

GAMER GUIDE

DIABLO IV LORD OF HATRED EDITION



Face Mephisto to cleanse the world of Sanctuary.



WHAT IS DIABLO 4 LORD OF HATRED?

Lord of Hatred is the second Diablo 4 expansion from developer Blizzard Entertainment, released on 28 April 2026 for PC, Xbox One, Xbox Series X/S, PS4, and PS5. Diablo IV is the fourth mainline entry in the iconic franchise, excluding the mobile spin-off Diablo Immortal.

The iconic Action Role-Playing Game (ARPG) has gone from strength to strength, first with its initial release (5 June 2023), followed by the well-received Vessel of Hatred (8 October 2024), and now the critically acclaimed Lord of Hatred.

Nephalem who purchase the expansion can embark on their hack-and-slash journey to a new region, while testing their might as one of their favourite classes. The expansion adds two more classes to the demon-slaying roster, in the form of the Paladin and Warlock.

The developer made major improvements and updates to the item system, overhauled the endgame experience, and created new activities and features. As players hunt for items aplenty, destroying packs of elite enemies for explosions of loot, the itemisation system holds up well for creative and powerful builds. The major Skill Tree rework includes new skill variants for every class, along with an increase in the level cap from 60 to 70.

In this Lord of Hatred guide, gamers will learn about the new region and both new classes before we dive into the new gameplay mechanics such as the Horadric Cube, the Talisman system, and endgame War Plans.



EXPLORE SKOVOS & SLAY HATRED

In Lord of Hatred, players wander into Skovos, a never-before-seen region in the world of Sanctuary. Skovos is the final battleground, setting the stage for a thrilling conclusion to the era of Hatred for the Diablo franchise.

There are dozens of side quests to discover, and a nail-biting main quest to complete. As players explore Skovos, they'll find environmental storytelling aplenty, accompanied by in-your-face cinematics that are both horrifying and intriguing.

In Diablo lore, Skovos is the birthplace of the first civilisation of Sanctuary, a place once home to the angel Inarius and the Mother of Sanctuary, Daughter of Hatred...Lilith! When players set foot on Skovos, however, it is ruled by The Oracle and Amazon Queen.

There are sunken lands in the middle of Skovos, with forests to the east and volcanic lands beckoning to the west. With sinister cultists roaming the lands, new monsters to fight, and dungeons to explore, Skovos has everything a Diablo fan desires. You'll meet old faces, with many storylines getting the bow-and-ribbon treatment before the credits roll.

Going into more detail about the story and what makes Skovos tick would be considered spoilers, so we'll just say this: Lord of Hatred delivers arguably the best campaign in franchise history, rivalling the original and Diablo 2 Lord of Destruction.

PRO TIP

Don't believe the loading screens...there is, in fact, a secret cow level to discover in Lord of Hatred!



PLAYING AS THE PALADIN

May the light guide your hand...if you are playing as one of Lord of Hatred's new classes, the Paladin. This mighty holy warrior is perfect for those who want to become a near-unkillable machine that smites their enemies with vigour.

The Paladin uses Faith as its primary resource to cast core skills, while building Faith is a simple matter of using a basic skill such as Holy Bolt on enemies. You'll excel at close-range and mid-range combat, donning heavy armour, shields, maces, and importantly, your preferred Oath.

Oaths are the Paladin's primary class mechanic. These doctrines alter resource generation, skill interactions, defensive mechanics, and more. In essence, Oaths establish the base of your character's build.



PLAYING AS THE PALADIN

Oath Type	Core Mechanics & Buffs	Primary Skill Interactions	Target Playstyle & Archetype
Zealot	Generates Fervor stacks on skill cast; critical hits echo 25% damage per Fervor stack. Fortifies at max stacks.	Zeal, Clash, Advance, Red Sermon Unique	High-speed, aggressive melee attack speed pressure.
Juggernaut	Consumes 8 Resolve stacks to grant 60% increased skill damage and 20% skill size. Sets minimum Resolve to 1.	Shield Bash, Shield Charge, Aegis, Fortress	Tank/retaliation frontline; converts block and armour into offence.
Judicator	Basic skills apply Judgement; Core skills detonate marks for 181% weapon damage; targets take up to 80% more damage.	Blessed Hammer, Blessed Shield, Spear of the Heavens.	Methodical AoE pack clearing; mark-and-detonate execution.
Disciple	Cooldown skills grant Arbiter Form for 4.5s; grants Wing Strikes and 50% increased Disciple skill damage.	Holy Light Aura, Falling Star, Arbiter of Justice.	Transformation and aura-focused caster/support hybrid.



