

- [General](#)
- [Act 1 Rogue Scout](#)
 - [Fire Rogue](#)
 - [Cold Rogue](#)
- [Act 2 Desert Mercenary](#)
 - [All Mercenaries](#)
 - [Auras](#)
- [Act 3 Eastern Sorcerer](#)
 - [Fire Sorcerer](#)
 - [Cold Sorcerer](#)
 - [Lightning Sorcerer](#)
- [Act 5 Barbarian](#)
 - [Defensive Barbarian](#)
 - [Offensive Barbarian](#)
- [Hireling Skills](#)

[EDIT TOP](#)

General [±]

- In LoD, hirelings hired in higher difficulties have less stats (life, def, etc.). In ES, the difficulty doesn't matter and hirelings of the same act always have the same stats.
- In addition to that, the level cap of hirelings in Hell is raised to level 85, so you don't have to hesitate to change your hireling. You can test multiple hirelings as many times as you want, or you may like to change the hireling from time to time, which refreshes your play and costs only 50000 gold. (The only exceptions are Act 2 mercenaries in normal and NM. If you need one of their aura, changing hirelings isn't a good idea.)
- In LoD, Act 2 mercenaries are much preferred. In ES, all hirelings are well balanced, so you are recommended to hire multiple mercs to see the difference for yourself. A full equipable hireling is strengthened wearing the 'Mercenary Set' combined with 'Waves of Ascension'.

Hireling	Lvl	HP	HP /Lvl	Def	Def /Lvl	Str	Str /Lvl	Dex	Dex /Lvl	AR	AR /Lvl	Res	Res /Lvl	Life Regen
Rogue Scout	10-39	110	14	90	20	40	1.5	50	2.25	50	12	20	2	
Rogue Scout	40-84	530	28	690	22	85	1.5	117	2.25	410	24	80	1.5	4
Rogue Scout	85	1790	42	1680	24	152	1.5	218	2.25	1490	36	147	1.25	
Desert Mercenary	20-49	170	16	270	24	65	2	45	1.75	180	12	40	2	
Desert Mercenary	50-84	650	32	990	26	125	2	97	1.75	540	24	100	1.5	5
Desert Mercenary	85	1770	48	1900	28	195	2	158	1.75	1380	36	152	1.25	
Eastern Sorcerer	25-54	230	14	180	18	50	1.75	40	2	120	12	45	2	
Eastern Sorcerer	55-84	650	28	720	20	102	1.75	100	2	480	24	105	1.5	6
Eastern Sorcerer	85	1490	42	1320	22	154	1.75	160	2	1200	36	150	1.25	
Barbarian	30-64	260	18	230	26	88	2.25	62	1.5	175	15	77	1.5	
Barbarian	65-84	890	36	1140	28	167	2.25	115	1.5	700	30	130	1.25	10
Barbarian	85	1610	54	1700	30	212	2.25	145	1.5	1300	45	155	1.25	

[EDIT TOP](#)

Act 1 Rogue Scout [±]

- Can't equip Amazon specific items.
- +X To All Skill Levels **works**.
- +X To Amazon Skills/Tabs **does not** work.
- +X To Each Skill (Magic Arrow, etc.) **works**.
- Oskill bonuses of their inherent skills are capped at +3 per character.
- Their inherent skills work as a synergy for an aura item.

[EDIT TOP](#)

Fire Rogue [±]

- Uses Inner Sight, Magic Arrow, Slow Missiles, Exploding Arrow, Immolation Arrow, Poison Arrow and Strafe.
- No aura or warcries, but Inner Sight now reduces monster's Defense by percent, and also reduces monster's Physical Resist (works on top of the curse Amplify Damage, etc.).
- Slow Missile also helps a lot, especially in Act 5 and Andariel's Dressing Room.
- Strafe is also good for triggering CtC Skills.

[EDIT TOP](#)

Cold Rogue [±]

- Uses Inner Sight, Magic Arrow, Slow Missiles, Ice Arrow, Freezing Arrow, Lightning Arrow and Legendary Arrow.
- No aura or warcries, but Inner Sight now reduces monster's Defense by percent, and also reduces monster's Physical Resist (works on top of the curse Amplify Damage, etc.).
- Slow Missile also helps a lot, especially in Act 5 and Andariel's Dressing Room.
- Ice Arrow chills and Freezing Arrow freezes non CI monsters.
- Once she got a good amount of Pierce, Lightning Arrow and Legendary Arrow exert an awesome effect.
- Legendary Arrow with a good amount of Pierce is also good for triggering CtC Skills.

