

MAPS

Maps are items that allow access to new endgame zones (which are also referred to as maps) with higher zone levels than the vanilla game. For a list of high level zones outside of maps, see [Zones](#).

- Maps are comparable to vanilla endgame zones, making both new and old zones viable for farming.
- Dungeons (tier 4 maps) are very difficult group-based zones that offer more challenge for those interested.

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GENERAL INFO

Tier 1 maps can rarely be found in Hell. Maps are more commonly found from within map zones themselves, with each tier having a chance to drop higher tiered maps. Anya also rewards characters with a regular T1 map in Hell.

To open a map, right click it from your inventory in Hell Harrogath with a level 80+ character who has defeated Hell Ancients. Only 1 map (or uber zone) may be opened per game. When maps are opened, a random selection of enemy types are chosen from the lists below to populate the map zone - they often don't include *all* of the monsters listed, so maps won't always have the same immunities present.











MAP EVENTS

Map zones have a ~20% chance (*unconfirmed*) for special enemies or objects to appear somewhere randomly within them, each with different effects. A message is displayed upon

- A **Dark Wanderer** appears and transforms into a random boss or super unique with increased damage/health, who drops extra Worldstone Shards when killed (up to 3 dark wanderers per map)
- The **Shadow of Mendeln** appears and summons waves of undead, with later waves having many champion/elite enemies
- **Horazon** appears, and creates a portal to a new map when he dies (same tier or 1 tier higher up to T3, with same map modifiers) - the new map won't have additional events
- A **Treasure Fallen** appears and flees from attacks, but drops items when damaged such as gems, runes (Lem and below), maps, and map orbs (up to 3 treasure fallen per map)
- A **Spire of Darkness** appears and plunges the zone into darkness when clicked - shadow enemies spawn in the unexplored darkness and have a chance to drop uber keys - the spire will appear relatively close to the entrance

MODIFICATION

Maps can be modified with several items via the Horadric Cube. Besides the orbs which can be purchased from Anya in Hell, Horadrim Scarab is an uncommon drop from map bosses and Standard of Heroes drops from Uber Tristram. Maps can also be corrupted with Worldstone Shards, which may drop anywhere.

Icon	Item	Additional Ingredients	Effect
	Arcane Orb	Common Map, Jewel	upgrades map (common -> magic)
	Zakarum Orb	Common Map, Jewel, Rune #10+	upgrades map (common -> rare)
	Angelic Orb	Magic Map, Perfect Skull, Rune #10+	upgrades map (magic -> rare)
	Orb of Destruction	Magic/Rare Map	downgrades map (to common)
	Horadrim Orb	Rare Map, Perfect Gem, Rune #10+	rerolls rare map
	Cartographer's Orb	3 T1/T2 Maps	combines 3 maps into one of a higher tier
	Horadrim Scarab	T3 Map	turns a T3 map into a random rare dungeon
	Standard of Heroes	Map/Dungeon	adds <i>Heroic</i> bonuses: +10% Experience, +20% Monster Density, +20% Magic and Gold Find
	Worldstone Shard	Map/Dungeon	<u>corruption</u>
	Orb of Fortification	Map	halves number of map monsters and doubles loot/experience gained from them - these <i>Fortified</i> monsters have doubled life and deal 20% extra damage (does not affect map bosses or event monsters)

- Magic maps can be rerolled with the vanilla recipe (3 perfect gems & any magic item)
- Rare maps can be rerolled with the vanilla recipe (6 perfect skulls & any rare item)

Note: the Cartographer's Orb recipe is currently bugged and sometimes doesn't work correctly with T1 maps

AFFIXES

Map affixes affect bonus experience, monster density, and magic/gold find.

Most affixes have 3 tiers of attribute ranges, with each tier becoming available at the corresponding map tier - T2 maps can roll the first two ranges and T3 maps can roll any of the three.

Dungeon attribute ranges always use the T3 ranges, and some affixes will not spawn for dungeons.

[[List of Map Affixes](#) [\[Expand\]](#)]

- In-game attribute ranges for maps are often incorrect since there are so many affixes with the same three attributes and ranges only show the widest range for any given attribute, rather than the range for specific affixes on the item - this is especially apparent when multiple affixes add the same attributes.
- Many affixes have different names for each tier of attribute ranges, but only the first name is shown here for better legibility.