PLAYING AS THE PALADIN

In the Paladin's expansive Skill Tree, and in your Paragon Board at max level, you'll notice four keywords consistently pop up. These form the basis of how class mechanics function.

We've got:

Resolve:

A defensive stacking mechanic that reduces incoming damage by 20% while active, though stacks degrade when taking direct hits unless protected by specific Oath passives.

Judgement:

An offensive marking mechanic applied by specific abilities; marks detonate after a short delay or via follow-up attacks, amplifying target damage taken by up to 80%.

Fervor:

A stacking attack speed and critical strike buff that echoes attack damage across nearby targets.

Retribution:

A Thorns-adjacent block interaction causing successful blocks to deal wide-area Holy damage.

With an overview of how the Paladin class functions in Diablo 4 Lord of Hatred, we can move on to a beginner build that will help you barrel through Skovos in record time!



BEST PALADIN BUILD FOR BEGINNERS

Fans of the Diablo franchise might instantly recognise our recommendation for beginners as the Hammerdin. In Lord of Hatred, we call it the Arbiter Hammerdin build, perfect for levelling. It combines the power of Blessed Hammer with the Arbiter of Justice for a super-fast experience with massive AoE (Area of Effect) potential.

The gameplay loop will see players keep up their Arbiter of Justice buff as much as possible, cycling through Disciple Skills such as Condemn and Falling Star so those holy wings of death just keep on hitting.

At level 15, you'll choose the Disciple Oath to properly activate this build. Check out an overview of the Arbiter Hammerdin build below, focusing on significant skill milestones and which ones you should max out first while levelling to 70.



BEST PALADIN BUILD FOR BEGINNERS

Level / Milestone	Skill Choice	Additional Details
Level 10	Rally (Temporary)	Used as an early filler skill. Drop this at Level 15.
Level 15	Disciple Oath + Condemn	Unlocks wing zapping via Disciple Oath. Swap Rally for Condemn.
Level 25	Arbiter of Justice	Unlocks Arbiter Form and associated passive nodes.
Active Skill Bar (Lvl 30+)	Holy Bolt	Primary Faith generator and source of Vulnerability.
	Blessed Hammer	Primary Faith spender & high AoE damage output. (Max 1st)



BEST PALADIN BUILD FOR BEGINNERS

Level / Milestone	Skill Choice	Additional Details
Active Skill Bar (Lvl 30+)	Fanaticism Aura	Boosts Critical Hit Chance and Attack Speed. (Max 2nd)
	Defiance Aura	Grants substantial Armor and Resistance toughness. (Max 3rd)
	Condemn	Triggers Disciple Oath, grants Movement Speed, and applies Weaken.
	Falling Star	Mobility tool; cooldown resets upon killing Vulnerable enemies. (Max 4th)

Items form a huge part of your build. The best-in-slot items for each build change over time. We recommend experimenting with different Set Charms, Glyphs on your Paragon board, and Legendary Aspects to find the best synergies, and ensure you stay up-to-date with the latest seasonal mechanics.



BEST PALADIN BUILD FOR BEGINNERS

As a baseline, here are the recommended Legendary Aspects for the Arbiter Hammerdin build, and the slots they should go into.

Slot	Legendary Aspect	Slot	Legendary Aspect
Helm	Aspect of Might	Amulet	Aspect of Tyrael's Jurisdiction (+50% Bonus)
Chest	Aspect of the Fortress	Ring 1	Aspect of Holy Punishment
Gloves	Aspect of Lagera's Sovereignty	Ring 2	Aspect of Celestial Strife
Pants	Aspect of the Disciple	Weapon	Aspect of Ascension
Boots	Wildbolt Aspect	Offhand	Aspect of Utmost Glory

Endgame uniques to look for include Judgement of Auriel (Amulet), Argent Veil (Ring), and Temerity (Pants). Mythic Uniques include Herald's Morningstar (Weapon), Tyrael's Might (Chest), Harlequin's Crest (Head), and Ring of the Starless Skies (Ring).



COMMAND THE POWER OF THE WARLOCK

The second new class in Diablo 4's Lord of Hatred expansion is the Warlock, a master of forbidden knowledge. Warlocks use their knowledge of the Burning Hells and demons to tear open the veil between worlds. They bind demonic forces to their soul, wielding the power of the Burning Hells without succumbing to it, at least not completely.