[EDIT TOP](#)

Act 2 Desert Mercenary [±]

- Can't equip Paladin specific items.
- +X To All Skill Levels **works**.
- +X To Paladin Skills/Tabs **does not** work.
- +X To Each Skill (Might, etc.) **works**.
- Oskill bonuses of their inherent skills are capped at +3 per character.
- Their inherent skills work as a synergy for an aura item.

[EDIT TOP](#)

All Mercenaries [±]

- Uses Jab, Lightning Strike, Vengeance and an Aura.
- Vengeance and Lightning Strike can kill some PIs and still can leech if the target isn't PI.
- Have less life regeneration than Barbarian hirelings. To make up for this, they need better equipment (more Max Life, Life Leech and DR%).

[EDIT TOP](#)

Auras [±]

- Sometimes it takes some minutes that they activate the Aura.
- I'm not saying that Act 2 Mercenaries are weak, but their aura level is generally nerfed in ES. This is because the aura made them better than the other hirelings in LoD. Auras are not so strong when they are naked, but you can boost the aura level with +Skill items.
- Might and Fanaticism are good for physical attacking characters.
- Conviction is of course the best aura for the casters. Offensive Barbarian is another good option for casters, especially when you can use Conviction by an item.
- Normal – Combat: Defiance
- Normal – Defense: Prayer

- Normal – Offense: Holy Fire
- Nightmare – Combat: Might
- Nightmare – Defense: Meditation
- Nightmare – Offense: Thorns
- Hell – Combat: Conviction
- Hell – Defense: Concentration
- Hell – Offense: Fanaticism

[EDIT TOP](#)

Act 3 Eastern Sorcerer [±]

- Can't equip Sorceress specific items.
- +X To All Skill Levels **works**.
- +X To Sorceress Skills/Tabs **does not** work.
- +X To Each Skill (Fire Ball, etc.) **works**.
- Oskill bonuses of their inherent skills are capped at +3 per character.
- Their inherent skills work as a synergy for an aura item.

[EDIT TOP](#)

Fire Sorcerer [±]

- Uses Protection From Fire, Shock Wave, Fire Ball, Fissure, Immolation and Creeping Doom.
- Shock Wave and Creeping Doom stuns monsters.
- Perhaps the least characteristic one, but deals the largest damage of the three.

[EDIT TOP](#)

Cold Sorcerer [±]

- Uses Protection From Cold, Tornado, Glacial Spike, Ice Nova, Winter Fury and Frozen Orb.
- Ice Nova, Winter Fury and Frozen Orb chills and Glacial Spike freezes non CI monsters.
- Cannot Be Frozen from Protection From Cold incredibly benefits summoners, even if some corpses are destroyed by Cold Spells.

[EDIT TOP](#)

Lightning Sorcerer [±]

- Uses Protection From Lightning, Static Field, Lightning, Chain Lightning, Lightning Hydra, Bone Spirit and Time Stop.
- Protection From Lightning is the most popular protection aura because of the nasty Black Souls.
- They cast Time Stop only from time to time, but it reduces the threat of monsters like Holy Freeze.
- They don't cast Static Field frequently either, but it's nice gravy.

[EDIT TOP](#)

Act 5 Barbarian [±]

- **Can** equip Barbarian specific items.
- +X To All Skill Levels **works**.
- +X To Barbarian Skills/Tabs **does not** work.
- +X To Each Skill (Shout, etc.) **works**.
- Oskill bonuses of their inherent skills are capped at +3 per character.
- Their inherent skills work as a synergy for an aura item.

[EDIT TOP](#)

Defensive Barbarian [±]

- Uses Stun, Concentrate, Battle Orders, Shout and Battle Command
- Battle Orders and Shout combo is useful for all classes, especially melee characters.

- Not only BO and Shout but also Stun and Concentrate make them the toughest hirelings in the game. They can stay alive with relatively cheap gears.
- Battle Command gives not a single but a few skill boosts. This makes them also good for casters.

