

Blazer's Hell Barbarian Speedrun Guide

Barbarian is the slowest class to speedrun out there by far. Diablo 2 does not lend itself well to melee classes without the absolute best gear. Spellcasters are just OP. But that doesn't mean we can't still speedrun this class, and can actually make it a more fun and challenging speedrun

This guide assumes that you already know how to speedrun Diablo 2 in general. There are lots of useful guides for learning maps and basic speedrun strats that encompass all classes. And of course, make sure you observe and talk to other runners of the categories you want to run, and immerse yourself in the speedrunning communities!

Health Note

This run takes at least 9 hours, with first attempts probably being more towards the 14+ hour range. It takes a lot of stamina, and there can be some serious health effects when you do any extremely long speedruns. Sitting for long periods of time without moving your legs can cause blood pooling/clotting that could cause extreme fatigue, dizziness, numbness and can even cause heart attacks.

There are no cutscenes or periods of rest in this game, so there are no opportunities for breaks. Any breaks you take you cannot pause the timer, but I can't recommend it enough that you take breaks anyways. Even 2 minutes every 2 hours just to walk around a bit, pee, and get a quick snack can do wonders for your health than not. If you can set up a standing desk so it's easy to move around while you play, do so. And, most of all, **don't grind this category every day for weeks straight.** And if you ever feel these health effects coming on, stop playing. An unfinished speedrun is better than a trip to the hospital.

For your first run attempts, I suggest doing segmented runs. They may not count to put on the leader board, but it will help you get used to the run in general as well as get used to the length of the run. Do a run or two in 5 hour blocks, before you attempt the full 9+ hour run

Barbarian Breakpoints

FCR: **0 - 9 - 20 - 37 - 63 - 105 - 200**

FHR: **0 - 7 - 15 - 27 - 48 - 86 - 200**

IAS:

Black Flail (starts at **15**) - **0 - 6 - 16 - 30 - 52 - 89**

10 IAS gloves hits the 16 BP

20 IAS gloves hits the 30 BP

30 IAS (eg. sigon's gloves with 1 more sigons piece) **does not beat 20 gloves**

40 ias (eg 20 gloves + twitchthroe) hits the 52 BP.

This is the highest you can *reasonably* get in a speedrun

Strength Scimitar (starts at 0) - **0 - 5 - 16 - 34 - 63**

10 IAS hits the 5 BP. 20 IAS hits the 16 BP

30 IAS does not beat 20, but 35 (eg 20 gloves and a 15 jewel) hits the 34 BP

Anything else you'll have to calculate yourself:

<https://diablo3.ingame.de/diablo-2/calculatoren/angriffsgeschwindigkeit/>

TL;DR:

- Den of Evil: yes
- Tower: Ith El Eth or Tir El, Tal Eth, Tal Tal Tal, Nef Tir
- Flails with Malice and TalTalTal in act 2
- Double Swing, Mace Mastery, Leap, Gas Potions
- Battle Cry and Leap Attack at 18
- Farm Serena to 24.5
- Tele staff
- Frenzy, Increased Speed, Battle Orders at 24
- Frenzy to run through areas
- Farm Eldritch til 29.
- Shop between runs for War Cry skills throwing weapon, 20fcr and +Mana wand
- Rescue Anya
- Ancients gets you to 30. War cry, Battle Command, Nat Res
- Respec after Baal to full War Cry with 1 point in Concentrate and 1 in your masteries
- NM Den of Evil: Yes
- NM Countess: Thul lo Nef in Flail, Amn Tir for Merc, and Shael Eth are most important. 3 Hels and ch.Diamond makes lo. Ort sol helm is nice
- Save Orts for staff repair
- Get through to act 5 as quick as possible
- Farm NM Eldritch to level 57. Rescue Anya at 50 and run Pindle as well if you want
- Pump Energy to be able to kill Eldritch faster as you level
- Hell: Respec to near max-block Dex build in hell, put points in Nat Res if needed
- Charsi waypoint for staff repairing. Skip through all of hell. No stopping to kill stuff
- Hell Chaos: Save your malice for prevent monster heal on anything giving you trouble. Have fun
- Hell Ancients: Have fun
- Hell Throne: Have fun

Some notes on hit recovery

TL;DR: Enemies hitting you makes your skills animation play but doesn't work. Make it a habit to stutter step to help mitigate this

Also: Stutter step while fighting archers/ranged enemies. You'll thank me later

Sometimes, you may notice that when you get hit and you try to use a skill immediately after, it may show the graphics of the skill being used but clearly no effect. Often times, the graphic of the effect goes in a random place, as well. This is because of hit recovery animation and you're trying to cast something before the animation is finished, and it can happen over and over again if you are surrounded by monsters attacking you and locking you in recovery (Hitstunned)

