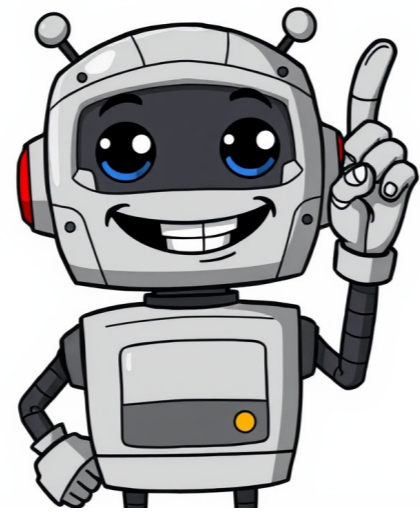


I'm not a robot



























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She can best any foe with her imbued weapons, perform powerful combo attacks, and can augment her arsenal with deadly poisons and shadow magic to slay demons with impunity. 1458 The Druid is a savage shapeshifter, fluidly transforming between the forms of a towering bear or a vicious werewolf to fight alongside the creatures of the wild. He also commands the power of earth, wind, and storm, unleashing nature's wrath to devastating effect. 2448 Necromancers are cunning summoners that conjure vengeful hordes of the undead. Their Essence flows into three powerful bastions of Bone, Blood, or Shadow to bring low their enemies. 3083 Find other players that you can enjoy Diablo IV with 1602 Network with other players, recruit clan or fan community members, and find others to enjoy Diablo IV with. 1556 Share Diablo IV fanart, fan fiction, video content and other media. 309 Discuss the Vessel of Hatred expansion with your fellow wanderers. 710 The Spiritborn, apex predator of the jungle, is poised to strike. Battle with styles and mystical synergies that could only be awakened deep beneath the jungle's canopy. 329 Now that Starcraft 1, Warcraft Orcs & Humans & Warcraft 2 have all been remastered. Are there any chances we might get a Diablo remaster? That is honestly what I have been wanting to play for years. 10 Likes I would bet the odds of them not remastering the original Diablo are fairly low at this point. Why remaster all of the classics except the original Diablo? I'd buy it. I think it'd be neat if it had an optional first person mode. 3 Likes The coding of the original diablo might elude their new generation "talent" so it might not be possible for them 2 Likes Give the devs/coders enough time (and coffee), they can make it happen. My guess is they'd do something very similar to what they did with D2:R... A graphics overlay on top of the original game. They could probably reuse the D2:R graphics overlay engine. 2 Likes I am having a blast playing the new Remastered Warcrafts and I never thought I would play Warcraft 2 Online with people again - Such an absolute blast. At the same time, I really wish for a Diablo 1 Remaster. I could easily sink thousands of hours into it as it is my favorite game of all time. 3 Likes AnimeKitty: The coding of the original diablo might elude their new generation "talent" so it might not be possible for them Diablo 1 and Hellfire's mechanisms have been extensively detailed through documents like Jarulf's Guide, and a significant amount of modders know the inner workings well enough that it's not absurd to see the devs get the info they need to remake the game from scratch or alter it to do what they need to. This doesn't mean that they are going to do the remaster, just that it's unlikely that it's a matter of being capable of doing it. 1 Like There are plenty of Diablo 1 mods that already "remaster" the game, stop simping for blizzard and throwing money on nostalgia. 1 Like Visje100: stop simping for blizzard and throwing money on nostalgia. Said the one who purchased D2:R. Oh the irony. 1 Like It's either that, or Lost Vikings. D1 is still my favorite game, but D2 gets more love from me. Both are like top 3 games for me. Anyways, I'd 100% buy a D1 remaster, and I would LOVE to see the D1 cinematics done up like they did with D2:R. How crazy would that be? 3 Likes Gaul-11645: Are there any chances we might get a Diablo remaster? I guess it's possible just like 2.0 for D2R. Let's dream again for currency tab, removing Sunder charms and Mosaic, immunities rework, melee big rebalance, teleport nerf. D1 remaster, yes please! 3 Likes Kaelos: removing Sunder charms Are you sure you want that? These things enabled so many builds to actually be playable in hell difficulty. Is there something you'd replace them with? Yes to everything else though. 2 Likes Evocarius: Is there something you'd replace them with? No fnk synergies and 1.09 monster health numbers. KosmO: No fnk synergies and 1.09 monster health numbers. I would honestly love to try this. I really dislike how synergies made all of the chance to cast effects, and items with charges worthless. The only CTC effects that are good now, are spells without damage synergies like fade, frozen armor and curses. Does anyone know where I can find data on monster health values pre-1.10?? Evocarius: Is there something you'd replace them with? I also mentioned reworking immunities or even removing them along with nerfing builds damage (maybe by removing synergies as others mention) so game doesn't get too easy. Imo Sunder Charms only enabled Fire builds but there are better ways for that. For example Fire Druid could get a buff of physical damage of these skills. I don't like how Sunder Charms are pretty much only endgame option and doesn't help with early play at all (besides op combo of Blizzard+Cold Mastery+Cold Sunder Charm). Also how Blizz ignored all feedback on forum when everyone here had better ideas for immunities than this. 2 Likes Kaelos: I also mentioned