Resistances of Monsters Added by Affixes

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Stygian Doll	33		25		33	80	Undead	33
Hell Temptress			50	50	50	50	Demon	75
Dark Lord	75		33	33	135	50	Undead	75
Hell Bovine	50	33	50	50	50	33		66
Unholy Corpse	50	50	75			80	Undead	66
Specter	95	50	25	75	50	95	Undead	0
Burning Soul		25		80	50	75	Undead	0
Fetish	25	25	50	50	50	50	Demon	100
Shrieking Terror	35	25	25	40	80	25		75

INDIVIDUAL MAPS

For each map, monsters are listed with their resistances, type, and drain effectiveness. Drain effectiveness is the percentage applied to life and mana returned by "% Life Stolen per Hit" and "% Mana Stolen per Hit".

Map bosses are treated as prime evils.

TIER I

Tier 1 map zones have a zone level of 87

ARREAT BATTLEFIELD

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Afflicted	25	30		100	25	25	Demon	75
Blood Wing				33		50		50
Bramble Hulk	25		75	50	80	45		75
Carrion Bird		25	25			75		100
Night Clan	50		50	85			Demon	80
Spike Fiend	50	20	50		75			100
Unholy Corpse	50	50	130	33	50	65	Undead	66
Zombie	50	50			50	85	Undead	50
Elmegaard the Armorsmith	20	20	50	50	50		Demon	20



BASTION KEEP



Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Demon Sprite		25	80	25	33		Demon	100
Demon Steed	50		25	33	50			100
Desert Wing	110	25	75		75	25		75
Devilkin	15			75	40	50	Demon	75
Devilkin Shaman	15	50		135		75	Demon	66
Giant Lamprey		25	33	25		85		50
Giant Lamprey Egg								33
Giant Lamprey Young						80		50
Hell Temptress			50	50	50	75	Demon	75
Moon Clan	50		75		85	45	Demon	80
Sand Raider	25	25	50	50		33		66
Johnathan the Damned	20	20	50	50	50	50	Undead	0

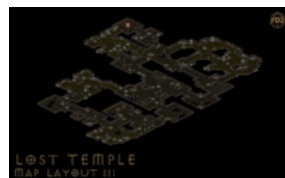
HORAZON'S MEMORY

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Cantor	10		25	50	50	20		100
Doom Knight	33	25	60	60		120	Undead	33
Flying Scimitar	25	50	50	80		75		0
Frozen Abyss	40			25	75			100
Frozen Scorch	25	25		40	80	33		75
Ghost	50	50	50	65	50	50	Undead	33
Lightning Spire		90	90	100		1000		0
Menace Worm			135	75	50	50	Demon	75
Oblivion Knight	33	25	60	60		120	Undead	33
Zakarumite	10		25	33	33	20		100
Deathmaiden Madinsane	20	20	50	50	50	50	Demon	20

LOST TEMPLE

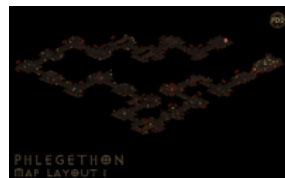
Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Blood Wing		25		33		45		50
Enslaved	25		50	15	25	65		75
Gloam		25		80	50	75	Undead	0
Gloombat	10		33	50	110			75
Gorebelly	55		50	115	65	30	Demon	100
Poison Spinner	50		120			75		50
Unraveler	33	50	20	20	50	80	Undead	33
Khalim's Corrupted Body	50	50	75	75	75	75	Demon	20





PHLEGETHON

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Council Member	30		33	80	33	33	Demon	66
Demon Imp		25	100	25	33		Demon	100
Fallen	15	25	25		40	50	Demon	75
Fallen Shaman	15	25	50	90	0	50	Demon	66
Fetish	25	25	50	50	50	50	Demon	100
Hell Cat	15	25		50	80	25		100
Hell Slinger	10	25	25	50	0	25		100
Hell Spawn	33		50	25	50	75	Demon	75
Moon Lord	50	50	25	50	50	0		75
Siege Beast	75		140	33	50			100
Unholy Corpse	50	50	0	25	0	120	Undead	66
Lieutenant of Sin	20	20	50	50	50	50	Demon	20