If you move your character a little and try using the skill again, it can increase your chances of getting out of those situations, as moving confirms that the recovery is actually complete and using a skill now becomes possible. "Stutter stepping", or using a skill, moving immediately after, and using a skill again over and over again is a strat to help deal with large groups of monsters in order to not get hitstunned. It is also a great way to deal with ranged monsters (those damned archers) and Pit Demons' Inferno. Stutter stepping can also make it apparent how monsters move and behave and you can strategize your movement when dealing with certain monsters (Ghosts, for example, pause before they move, and when they start moving they don't like to stop moving until they reach their destination, you can get some free hits in while they do this)

This hit recovery is also why we drop our shield at the start / don't wear one for much of normal for every class, because blocking animation is just as bad. Not much in Normal can really deal that much damage in 1 shot, and the monsters in act 1-2 are low level, our block chance against them is higher, so we block more often. Blocking when the block animation is so slow, when you ARE surrounded by deadly enemies, just allows these enemies to get more hits on you, as well

Blocking becomes important much later in the run because Concentrate allows you to block without interrupting your attack animation and thus lets you take less damage against bosses, so we pump Dex to get max, or close-to-max block (the attack rating is nice too). It also helps us survive getting through some parts of the game while running, as our block speed is much faster than at the start of the game and some monsters in Hell can 1-shot you pretty easily. Ideally though, try not to get hit in the first place :P

Escape key is your friend

Especially if you're playing Hardcore, but this can apply to softcore where you don't want to lose XP. If you're about to die and don't want to throw the run or lose progress, the Esc key is your best friend. Use it in sketchy situations, if you're stuck or know you're going to die, quit. Grab waypoints at certain key areas so that a save/quit isn't so punishing

Items to look out for

First thing's first, it's nice to know what items to save for later, so you don't accidentally throw them out while you're playing. The usefulness of some of these items and cube recipes is totally up to you, so don't feel like you have to hoard EVERYTHING (I'm definitely guilty of this)

- **Anything worth money to sell.** Throwing knives, rings, fulminating potions, Wands, Staves in act 1 normal are good to get you started. Necromancer Heads, wands, staves, high value body armors, circlets, some exceptional/elite items later on. Anything and everything that drops during heavy grinding sections of the run. **You need a lot of gold throughout this run.** Sometimes, it can be worth to save a max-gold item you found early in the run to sell later on for more gold
- **Chipped Gems:**
 - Damage with scepters in act 1 normal,
 - I save 1 of each just in case for cubing runes later (chipped diamond especially for turning 3 hels into an io)
 - 1 chipped gem plus 1 ort rune can be used to repair your teleport staff in the cube.
 - Save a handful of these but don't let them take up all your stash space
 - 3 chipped gems and a blue weapon rerolls that weapon with sockets. We can use this on cheap blue wands to reroll them into expensive blue wands (if they roll with skills), if you're tight on money.
- **Charms** that do bonus damage are good throughout Normal. Charms that gives resistances or life or mana or hit recovery or, hell forbid, a warcry skiller will be fantastic later. Mana charms are probably the most valuable.
- **Strangling Gas Potions** (level 6), **Choking** (16), **Rancid** (24) for augmenting your damage dealing throughout most of Normal
- **2os Helms**, especially **Barb helms** with useful skills already on them. This is for **Lore** or **RalRal** (or other res runes/jewels). You could also use **3os helms** if you have no Lore runes, or any **rare Barb Helm** with decent stats and skills, which can also be socketed at Larzuk
- **Decent Merc Gear** and a **2os Brandistock** or similar for **Strength (Amn Tir)**
- **Orts, Rals**, at least one **lth** (for various crafting recipes later) **2 tir** (for strengths in case you don't get **lo**), **Nefs, Sols**
- **Jewels** for crafting, damage, res (in weapon) or other stats
- **Perfect Rubies, Perfect Amethysts** for crafting, **Flawless** or **Perfect Sapphires** for mana in helms. If you have gem shrines showing up frequently, you can use them to your advantage
- **Mana Gear.** Any piece of gear except for armor that gives you a **significant amount of Mana**. Rings, amulets, gloves, boots, and **Wands** especially since they can be shopped for at major grindy parts of the run
- Any piece of gear with **FCR**. Best case scenario is **FCR AND Mana**
- It goes without saying that anything with **Resistances, Run/walk speed, Hit Recovery, Life, Increased Attack Speed, attack rating**, etc is useful.
- **White Circlets or barb helms**, for imbuing, or you can use your imbues for Boots or Wands
- **Teleport staff** of course, shop at Ormus from level 19 to 23
- **Anything else you think will help.** Use your best judgement, but this list is a good priority list you should definitely look out for.

