

# Diablo: The Hell Guide

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v1.001

*“...and all creation shall tremble before the burning standards of Hell” – Mephisto, Lord of Hatred*

# What it gives you in general

1. support of modern operating systems, up to win10
2. ability to play in windowed mode (as well as fullscreen), adjust screen resolution
3. multiplayer support (through Tunngle, over UDP)
4. original game bug fixes and exploit removal
5. more content: spells, items, colors schemes, monsters, bosses, uniques, quests, sounds, music, etc.
6. improved game atmosphere
7. tons of new and improved game features

## What it gives you specifically

- + Support for all new Windows versions (up to Win10),
- + Tons of bugs from original game fixed (way more than Diablo 1.09 would ever provide),
- + Support for different game resolutions and for window mode,
- + Smarter difficulty: starts easy, but arrives at insane difficulty by the end (meaning Doom mode),
- + Mod stays close to the original atmosphere of the game, doesn't modernize it where it's not needed,
- + "More than meets the eye": hundreds and thousands of subtle changes that cannot be noticed too soon,
- + "Wise drops": item availability depends on dungeon level, difficulty mode, monster level, character stats,
- + "Vise": inability to quick-exit game when in dungeon (multi) or save\exit area when in battle (single),
- + Over 700 dungeon level color palettes,
- + Near 400 base items and near 900 unique items,
- + Improved/fixed/expanded monster/player animations/sounds,
- + Well balanced traps,
- + Near 220 monster types and near 580 unique monsters,
- + Bosspack size and AI depends on difficulty mode, game mode and dungeon level now,
- + Unique uber bosses on 3rd difficulty mode of multiplayer,
- + Multiplayer difficulty changing on the fly according to number of players in-game,
- + Dungeon architecture depending on difficulty mode,
- + Set items available for each class (orange item class),
- + Fixed and rebalanced old spells, and some new ones,
- + Cooldowns on powerful AOE spells,
- + More music, most of it available as you progress through difficulty modes,
- + Much, much, MUCH more features that I would never be able to list here in details...

# Additional game info

## Inventory items

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

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

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 dungeon level and difficulty mode. All items are available (as drops) only by the time you get to play on 'doom' mode. Additionally, in singleplayer mode, item availability depends on your character's basic attributes. Which means you can't find items that are too far away from your stat range.

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.

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 add to character damage or armor class without directly specifying that.

## Affix info

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. Affix types by being a flag or cumulative.

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.

**Fire/Lightning damage:** stacks, works only in melee, you can have both fire and lightning damage. Chance to hit with such damage is determined by character's current dexterity.

**Damage from enemies:** 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 arrows:** stacks, works only with bows and crossbows. As with melee, chance to hit with it is determined by current DEX.

**+50% damage to undead\demons (F):** effective only in melee. Changes total player damage, not just the weapon's.

**-33% all ranged damage (F):** modifies arrow and magic damage from monsters and traps. Highly effective. And as with DFE, can often make difference between life and death.

**10% chance for +200% damage (F):** deals triple damage to monsters (people often confuse it being double, but it's not 200% damage, it's PLUS 200% damage, which is effectively 300%), works with everything (melee, arrows, spells), average DPS increase is 20%

**random (1-260)% damage (F):** affects all damage types, average DPS increase is 30%. However, it makes the damage so random that it might not stun monsters on occasions. In some situations, having a stable damage is better.

**faster life\mana regeneration (F):** increases life/mana regeneration speed by 100%

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

**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 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.

**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.

**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. Pal and Monk 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.

**+% 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?

## Magic spells

There are a few types of magic damage in TH:

fire > lightning > arcane (magic) > physics > holy

Fire spells are the most diverse and powerful, holy spells deal the least damage, making undead the worst enemy types for pure casters.

Spells can be damaging, controlling or for personal usage.

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.

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'.

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.

# On hotkeys

Standard F5 - F8 are still there.

Non-adjustable TH hotkeys listed below.

I - inventory

Enter - group chat

Alt + Enter - quick switch between window mode and fullscreen

C - character sheet

Esc - main menu

Tab - map

P - pause game

F9 - F12 - adjustable quick multiplayer messages (messages can be altered in 'hellmsg.ini')

~ - display setup menu (in-game)

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 - weapon switch

# Character classes

The Hell offers 6 choices here: Paladin, Scout, Mage, Monk, Assassin, Gladiator.  
No class is better than the other. All have their pros and cons.