TORAJAN JUNGLE

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Council Member	50		33	50	33	33	Demon	66
Crusher	50	25			140	50		100
Death Beatle	50	25		105				50
Death Brawler	33	50	50	50	50	50		75
Dune Beast	33			75	50	25		100
Foul Crow			25			70		100
Quill Rat	50				50	45		100
Tree Lurker		25	80	50		85		75
The Great Worm	20	20	50	50	50	50		20
Blood Maggot Egg	180	180	180	180	180			33
Blood Maggot Young	20	20	50	50	50	50		50

- Blood Maggot Young monsters are minions of The Great Worm

RUINED CISTERN



Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Bog Creature	15		65		55	50		75
Dried Corpse	50			50	65	140	Undead	33
Gorebelly			30	50	60		Demon	100
Returned Mage	33		40	75	50	75	Undead	0
Salamander			50		115			50
Strangler	60	125	25	75		45	Undead	33
Vile Archer			75	25	25	25	Demon	100
Vile Hunter	20	20	45	33			Demon	100
Ancient Cistern Hydra (fire)	20	20	50	50	50	50		20
Ancient Cistern Hydra (poison)	20	20	50	50	50	50		75



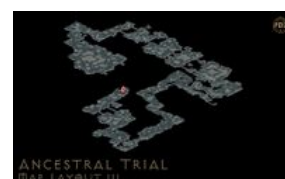
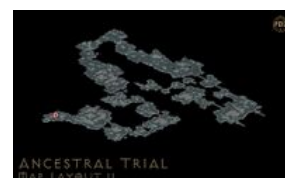
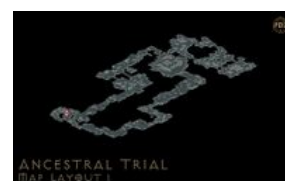
- The fire Hydra head is the only one that drops loot - the poison Hydra heads are considered its minions

TIER 2

Tier 2 map zones have a zone level of 88

ANCESTRAL TRIAL

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Bone Mage		25	50		65	50	Undead	0
Bone Warrior		25	50	45	45	50	Undead	0
Minion of Destruction	50			90		75	Demon	50
Pit Lord	50		120	75		25	Demon	66
Preserved Dead	20	50	50	50	50	50	Undead	33
Specter	110	50	75	35	50		Undead	33
Spider Magus	25			30	75	120		50
Nathkill the Numb	20	20	50	50	50	50	Demon	20



FALL OF CALDEUM

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Flying Scimitar	25		50	100		75		0
Heirophant	10	50	25	33	95	25		100
Hell Swarm	50			70	25	80		0
Huntress	15	25	75		65	50		100
Slinger	10	25	75		65			100
Zombie	50		95	25	75	45	Undead	50
Waheed the Traitor	50	50	75	75	75	75		20





ROYAL CRYPTS

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Afflicted				75	65		Demon	75
Bone Archer	35	150	30	20		105	Undead	0
Bone Warrior	35		30		65	65	Undead	0
Claw Viper	80		45	25		40		50
Dune Beast			60	25	20	25		100
Flying Scimitar	25	50	50	100		75		0
Gloombat	50	25	75	50				75
Scarab				80	50			50
King Leoric	20	20	50	50	50	50	Undead	20
Decaying Guard	20	20	50	50	50	50	Undead	20

- Decaying Guards are minions of King Leoric

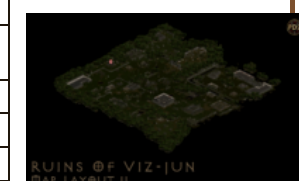
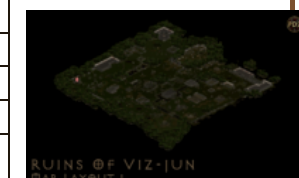