Normal Route

Act 1 Normal

- Get level 2 in Blood moor. **We do Den.** Punching fallen and quill rats is optimal since they only have 1-3 health, and you deal 1-2 damage, and two punches is almost as fast as 1 axe swing, often one-shotting. Use your Axe on zombies. If Javelins drop, you can use these to get monsters further away for the first few levels.
- buy a Scepter or two (they are 350 gold each at a minimum). 2os so you can put chipped gems in them for elemental damage are ideal. Emeralds put them in the same scepter to stack better poison damage
- Complete Den
- If **Strangling Gas Potions** should drop, hallelujah! Once you're level 6 start using them on swap. Sell and rebuy these potions to restock them and try not to use your last potion
- Proceed to Black Marsh. Kill boss groups and larger enemies (Tainted, Brutes, Ladies) to get XP
- You should hopefully be **level 6 by Black Marsh**, find the wp and run Tower for runes
- **Strangling Gas + kiting, with some peppering of double swing if the mobs are safe, is your best way of dealing damage.** Ghosts are best dealt with just Dswinging since they are poison resistant.
- **Run tower until level 13-14.** The runes you are looking for are:
 - **Tal Eth** for Stealth, par for the course
 - **lth El Eth** for Malice in a Flail. We want this for its increased damage, ignore defense, and 100% bleed. We can also settle for **Tir El** if no lth drops
 - **2-3 Tal Runes** for poison damage in a flail
 - Optional: Extra **Rals** for Fire Res
 - for later: **2xTir, lth, more rals, nef, eth**
- For running tower on barb, since we need so many runes, I find it best to **get through tower as fast as possible and NOT to hunt for additional boss groups.** Kill only what's convenient. You need to do at least 5 tower runs anyways and will have no problem getting level 12-14, and it's fine to move on if you're underleveled. At most, peek into rooms, never fully explore an off-the-path hallway. L-shaped tiles we can make an exception for.

Skills and Attributes

Level	Skill	Attribute
2	Mace Mastery	5 DEX
3	Mace Mastery	5 DEX
4	Mace Mastery	5 DEX
Den	Mace Mastery	
5	Bash ¹	5 VIT
6	Double Swing	5 VIT
7	Double Swing	5 VIT
8	Double Swing	5 VIT
9	Mace Mastery	5 STR
10	Leap ²	5 STR
11	Mace Mastery	1 STR* 4 VIT
12	Mace Mastery	5 VIT
13	Mace Mastery	5 VIT
14	Mace Mastery	5 VIT

¹ **Bash** is just a prereq, but can be used to deal a bit more damage, but it's mana hungry. It also knocks back lightning enchanted enemies before they release lightning bolts, fun fact

² You can **Leap** through/over certain things, like jail cell bars, some doors, some gaps in rivers, some ledges, but there's lots you can't leap over as well. Leap also knocks back foes. **You can spec Leap anywhere between 9 and 14, really, but most ideally before you move on to Jail**

* You need 41 strength and 35 dex to use Flails later

- If you have all your runes, or are level 14,, move on. If you don't have all your runes, move on anyways, what you need might drop later. Tal Eth is really the most important here and you can improvise your weapons
- Barracks is a good spot to get more XP as there are tons of tiles that guarantee bosses and champion groups. Find the malus for an imbue later (I usually drop a TP and backtrack at a WP iif I didn't find malus)
- Kill Andy. If you're lucky, she will drop Crushflange.

Act 2 Normal

- If you don't already have a belt and 2os armor, shop for them now. Potion up and move on. If you're 14 Fara might have a flail for sale, pick it up and replace your weakest scepter
- At level 15, and upon getting your first Waypoint, shop Fara for two 3os Flails (for Malice and TalTalTal; 2os Flail for Steel if you didn't get Malice). You can optionally shop for a third one for Black runeword later, but it takes up stash space
- Replace your scepters with flails
- Make Malice once you're 15 (Steel at 13)
- Make TalTalTal once you're 17
- Get cube, staff and amulet as usual. Use leap to get past boring enemies and kill beetles, snakes and boss groups or high density flies (with gas potions, they should die if you ignore them) for exp
- If you have the WP in Far Oasis or Lost City and its right next to a boss group(s), you can farm them to level 18
- Otherwise, you can farm Fire-eye through the portal at the Arcane Sanctuary WP. He can be annoying sometimes, though, so you can choose to move on instead
- You can Leap Attack across large gaps in Arcane and Leap past monsters.
- **Get to Duriel**, while the staff animation is doing its thing, go to town.

