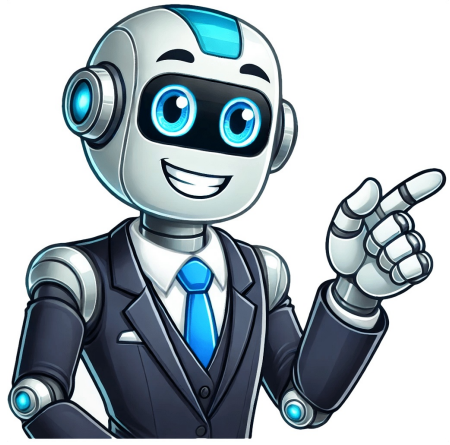


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A screenshot of the Diablo III beta.

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HowLongToBeatDiablo III NewsLow More 2012 action role-playing video game2012 video gameDiablo IIIDeveloper(s)Blizzard Entertainment[a]Publisher(s)Blizzard Entertainment[Director(s)]Jay WilsonProducer(s)Alex MayberryDesigner(s)Kevin MartensDavid M. AdamsProgrammer(s)Jasson RegierArtist(s)Christian LichtnerWriter(s)Chris MetzenComposer(s)Russell BrowerDerek DukeEdo GuidottiLaurence JubereJoseph LawrenceGlenn StaffordSeriesDiabloPlatform(s)Microsoft WindowsOS XPlayStation 3Xbox 360PlayStation 4Xbox OneNintendo SwitchReleaseWindows, OS XMay 15, 2012PlayStation 3, Xbox 360September 3, 2013PlayStation 4, Xbox OneAugust 19, 2014Nintendo SwitchNovember 2, 2018Genre(s)Single-player, multiplayerDiablo III is a 2012 online-only action role-playing dungeon crawling game developed and published by Blizzard Entertainment as the third installment in the Diablo franchise. It was released for Microsoft Windows and OS X in May 2012, PlayStation 3 and Xbox 360 in September 2013, PlayStation 4 and Xbox One in August 2014, and Nintendo Switch in November 2018. Set 20 years after the events of Diablo II, players control one of seven character classes – Barbarian, Crusader, Demon Hunter, Monk, Necromancer, Witch Doctor, or Wizard – and are tasked with defeating Diablo. An expansion pack, Reaper of Souls, was released for PC in March 2014. It was released for consoles as part of the Diablo III: Ultimate Evil Edition version in August 2014. The Rise of the Necromancer pack was released for Windows, macOS, PlayStation 4 and Xbox One in June 2017, Diablo III: Eternal Collection, combining Reaper of Souls and Rise of the Necromancer, was released for PlayStation 4 and Xbox One in June 2017, and for the Nintendo Switch in November 2018. The game received positive reviews, although its always-on DRM feature was criticized. The game set a new record for "fastest-selling PC game" by selling over 3.5 million copies in the first 24 hours of its release, and became the best-selling PC game of 2012 by selling over 12 million copies. As of August 2015, the number of sales had grown to over 30 million. A sequel, Diablo IV, was announced in 2019 and was released on June 5, 2023. Much like Diablo and Diablo II, Diablo III is an action role-playing game with fast-paced real-time combat and an isometric graphics engine. The game utilizes classic dark fantasy elements and players assume the role of a heroic character charged with saving the world of Sanctuary from the forces of Hell. Many role-playing elements are present, such as choosing a character class, gaining experience and leveling up, and acquiring more powerful equipment. The quality and attributes of equipment are randomized. In addition to base stats (such as damage and attack speed for weapons or armor points on armor) higher-quality items have additional properties such as extra damage, attribute bonuses, bonuses to critical hit chance, or sockets, which allow items to be upgraded with a gem. Magic-quality items have up to three random properties, rare-quality items have up to six, and legendary-quality items typically have up to eight with varying degrees of randomness. Set items are a subtype of legendary items which provide additional, cumulative bonuses if multiple items from the same set are equipped at once. Higher level monsters tend to drop higher level items, which tend to have higher base stats and bonuses.[1] The proprietary engine incorporates Blizzard's custom in-house physics, and features destructible environments with an in-game damage effect. The developers sought to make the game run on a wide range of systems without requiring DirectX 10.[12] Diablo III uses a custom 3D game engine[3] in order to present an overhead view to the player, in a somewhat similar way to the isometric view used in previous games in the series.[2] Enemies utilize the 3D environment to their advantage, such as crawling up the side of a wall from below into the combat area.[4] As in Diablo II, multiplayer games are possible using Blizzard's Battle.net service.[5] With many of the new features developed for StarCraft II also absorbing in Diablo III.[2] Players are able to drop out of sessions and co-operate with other players.[6] Unlike its predecessor, Diablo III requires players to be connected to the internet constantly due to their digital rights management policy, even for single-player games.[7] An enhanced quest system, a random level generator, and a random encounter generator are used in order to ensure the game provides different experiences when replayed.[8] Unlike previous iterations, gold can be picked up by touching it, or coming within range (adjusted by gear) rather than having to manually pick it up. One of the new features intended to speed up gameplay is that health orbs drop from enemies, replacing the need to have a potion bar. The latter is replaced by a skill bar that allows a player to assign quick bar buttons to skills and spells; previously, players could only assign two skills (one for each mouse button) and had to swap skills with the keyboard or mousewheel. Players can still assign specific attacks to mouse buttons.