## Paladin

Skill: item repair. Every repair lowers item maximum durability by 1.  
Specializes in 'one-handed weapon + shield' fighting style. Decent with bows as a support weapon. Weak with axe, terrible with staff.  
Does +25% damage to undead.  
Does almost +100% damage with Holy magic.  
Good with Healing spell. Overall, a terrible caster.  
Best when it comes to blocking blows with a shield. Also, has decent damage absorption.

## Scout

A 100% ranged character. Uses bows only. But uses them so well that nothing else is required. She's fast, precise and can score spectacular critical hits. Sword and maces - awful, axes and staves - horrible.  
Skill: seeing. Allows to see monsters in darkness and beyond obstacles and walls (highlighted with red). Also, can detect trapped dungeon objects.  
Has increased damage absorption of ranged attacks. But she has low melee damage absorb.  
Weak against melee attackers and especially those who can take on you by surprise (hidden and warpers).  
Incredibly agile, which gives her extra accuracy when using fire or lightning arrows.

## Mage

Unchallenged when it comes to casting spells. Horrible with all weapon types.  
Skill: spell recharge. Unlike in original D1, lowers item current durability.  
Has low life and lowest life regeneration. But has high mana and powerful mana regeneration bonus. Melee damage absorb: lowest of all.  
Those who got used to Sorcs being top class in D1, should avoid such mentality here: Mage is no better than others.

## Monk

Most universal fighter class. Excels at ANY weapon type. Not just staves, as in Hellfire. Axe - easy, bows - no problem, bare fists - masterfully, blades - godly, flails - effortless, staff - ...well that is indeed just like in original game (strong and fast). Blocks like crazy, can't block only if wielding bow or axe. High dexterity allows him to dodge melee attacks and arrows even better.  
Skill: telekinesis. Mental powers and all that..  
Weak as a caster but decent in supportive magic: healing, walls, etc.

## Assassin

Silent and deadly. Mixed fighter. Specializes in speed and critical hits. Uses supportive magic. Worst when it comes to using bows. Downright horrible.

Skill: identify.

Favorite fight style: two one-handed weapons.

Speed attack, damage stacks, critical hit chance and force - all this makes her number uno when it's about DPS.

She's best when you need to kill a boss and be quick about it.

Damage absorb of ranged attacks is somewhat higher than normal. She's very dodgy, and monster minimal chances to hit her are lower in comparison to other classes. But that requires high armor values. And for that she pays by having modest life pool. And she literally, cannot block attacks. Melee damage absorb - moderate.

Good as a caster, actually second only to Mage class.

## Gladiator

And finally, this guy. I know, I know, you already know, he's the master of hand-to-hand combat and a bad bowyer. Well, that's wrong. Gladiator excels both in melee fighting and in using crossbows. He's a master of all combat but magical. Worst caster he is though. But when he's got a crossbow in his hands, monsters listen. Second only to Scouts, he scores powerful crits with crossbows. Best with axe, and dual swords/maces. Has high base damage but kind of weak criticals.

Skill: reflect.

Has highest life regeneration rate. Highest hitpoint rating. Insane melee damage absorption.

Blocking is clumsy. But he would barely need that. High stun threshold, high hitpoints, high damage absorb - this all allows him to neglect blocking completely and withstand crazy beating, continuing his onslaught.



## On 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 cleansed (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.

## Concerning regeneration

In original Diablo only monsters were able to regenerate hit points. In The Hell character players can do that, too. And they can regenerate both life and mana. If I had to explain that in an easy way, I would do it this way: each 48 points of vitality regenerate 1 hit point per second. Same applies to mana. Increase your magic and witness mana regenerate faster. Additional rules for regeneration: monk regenerates life and mana faster than others (because he was given +2 initial bonus). Gladiator class has initial bonus to regeneration of life, Mage has initial bonus to regeneration of mana. Also, regeneration speed can be significantly modified by player status: when standing still, regeneration is fastest, when attacking/casting/being hit – it is slowest.

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 reverted regeneration of life. And finally Sunless Island actually increases regeneration of mana.