50%, after DFE, character melee resistance comes into play. Also, cannot reduce ranged damage by more than the minimum determined by dungeon level and difficulty mode. Often makes difference between life and death.

Fire/Lightning/Arcane/Cold/Acid/Holy arrows: stacks, works only with bows and crossbows. As with melee, chance to hit with it is determined by current DEX.

+X% damage to undead\demons/beasts: changes damage against specified monster class.

Melee/arrow damage resistance: modifies arrow or melee damage from monsters. Highly effective. And as with DFE, can often make difference between life and death.

20% chance for +100% damage (F): deals double damage to monsters, works with everything (melee, arrows, spells) except summoned minions, average DPS increase is 20%

random (80-160)% damage (F): affects melee, arrow and magic type of damage, doesn't work on damage of summoned minions. Average DPS increase is 20%. However, it makes the damage so random that it might not stun monsters on occasions. In some situations, having a stable damage is better.

+X% to life\mana regeneration: increases life/mana regeneration speed by specified %

+150% fury duration (F): Fury lasts 2,5 times as long.

1\2% life/mana steal (F): gives life/mana leech from monsters. Works only in melee. Leech depends on the damage output. Minimum for 1% is 1 point, minimum for 2% is 2 points. 1 and 2 do not stack, 2 will overrule 1. But you can stack 1 or 2 lifeleech with increased life stealing, which adds randomly (0-1,125)% to lifestealing. That's a popular combo with warriors.

quick/fast/faster/fastest attack speed (F): increases attack speed, doesn't increase magic cast speed. Unlike original game, all attack speeds do work.

fast/faster/fastest cast speed (F): increases cast speed.

fast\faster\fastest hit recovery (F): determines how faster your character recovers from stunning

+% damage: influences total character damage from items, doesn't touch base damage of a character. Doesn't change spell damage. Only melee and arrows/bolts. Also referred to as enhanced damage or just E.D. Works with flasks and traps.

unusual base damage: cumulative! That's the very effect which is taken into consideration by the one above.

+damage: adds to melee and arrow damage. It's not increased by +% damage. Trapper's weapons are not affected by it.

knock back (F): for melee and arrows. Some spells also do knockback, but it's determined by the actual spell code, not items.

move 50% life to mana\mana to life: stacks, but I cannot describe how (sometimes that happens, yeah).

fast block (F): sets blocking speed to 2 frames. Warriors and Monks already have 2 frame speed, so it's useless to them.

triple shot (F): makes that (x)bow of yours spit 2 additional arrows/bolts at the cost of -1 frame of speed. Which is very advantageous to DPS, but you really have to learn how to point them to maximize the accuracy. Available as Fury effect on Archer and Scout. Sharpshooter side arrows have -75% damage modifier. She's a sniper.

+% armor pierce: adds to ignoring your enemy's armor class; the higher their armor class, the more useful that effect is; for ex., 37,5% armor pierce against a monster with AC of 8 will give you +3% to your accuracy, and if you attack a monster with AC of 241, it will give you +90% to accuracy. Feel the difference?

-25% manacost of spells (F): reduces spell manacost by 25%, as stated, but will not reduce it if the minimum spellcost has been reached (spells have current and minimum spellcost..), it's more effective on spells that eat a lot of mana.

+% dmg to X elements applies to all damage including X melee hit, X arrows and X spells.

More affixes soon...

Classes

There are 29 classes. Each have their own key features. There is more than meets the eye. It's not just how much hitpoints a class has per Vitality, mana, or damage, or Fury effects. There is a lot going on under the surface. But let's try to cover main differences, or what defines a class. Details will come later, for now it's about the main features.