- Get a merc, level 17+ Offensive (good for Attack Rating), buy a weapon for him if you don't have one already
- Clear a spot in your belt, buy a thawing potion, put that in your belt, fill it, buy 3 more thawing potions and a bunch of health. Shift-click-feed your merc the belt thawing potions on your way back to the portal and drink the remaining 3 for yourself
- For every boss from here out you want to keep Battle Cry on them, as it reduces their defense and makes them deal less damage.
- Shuffling yourself and your merc to be closest in range (duriel knocks you back so it kind of happens naturally) makes this fight manageable
- Alternatively, you could bug the merc, but this risks you taking all the damage instead. Could do this if you have extra cold res already

Level	Skill	Attribute
15	Howl	5 Vit
16	Taunt ³	5 Vit
17	Save	5 Vit
18	Leap Attack ⁴ Battle Cry ⁵	5 Vit

³ **Taunt** can be used for crowd control / bring enemies closer to you, keep enemies you want to kill from running away, and bring archers into your range of War Cry later in the run

⁴ **Leap Attack** is different than Leap in that it lets you leap as far as your cursor can go. You can leap across large gaps, but not too large. Its animation is longer even if you do a leap attack the same distance as regular leap, so for short leaps use Leap, not Leap Attack

⁵ **Battle Cry** reduces monster defense as well as damage, important against most groups of mobs for survivability but also effectively boosts Attack Rating against bosses

- Extra alternatively, you could try the Maul strat (notes later), which works pretty damn well, but adds another bit of shopping to do

Act 3 Normal

- Go through as normal to the Kurast Bazaar getting the eye and brain in the process. Kill only dense flayers and boss groups. Choking Gas potions are great against dense flayers
- **We farm Serena to level 24.5.** We get to 25 through Chaos Sanctuary and this makes us perfect for leveling in act 5. Best case scenario, you should have the waypoint right underneath the Ruined Temple with a shrine right next to it and a shrine inside and 3 boss groups inside with a boss group right next to the temple :)
- Between runs, pick up as much loot as you can, and sell it for gold at Ormus
- Between runs, shop at Ormus for a **Teleport staff**. Check only red-background staves as the level requirement for “Of Teleportation” is 24. If you are level 23 almost 24, stop farming serena if you don’t have the staff yet and JUST farm for the staff. Cheapest staff should be 16k, gnarled with nothing else on it, but anything less than 100k is acceptable

Level	Skill	Attribute
19	Double Throw	5 Vit
20	Increased Stamina	5 Vit
21	Shout	5 Vit
22	Save	5 Vit
23	Save	5 Vit
24	Frenzy ⁶ Increased Speed Battle Orders	5 Vit

⁶ Frenzy we use to run from place to place as it basically triples our run speed. It also increases our attack speed so use it back and forth with Double swing. Don’t try to use it while you’re slowed as its animation is grueling

- You can check shrines before serena, **but don’t check for shrines that are further than a few seconds walk away**. You’d already be at serena, killing her and starting another run by the time you get to serena after checking these shrines
- If you do have an experience shrine: After serena you can go into the other temples to find additional boss groups. Move on to the sewers and find the heart, killing the boss group there, use trav wp to go back to the two temples in the Causeway, etc
- Once you’re 24.5, Get your teleport staff on swap and move on to trav (get the heart if you haven’t already), smash orb, get to Meph, kill him and move on to act 4.
- Meph can 1-shot pretty easily, so having your merc is helpful as you can stand just barely behind him and still be able to hit Mephisto, and merc can absorb a lightning shot or two. You shouldn’t have to worry about this if you have lots of Light res, though

Act 4 Normal

- Kill Izzy on your way to river
- **Optional:** Kill Hephasto and do the Hell Forge for chance at usable gems or runes. I always do this, as an Amn rune is usable here, as you can make a crushing blow polearm for the merc, you can get some usable perfect/flawless gems, and any gems not worth keeping is good money