RUINS OF VIZ-JUN

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Black Lancer	0		25	120	25	25	Demon	100
Dark Ranger	15		25	25	75	25	Demon	100
Disfigured	25		40	50			Demon	75
Fetish (melee)			33	100	33	50	Demon	100
Fetish (ranged)				100		50	Demon	100
Fetish Shaman	25	25	85	25		50	Demon	100
Heirophant	10	33	25	33	75	20		100
Hollow One	33	50	20	0	55	50	Undead	33
Moon Clan	50	33			50		Demon	80
Returned	33					100	Undead	0
Spider Magus	50		0	50		60		50
Sucker		50	75	33		120		50
Thorned Hulk	80				33	75		75
Tree Lurker		25	50	75		25		75
Zealot	10		25	80	33	20		100
Karvarousku the Cartographer	20	20	50	50	50	50	Undead	20
Burning Dead	20	20	50	50	50	50	Undead	0
Burning Dead Archer	20	20	50	50	50	50	Undead	0

- Burning Dead & Burning Dead Archer monsters are minions of Karvarousku

SANATORIUM



Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Blood Lord		33	130	50	33	50		75
Death Mauler	33		50	50	65			75
Ghoul Lord	30		33	25	130	75	Undead	75
Gloom	60	35		75		85	Undead	0
Vile Archer	15	20	65		25	25	Demon	100
Vile Hunter	20	20	30	45	65	25	Demon	100
Vile Lancer	45	15	45	35	25	25	Demon	100
The Guardian	20	20	50	50	50	50	Undead	20



SHADOWS OF WESTMARCH

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Fire Boar			65	25		65		75
Moon Clan	100	45	50	45	85	25	Demon	80
Over Seer	20	25	110	20	40	40	Demon	100
Siege Beast	50	20	25	45	150	40		100
Slinger	10		25	25	75			100
Succubus			50	50	75	65	Demon	75
Zombie	50	50		65		85	Undead	50
Urzael Harbinger of Death	20	20	50	50	50	50		20



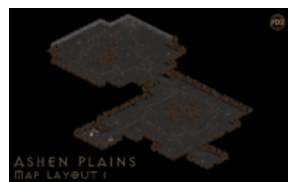
TIER 3

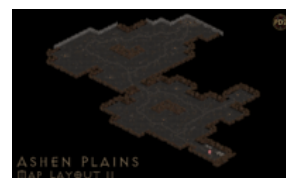
Tier 3 map zones have a zone level of 89



ASHEN PLAINS

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Black Raptor			65		45			100
Burning Soul	40	50		80	40	85	Undead	0
Death Berserker	50	120	75	25				75
Doom Ape			50	145	50	25		100
Flayer	45		75	33	75	50	Demon	100
Saber Cat	50	25	50	50	50	50		100
Spear Cat	10		25		50			100
Thrasher	25			40	25	130		75





BLOOD MOON

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Hell Bovine	50	33	65	65	65	65		66
The Cow Queen	20	20	50	50	50	50		20

- Hell Bovines are the only non-boss monster type unless others are added via affixes



CANYON OF SESCHERON

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Cliff Lurker	25		80	160				75
Doom Knight	50		80		20	50	Undead	33
Frozen Abyss		25		25	80			100
Oblivion Knight		25	60	60	75	75	Undead	33
Overlord			33	20	60		Demon	100
Serpent Magus	40	70	45		35	60		50
Soul Killer (melee)			55	110	45	50	Demon	100
Soul Killer (ranged)	50	25				110	Demon	100
Shattered Soul	50	50	75	75	75	75		0



KEHJIS+AN MARKE+PLACE

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Feeder				75	45	110		50
Fire Tower	40	50		50	85	1000		0
Flying Scimitar	25	50	75			75		0
Ghoul Lord	30		85	25	60	50	Undead	75
Invader	25		50	65				66
Unraveler	33	50	35	20	50	50	Undead	33
Vile Archer	15		35	90	130	25	Demon	100
Vile Hunter	20	20	33	33	75	20	Demon	100
Overlord Aerlynn	50	50	75	75	75	75	Demon	20
Devilkin Slave	50	50	75	75	75	75	Demon	50

- Devilkin Slaves are minions of Aerlynn



PANDEMONIUM CITADEL

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Blood Bringer	50		140		50	50		100
Damned	25		50	85		25	Demon	75
Dark Lord		50	50	25	75	90	Undead	75
Flayer		25	25	50	130	50	Demon	100
Prowling Dead	50			50	65	90	Undead	66
Stygian Fury	100	25	25	66	50	25	Demon	75
Temple Guard	25		50	75	25	45		100
Dark Commander Alma	50	50	75	75	75	75	Demon	20