1. **Warrior:** master of blocking, max block chance 75%. But to reach it he needs base DEX and STR. Reaching 75% will take Tuck Tails perk or a unique item that gives more block chance. Has decent damage, mainly base damage determined by Strength. Even though he doesn't have dual weapons or two-handers, he is not lacking damage. Even though that is what is often presumed. He is slow and steady kind of character. Uses one-handed weapon + shield and crossbows for ranged attackers (when needed). Has access to some unique base items like armor, shields.
2. **Inquisitor:** deals less physical damage than Warrior, and critical hit chance and damage are significantly lower but compensates for that with double damage from elemental weapons (acid/holy doesn't have double damage for him). Elemental attacks also have a chance to score a critical.
3. **Guardian:** big, strong two-handed weapon wielder among Warrior subclasses. Has a lot of unique items available to him including the ultra defensive jousting plate. Doesn't use shield but can block melee hits successfully. Can go deep into damage reduction perks, which turns him into a walking tower.
4. **Templar:** subclass of Warrior that deals more damage to undead (+20%), and with holy elemental damage. Has access to unique line of kite shields.
5. **Archer:** standard archer, fast, deadly. Uses triple shot under Fury that increases her damage a lot.
6. **Scout:** she specializes in elemental arrows, has less physical damage and no physical crits. But elemental damage is doubled making her very effective in her own way.
7. **Sharpshooter:** a single arrow fighter, not a multishot type of archer. Has some big crits and crit damage. Has slower attack speed though.
8. **Trapper:** uses traps that work like turrets. There are fast traps and slow traps.
9. **Mage:** classic spell caster class. Mage has a bigger mana pool, a unique perk Serenity that gives experience passively and can score critical hits with spells at a moderate rate.
10. **Elementalist:** is NOT finished yet. He is supposed to be using an altered variations of mage spells and gain access to cold spells. Right now has less mana than Mage and can score better criticals with spells than Mage.
11. **Demonologist:** ..is a summoner class that specializes in demons. As all summoners, has 5 sec cooldown on all offensive spells and casts crowd control and mobility spells freely. Low mana, poor mana regeneration, weak defense items, strong minions though. Gains access to perks that improve minion stats. Can use summoner specific items that generate affixes that boost minion stats.
12. **Necromancer:** with him you get access to undead minions and they differ from Demonologist's party a lot. Has items that give a better defense rating.
13. **Beastmaster:** the last of summoners. Has a specific mix of minions. The difference is mainly in their AI. The rest is the same: typical summoner stuff.
14. **Warlock:** incomplete class as well. Supposed to have bone and acid spells. Right now has increased mana regeneration as a key feature. Does no critical damage with spells.
15. **Monk:** fast fighter that specializes in staves, hitting multiple targets with it. Does a little more damage to demons (+20%).
16. **Kensei:** as Guardian, can block in melee and uses the same type of melee weapons. But for ranged he uses fast bows. Not a strength character though – his main focus is Dexterity.
17. **Shugoki:** uses halberds and bows. Has increased stun threshold, a lot of hit points and very low magic.
18. **Shinobi:** it's a class that plays and feels closer to warriors but it's a Dexterity based variation. Right now it's all that makes him different. Apart from totally unique gear.
19. **Rogue:** one of the only two dual wielder classes in the game. Fast, with huge dps potential, but squishy and.. you have to play that character carefully. Uses spells for ranged combat, if she can't close the distance. Otherwise, very fast, mobile and effective class.
20. **Assassin:** master of critical damage and deals double damage with acid, uses unique weapons named Claws. Only uses claw+shield fighting style. Uses spells for ranged combat.

21. **Iron Maiden:** class that uses thorns effect as her main offensive strategy. It takes time to find and configure such items on her but once you do, she really shines. Uses fast crossbows for ranged combat.
22. **Bombardier:** throws flasks that explode or create damaging puddles on the ground. That's her thing in a nutshell. Uses fire, lightning, acid or arcane damage. Has a limited defense potential, it's better to avoid being cornered, she lives when she's on the move, dodging enemies, while they bleed chasing her.
23. **Savage:** a no critical hit but very strong and consistent damage type of class.
24. **Executioner:** an ocean of hitpoints, lots of Strength, uses single weapon + no shield style, or axe, can use crossbows when in dire situation. Also, can use bare hands. Has a unique assortment of head- and bodywear. Biggest life regeneration. Very high stun threshold. Very low armor and damage resistance. Probably the most unique assortment of perks. Can block in melee but with a very low max chance (15%)
25. **Berserker:** fast axe wielder. Basically, a standard axe character that specializes in rage that gives him more resilience in battle.
26. **Thraex:** armor piercing type of gladiator. Can use swords against undead with no penalty.
27. **Murmillio:** slow attack speed, very high defense. Tankiest among gladiators.
28. **Dimachaerus:** another dual wielder. Uses crossbow for ranged fighting.
29. **Secutor:** fast recovery gladiator. Uses heavy equipment. Improves in recovery speed with leveling and under Fury.

Useful links

Perks:

https://docs.google.com/spreadsheets/d/12cqbA46StYu_nU0HG2qKM1PYFHLb5o8VBekdHZnMiO4/edit#gid=2003749394

Character stats:

http://thehellmod.ucoz.ru/Downloads/th2_class_balances.png

Kozel's Guide:

<https://kozel.azurewebsites.net/thdetest/>