Level	Skill	Attribute
25	Frenzy Increased Speed	5 vit
Izzy	Save Save	

- Chaos takes some practice but in a hell run at level 25ish it's not so bad. If your fire res is low, keep moving perpendicular when the venom lords use inferno and it won't hit you. Let the poison and the bleed from your flails take things down and don't let yourself get surrounded. Use taunt to lure stranglers as they like to drain your mana from afar, disabling your doubleswing
- Once diablo is summoned get some thawing potions and be prepared to use them (in your belt preferably) for when he Cold Touches you. If you have a merc with Strength runeword, bug him and keep him behind Diablo
- Diablo's lightning hose is half physical half lightning, so Battle Cry actually reduces the damage it does. Run back and forth across the beam to take less damage while staying close to Diablo

Act 5 Normal

- Get ready to FARM ELDRITCH
- Kill shenk of course and kill Eldritch until you are level 29
- Get a level 25 merc at level 26 so he can level with you and has less chance dying
- Between runs, sell items and shop for:
 - 20 fcr and 40+ mana wands
 - +1 warcry or +1 barbarian skills throwing weapons
- Do the shopping runs as fast as possible, and **once you have a war cry weapon and a mana/fcr wand, stop looking**, as it will bleed a lot of time. You will do dozens of runs, and the extra 5 seconds each shopping trip adds up to minutes. If you don't have a full inventory, don't shop at all.
- **If you have experience shrine:** Move on to **rescue barbs**, kill elites along the way and get Crystalline Waypoint. Sometimes there are reliable bosses that spawn close to this waypoint. Otherwise you're better off starting the next run. Like serena, don't hunt for shrines further than a few seconds away
- At 29, move on to ancients. Rescue barbs along the way. Grab crystalline WP. Don't forget Qual'Qek's runes
- At ancients, Bug your merc and usually it's best to mottle trick them unless you feel you can take all at once
- Leveling up, move on to throne, grab your casting gear if you need to potion up. Use war cry to clear waves, skip last wave unless you have multiple +warcry skills gear already (you dont deal enough damage otherwise)
- Take Baal down with your flails. Afterwards, (or before if it was convenient) **rescue Anya**, go grab your free helmet and lets go to Nightmare!
- **SAVE YOUR MALICE when you respec!** If you don't have a Malice, add **Prevent Monster Heal** weapon to your list of items you shop for, you might need it later

Level	Skill	Attribute
26	Frenzy Increased Speed	5 Vit
27	Frenzy Increased Speed	5 Vit
28	Save	5 Vit
29	Save	5 Vit
30	War Cry Battle Command Natural Resistance	5 Vit

Note on using War Cry

War Cry uses a lot of mana, so when you start casting War Cry, drink a potion right away, so you don't stop casting. Make sure Battle Orders is on frequently as this significantly increases your mana pool. The higher your mana pool, the higher the flat rate Greater and Super mana potions regenerate mana and this can determine how uninterrupted you can cast

If you have 20 more fcr now is a good time to use it, just be sure your mana spending rate isn't surpassing your mana regen rate

Nightmare Route

Lightning Enchanted Bug

Lightning enchanted monsters in Nightmare and Hell who are also Fire or Cold enchanted will most likely kill you! They release corpse explosions or frost novas every time you see lightning come off of them, and these explosions are invisible. Fire enchanted especially deals more damage than it should because it's half physical. This counts for Beetles too, since they are always cold enchanted. Always look at the mods an elite pack has before you engage them.

One more thing to watch out for in Nightmare+ is **Fanaticism**, not just because of the increased damage that is often 1-hit, but unlike Might, Fana monsters have increased attack speed that will often be much faster than any cast speed you can do. Prepare to save/quit

One more note on top of all this is from this point on, because of how dangerous elite packs can be now, take care when teleporting. Pause buffering is often your only tool to mitigate accidentally teleporting into Bad Times.

RESPEC

Enough strength to use gear

Dex until 100 or so points left (and to use gear if you somehow need it)

100 points Vit

Save 1 point for sword or mace mastery

1 each Iron Skin, Nat Res, Stamina, Bash, Stun, Concentrate

2 or 3 Speed (get 3 if you dont have run/walk boots yet)

Max War Cry. Max Battle Cry, rest in Taunt (save 1 point!)