[9] Skill runes, another new feature, are skill modifiers that are unlocked as the player levels up. Unlike the socketable runes in Diablo II, skill runes are not items but instead provide options for enhancing skills, often completely changing the gameplay of each skill.[10] For example, one skill rune for the Wizard's meteor attack reduces its arcane power cost, while another turns the meteor to ice, causing cold damage rather than fire. Diablo III's inventory and HUD retain a feel similar to that found in earlier games in the series, including a viewpoint reminiscent of the isometric view of Diablo II's predecessors. The inventory has sixty slots for items. Armor and weaponry each occupy two slots and all other items each occupy one slot.[11] It can also be expanded to include details about the character's attributes. Diablo III's skills window, depicting the abilities of the wizard class Diablo II gives players the choice to make hardcore characters.[12] Originally, players are required to first level up a regular character to level 10 before they have the option to create new Hardcore characters.[13] Hardcore characters cannot be resurrected; instead they become permanently unplayable if they are killed. Hardcore characters are separately ranked and they can only form teams with other hardcore characters. After dying, the ghost of a hardcore character can still chat. Their name still shows up in rankings, but the character cannot return to the game. If the hardcore character reached level 10 before dying, it can be placed in the Hall of Fallen Heroes.[14] Artisans are non-player characters (NPCs) who sell and craft items. Two types of artisans can be introduced by completing a quest for each: Haedrig Eamon the Blacksmith and Covetous Shen the Jeweler. The Reaper of Souls expansion introduced the Mystic artisan, who can replace individual item enchantments and change the physical appearance of items. Artisans create items using materials the player can gather by scrapping acquired items and reducing them to their component parts. These materials are used to create items with random bonuses. Unlike in Diablo II, rare and magic items can also be enhanced rather than just basic weaponry and armor. Crafting can be used to train and improve the skills of the artisans rather than create new items. When artisans gain new levels, their shop reflects their higher skill level. The process of salvaging items into materials also makes inventory management easier. Blizzard stated that this crafting system was designed so that it would not slow down the pace of the game.[15] Followers are NPC allies that can accompany the player throughout the game world. There are three followers in Diablo III: Kormac the Templar, Lyndon the Scoundrel and Eirena the Enchantress, who each possess their own skills and background.[16] As followers fight alongside the player, they gain new experience, skills, and equipment as they level up. Only one follower accompanies the player at a time, creating a gameplay strategy decision. Originally, followers were only going to appear in Normal mode; however, Jay Wilson stated at BlizzCon 2011 that followers would continue to be usable in later difficulty levels.[17] On August 1, 2011, it was reported that Diablo III would feature two types of auction houses: one where players spend in-game gold and another where players could buy or sell virtually items for real-world money.[18] The real-money auction house was not available in Hardcore mode.[19] Prior to release, Blizzard stated that nearly everything that drops on the ground, including gold, could be traded with other players either through the auction house system. Aside from certain items bound on account items such as the Staff of Herding needed to access the Whimsyshire Easter egg, Blizzard stated there would be very few items that would be bound to a particular character and therefore untradeable.[19] In order to get rated in South Korea, Blizzard had to remove the real-money auction house from the Korean release of the game as the auction house violated Korean anti-gambling laws.[20] In the gold-based auction house, a flat fee of 15 percent was taken from the final sale price of an auction. The real-money auction house fees were US\$1, €1 or €1 (or equivalent) for equipment (weapons and armor) and a 15 percent fee for commodity auctions, which included items like crafting materials, blacksmith and jewelcrafting plans, and gold exchange. There was an additional 15 percent "cashing-out" fee from proceeds gained selling items in the real-money auction house.[21] While the gold-based auction house was available to any player regardless of which region they play in, the real-money auction was restricted to players on their home region. If they used the global play option to play in a different region, they would not be able to access the real-money auction house.[22] The real money auction house was opened on June 12, 2012 (June 15 in the Americas). In March 2013, former Diablo III game director Jay Wilson stated that he felt the existence of the auction houses "really hurt" the game. "I think we would turn it off if we could," Wilson said during his talk. But the solution is "not as easy as that".