[EDIT TOP](#)

Offensive Barbarian [±]

- Uses Bash, Concentrate, Waycry, Ancient's Call and Battle Command
- Has no life boost or def boost, but Warcry effectively stuns nearby monsters to attack safely.
- Ancient's Call works like a curse, but it amazingly reduces all kinds of resistance, including Poison and Magic.
- Bash has the highest damage bonus in the game.
- Battle Command gives not a single but a few skill boosts. This makes them also good for casters.

[EDIT TOP](#)

Hireling Skills [±]

Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Rogue (Fire)	10-39	110	Normal Attack	--	--
		10	Inner Sight	3	0.3125
		55	Magic Arrow	3	0.3125
		5	Slow Missiles	3	0.1875
		70	Exploding Arrow	3	0.4375
	40-84	60	Normal Attack	--	--
		10	Inner Sight	12	0.3125
		45	Magic Arrow	12	0.3125
		5	Slow Missiles	8	0.1875
		80	Immolation Arrow	16	0.4375
	85-	25	Poison Arrow	16	0.4375
		25	Strafe	16	0.4375
		10	Normal Attack	--	--
		10	Inner Sight	25	0.3125
		35	Magic Arrow	25	0.3125
		5	Slow Missiles	16	0.1875
		90	Immolation Arrow	35	0.4375
		50	Poison Arrow	35	0.4375
		50	Strafe	35	0.4375
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Rogue (Cold)	10-39	110	Normal Attack	--	--
		10	Inner Sight	3	0.3125
		55	Magic Arrow	3	0.3125
	40-84	5	Slow Missiles	3	0.1875
		70	Cold Arrow	3	0.25
		60	Normal Attack	--	--

Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
	85-	10	Inner Sight	12	0.3125
		45	Magic Arrow	12	0.3125
		5	Slow Missiles	8	0.1875
		80	Freezing Arrow	10	0.25
		25	Lightning Arrow	11	0.3125
		25	Legendary Arrow	10	0.25
		10	Normal Attack	--	--
		10	Inner Sight	25	0.3125
		35	Magic Arrow	25	0.3125
		5	Slow Missiles	16	0.1875
		90	Freezing Arrow	21	0.25
		50	Lightning Arrow	25	0.3125
		50	Legendary Arrow	21	0.25
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Desert Mercenary (Normal - Combat)	50-84	85	Normal Attack	--	--
		50	Jab	8	0.3125
		20	Defiance	8	0.3125
		25	Lightning Strike	3	0.1875
		25	Vengeance	5	0.3125
		50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Defiance	17	0.3125
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
		10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Defiance	27	0.3125
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Desert Mercenary (Normal - Defense)	50-84	85	Normal Attack	--	--
		50	Jab	8	0.3125
		20	Prayer	8	0.3125
		25	Lightning Strike	3	0.1875
		25	Vengeance	5	0.3125
		50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Prayer	17	0.3125
		50	Lightning Strike	8	0.1875

Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
	85-	50	Vengeance	14	0.3125
		10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Prayer	27	0.3125
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Desert Mercenary (Normal - Offense)	20-49	85	Normal Attack	--	--
		50	Jab	8	0.3125
		20	Holy Fire	8	0.3125
		25	Lightning Strike	3	0.1875
		25	Vengeance	5	0.3125
	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Holy Fire	17	0.3125
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Holy Fire	27	0.3125
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Desert Mercenary (Nightmare - Combat)	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Might	4	0.1875
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Might	10	0.1875
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Desert Mercenary (Nightmare - Defense)	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Meditation	17	0.3125
		50	Lightning Strike	8	0.1875

Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
	85-	50	Vengeance	14	0.3125
		10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Meditation	27	0.3125
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Desert Mercenary (Nightmare - Offense)	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Thorns	17	0.3125
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
		10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Thorns	27	0.3125
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Desert Mercenary (Hell - Combat)	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Conviction	3	0.1875
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Desert Mercenary (Hell - Defense)	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Concentration	7	0.1875
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Desert Mercenary (Hell - Offense)	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Fanaticism	4	0.1875
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Eastern Sorcerer (Fire)	25-54	10	Normal Attack	--	--

Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl	
		10	Protection From Fire	4	0.1875	
		70	Shock Wave	6	0.375	
		120	Fire Ball	10	0.375	
		40	Fissure	6	0.375	
		10	Normal Attack	--	--	
		10	Protection From Fire	9	0.1875	
		30	Shock Wave	17	0.375	
		55-84	80	Fire Ball	21	0.375
		40	Fissure	17	0.375	
		40	Immolation	19	0.4375	
		40	Creeping Doom	19	0.4375	
		10	Normal Attack	--	--	
		10	Protection From Fire	14	0.1875	
		30	Shock Wave	28	0.375	
		85-	50	Fire Ball	32	0.375
50	Fissure		28	0.375		
50	Immolation		32	0.4375		
50	Creeping Doom		32	0.4375		
Hirelings	Level		Freq	Skills	Slvl	Slvl /Lvl
			10	Normal Attack	--	--
		10	Protection From Cold	4	0.1875	
		25-54	100	Tornado	14	0.4375
		100	Glacial Spike	10	0.25	
		30	Ice Nova	2	0.375	
		10	Normal Attack	--	--	
		10	Protection From Cold	9	0.1875	
		75	Tornado	27	0.4375	
		55-84	75	Glacial Spike	17	0.25
		Eastern Sorcerer (Cold)	35	Ice Nova	13	0.375
			10	Winter Fury	6	0.1875
			35	Frozen Orb	11	0.3125
			10	Normal Attack	--	--
			10	Protection From Cold	14	0.1875
			50	Tornado	40	0.4375
85-	50		Glacial Spike	24	0.25	
60	Ice Nova		24	0.375		
10	Winter Fury		11	0.1875		
60	Frozen Orb		20	0.3125		
Hirelings	Level		Freq	Skills	Slvl	Slvl /Lvl

Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Eastern Sorcerer (Lightning)	25-54	10	Normal Attack	--	--
		10	Protection From Lightning	4	0.1875
		30	Static Field	6	0.25
		200	Lightning	13	0.4375
		30	Lightning Hydra	6	0.4375
		10	Normal Attack	--	--
	55-84	10	Protection From Lightning	9	0.1875
		40	Static Field	13	0.25
		90	Chain Lightning	21	0.375
		30	Lightning Hydra	19	0.4375
		40	Bone Spirit	23	0.4375
		30	Time Stop	10	0.25
	85-	10	Normal Attack	--	--
		10	Protection From Lightning	14	0.1875
		50	Static Field	20	0.25
		60	Chain Lightning	32	0.375
		30	Lightning Hydra	32	0.4375
		50	Bone Spirit	36	0.4375
		40	Time Stop	17	0.25
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl
Barbarian (Defense)	30-64	140	Normal Attack	--	--
		25	Stun	8	0.4375
		25	Concentrate	4	0.3125
		20	Battle Orders	1	0.1875
		20	Shout	1	0.1875
		20	Battle Command	1	0.1875
	65-84	105	Normal Attack	--	--
		50	Stun	21	0.4375
		50	Concentrate	13	0.3125
		15	Battle Orders	7	0.1875
		15	Shout	7	0.1875
		15	Battle Command	7	0.1875
	85-	70	Normal Attack	--	--
		75	Stun	29	0.4375
		75	Concentrate	19	0.3125
		10	Battle Orders	10	0.1875
		10	Shout	10	0.1875
		10	Battle Command	10	0.1875
Hirelings	Level	Freq	Skills	Slvl	Slvl /Lvl

Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Barbarian (Offense)	30-64	130	Normal Attack	--	--
		25	Bash	8	0.4375
		25	Concentrate	4	0.3125
		25	Ancient's Call	8	0.25
		25	War Cry	8	0.25
		20	Battle Command	1	0.1875
	65-84	80	Normal Attack	--	--
		50	Bash	21	0.4375
		50	Concentrate	13	0.3125
		25	Ancient's Call	15	0.25
		25	War Cry	15	0.25
		15	Battle Command	7	0.1875
	85-	30	Normal Attack	--	--
		75	Bash	29	0.4375
		75	Concentrate	19	0.3125
		25	Ancient's Call	20	0.25
		25	War Cry	20	0.25
		10	Battle Command	10	0.1875