The Warlock is a Willpower-based class, using a unique dual resource system with Wrath and Dominance.

Wrath:

Serves as the primary resource for direct offensive spellcasting, including Hellfire and Abyss abilities such as Hell Fracture, Bombardment, and Blazing Scream. Wrath generates over time and via Basic skill attacks.

Dominance:

Governs the summoning, maintenance, and tactical manipulation of demonic minions. Spending Dominance allows the Warlock to manifest Greater Demons or issue high-impact minion commands.

Once you reach level 30, you'll unlock the Warlock's primary class mechanic, Soul Shards. Soul Shards, which boast customisable Soul Fragments, permanently bind a Greater Demon to your character and define your core build.

Soul Shard	Greater Demon	Gameplay Mechanics	Key Keywords & Synergies
Legion	Ae'grom	Swarm Summoner: Maximises temporary minion counts (Vile Children/Fallen); uses demons as explosive ordnance.	Eviscerate: Converts target bleed values into instant physical damage bursts.
Vanguard	Abodian (Fiery Steed)	Metamorphosis: Transforms the Warlock directly into Demonform; grants Life, armour, and surrounding fire aura damage.	Demonform / Volatility: Empowers Hellfire skills and scales damage on kill.



COMMAND THE POWER OF THE WARLOCK

Soul Shard	Greater Demon	Gameplay Mechanics	Key Keywords & Synergies
Mastermind	Laalish	Shadow Controller: Operates from Shadowform; commands Laalish to weaken, stealth, and execute low-health targets.	Shadowform / Hex: Grants Unhindered, Stealth on movement, and missing-HP multipliers.
Ritualist	Vollach (The Fallen One)	Pure Hellfire Caster: Siphons life from Vollach to empower raw spellcasting, bypassing minion combat entirely.	Hex / Volatility: Stacks Hex up to 4 times for echo explosions and Overpower.

Experiment with the different Greater Demons the Warlock has access to. Finding one that complements your playstyle is key to having a great time in Sanctuary. The Warlock can seem complicated at first, so if you want to follow a powerful levelling build, we've got you covered!



BEST WARLOCK BUILD FOR BEGINNERS

Nephalem can start their journey through Sanctuary as the Warlock with our Dread Claws levelling build. This build focuses primarily on buffing Cascading Dread Claws as much as possible.

Choosing the Mastermind Shard gives players a tonne of extra damage when generating Shadowform from Summon Laalish or Nether Step, while Terror Swarm and Profane Sentinel have us covered in the boss fights for incredible single-target damage. Lastly, Command Fallen generates a lot of Wrath, and also applies Hex when Blasphemous Fragment is chosen.

Level / Milestone	Skill Choice	Additional Details
Early Levelling	Dread Claws	Main damage dealer. Prioritise putting points here first as skills unlock.
Class Quest	Mastermind Shard	Unlocks Summon Laalish. Provides a massive damage boost in Shadowform.
	Blasphemous Fragment	Allows Command Fallen to apply Hex on hit.



BEST WARLOCK BUILD FOR BEGINNERS

Level / Milestone	Skill Choice	Additional Details
Active Skill Bar (Lvl 30+)	Dread Claws	Primary mob clearer and spammed attack. (Max 1st)
	Command Fallen	Wrath generator; applies Hex via Blasphemous Fragment. (Max 4th)
	Nether Step	Main mobility skill & generates Shadowform stacks. (Max 5th)
	Terror Swarm	Core single-target & Elite melting skill. (Max 2nd)
	Profane Sentinel	Powerful single-target turret/ summons for Elites & Bosses. (Max 3rd)
	Summon Laalish	Grants Shadowform to trigger the Mastermind Shard damage buff.



BEST WARLOCK BUILD FOR BEGINNERS

Complementing the skill choices above are Legendary Aspects which you can farm for. Check out a list of solid options and which slots they should go into below.

Slot	Legendary Aspect	Slot	Legendary Aspect
Helm	Juggernaut's Aspect	Amulet	Insidious Aspect (+50% Bonus)
Chest	Aspect of the Fortress	Ring 1	Edgemaster's Aspect
Gloves	Remorseless Aspect	Ring 2	Aspect of Elemental Fate
Pants	Aspect of Might	Weapon	Aspect of Peril
Boots	Aspect of Impetus	Offhand	Accelerating Aspect

If you stick with Dread Claws into the endgame, look out for Mythic Unique items such as Tyrael's Might (Chest), Harlequin's Crest (Head), Litany of Sable (Weapon), and Ring of the Starless Skies (Ring).



