

Diablo II: Lord of Destruction – Item Charts – Axes – Maces - Scepters

Abbreviations used in the chart headings:

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

Weapon speeds are listed by Class:




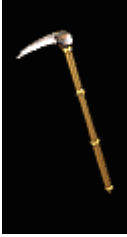
Am=Amazon, **As**=Assassin, **Ba**=Barbarian, **Dr**=Druid, **Ne**=Necromancer, **Pa**=Paladin, **So**=Sorceress

Speed Indicators:

VS=Very Slow, **S**=Slow, **N**=Normal, **F**=Fast, **VF**=Very Fast

Axes

Although considered slow and cumbersome by some, the fearsome power of larger axes is without equal. Axes are found in many different forms, from small single-handed weapons, designed to be quickly swung, to massive, double-bladed versions that can cleave a body in a single blow

Picture	Class	Name	Min-Max Damage	Ch Lvl	Min Str	Min Dex	Rng	Dur	Max Skt	WS	Am	As	Ba	Dr	Ne	Pa	So
	Normal	Hand Axe	1-Hand 3-6	-	-	-	1	28	2	[0]	F	F	F	F	F	F	N
	Exceptional	Hatchet	1-Hand 10-21	19	25	25	1	28	2	[0]	F	F	F	F	F	F	N
	Elite	Tomahawk	1-Hand 33-58	40	125	67	1	28	2	[0]	F	F	F	F	F	F	N
	Normal	Axe	1-Hand 4-11	-	32	-	2	24	4	[10]	N	F	N	N	N	F	N
	Exceptional	Cleaver	1-Hand 10-33	22	68	-	2	24	4	[10]	N	F	N	N	N	F	N
	Elite	Small Crescent	1-Hand 38-60	45	115	83	2	24	4	[10]	N	F	N	N	N	F	N
	Normal	Double Axe	1-Hand 5-13	-	43	-	2	24	5	[10]	N	F	N	N	N	F	N
	Exceptional	Twin Axe	1-Hand 13-38	25	85	-	2	24	5	[10]	N	F	N	N	N	F	N
	Elite	Ettin Axe	1-Hand 33-66	52	145	45	2	24	5	[10]	N	F	N	N	N	F	N
	Normal	Military Pick	1-Hand 7-11	-	49	33	2	26	6	[-10]	F	VF	F	F	F	VF	F
	Exceptional	Crowbill	1-Hand 14-34	25	94	70	2	26	6	[-10]	F	VF	F	F	F	VF	F
	Elite	War Spike	1-Hand 30-48	59	133	54	2	26	6	[-10]	F	VF	F	F	F	VF	F

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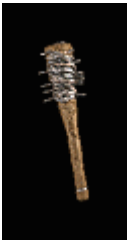

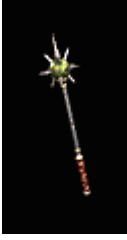

Picture	Class	Name	Min-Max Damage	Ch Lvl	Min Str	Min Dex	Rng	Dur	Max Skt	WS	Am	As	Ba	Dr	Ne	Pa	So
	Normal	War Axe	1-Hand 10-18	-	67	-	3	26	6	[0]	F	F	F	F	F	F	N
	Exceptional	Naga	1-Hand 16-45	25	121	-	3	26	6	[0]	F	F	F	F	F	F	N
	Elite	Berserker Axe	1-Hand 24-71	64	138	59	3	26	6	[0]	F	F	F	F	F	F	N
	Normal	Large Axe	2-Hand 6-13	-	35	-	2	30	4	[-10]	N	N	N	VF	F	F	F
	Exceptional	Military Axe	2-Hand 14-34	25	73	-	2	30	4	[-10]	N	N	N	VF	F	F	F
	Elite	Feral Axe	2-Hand 25-123	42	196	-	3	30	4	[-15]	N	N	N	VF	F	F	VF
	Normal	Broad Axe	2-Hand 10-18	-	48	-	2	35	5	[0]	N	N	N	F	N	F	F
	Exceptional	Bearded Axe	2-Hand 21-49	25	92	-	2	35	5	[0]	N	N	N	F	N	F	F
	Elite	Silver Edged Axe	2-Hand 62-110	48	166 6	65	3	35	5	[0]	N	N	N	F	N	F	F
	Normal	Battle Axe	2-Hand 12-32	-	54	-	2	40	5	[10]	S	S	S	F	N	S	N
	Exceptional	Tabar	2-Hand 24-77	25	101	-	2	40	5	[10]	S	S	S	F	N	S	N
	Elite	Decapitator	2-Hand 49-137	54	189	33	3	40	5	[10]	S	S	S	F	N	S	N
	Normal	Great Axe	2-Hand 9-30	-	63	39	3	50	6	[-10]	N	N	N	VF	F	F	F
	Exceptional	Gothic Axe	2-Hand 18-70	25	115	79	3	50	6	[-10]	N	N	N	VF	F	F	F
	Elite	Champion Axe	2-Hand 59-94	61	167	59	3	50	6	[-10]	N	N	N	VF	F	F	F
	Normal	Giant Axe	2-Hand 22-45	-	70	-	4	50	6	[10]	S	S	S	F	N	S	N
	Exceptional	Ancient Axe	2-Hand 43-85	25	125	-	4	50	6	[10]	S	S	S	F	N	S	N
	Elite	Glorious Axe	2-Hand 60-124	66	164	55	4	50	6	[10]	S	S	S	F	N	S	N

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Maces

These blunt weapons are especially effective against the undead-those who resist the eternal slumber. For this reason, the holy knights of Zakarum are commonly seen brandishing such weapons against these living dead. The Church of Zakarum is rumored to have created scepters of incredible power to be wielded by those that devoutly follow the ways of Light and Virtue.