KENJISTAN MARKETPLACE
MAP LAYOUT



PANDEMONIUM CITADEL
MAP LAYOUT I



PANDEMONIUM CITADEL
MAP LAYOUT II



PANDEMONIUM CITADEL
MAP LAYOUT III



RIVER OF BLOOD

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Corpulent	15	20				75	Demon	75
Council Member	30		33	80	33	33	Demon	66
Death Mauler	33		50	85	50			75
Doom Knight	33		125	20	20	50	Undead	33
Flesh Beast	25				140		Demon	50
Flesh Spawner	66	100			80		Demon	50
Minion of Destruction	50		90	33	50	95	Demon	50
Oblivion Knight	33	25	60	60	180	75	Undead	33
Skeleton Archer	40	50	33	40	33	80	Undead	0
Zealot	10		25	80	33	20		100
Avunaos the Rotten	20	20	50	50	50	50	Undead	20
Belial Lord of Lies	20	20	50	50	50	50	Demon	20
Blood	20	20	50	50	50	50	Undead	20



RIVER OF BLOOD
MAP LAYOUT I



RIVER OF BLOOD
MAP LAYOUT II



RIVER OF BLOOD
MAP LAYOUT III

- Blood Golems are minions of Avunaos



SEWERS OF HARROGATH

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Blood Wing		25	50	33				50
Enslaved	25		50	15	25	15		75
Fetish	25		125			80	Demon	100
Flayer		25		75	50	45	Demon	100
Ghoul Lord	30	25	33	25	75	50	Undead	75
Grotesque Wyrn	25	50		135		50	Demon	50
Marauder	25		50	80	50	45		66
Sand Maggot	66		33		85	90		50
Sand Maggot Egg								33
Sand Maggot Young	20	20	20	20	20	80		50
The Mad Philosopher	20	20	50	50	50	33	Demon	20



THRONE OF INSANITY

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Balrog	50	20	130	25	45	75	Demon	66
Demon Rascal		75	50	25		50	Demon	100
Doom Caster	50	25	25	65	90		Undead	33
Flesh Archer	15			45	50	25	Demon	100
Flesh Hunter	40	20		50	65	20	Demon	100
Flesh Lancer	45			45	50	25	Demon	100
Hell Spawn	33		115	15	33	15	Demon	75
Hell Whip	40		50	85			Demon	100
Swamp Dweller	15		75		25	115		75
Indio the Insane	20	20	50	50	50	50	Undead	20



TOMB OF ZOLTUN KULLE



Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Arach	50		85			50		50
Dark Familiar	15	25		50				75
Dune Beast			25	50	150	25		100
Minion of Destruction			50	100	25	75	Demon	50
Pain Worm					75	110	Demon	75
Razor Spine	25		75		50			100
Returned Mage	25	50	25	120		75	Undead	0
Scarab	105	25		75	50	25		50
Toadflax the Tainted	20	20	50	50	50	50		20



TIER 4 (DUNGEONS)

Dungeons have a zone level of 90

Dungeon monsters grant 200% more experience, have 75% curse reduction, and are treated as prime evils.

Blood Bringers move slowly and deal "lethal damage" - beware!

Most immunities of dungeon enemies cannot be broken by conventional means since their resistances are so high - breaking 180% resistances requires combining multiple high level skills such as level 38 Conviction (-43%), level 37 Lower Resist (-23%), and level 36 Static Field (-15%)

Dungeon bosses each have a 1/20 chance to drop a Horadrim Scarab and a 1/1000 chance to drop exclusive unique items that otherwise can only be dropped by Diablo-Clone or Rathma (Overlord's Helm, Dark Abyss, Itherael's Path, Hadriel's Hand, Aidan's Scar, The Third Eye, Band of Skulls, Cage of the Unsullied)

CATHEDRAL OF LIGHT

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Gloom	15	180		25	25	180	Undead	0
Misshapen	180	25	180		50	25	Demon	75
Succubus			50	180		180	Demon	75
Unholy Corpse	50	25	180	33	180		Undead	66
Death Lord	25	33	180	33		75		75
Huntress	15			180	180	75		100
Night Lord	35		33	25	120	50	Undead	75
Blood Bringer	150	50	50	50	50	50		100
<i>Flying Scimitar</i>	25		100	100				0
Spear Cat	180			180	50	180		100
The Synthetic One	50	50	75	75	75	75	Undead	20
Canight the Corrupted	50	50	75	75	75	75	Undead	0
<i>Madness</i>	*	*	*	*	*	*	Undead	0
<i>Hysteria</i>	*	*	*	*	*	*	Undead	0