THE HORADRIC CUBE

With the Lord of Hatred expansion, the fan-favourite crafting system finally returns. The Horadric Cube adds depth to the crafting system and endgame gearing. Players can modify nearly every aspect of their gear, from jewellery to armour, weapons, and more. They can even craft new Charm Sets, upgrade items to a higher quality, and create uniques from the ground up.

You can unlock the Horadric Cube simply by following the Lord of Hatred campaign. We won't offer spoilers here, but it's simply part of the main quest and completely unmissable in Chapter 4. Once unlocked, the Horadric Cube can be found in the capital city of Skovos, called Temis. Simply interact with it and start using the Horadric Cube to modify your gear.

With the Horadric Cube comes new crafting resources, such as Primordial Dust and Tuning Prisms of various types. Use the Horadric Cube with ease thanks to this Gamer Guide, as we've outlined every known recipe. Let's start with the Gear Modification recipes, which use Primordial Dust.

Recipe	Output	Conditions & Recipe Notes
Add Affix (1 item with open affix slot)	Adds 1 Random Affix	Influence the added affix pool (Offensive, Defensive, Utility) using Tuning Prisms.
Remove Affix (1 item)	Removes 1 Specific Affix	Reduces item rarity (e.g., Rare to Magic); target affix with Tuning Prisms.
Chaotic Reroll (1 item)	Rerolls 1 Affix into a random affix of any category	Best used with a Tuning Prism to remove a weak/unwanted affix type.
Focused Reroll (1 item)	Rerolls 1 Affix into another affix within the same category	Example: Rerolls a Utility affix into a different Utility affix.
Transfiguration (1 item)	Locks the Item from further modifications	Locks current affixes in place to prevent accidental alteration during future crafting.



THE HORADRIC CUBE

Now, let's move on to Transmutation recipes used in the Horadric Cube.

Recipe	Output	Conditions & Recipe Notes
3-to-1 Transmutation (3 items of the same type)	1 Random Item of the same type	Works on equipment, Talismans, and Runes.
Recycle Uniques (3 Uniques of the same slot)	1 Random Unique of that slot	Guarantees an Ancestral Unique if all 3 inputs are Ancestral.
Upgrade to Legendary (1 Rare + Primordial Dust)	1 Legendary Item	Adds a random Legendary Aspect; can use Tuning Prisms to target Aspect type.
Upgrade to Unique (1 Rare/ Legendary item of target slot)	1 Unique Item of that same slot	Converts any base item into a Unique version of that type.
Craft Unique Charm (1 Unique Item + 3 Unique Charms)	1 Unique Charm	Retains the aspect/power of the input Unique for your Talisman.
Reroll Charm Set (1 Charm)	1 Rerolled Charm	Changes the set properties of a Charm.
Amalgamation (5 items of the same type)	1 Upgraded Tier/Quality Item	Used to upgrade Magic/Rare Runes, Tributes (Blue → Yellow → Legendary), and Nightmare Sigils.



THE HORADRIC CUBE

Last but not least, we've got some secret recipes to share.

Recipe	Output	Conditions & Recipe Notes
Rune Amalgamation (5 Magic or Rare Runes)	1 Random Rune of the next rarity tier	5 Magic → 1 Rare; 5 Rare → 1 Legendary.
Tribute Amalgamation (5 Tributes of the same tier)	1 Tribute of the next higher tier	Upgrades Blue → Yellow → Legendary → Mythic.
Escalating Nightmare Sigils (5 Standard Nightmare Sigils)	1 Escalating Nightmare Sigil	Used to access higher-tier boss challenges (e.g., Astaroth).
Consumable Bulk Craft (5 identical Consumables / Keys / Trophies)	1 Upgraded / Higher-Tier Consumable	Transforms excess keys, boss trophies, or materials.

PRO TIP

Don't use your Horadric Cube crafting resources until you are deep into the endgame and have Ancestral Legendary items. It's a waste to modify gear that you will just replace while levelling up.



THE TALISMAN SYSTEM

Sets have finally made it to Diablo 4 with the Lord of Hatred expansion. It's another fan-favourite feature that players can use to fine-tune and empower their builds, built from three connected pieces: the Talisman itself, the Seal you place inside it, and the Charms that Seal then lets you equip. The Talisman system unlocks early on in the campaign and is completely unmissable. Once unlocked, it is available to alt characters as well.

