

Hellfire shopping Differences:

This guide is to inform you on the shopping changes so that you can manipulate the RNG to your advantage in Hellfire.

TAKE NOTE THAT ITEMS SHOPPED IN HELLFIRE THAT EXCEED THE PRICE CAP IN DIABLO (90K AT WIRT BEFORE HIS 150% PRICE ADJUSTMENT AND 140K AT GRISWOLD) WILL NOT BE USABLE IN THE DIABLO PORTION OF DEVILUTIONX.

This guide won't focus on how the shops normally work in Diablo (However you can use this amazing page it greatly helps! <https://mgpat-gm.github.io/calcs.html>)

New mechanics were introduced in Hellfire regarding shops:

1. Price Caps: Griswold and Wirt now have a price cap of 200k (before Wirt's 75% price adjustment)
2. 80% Value gear: Griswold and Wirt will try to sell you items that are worth at least 80% of all the item types you wear/Carry: Rings/Amulets (single player only) Clubs/Swords/Bows/Staves/Axes/Body Armors/Helms/Shields. Any item below the 80% value will not generate.
3. Attributes requirements restrictions: Griswold and Wirt will determine a value for attribute requirements. They will consider your Strength/Dexterity/Magic to be maxed out even if it it's not yet (Gold Numbers Ex: Sorcerer strength 45) and will multiply it by 1.2 (It would make it 54 for the sorcerer for example) OR Higher if it is (Sorcerer Example: $50 \times 1.2 = 60$). The shops will not generate items with attributes requirements that exceeds that value. So a sorcerer with 45 or less strength will have a considered value of 54 strength so bastard swords (req STR 50) might appear but Mauls (req STR 55) will not be generated.
4. Griswold shop slots are different and Wirt will block certain item types depending on your class (Only for the first 200 tries) (make sure you know the changes as shown in Jarulf guide X here <https://github.com/kphoenix137/JGX/blob/main/3-Items/3.9.md#392-griswold>)
5. **Every time the shop gets generated:** Griswold will try to generate items a maximum of 150 times and Wirt 250 times. (In Diablo the game would keep trying forever and could potentially loop infinitely and freeze the game)
6. **After these numbers of tries some shopping rules will be ignored.**

Shopping rules:

1. Item/affixes pool and combinations depending on your level and if shopping at Wirt or Griswold: **Will never be ignored**
2. 80% value gear: Will be ignored after the maximum amount of tries
3. Wirt's class restrictions: Will be ignored after 200 tries
4. Stats restrictions: Will be ignored after the maximum amount of tries
5. Price Caps: Will be ignored after the maximum amount of tries

Sidenotes:

If not playing DevilutionX:

- In multiplayer buying items with this strategy requires having a second character carrying the gold for you.
- In single player it is possible as long as you have enough gold in town, thanks to the cornerstone of the world you can put as many gold/items from other characters as you need.
- For items that exceeds 200k it is possible with the Auric Amulet.