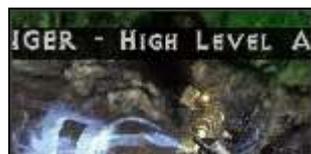

[UBERQUESTS]

Think you're good?

Median 2008 contains various hard but very rewarding 'uberquests' for experienced players. You have not beaten the game until you have successfully completed each uberquest on the highest difficulty level. Good luck...

There are 5 dungeon uberquests, 5 summoning uberquests and 3 uberlevels.



1. LIST OF DUNGEON UBERQUESTS

You can find these uberbosses in their own special 'high level areas'. It is usually not a good idea to go there before you are at least of equal level as their inhabitants, or you will die.

All uberbosses and their minions are immune to chill and freeze effects and cannot be subverted by conversion skills. If you have a conversion build, you can find regular monsters and convert those to fight the boss.

Monster stats are given for Hatred difficulty only. You will have to discover them the hard way in higher difficulties...

Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
I. Dungeon Uberquest - Creature of Flame (easy)							
Boss : Creature of Flame	55	----	306-382	78870-89386	998	342	335
Boss : Horazon's Familiar	55	----	229-260	47322-57838	748	285	120
Soul Burner	53	----Po	73-146	2933-3911	482	275	99

This boss is located in Act 2 Ancient Tunnels (Lost City).

Creature of Flame can use Forked Lightning.

Horazon's Familiar can use Charge and casts Forked Lightning on striking.

Soul Burners can use Bloodstar and cast Lower Resist on death.

Soul Burners cast a flurry of poison balls on death.

'This is a forbidden place. Return whence you came and your life will be spared'

This first uberquest reenacts a removed quest from Diablo 1. Horazon (also known as the real Summoner) summoned a powerful demonlord that turned out to be too strong for him. He managed to trap it in his arcane sanctuary, but could not defeat it and it almost killed him. Neither Horazon nor the demon wants you to be there, so do not expect a warm welcome by either side...

Strategy : No rocket science, just kill the two bosses. Like all uberquests, you should not attempt it as soon as you find the entrance. The monsters are level 53-55, and will destroy any lower level character with ease.

Tip : You may want to maximise your fire and lightning resistance. Both bosses hit for 250 average damage in Hatred with their Forked Lightning spell.

Loot : Horazon's Familiar and Creature of Flame drop decent items on all difficulty levels. Defeat Creature of Flame on Destruction difficulty to get Horazon's Focus.

Keep in Inventory to gain Bonus
 Required Level: 40
 (3 to 5)% Life stolen per Hit
 (3 to 5)% Mana stolen per Hit
 -50 Defense
 +(21 to 25) to all Attributes

Btw. Horazon's holographic transmission is just for flavour and does nothing.



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
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II. Dungeon Uberquest - Infernal Machine (tricky)

Boss : Infernal Machine	55	-----	---	89386-105160	-	285	268
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This boss is located in Act 1 The Pit Level 2 (Tamoe Highland).
 Infernal Machine can summon random monsters to its aid.

The next uber quest involves defeating a special fire tower that spawns in a small underground cave, and summons random Worldstone Keep monsters as its attack at a rapid rate. Move quickly, because time is against you.

Strategy : Rush the boss, otherwise it keeps spawning more and more monsters, making it harder and harder to reach and destroy it. Needless to say, if you need to level up, the constant flood of monsters is a great source of experience as well.

Loot : Infernal Machine drops decent items on all difficulty levels. Defeat Infernal Machine on Destruction difficulty to get the Optical Detector.

Optical Detector
 Keep in Inventory to gain Bonus
 Required Level: 20
 +200 Crafting Points
 +2 to Light Radius



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
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III. Dungeon Uberquest - Death Projector (hard)

Boss : Death Projector	60	MFLCPo	---	24944-31180	-	341	9035
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This boss is located in Act 3 Swampy Pit Level 3 (Flayer Jungle).
 Death Projector comes with a pack of Mechanics.
 Death Projector can use a deadly rotating laser beam.
 Death Projector is immune to all elements !
 Mechanics project an aura that removes Death Projector's immunities.
 Mechanics are immune to all elements !
 Death Projector and his Mechanics heal when the Mechanics kill a unit.