All points go to War Cry and Vit until Eldritch, where we will start putting points to Energy

Act 1 Nightmare

- NM Den for extra skill (Nat res probably) and for a later respec
- you can do some shopping at charsi if your gear is bad. I usually just look at boots, gloves, and belts. Specifically sharkskin belts, as we can craft those into Caster Belts which give us FCR and mana. For boots, 30-40 FRW and light/cold/fire res, for gloves, 10-20 IAS with res. I don't stress too much about this though and I usually move on after a half dozen trips or so.
- Once you're ready, potion up and run Tower. We are looking for the following runes if we don't have them already:
 - Io - This is the most important and rarest, for **Thul Io Nef** flail. **3x Hel runes** also works. Save a **chipped diamond**.
 - Shael - for **Shael Eth** bone shield
 - 3x hels - combine these with a chipped diamond to get Io
 - Sol - for **Ort Sol** helmet. Optional
 - 2x Amn - one **Amn Tir** weapon for your merc, and if you didn't get Io in time, you'll have to make do with Amn Tir for yourself in a scimitar. This is incredibly sub-par compared to Black, however

- The earlier you get Io the earlier you can move on and save time. If you don't get Io by level 34-35, though, you'll have to settle for Strength instead of Black. Once you know what weapon you are using, go ahead and put that last skill point in the respective mastery
- **Optional:** If you've found one of the unique Crushing Blow weapons, you can choose to forgo hunting for Io. Shael Eth should be all you really need and even that you can skip if you feel brave. Find another Shael and socket the weapon at Larzuk for 20 IAS if you can. **However, Black is still twice as better as most of these weapons, so always use that if available**
- **You need to be level 35 to use Black**, so if you move on before then, kill extra boss groups on the way. Nightmare Andy can be killed with War Cry relatively painlessly but we definitely need level 35 before Duriel
- Res/Bug merc and move on to Andy and Concentrate her down with your weapon and shield, and use War Cry to finish her off. Be sure to Battle Cry to lower her defense. This is how we do bosses from here out

Act 2 Nightmare

- Par for the course. Get through as fast as possible and don't spend too much time killing extra stuff unless you're underleveled. Beware of fire/cold enchanted beetles. Teleport through most of the dungeons
- For Duriel, because he has Holy Freeze and you're now using Concentrate instead of Double Swing, our attack speed is pretty slow. What we can do here is swapcast a shout animation with concentrate instead. Swapcasting video posted later

Act 3 Nightmare

- Nothing special, get through as fast as possible. You can stop a little bit for dense flayers for EXP but that's about it. Get statue/book if it's convenient. Take care with Council. Hopefully you have decent lightning resistance to not get insta-zapped by Mephisto

Act 4 Nightmare

- Kill Izzy, extra points go to whatever you want, really. I recommend Nat Res or War Cry Synergies, or if you're really low on mana and don't need the res, Battle Orders
- Hellforge is optional and usually pretty scary, Hephasto is a beast, I usually avoid unless I decided to continue a run without Black
- Take care on Grand Vizier being lightning enchanted. Happened to me once on hardcore
- Diablo's lightning snake in Nightmare and Hell starts a little past Diablo's hitbox, so you can actually completely avoid it by getting real close to Diablo. If you're still getting hit by it, reposition

Act 5 Nightmare

- MORE ELDRITCH FARMING
- Kill Shenk first of course
- We farm until level 57. Have fun
- Pick up and sell everything, you're going to need a lot of money in Hell
- Taunt archers to you. Archer Ladies have Explosive Arrow that deal Way Too Much Damage and you might have to bail a few times if you get fun extra boss groups on HC

- At 50 or so, you can move on to get the Crystalline WP and rescue Anya. Then you can start farming both Pindle and Eldritch in 1 run, which I think is better overall xp and also good chance for loot, too. Pindle is a little more dangerous, keep that in mind
- **We start pumping Energy so we can cast more War Cry as it gets more expensive**
- **You may notice your war cry getting more and more mana expensive. If it gets to the point you can barely cast War Cry (mana running out too fast), stop putting points to it and wait until Hell to assign them, where Super Mana potions will be able to keep up more**
- Ideally, you should have 400+ mana with battle orders for your mana to keep up with max level War Cry by the time you kill most mobs. You'd need 600+ mana to kill anything that takes a while with little pausing. If you do have some pausing you need to do between war cries, use that time to manage bits of inventory / restock belt
- Once you're 57, move on.
- You should be able to kill all the waves but skip 5 if they are troublesome. Watch out for Bartuc being Fire Enchanted and Colenzo being Lightning Enchanted

Hell Route

Hell Respec

1 each Iron Skin, Stamina, Mace mastery, Concentrate

1-5 Nat Res, depending on your res you want 30+ fire/light at a bare minimum

2 or 3 Increased Speed

max War Cry. Max Battle Cry

1-5 battle orders depending on mana after BO (you want 400+ mana)

rest in Taunt

Dex to 60%+ block chance (HC I do 70-75%)