[23][24][25] On September 17, 2013, Blizzard stated that both the gold and real-money auction houses would be shut down on March 18, 2014.[26] Players had until June 24, 2014, to claim gold and items from the completed tab on the auction house interface.[27] During a panel discussion at the Portland Retro Gaming Expo in 2022, Jay Wilson stated that the delay in shutting down the auction houses was due to legal issues that could potentially follow, since the feature was being advertised on the retail packaging of the game. According to Wilson, the company "took a long time to try and work out all the legal issues" prior to removing the auction houses from the game.[28] Player versus player combat (PvP) was added to Diablo III in a limited form with the 1.0.7 patch on February 13, 2013. The Brawling system provides a free for all arena where two characters can fight and each other as long as they like, but without any character damage being inflicted on either side. The arena is a 100x100 grid. Players can choose from their existing characters, with access to the gear and skills they have gathered from playing the game in single-player or cooperative mode. PvP content for Diablo III had been discussed throughout the game's development, but on March 9, 2012, Blizzard announced that PvP had been delayed and would not be included with the game's release.[30] Lead designer Jay Wilson said in a post on Battle.net that the PvP Arena system would arrive in a post-release patch; it would include multiple Arena maps with themed locations and layouts, PvP-centric achievements, and a quick and easy matchmaking system. On December 27, 2012, Blizzard announced that the Arena mode was canceled, because it did not have enough depth. Instead a simple PvP system would be added for the time being. [31] That PvP mode was initially named Dueling, and was renamed to Brawling before release.[32] Although the PvP systems initially outlined were not released, Blizzard stated that they would add other full-featured PvP systems in a free future content patch. In a May 2013 interview, Diablo III developer Wyatt Cheng stated that the development team was looking to see how the Brawling Pv Evolves, while they "continue to work on figuring out something more objective-based." [33] There are five available character classes from Diablo II, one more from the Reaper of Souls expansion, and another from the Rise of the Necromancer DLC pack (which requires Reaper of Souls) for a total of seven character classes.[34][35][36] In Diablo III players may choose the gender, in contrast to the previous two games where each class had a fixed gender.[4] The Barbarian (voiced by Dorian Harewood and Athena Karkanis) was initially the only returning class from Diablo II, and according to Jay Wilson the original backstory (since discarded) envisioned the male the same character from Diablo's second 20 years after the events of the game. The Barbarian have a variety of ranged skills, the Barbarian is able to windwind through swamps, leap across ravines, crush up enemies using a grapple and grapple enemies into the air. The Barbarian can also use a variety of weapons, including a variety of combat skills at its disposal based on physical prowess, and typically wields a shield and an associated weapon (typically a flail). The Crusader has eclectic mix of abilities, including movement abilities to move into the thick of battle, close-quarters attacks that dispose of many nearby enemies, and many more. The resource used by the crusader is wrath, which is generated through attacking enemies, getting attacked by enemies, and using certain abilities. The Necromancer (voiced by Ioan Gruffudd and Eliza Jane Schneider) is a death-themed spellcaster, available as downloadable content for Reaper of Souls. Described as a "reimagining" of the previous incarnation seen in Diablo II, the necromancer specializes in controlling the dead, be it by summoning minions, reviving dead enemies temporarily or using their corpses as a medium to their magical powers, while using blood magic to power their offensive and defensive abilities. While the Diablo II necromancer spells could summon a minion for every corpse potentially enabling them to raise a large army (which was infamous for lagging performance), Diablo III's necromancer summoning spells have much lower maximum numbers of minions. The resource used by the necromancer is essence, which is generated through attacking enemies with their primary skills. Compared to the other summoning class, while the witch doctor's lighthoused "creepy crawlies" summons of spiders and snakes, the necromancer has a "grim, visceral and dark" design around blood, bone and corpses.[36][43] The Archivist class was presented on April 1, 2009, following in Blizzard's April Fool's Day joke tradition.