The Swampy Pit serves as testing grounds for Mephisto's latest siege weapon. The Death Projector slowly rotates, firing a fearsome energy beam in a full circle around the device. The weapon is protected by eight Mechanics, who are immune to any attack. Do not bring any minions, because the enemies hit hard and if a Mechanic kills a minion, everybody heals.

Strategy : This may be your first experience with immunity shields. In this case the solution is easy - keep at least one Mechanic nearby to remove the immunities from Death Projector.

However, there is no way to remove the immunity shield from the Mechanics. You will just have to ignore them.

The rotating death laser is not too hard to avoid, but you should really try to do so because it inflicts 70-80K damage. Get hit by that and you're finished. Beware the splash damage when it hits a wall.

Btw. Necromancers can disable the Mechanics' area effect heal on kills with the Nightmare curse. This enables necromancers to use their minions without risking a full heal when one minion falls.

Loot : Death Projector drops decent items on all difficulty levels. Defeat the Death Projector on Destruction difficulty to get the Laser Focus Crystal.

Laser Focus Crystal
 Keep in Inventory to gain Bonus
 Required Level: 40
 Increase Maximum Life (11 to 15)%
 Increase Maximum Mana (11 to 15)%
 +(6 to 15)% to Experience Gained



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
IV. Dungeon Uberquest - Azmodan (very hard)							
Boss : Azmodan	65	-----	477-573	189748-218940	2332	335	360

This boss is located in Act 3 Forgotten Reliquary (Upper Kurast).
 Azmodan can use Conquest.
 Azmodan may cast Fire Star on striking and heals when he kills a unit.
 Azmodan projects an invulnerability aura on nearby monsters.

This uber quest involves a tough boss that hits hard and emits a shield aura that renders nearby monsters immune to all damage. The tight confines of the temple area make it hard to get past the monsters blocking your way and reach Azmodan himself. Azmodan also heals when he kills a player or minion.

Strategy : Parking his minions is pretty much the only way to kill Azmodan without

dying, unless you have godly tanking powers. The side rooms are a good place to park some minions.

Btw. Azmodan does **not** heal if one of the **regular monsters** kills you. If you are a necromancer, you can disable his healing with your Nightmare spell.

Loot : Azmodan drops good items on all difficulty levels. Defeat Azmodan on Destruction difficulty to get the Azmodan's Heart.

Azmodan's Heart
 Keep in Inventory to gain Bonus
 Required Level: 60
 +2 to [random skill] ([random class] Only)
 All Resists +(31 to 40)%
 +5% to All Maximum Resistances
 Reduces Vendor Prices 10%



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
V. Dungeon Uberquest - Cathedral of Vanity (extreme)							
Boss : Inarius	70	----	263-316	33784-42230	1250	540	7450
Boss : High Cleric Dorian	70	----	---	52787-63345	-	450	2235
Boss : High Cleric Gray	70	----	---	52787-63345	-	450	2235
Boss : Crystal Ball	70	----	---	42230-48564	-	360	74
Minion : Nun of Vanity	70	----	158-211	2111-2956	1250	432	74
Minion : Nun of Vanity	70	----	179-232	2111-2956	1250	396	74
Minion : Nun of Vanity	70	----	52-105	2111-2956	625	360	74

This boss is located in Act 1 Underground Passage Level 2.

Inarius has a stun attack and can use Guard Tower, Typhoon Sentry and Vortex.

High Cleric Dorian & Gray can use Starburst, Mind Flay, Gamma Field and Doom.

High Cleric Dorian & Gray project an invulnerability aura on nearby monsters.

Crystal Ball can use a deadly rotating lightning beam.

Crystal Ball projects an invulnerability aura on nearby monsters.

Nuns of Vanity have an unresistable damage over time attack.

'How much suffering, mortal, does it take before you lose your grace?'

Long ago, fallen angel of pride Inarius abandoned the Light and founded a cult of beauty worshippers in the dense forests of Kehjistan. Many adventurers have attempted to take their share of the fabulous riches said to be stored within his cathedral of vanity, none have returned. Can you do better?

