

Diablo II: Lord of Destruction – Item Charts – Staves, Orbs, Katars, Wands


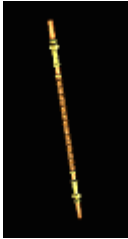



Abbreviations used in the chart headings:

Ch Lvl= Character Level, Str=Strength, Dex=Dexterity, Rng=Range, Dur=Durability, Skt=Sockets, WS=Weapon Speed

Weapon speed by Class: Am=Amazon, As=Assassin, Ba=Barbarian, Dr=Druid, Ne=Necromancer, Pa=Paladin, So=Sorceress
Speed Indicators: VS=Very Slow, S=Slow, N=Normal, F=Fast, VF=Very Fast

Staves

Although not generally a warrior's weapon of choice, staves are still effective in melee combat. Those skilled in the arcane arts have long relied upon wooden staves as channeling foci. In fact, a staff is a badge of sorts, usually carried by a Sorceress-an expert in the use of elemental magic.

Picture	Class	Name	Min-Max Damage	Avg Dmg	Ch Lvl	Min Str	Min Dex	Rng	Dur	Max Skt	Mag Lvl	WS	Am	As	Ba	Dr	Ne	Pa	So
	Normal	Short Staff	1-5	3	-	-	-	2	20	2	1	[-10]							F
	Exceptional	Jo Staff	6-21	13.5	18	25	-	2	20	2	1	[-10]							F
	Elite	Walking Stick	69-85	77	43	25	-	2	20	2	1	[-10]							F
	Normal	Long Staff	2-8	5	-	-	-	2	30	3	1	[0]							F
	Exceptional	Quarter Staff	8-26	17	23	25	-	2	30	3	1	[0]							F
	Elite	Stalagmite	75-107	91	49	63	35	2	30	3	1	[10]							F
	Normal	Gnarled Staff	4-12	8	-	-	-	2	35	4	1	[10]							N
	Exceptional	Cedar Staff	11-32	21.5	25	25	-	2	35	4	1	[10]							N
	Elite	Elder Staff	80-93	86.5	55	44	37	2	35	4	1	[10]							N
	Normal	Battle Staff	6-13	9.5	-	-	-	2	40	4	1	[0]							F
	Exceptional	Gothic Staff	14-34	24	25	25	-	2	40	4	1	[0]							F
	Elite	Shillelagh	65-108	86.5	62	52	27	2	40	4	1	[0]							F
	Normal	War Staff	12-28	20	-	-	-	2	50	6	1	[20]							N
	Exceptional	Rune Staff	24-58	41	25	25	-	2	50	6	1	[20]							N
	Elite	Archon Staff	83-99	91	66	34	-	2	50	6	1	[10]							N

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Sorceress Orbs

NOTE: Sorceress Orbs can only be used by Sorceress

Orbs are held in one hand and are usually combined with a Shield.






Higher Orbs have a better chance of having + To Skills, higher level skills, and better bonuses to skills as well as having a better chance of "good" Auto Mods.

Auto Mods

Auto Mods are mods that "automatically" show up on all versions of an item, whether it's magical, normal, damaged, or rare. One Auto Mod from a given group is chosen for the item based on a random number and the level of the item (and the requirements of the Auto Mod). Many Class-specific items contain Auto Mods while others contain spell/skill bonuses.

Sorceress Orbs Auto Mods

Name	Bonus Effect		*	Name	Bonus Effect	
Jackal	+1-5 To Life	(1)	*	Lizard's	+1-5 To Mana	(3)
Fox	+6-10 To Life	(11)	*	Snake's	+5-10 To Mana	(12)
Wolf	+11-20 To Life	(27)	O R	Serpent's	+11-20 To Mana	(23)
Tiger	+21-30 To Life	(43)		Drake's	+21-30 To Mana	(34)
Mammoth	+31-40 To Life	(59)	*	Dragon's	+31-40 To Mana	(45)
Colossus	+41-60 To Life (Magic Orbs Only)	(75)	*	Wyrms	+41-60 To Mana	(56)
-	-	-	*	Great Wyrms	+61-80 To Mana (Magic Orbs Only)	(67)








Picture	Class	Name	Min-Max Damage	Avg Dmg	Ch Lvl	Min Str	Min Dex	Rng	Dur	Max Skt	Mag Lvl	WS	Sorceress
	Normal	Eagle Orb	2-5	2.5	1	-	-	1	20	2	1	[-10]	Fast
	Exceptional	Glowing Orb	8-21	14.5	24	-	-	1	20	2	1	[-10]	Fast
	Elite	Heavenly Stone	21-46	33.5	44	-	-	1	20	2	1	[-10]	Fast
	Normal	Sacred Globe	3-8	5.5	1	-	-	1	30	2	1	[-10]	Fast
	Exceptional	Crystalline Globe	10-26	18	27	-	-	1	30	2	1	[-10]	Fast
	Elite	Eldritch Orb	18-50	34	50	-	-	1	30	2	1	[-10]	Fast
	Normal	Smoked Sphere	4-10	7	8	-	-	1	35	2	1	[0]	Normal
	Exceptional	Cloudy Sphere	11-29	20	30	-	-	1	35	2	1	[0]	Normal
	Elite	Demon Heart	23-55	39	56	-	-	1	35	2	1	[0]	Normal
	Normal	Clasped Orb	5-12	8.5	13	-	-	1	40	2	1	[0]	Normal
	Exceptional	Sparkling Ball	13-32	22.5	34	-	-	1	40	2	1	[0]	Normal
	Elite	Vortex Orb	12-66	39	63	-	-	1	40	2	1	[0]	Normal
	Normal	Jared's Stone	8-18	13	18	-	-	1	50	3	1	[10]	Normal
	Exceptional	Swirling Crystal	18-42	30	37	-	-	1	50	3	1	[10]	Normal
	Elite	Dimensional Shard	30-53	41.5	66	-	-	1	50	3	1	[10]	Normal

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Assassin Katars

Katars are (Assassin only) one-handed weapons. Some Assassin Skills require Katars (Claw-class). Higher Katars can have from 1 to 3 skills ranging from +1 to +3. Higher Katars have a better chance of having higher level skills and higher bonuses to those skills.