Charms are the individual pieces that carry Set bonuses (green colour), and each Charm slots into your Talisman once a Seal has unlocked a space for it. There are dozens of fantastic Charm Sets to discover, which can enhance your build. In some cases, finding the correct Set Charms can make or break your build. To demonstrate the power of Sets, consider the bonuses of Light's Epiphany, which works best with our Arbiter Hammerdin build for the Paladin as you head into the endgame.

Pieces	Light's Epiphany Set Bonus Effect
2-Piece	Disciple Skill damage reduces the cooldown of Arbiter of Justice.
3-Piece	Gain +30% Maximum Life and +30% Movement Speed while in Arbiter form.
5-Piece	Activating Arbiter of Justice casts Heaven's Fury, Fortress, and Zenith simultaneously and grants 500%[x] increased damage to Disciple Skills for the duration.

To start building your Charm Sets, first add a primary Seal to your Talisman. That is the step that actually unlocks Charm slots, and the Seal also carries its own bonus on top. Without a Seal equipped, no Charm slots exist, so you cannot use Charms at all. Seals come in various rarities, from Magic all the way to Mythic. The latter only drops on the highest Torment difficulty levels. Most builds use Legendary Seals.



ENDGAME & WAR PLANS

Once you've reached level 70, the endgame grind begins. Players will start levelling their Glyphs and farming items to get to higher Torment difficulty levels. We recommend building towards being able to survive Torment 7 and finding full Ancestral gear before upgrading and Masterworking your most precious items.

The endgame in Lord of Hatred includes a rare new Echoing Hatred event, alongside the full release of the leaderboard-style Tower system. Your bread-and-butter endgame activities also include these staples:

- Helltides
- Kurast Undercity
- Infernal Hordes
- Tree of Whispers
- The Pit
- Nightmare Dungeons
- Lair Bosses

Once you've finished with the story campaign, the War Plan system opens up. Speak to Tyrael in Temis to get started. Interact with the table next to Tyrael to open up the War Plans interface, and start choosing the activities you'd like to complete, starting from the top until you reach the end.

Each of the seven endgame activities noted has its own unique skill tree. As you complete activities within a War Plan, you'll gain experience for their respective skill trees, which allows you to modify the activity and subsequent rewards. For example, players might choose to gain four (4) extra Glyph upgrade chances in The Pit's skill tree, or for endgame boss Varshan to appear when you complete a Whisper quest for the Tree of Whispers, which drops items from the Ancestral Collection of Chaos.

There are a plethora of options available for all seven skill trees via the War Plans system, allowing players to tailor the endgame grind in Lord of Hatred to their liking. The only caveat is that progress is character-specific, so you'll need to level your War Plan board again on each alt.



TIPS TO FLOURISH IN SANCTUARY

A comprehensive Gamer Guide wouldn't be complete without five vital tips that will help Nephalem flourish in the world of Sanctuary.

Take advantage of seasonal additions

With each Diablo 4 season, developer Blizzard Entertainment adds new gameplay mechanics. These additions grant a wealth of rewards and keep the experience fresh. Therefore, we suggest playing on the Seasonal Realm instead of the Eternal Realm.

For example, in Season of Death Awakening (Season 14), players could seek out Ruptures across Sanctuary and hunt Risen Monsters for escalating rewards, and defeat deadly, massive Realmwalkers to unlock the Deathtoll Chamber activity, where they could expand the ritual circle to claim powerful rewards. The Mythic item system was also revamped in the season, allowing Uniques to become Mythic Uniques.

Level faster with this Charm Set

While levelling up, use the Practiced Technique Charm Set, which grants 25% Gold Find and 50% Bonus Kill Experience before hitting level 70. Once you hit the maximum level and move into the Paragon Board, we suggest removing the Practiced Technique Charm Set for something that bolsters your build. It does, however, provide an increase of 5% Bonus Kill Experience at max level.

Follow the War Plans

As soon as you complete one War Plan, finish it up by claiming all the shiny loot, then start a new one. The best possible way to get the most crafting resources, endgame keys, and items is by following the activities listed in your current, active War Plan. It's not even a contest. Happy farming to you, Nephalem!