Strategy : The various bosses in this uberquest provide immunity shields to each other. The first target to take out is the Crystal Ball, the only enemy in the room that can take any damage at all. Beware the deadly lightning beam.

With the Crystal Ball out of the way, the two High Clerics lose their immunities. Kill them and Inarius and his Nuns become vulnerable. Killing the Nuns first is a good idea, of course. Then you can fight Inarius himself, one on one.

Inarius always spawns with Stone Skin and physical immunity.

Loot : Inarius and his High Clerics drop good items on all difficulty levels. Defeat

Inarius on Destruction difficulty to get the Idol of Vanity.

Idol of Vanity
Keep in Inventory to gain Bonus
Required Level: 80
(21 to 40)% Increased Attack Speed
(21 to 40)% Faster Cast Rate
(21 to 40)% Faster Hit Recovery
(21 to 40)% Faster Block Rate
(21 to 40)% Faster Run/Walk
Cannot Be Frozen

Bonus quest : Inarius' cathedral of vanity was ultimately destroyed by Mephisto, and Inarius and his followers were captured, mutilated and deformed to grotesque Overlords to serve the forces of Hell. One may be able to summon the tormented ghost of Inarius somewhere, defeat him and steal his power...



2. LIST OF SUMMONING UBERQUESTS

These bosses do not spawn in the regular game. If you want to fight them, you have to summon them yourself.

To do so, you need a Book of Summoning, which you can acquire by buying and cubing 3x **Victim's Heart** and 3x **Meditation Candle**. The latter can be found at any magic item vendor for a base price of 100K gold apiece.

Use the Book in a special designated area to summon the boss. After casting the spell, you have 3 seconds to run as far away as possible before the boss and its minions warp in.

All uberbosses and their minions are immune to chill and freeze effects and cannot be subverted by conversion skills. If you have a conversion build, you can find regular monsters and convert those to fight the boss.

Monster stats are given for Hatred difficulty only. You will have to discover them the hard way in higher difficulties...

Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
I. Summoning Uberquest - The Butcher (easy)							
Boss : The Butcher	55	-----	612-1071	89386-99902	1996	285	140

The Butcher can be summoned at the Hole Level 2 (Black Marsh).
The Butcher may cast Bloodlust on striking and heals when he kills a unit.

Returning from his hellhole beneath Tristram, the Butcher is back and out for new blood. He is slow and easy to avoid, but hits hard and fast and if he catches you, you are dead meat.

Strategy : The Butcher is slow, but hits very hard and has a high attack rating. The basic strategy is simple - do not get hit. Luckily, the Butcher's room is fairly large, making it relatively easy to avoid his cleaver. Bring a ranged attack if you have one.

Loot : The Butcher drops decent items on all difficulty levels. Defeat the Butcher on Destruction difficulty to get The Butcher's Tooth.

The Butcher's Tooth
Keep in Inventory to gain Bonus
Required Level: 20
50% Chance of Open Wounds
100% Extra Gold from Monsters
40% Better Chance of Getting Magic Items



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
II. Summoning Uberquest - Akarat (tricky)							
Boss : Akarat	60	MFLCPo	513-684	155900-173045	1080	356	3475
Minion : Follower of Akarat	60	-----	171-256	24944-31180	1080	325	278

Akarat can be summoned at the Kurast Causeway.
Akarat comes with a pack of Followers.
Akarat is immune to all elements !
Akarat and his Followers cause minions that hit them to flee in terror.
Followers of Akarat lower resistances of nearby monsters on death.
Akarat and his Followers heal when any of them kills a unit.

Possibly your first encounter with immunity shields.

This uber quest involves summoning and defeating the ghost of the prophet Akarat and his band of Followers. Akarat is immune to all damage, but when you kill one of his Followers, all nearby monsters within range have their resistances reduced by 100%. This gives you 10 seconds to damage Akarat himself.

Strategy : Be careful with area effect spells - you may cause too much collateral damage. If you kill all of his minions and Akarat is still standing, then it is time to try again because there is no other way to damage Akarat.