[44](better source needed) The game takes place in Sanctuary, the dark fantasy world of the Diablo series, twenty years after the events of Diablo II. Deckard Cain and his ward Leah are in Tristram Cathedral (the same cathedral that was the setting of Diablo) investigating ancient texts regarding an ominous prophecy. A mysterious star falling from the sky strikes the temple, creating a deep crater into which Deckard Cain disappears. Act I The Nephalem (the player's character) awakens in the Crystal Arch, the southern town of New Tristram, to investigate the fallen star. They accompany Leah to the cathedral to learn the truth about the star. The only way to the fallen star is to defeat the Skeleton King (who was once called King Leoric). The Nephalem defeats him and finds a stranger where the fallen star landed. The stranger's only memory is of a sword that shattered into three pieces as he fell. The Nephalem recovers two of the sword pieces. But Maghda, leader of the Dark Coven, recovers the third piece, and tries to make Cain repair the sword. Leah, however, kills the cultists with a surge of magical power, forcing Maghda to attack Cain fatally and flee with the stranger. Before dying, Cain repairs the sword and discovers it to be of angelic origin, and tasks the Nephalem with returning it to the stranger. After freeing the stranger from the Butcher in the dungeons beneath Reiar's manor and returning the sword, the stranger's memories are recovered, and it is revealed that he is the Archangel Tyrael, the Aspect of Justice. Disgusted with his fellow angels' unwillingness to protect humanity from the forces of Hell, Tyrael cast aside his divinity to become a mortal and warn Sanctuary about the arrival of the demon lords. Act II The Nephalem, Leah, and Tyrael travel to the city of Caldeum. The Nephalem leaves to track down Maghda. At the Khasm Outpost, demons in service to Belial, the Lord of Lies, have imprisoned and replaced the guards. When the Nephalem freed them, they reclaim the outpost and the Nephalem is given access to Alcamurus, then fights and kills Maghda. The Nephalem then returns to Caldeum to rescue Leah from Belial's forces, disguised as the guards of the young Emperor Hakan II, after which they escape into the city sewers. Leah reveals that her mother, Adria (the witch of Tristram from the original game), is still alive. The Nephalem aids Leah in rescuing Adria from her imprisonment in the sewers. Adria reveals that the key to stopping the forces of Hell is the Black Soulstone, crafted by the renegade Horadrim Zoltan Kulle, which has the power to trap the souls of all seven of the Lords of Hell. Leah explains that Kulle was slain before he could complete the stone, and that his severed head was sealed away. Adria instructs the Nephalem to find the head. After the head is retrieved, Leah revives the ghost of Zoltan Kulle, who agrees to deliver the Black Soulstone if the Nephalem helps him restore his body. Leah brings Kulle back to life. The Nephalem is then led into the archive's inner sanctum where the Black Soulstone is located, but is forced to defeat Kulle when he tells the Nephalem to abandon his quest. Upon returning to Caldeum, the Nephalem finds the city under attack by Belial's forces. Leah and Adria fight their way to the palace with the Nephalem, revealing Belial as having taken the form of the Emperor to deceive them, and defeat him. Leah then traps Belial's soul within the Black Soulstone, freeing Caldeum. After which she has a vision of Azmodan, the Lord of Sin and now sole remaining Lord of Hell, who is invading Sanctuary from the crater of Mount Arreat (destroyed by Tyrael in Diablo II: Lord of Destruction). Act III The Nephalem travels to Bastion's Keep with Tyrael, their followers, Leah and Adria only to find it under attack by Azmodan's army. Tyrael instructs the Nephalem to aid the defenders. With that done, the Nephalem enters the stronghold, where Azmodan's forces have breached the lower levels, defeating the demon Ghom, the Lord of Gluttony. The Nephalem then destroys Azmodan's siege weapons before traversing the crater of Arreat, defeating Azmodan's consort Cydrea, the Maiden of Lust, before finally defeating Azmodan within the mountain's shattered core. Leah seals Azmodan's soul within the Black Soulstone. They return to Bastion's Keep, but find that Adria has betrayed them. Adria reveals she has been serving Diablo, the Lord of Terror, from the beginning. Adria uses the Black Soulstone to resurrect Diablo while forcing Leah to serve as his vessel. With all the souls of the Lords of Hell now within him, Diablo becomes the Prime Evil, and begins an assault on the High Heavens. Act IV The Nephalem and Tyrael arrive at the High Heavens to find that it is already under attack. Imperius, the Aspect of Valor, blames the Nephalem and Tyrael for their downfall, causing Tyrael to give in to despair. However, the Nephalem remains determined to fight. The Nephalem meets Itherael, the Aspect of Fate, who instructs the Nephalem to rescue Aurel, the Aspect of Hope. Returning hope to the forces of Heaven, the Nephalem is then instructed by Aurel to seek the Hell Rifts. After this is done, the Nephalem finds Tyrael, who has overcome his despair and attempts to stop Diablo from reaching the Crystal Arch, the southern town of New Tristram, to investigate the fallen star. 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