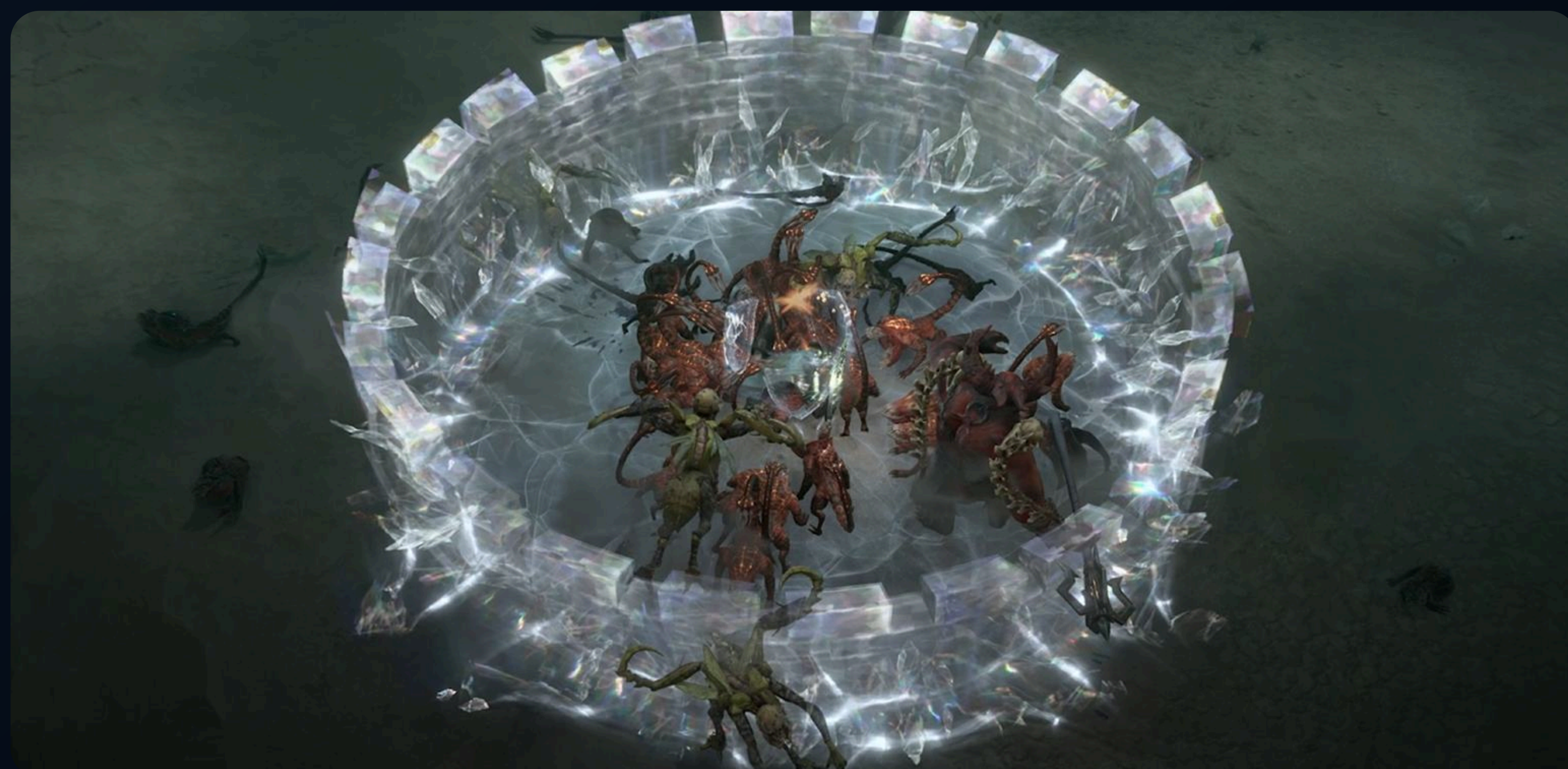
TIPS TO FLOURISH IN SANCTUARY

Pets & Mercenaries

As soon as you create a new character, run straight to the Wardrobe in any town to equip a pet, which will pick up Gold and crafting resources for you, saving a lot of time and avoiding backtracking. Players must also hire a Mercenary from “The Den” as soon as possible to start levelling them up for shiny loot and benefits.

Try the Warlock for free

If you are on the fence about purchasing the Lord of Hatred expansion, but want to test out the new classes, Blizzard has you covered. Blizzard has offered limited-time Warlock free trials following the expansion's release, letting you play the Warlock up to level 30 for a limited time on PC via Battle.net, as well as Xbox and PlayStation systems.



THANK
YOU