reworking immunities or even removing them along with nerfing builds damage (maybe by removing synergies as others mention) so game doesn't get too easy. I sometimes wonder how the game would be, if synergies were scrapped, monster health buff was scrapped, but we kept all of the other changes that have been made. If your main attack spell only costs 20 points... what do you do with the other 90ish lol. You just spec into all the best skills, and run everything all at once? I can't even fathom how this worked pre 1.10 lol Other than sunders that sounds like all the reason I bought D2R to avoid rather than play on those janky p-serves. Then they patched it into crap. Should have stopped at 2.3. Because you needed a way to hit immunes pre busted items. Also don't forget no insight, and no mana pots in shops. So you actually needed investment in mana and every 30 seconds. There were also WAY less +skills around, so you needed more investment than just 1 point wonders then slap on 17+ to skills. 1:10 was the 3rd worst thing to happen to D2... right behind Mosaic and Sunders. 1 Like Jhaerik: There were also WAY less +skills around, so you needed more investment than just 1 point wonders then slap on 17+ to skills. Oh wow... that's the key. That's it right there. That's where your skill points go. All the 1 point wonders wouldve needed at least 10, but probably more. I really like this. Gives you more control over your build, and more options. My clay golem has like 7000hp. Because of + skills, he only cost me 3 skill points. To get a golem like that without +skills would be a 30 skill point investment. And that's foregoing any "summon resist". Wow I'm blown away... I actually am a big fan of this. Why the HELL did they change it. Now I'm disappointed lol Page 2 Evocarius: If your main attack spell only costs 20 points... Its around 50pts+ in many builds Sor 20main + 20mastery + pre req skills Barb 20main + 20mast + BO Pala/Hdin 20BH/main 20Conc/aura Ppl would,just play more complex hybrid builds as intended and use more skills depends of the situation. 2 Likes Evocarius: I really like this. Back then, Silks of the Victor was the only armour w/ skills. And irc the Signon's shields were the only option there. People were looking for those in the very beginning. Until the first folks found out the power of FC. Getting to the best breakpoint became the new craze then. FC SF + FO was t3h 1337 5h17 for sorcs. How would you enjoy running around in Silks, carrying a Sigon's shield? 2 Likes I like how a Diablo 1 remaster topic turned into complaining about D2R. In any case, would be really cool if they did. Give it a proper quest system in multiplayer and turn off friendly fire unless the hostile option is clicked. Those are the biggest problems with D1 in my opinion. 3 Likes We on the topic of a D1 remaster, a lot of people forget that D1 also already had a console port that offered split screen coop. So there is that also. Been ages, but from what I remember at the time I actually preferred the PS1 version to the PC version. Orcinus: How would you enjoy running around in Silks, carrying a Sigon's shield? Haha, in current d2r, if I'm wearing that, I better be in nightmare difficulty, working my way up. In a different d2 where a skill having 20-25 points in it is considered good, and lower monster hp values, I'd be okay with it. (Or id at least like to try it anyway. I do like the massive amount of unique items that were added with 1.10. Makes treasure hunting a lot of fun.) sounds like characters were much less gear dependant back then. Jhaerik: We on the topic of a D1 remaster, a lot of people forget that D1 also already had a console port that offered split screen coop. So there is that also. Been ages, but from what I remember at the time I actually preferred the PS1 version to the PC version. What a gem this was on the ps1. Wish the n64 coulda had it too. Cartridge limitations were a thing sadly, I had a blast playing it with my father at the time. We did a playthrough each coop cycling roles of Rogue/Warrior/Sorc. 1 Like 3 Likes Don't be starting the hype train before the tracks are laid... But yeah that date would make sense. It also makes it more clear why they decided to add Diablo 1 to their store recently. 3 Likes I just hope if they do, they make sure it's still possible to mod the game. Considering they released the Warcraft Remastered Versions for the 30th Anniversary. December 2026 would make sense for Diablo 1 30th Anniversary. That's so far away though, I wish they would release it sooner. Lets just hope that if it will get remaster the art wont be censored like they did on d2r This day in age? Yeah right. Like they're going to upscale the Succubus with a 4K model with her bosom hanging out. Can't have young whippersnappers eyeballs dangling from their sockets. Imagination goes a long way "upscaling" the image in our minds. 1 Like It's 2024 they'll likely give it a beard. 