Bonus to Skills: Most Normal Katars & Some Exceptional Katars cannot have bonuses to skills. All Elite Katars can.

Picture	Class	Name	Min-Max Damage	Avg Dmg	Ch Lvl	Min Str	Min Dex	Rng	Dur	Max Skt	+ Skills	WS	As
	Normal	Katar	4-7	5.5	-	20	20	1	48	2	No	[-10]	Very Fast
	Exceptional	Quhab	11-24	17.5	21	57	57	1	48	3	No	[0]	Very Fast
	Elite	Suwayyah	39-52	45.5	44	99	99	1	48	3	Yes	[0]	Very Fast
	Normal	Wrist Blade	5-9	7	-	33	33	1	52	2	No	[0]	Very Fast
	Exceptional	Wrist Spike	13-27	20	24	66	66	1	56	2	No	[-10]	Very Fast
	Elite	Wrist Sword	34-45	39.5	46	105	105	1	56	3	Yes	[-10]	Very Fast
	Normal	Hatchet Hands	2-15	8.5	-	37	37	1	56	2	No	[10]	Fast
	Exceptional	Fascia	8-37	22.5	27	69	69	1	64	2	No	[10]	Fast
	Elite	War Fist	44-53	48.5	51	108	108	1	64	2	Yes	[10]	Fast
	Normal	Cestus	7-15	11	-	42	42	1	72	2	No	[0]	Very Fast
	Exceptional	Hand Scythe	16-37	26.5	30	73	73	1	72	2	Yes	[-10]	Very Fast
	Elite	Battle Cestus	36-42	39	54	110	110	1	72	2	Yes	[-10]	Very Fast
	Normal	Claws	8-15	11.5	-	46	46	1	64	3	No	[-10]	Very Fast
	Exceptional	Greater Claws	18-37	27.5	33	76	76	1	52	3	Yes	[-20]	Very Fast
	Elite	Feral Claws	22-53	37.5	58	113	113	1	52	3	Yes	[-20]	Very Fast
	Normal	Blade Talons	10-14	12	-	50	50	1	69	3	No	[-20]	Very Fast
	Exceptional	Greater Talons	21-35	28	37	79	79	1	69	3	Yes	[-30]	Very Fast
	Elite	Runic Talons	24-44	34	60	115	115	1	69	3	Yes	[-30]	Very Fast
	Normal	Scissors Katar	9-17	13	-	55	55	1	68	3	Yes	[-10]	Very Fast
	Exceptional	Scissors Quhab	19-40	29.5	40	82	82	1	68	3	Yes	[0]	Very Fast
	Elite	Scissors Suwayyah	40-51	45.5	64	118	118	1	68	3	Yes	[0]	Very Fast

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Wands

Their usefulness in combat often underestimated, skillfully wielded wands cause damage similar to that of clubs and maces. For the most part, wands are used for the enchantments they bestow upon the wielder rather than for combat. Necromancers are commonly observed wielding these inscribed and decorated rods. High-ranking priests of the dead are rumored to store magical energies within these artifacts by marking them with powerful and arcane symbols.

Wands can have up to 3 additional spells which will range from +1 to +3 to a skill level.

Elite Wands do not have an increased Magic Level like the Normal and Exceptional versions.

All Wands give a bonus of 150% Damage to Undead.

Picture	Class	Name	Min-Max Damage	Avg Dmg	Ch Lvl	Min Str	Min Dex	Rng	Dur	Max Skt	Mag Lvl	WS	Am	As	Ba	Dr	Ne	Pa	So
	Normal	Wand	2-4	3	-	-	-	1	15	1	1	[0]					F		
	Exceptional	Burnt Wand	8-18	13	19	25	-	1	15	1	1	[0]					F		
	Elite	Polished Wand	18-33	25.5	41	25	-	1	22	2	-	[0]					F		
	Normal	Yew Wand	2-8	5	-	-	-	1	15	1	1	[10]					N		
	Exceptional	Petrified Wand	8-24	16	25	25	-	1	15	2	1	[10]					N		
	Elite	Ghost Wand	20-42	31	48	25	-	1	14	2	-	[10]					N		
	Normal	Bone Wand	3-7	5	-	-	-	1	15	2	1	[-20]					VF		
	Exceptional	Tomb Wand	10-22	16	25	25	-	1	15	2	1	[-20]					VF		
	Elite	Lich Wand	10-31	20.5	56	25	-	1	17	2	-	[-20]					VF		
	Normal	Grim Wand	5-11	8	-	-	-	1	15	2	1	[0]					F		
	Exceptional	Grave Wand	13-29	21	25	25	-	1	15	2	1	[0]					F		
	Elite	Unearthed Wand	22-28	25	64	25	-	1	18	2	-	[0]					F		

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