- Flying Scimitars only appear from terrain objects such as barrels
- Canight the Corrupted is in a separate zone within the dungeon called the

- Madness & Hysteria are minions of Canight and are immune until Canight has been defeated
- Spear Cat only appears in the Cathedral Basement but the zone is so small that they may not appear
- Cathedral Basement monster types: Spear Cat, Succubus, Unholy Corpse, Death Lord, Huntress



PLAINS OF TORMENT

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Gloom	15	180		25	25	180	Undead	0
Misshapen	180	25	180		50	25	Demon	75
Succubus			50	180		180	Demon	75
Unholy Corpse	50	25	180	33	180		Undead	66
Death Lord	25	33	180	33		75		75
Huntress	15			180	180	75		100
Night Lord	35		33	25	120	50	Undead	75
Blood Bringer	150	50	50	50	50	50		100
Specter	?	?	?	?	?	?	Undead	?
The Synthetic One	50	50	75	75	75	75	Undead	20
Canight the Corrupted	50	50	75	75	75	75	Undead	0
Madness	*	*	*	*	*	*	Undead	0
Hysteria	*	*	*	*	*	*	Undead	0



- Canight the Corrupted is in a separate zone within the dungeon called the Pit of Despair
- Madness & Hysteria are minions of Canight and are immune until Canight has been defeated



SANC+UARY OF SIN

Monster	Phys	Magic	Fire	Light	Cold	Poison	Type	Drain
Gloom	15	180		25	25	180	Undead	0
Misshapen	180	25	180		50	25	Demon	75
Succubus			50	180		180	Demon	75
Unholy Corpse	50	25	180	33	180		Undead	66
Death Lord	25	33	180	33		75		75
Huntress	15			180	180	75		100
Night Lord	35		33	25	120	50	Undead	75
Blood Bringer	150	50	50	50	50	50		100
The Stygian Beast	50	50	75	75	75	75	Undead	0
Stygian Horde	50	50	75	75	75	75	Undead	0



- The Stygian Beast is in a separate zone within the dungeon called the Black Abyss
- Stygian Horde monsters are minions of The Stygian Beast



Source of Information on this Page

See PD2's text files (<https://github.com/BetweenWalls/PD2-Singleplayer/tree/main/Diablo%20II/ProjectD2/data/global/excel/modpacks/official>) for updated info when game changes are made. Map affixes are in `MagicPrefix.txt` (<https://github.com/BetweenWalls/PD2-Singleplayer/blob/main/Diablo%20II/ProjectD2/data/global/excel/modpacks/official/MagicPrefix.txt>) and `MagicSuffix.txt` (<https://github.com/BetweenWalls/PD2-Singleplayer/blob/main/Diablo%20II/ProjectD2/data/global/excel/modpacks/official/MagicSuffix.txt>), and map monster info can be determined from `Levels.txt` (<https://github.com/BetweenWalls/PD2-Singleplayer/blob/main/Diablo%20II/ProjectD2/data/global/excel/modpacks/official/Levels.txt>) and `MonStats.txt` (<https://github.com/BetweenWalls/PD2-Singleplayer/blob/main/Diablo%20II/ProjectD2/data/global/excel/modpacks/official/MonStats.txt>). The files are best viewed in table format since they are tab-delineated, so they should be opened with Microsoft Excel (or similar programs) or their text should be copy/pasted into a spreadsheet. For convenience, many of the game's text files are also saved on Google Drive: `D2 Text File Tables` (https://drive.google.com/drive/folders/1kLTpnQ6NWD9G-9dki-4X8T_2CIGDik4o).

If the files in these locations are not updated by others, you can extract them yourself from `pd2data.mpq` (found in *Diablo II/ProjectD2*) using an MPQ editor and D2 listfile (<http://www.zezula.net/en/mpq/download.html>) - the text files will be in `/data/global/excel`.

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This page was last edited on 16 February 2023, at 21:01.

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