All Mace Classes give a bonus of +50% Damage to Undead.

Picture	Class	Name	Min-Max Dmg	Ch Lvl	Min Str	Min Dex	Rng	Dur	Max Skt	WS	Am	As	Ba	Dr	Ne	Pa	So
	Normal	Club	1-Hand: 1-6	-	-	-	1	24	2	[-10]	F	VF	F	F	F	VF	F
	Exceptional	Cudgel	1-Hand: 6-21	18	25	-	1	24	2	[-10]	F	VF	F	F	F	VF	F
	Elite	Truncheon	1-Hand: 35-43	39	88	43	1	29	2	[-10]	F	VF	F	F	F	VF	F
	Normal	Spiked Club	1-Hand: 5-8	-	-	-	2	36	2	[0]	F	F	F	F	F	F	N
	Exceptional	Barbed Club	1-Hand: 13-25	20	20	-	2	36	2	[0]	F	F	F	F	F	F	N
	Elite	Tyrant Club	1-Hand: 32-58	42	133	-	2	45	3	[0]	F	F	F	F	F	F	N
	Normal	Mace	1-Hand: 3-10	-	27	-	1	60	2	[0]	F	F	F	F	F	F	N
	Exceptional	Flanged Mace	1-Hand: 15-23	23	61	-	1	60	2	[0]	F	F	F	F	F	F	N
	Elite	Reinforced Mace	1-Hand: 41-19	47	145	46	1	60	2	[0]	F	F	F	F	F	F	N
	Normal	Morning Star	1-Hand: 7-16	-	36	-	2	72	3	[10]	N	F	N	N	N	F	N
	Exceptional	Jagged Star	1-Hand: 20-31	25	74	-	2	72	3	[10]	N	F	N	N	N	F	N
	Elite	Devil Star	1-Hand: 43-53	52	153	44	2	72	3	[10]	N	F	N	N	N	F	N
	Normal	Flail	1-Hand: 1-24	-	41	35	3	30	5	[-10]	F	VF	F	F	F	VF	F
	Exceptional	Knout	1-Hand: 13-35	25	82	73	3	30	5	[-10]	F	VF	F	F	F	VF	F
	Elite	Scourge	1-Hand: 3-80	57	125	77	3	65	5	[-10]	F	VF	F	F	F	VF	F

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Picture	Class	Name	Min-Max Dmg	Ch Lvl	Min Str	Min Dex	Rng	Dur	Max Skt	WS	Am	As	Ba	Dr	Ne	Pa	So
	Normal	War Hammer	1-Hand: 19-29	-	53	-	1	55	4	[20]	S	N	S	S	S	N	S
	Exceptional	Battle Hammer	1-Hand: 35-58	25	100	-	1	55	4	[20]	S	N	S	S	S	N	S
	Elite	Legendary Mallet	1-Hand: 50-61	61	189	-	1	65	4	[20]	S	N	S	S	S	N	S
	Normal	Maul	2-Hand: 30-43	-	69	-	2	60	6	[10]	S	S	S	F	N	S	N
	Exceptional	War Club	2-Hand: 53-78	25	124	-	2	60	6	[10]	S	S	S	F	N	S	N
	Elite	Ogre Maul	2-Hand: 77-106	51	225	-	2	60	6	[10]	S	S	S	F	N	S	N
	Normal	Great Maul	2-Hand: 38-58	-	99	-	3	60	6	[20]	VS	VS	VS	N	S	S	N
	Exceptional	Martel de Fer	2-Hand: 61-99	25	169	-	3	60	6	[20]	VS	VS	VS	N	S	S	N
	Elite	Thunder Maul	2-Hand: 33-180	65	253	-	3	60	6	[20]	VS	VS	VS	N	S	S	N

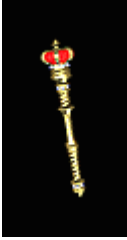


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Scepters

These blunt weapons are especially effective against the undead-those who resist the eternal slumber. For this reason, the holy knights of Zakarum are commonly seen brandishing such weapons against these living dead. The Church of Zakarum is rumored to have created scepters of incredible power to be wielded by those that devoutly follow the ways of Light and Virtue.

All Scepters give a bonus of +50% Damage to Undead.

NOTE: Weapon Speed was only available for Paladin at the time this chart was assembled.

Picture	Class	Name	Min-Max Damage	Ch Lvl	Min Str	Min Dex	Rng	Dur	Max Skt	WS	Am	As	Ba	Dr	Ne	Pa	So
	Normal	Scepter	1-Hand: 6-11	-	25	-	1	50	2	[0]	?	?	?	?	F	F	?
	Exceptional	Rune Scepter	1-Hand: 13-24	19	58	-	1	50	2	[0]	?	?	?	?	?	F	?
	Elite	Mighty Scepter	1-Hand: 40-52	46	125	65	1	50	2	[0]	?	?	?	?	?	F	?
	Normal	Grand Scepter	1-Hand: 8-18	-	37	-	2	60	3	[10]	?	?	?	?	?	F	?
	Exceptional	Holy Water Sprinkler	1-Hand: 14-36	25	76	-	2	60	3	[10]	?	?	?	?	?	F	?
	Elite	Seraph Rod	1-Hand: 45-54	57	108	69	2	60	3	[10]	?	?	?	?	?	F	?
	Normal	War Scepter	1-Hand: 10-17	-	55	-	2	70	5	[-10]	?	?	?	?	F	VF	?
	Exceptional	Divine Scepter	1-Hand: 16-38	25	103	-	2	70	5	[-10]	?	?	?	?	?	VF	?
	Elite	Caduceus	1-Hand: 37-43	66	97	70	2	70	5	[-10]	?	?	?	?	?	VF	?

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