Strength to use gear

Rest in Vit

Act 1-3 Hell

- **Reroll Act 1 map until you have the waypoint closest to charsi.**
You'll be stopping by her to repair your staff very frequently
- Chug thawing potions every save/quit if your cold res is low
- You can run through overworld maps but most underground maps you'll be teleing through. If you ever feel uncomfortable, use that pause buffer. Every waypoint you get, repair your staff. Restock on that ort and chipped gem if you've used it
- Use bugged Mercenaries for bosses
- Dont forget to swapcast for Duriel

You can teleport through most of Hell if you have 2+ million gold. Saved orts and chipped gems can help here, too. 1+ million gold you can tele through the difficult areas only. Any less gold and you have to be mindful. You're going to still want 500k gold or more for act 4 and 5 with the amount of potions and merc resurrecting you'll be doing

- For Meph, keep your merc between you and him. If he dies, res him. Meph can pretty easily one-zap you even with high res. You can worry less about this on SC

Act 4 Hell

- monsters in the Chaos Sanctuary often have increased health regeneration because of the Oblivion Knights. It can often make killing Venom Lords especially annoying. You may need to use your Malice or another Prevent Monster Heal weapon on swap to kill them quicker. Keep enemies stunned, hit them with PMH, continue war crying. Your merc can help while you kill enemies but remember he's really squishy and falls to Inferno pretty easily
- If Chaos Sanctuary in general is stupidly packed, it might be worth a reset
- Kite monsters you don't want to deal with to the center star / entrance hallway
- Clear spawning areas before you break a seal
- Infector can be stone skin and practically unkillable. I always break that seal first. Its a reset point
- I usually try to taunt in about half of his minions and take care of them first before trying to kill him, as they can easily surround you and kill you quickly with infernos while your war cry is just out of range. You can also use Nadir as well, but when it runs out it can be scary when they all come running at you.
- There is a chance that Vizier can be physical immune, but the run can still be saved! So I do this one last. Clear out everything else and go get an act 3 cold merc (be sure to save the weapons of the merc before you hire a new one) - Hit him with that Prevent Monster Heal weapon and let the act 3 merc do his thing. Give him Stealth and Lore to speed things up, and a weapon. Don't forget to get back your gear and your old merc
- Seis is generally pretty easy, just dont get tagged by extra fast fanaticism, and make sure there are NO DOOM KNIGHTS AROUND. Oblivion knights always retreat to be near them, even 2 screens away, and this can make him go towards the monsters you kited away and now you have a situation

Act 5 Hell

- If you're not level 60 after act 4, farm eldritch. Shouldn't take too long
- Drop a few inventories worth of potions at Ancients before starting. Shenk takes too long to kill, so unless you have an insane amount of money, shop at Jamela in act 4. Chug thawing potions. Bug merc. Get 2 books of town portal and keep a scroll handy in your cube just incase. You'll be resetting a lot
- Ancients, what mods not to do:
 - Stone Skin - Physical immune will be impossible to kill
 - Fanaticism/might/conviction
 - Light enchanted
 - Teleportation can cause some issues but is doable
 - Combo cold/fire enchanted - your res might be good, but this will hurt
- Concentrate them down one by one with the mote trick and finish with war cry
- You can get Madawc stuck throwing axes into a pillar while your war cry can still hit, if he ends up hurting you a lot
- Good Luck getting through Worldstone Keep. Pause buffer is your friend
- Clear most of the main hallway out if you can before you start to make room and make it less dangerous while kiting the later waves out
- Kite most waves out. You can war cry the first wave easily, but watch out for light enchanted.

- wave 2 MIGHT be easy, but if not, you can kite the frost mages out to prevent them being resurrected and kill them, then taunt the minion horadrim out and kill or kite them somewhere safe. You might need to Bash the boss of wave 2 out if he is Stone Skin, but rarely he can chase after you.
- wave 3 can be easily kited once you get the boss following you.
- 4 and 5 easy kiting but wave 5 can be extra fast extra scary. Use teleports to get back if you need to (always save a few left on your staff for this)
- Kill Baal (don't let your guard down though) and congratulations! You just finished a 9+ hour speedrun. For anyone's first run, any completion is respectable. Stay hydrated, take care of yourself. Have snacks ready.
- Good luck and Have Fun!