2 Likes What really ticks me off about the whole "Male Gaze" thing is that the "Female Gaze" is VERY real and is just as if not more prevalent. I could come up with a dozen examples just from my own life, but here's a couple good ones- 22 years ago I was doing PC Tech Support at a large local hospital. One of the departments had only women working there. At one point, someone put up a life-sized cardboard cutout of a popular male Baseball player. Some Wit had taped a large red "Heart" symbol on his crotch. Very Classy. Even 22 years ago, imagine the Firestorm of Offended Screaming that would have generated if a bunch of Guys had done the same with some Female. It would not have surprised me if someone got suspended or even lost their job. It was standing there, right near the entrance to the office, in full view of everyone, for 3 months. Back in '93, in College, I was working out one night & the gym was very hot, so I took my shirt off. On the way out, I came within literal inches of colliding with a Buddy's Girlfriend. When she stepped back & looked at me, her eyes went Dinner-Plate-Wide & she loudly exclaimed, "KYLE! Oh my GOD! You're HUGE!" Nice to be complimented by a pretty Girl 'n all, but wiping the drool off me made it more than a bit disturbing. Later that night, as I considered the situation, I thought what would have happened if our roles were reversed- If I had loudly exclaimed how HAWT some Guy's Girlfriend was. I'm sure in days my Rep as a disrespectful creeper would have been set in stone. In this day & age? Suspension, mandatory "Sensitivity" classes? Who knows. It's the hypocrisy that's infuriating. I try to not let people get away with that nonsense whenever possible. It already exists and is called DeviationX. Controller support better than D2R. 1 Like That's a great mod indeed, and I hope that if they do decide to remaster the game, they make sure not to forbid this kind of mod (or they make sure that almost all of the functionalities are available without needing to use it). I also would hate if they made the remaster without having the expansion available too (there are 3 extra classes in it that offer a variety of interesting gameplay). This would be dope. It is about time this happened Gaul-11645: Now that Starcraft 1, Warcraft Orcs & Humans & Warcraft 2 have all been remastered. Are there any chances we might get a Diablo remaster? Maybe not from blizzard, but there's a source port out there, DeviationX. The community can take care of the rest. 1 for one am really hoping that Diablo 1 is next. I would pay good money for that. Category Topics Discuss all things Diablo IV with fellow PC-based wanderers. 84211 Discuss your feedback on PTR content, your experience playing the PTR. 370 Find an in-game bug on PTR? Help us squash it by reporting it here! 100 Discuss your experiences while playing hardcore mode. 1013 The Barbarian has unparalleled strength and expertly wields an entire arsenal in battle, with a weapon for every occasion. He bellows intimidating war cries and unleashes ground-shaking slams to send approaching hordes reeling. 2596 Find an in-game bug on PC? Help us squash it by reporting it here! 44156 Share issues that prevent you from launching, installing, or staying connected to Diablo IV. 12914 Discuss your experiences relating to items and crafting in Diablo IV 2599 Find an in-game bug on Console? 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She relies on magic prowess to enhance her significant martial abilities. 286 A member of an ancient Vizjerei order founded to hunt down mages gone rogue, the Assassin is a martial arts expert who uses deadly traps and shadow disciplines to vanquish evil. 213 A nomadic wanderer, the Barbarian combines brawn and ruggedness with a mastery of weapons, using devastating mele attacks along with war cries to boost his allies—or demoralize his enemies. 351 A keeper of the wilds, Druids can shapeshift into vicious werewolf and wearbear forms, command animal companions, and release primal spells of earth, fire, wind and cold to catalytic effect. 262 A Necromancer's dominion over life and death grants this grisly apothecary the ability to summon skeleton armies and golems, and to unleash baneful poison, curse, and bone skills upon his foes. 278 A Paladin's faith is his weapon and his shield. Exuding powerful auras, the Paladin combines martial prowess with protective enchantments to redeem the land and send demons back to the abyss. 243 Commanding the elements, the learned Sorceress dispatches enemies from afar with calculated blasts of fire, cold, and lightning spells—invaluable skills against the armies of the Burning Hells. 308 Find an in-game bug? Help us squash it by reporting it here! 12281 Found an in-game bug while playing Diablo II: Resurrected on console? Report it here! 2072 For issues installing/patching/connecting to Diablo II: Resurrected or crashes. 5354 Discussion for Diablo II (2000) and Diablo II: Lord of Destruction (2001). 859 For console issues installing/patching/connecting to Diablo II: Resurrected or crashes. 693 Post issues that prevent you from installing, launching, or staying connected to Diablo II: Resurrected. 7762 356 2184 Category Topics 19790 538 Looking for a new clan or community, or want to recruit for your own? 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