Extra Stuff

This is for extra stuff that you can do throughout your run that has a possibility of helping the run

- Doing Stuff On The GO
 - Inventory Management is pretty important in this run. I know I struggle a lot with it still, especially when I hoard stuff in the stash I think I'll use later, but end up not using at all. While you run, you're going to want to take advantage of any "downtime" to manage things, like assign skills and attributes, move things around in your inventory, stock up on potions, read the stats of gear you've barely checked before putting it on, etc. Ideally, you'll be running to the side of which the menu you are managing is on.
- Crafting
 - Caster Belts - Sharkskin Belt, Ith rune, Perfect Amythest, Any Jewel. Gives mana and 5-10 FCR. 8+ FCR is ideal because this helps you get 63% breakpoint with your magus wand and 1 more 10fcr piece of jewelry
 - Amulets - Caster or Blood
 - Ral, Perfect Amythest, Jewel. Gives mana and 5-10 fcr with a chance to roll an additional 10. Can also roll + war cry skills, good res, life, etc
 - Amn, Perfect Ruby, Jewel. Gives 5-10% faster run walk. Do this if you already have 63 fcr
 - Caster Gloves or Boots - More chances for mana plus additional stats (recipes go here)
- Gambling
 - Gambling for circlets is something you could do if you have buttloads of money, but don't spend too much. They could spawn with + barb skills, 10-30 FRW, 10-20 FCR, res, open sockets, etc
- Imbuing
 - Saving white barb helms or circlets for imbuing could yield great stats. Circlets can get the same stats as above, Barb helms won't get fcr or frw but can add additional skills
 - I've also imbued wands before for a chance at 20fcr +mana, with additional res, life, etc
- Larzuk
 - Add sockets to a good rare helm to add rals/orts/thuls for res, Sapphires for mana, or socket your fcr/mana wand if you found nice jewels. You can also Larzuk your teleport staff to repair it, though you should be fine with money if you've been saving.
- Merc Bugging
 - For most bosses it can be beneficial to bug your merc for additional damage, especially if you have him equipped with a Strength runeword weapon. Merc bug happens when your merc gets trapped and has no path to get to you when you go too far from them. I assume the game makes him untargetable to

prevent him from dying off screen, but when he teleports to you, I guess the game forgets to make him targetable again. Monsters will ignore him in this state, but he can still take AOE damage. The easiest place to set this up is Inner Cloister - Go down the stairs to the jail and back up again, go outside the door and close it with the merc still in it, then go right of the waypoint, to the right side outside the cathedral doors and he should teleport to you. He should now be bugged. You can also bug him naturally on the way to a boss, especially if you leap over things often (arcane, act 5 overworld, etc)

- Swapcasting
 - <https://www.twitch.tv/videos/259002129>
 - Important to note that pressing the skill hotkey after W needs to happen 1 frame later, not exactly at the same time (some people do a rolling motion)
 - For our purposes, have a shout skilled first (I use Warcry so it's very apparent I got it done correctly because no mana is being used), and have Concentrate as your hotkey after switching
 - Now we're using casting speed in place of attack speed for Concentrate, and we're hitting Crushing Blow on Duriel much faster
- Maul Strat
 - Requires 69 strength, and only really feasible for normal
 - I've only seen this done with Bender's runs, but it seems legit. Basically, at level 18 (?) you can gamble a Maul which is slow but deals incredible damage. We can use swapcasting to make the attacks technically faster, and works well with duriel and meph fights and can one-shot most regular enemies. At duriel and throne room, you have to stagger your casts since your attack speed is slowed and thus the action frame happens later than the shout animation finishes/restarts
- Try new things! Like the above strat, there are probably plenty of untouched strats out there. Even if it sounds crazy, give it a go. If i throw a run, I usually save the character to test things out later.

Fun Things That Can Drop

- Any early crushing blow weapon - Crushflange, Gnasher, Rixot's Keen, Knell Striker... If you find one of these early you could entirely skip grinding Tower for an Io rune, as long as you get at least Shael. If you get Io in that process, though, definitely use Black instead.
- Spectral shard, suicide branch, razorswitch, magefist, Lidless Wall, maelstrom, Sanders boots and gloves, Biggin's Bonnet, Goblin Toe, Rattlecage, M'avina's Tenna
- Lem rune to make Treachery for your merc (swap it with you and prebuff at some key points for safety)
- Decent merc weapon like Spire of Honor or Hwanin's Justice
- 20 fcr 30 frw 25 all res 80 mana 40 life 20s circlet Kappa
- **Um rune dropped?** Make a **Crescent Moon** for the merc. Socket quest a Scythe ideally, or Voulge from normal act 2 Fara or Elzix to get 30s automatically. **Shael Um Tir** in a Polearm (not a spear!). The static field procs really sped up my hell ancients fight in one run. Keep the Strength runeword for once bosses are down to half health

Yet to fully test/incorporate in route strats:

Hell Jail champions in place of NM Eldritch.

NM Jail Champions in place of Normal Eldritch (Rancid Gas?) Not likely to work...

War Hammer

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