Loot : Akarat drops decent items on all difficulty levels. Defeat Akarat on Destruction difficulty to get the Visions of Akarat.

Visions of Akarat
Keep in Inventory to gain Bonus
Required Level: 40
5% Chance to cast level 1 Pact of Blood when Struck
+(201 to 250) Defense
+(21 to 25) to all Attributes



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
III. Summoning Uberquest - The Binding of Baal (hard)							
Boss : Tal Rasha	65	-----	429-859	72980-87576	1282	502	1152
Minion : Horadric Mage	65	-----	382-764	21894-29192	1166	335	576

Tal Rasha can be summoned at the Valley of Snakes.

Tal Rasha comes with a pack of Mages.

Tal Rasha and his Mages can use Fire Bolt, Frozen Soul, Elemental and Supernova.

Mages project an invulnerability aura on Tal Rasha.

You morph into Baal when within 30 yards of Tal Rasha.

This uber quest involves reenacting the capture of Baal by Tal Rasha and the other Horadrim, with you playing the role of Baal. During this uberquest, you morph into Baal when you are near Tal Rasha.

Strategy : Tal Rasha himself is immune to all damage until you kill (or park) all of his minions. The catch is that being Baal gives you +300% to life and mana and increases your movement speed, so you need to stay within range of Tal Rasha at all costs or else you shift back into human form and get massacred instantly by the Horadrim's high level elemental attacks.

This is an elemental fight, and can be very hard without adequate (maxed) fire and cold resistances.

Loot : Tal Rasha drops good items on all difficulty levels. Defeat Tal Rasha on Destruction difficulty to get the Scroll of Kings.

Scroll of Kings
 Keep in Inventory to gain Bonus
 Required Level: 60
 +(16 to 20)% to Skill Damage
 +2 to [random skill] ([random class] Only)
 (16 to 20)% Bonus to all Attributes



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
IV. Summoning Uberquest - Assault on Mount Arreat (very hard)							
Boss : Shaman King Koth	65	-----	764-955	145960-175152	2565	502	1152
Minion : Bear Shaman	65	-----	573-764	25543-40139	2332	335	576

Koth can be summoned at the Arreat Summit.
 Koth comes with a pack of Shaman.
 Koth and his Shaman can use Bear Claw, Hawk Talons, Guard Tower and Cataclysm.
 Shaman project an invulnerability aura on Koth.
 You morph into Diablo when within 30 yards of Koth.

Adding a page to the Diablo storyline, we assume that Diablo himself attempted to invade Mount Arreat in the past and was repelled by the Bear tribe defenders. This is a recreation of that battle, with you as Diablo.

Strategy : Much like the Tal Rasha encounter, the key target to take out, Shaman King Koth is immune to all damage until you kill all of his minions. The difference is that this fight is mainly physically oriented and you need to focus on defense and hit points to survive.

Loot : Koth drops good items on all difficulty levels. Defeat Koth on Destruction difficulty to get the Sacred Worldstone Key.

Sacred Worldstone Key
 Keep in Inventory to gain Bonus
 Required Level: 60
 +1 to [random skill] ([random class] Only)
 Total Character Damage Plus (31 to 40)%
 Total Character Defense Plus (21 to 30)%



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
V. Secret Summoning Uberquest - Inarius' Revenge (extreme)							
Boss : Inarius	70	-----	844-1055	185812-211150	2500	900	298
Minion : Overlord	70	-----	527-738	33784-42230	2500	720	223

Inarius' tormented ghost can be summoned at an unknown place...
 Overlords project an invulnerability aura on Inarius.

In his vanity, fallen angel Inarius made the fatal mistake of raiding one of Mephisto's black temples on mortal soil and killing the dark monks there. The Prime Evils had previously ignored this rebellious angel, but this was an insult they could not leave unpunished. Mephisto invaded Inarius' cathedral of vanity, burned it to the ground and captured Inarius and his followers, warping and mutating them into flabby and horrible creatures - the Overlords - instilling them with eternal hatred for the still beautiful creations of Zakarum, humans.

You may be able to summon Inarius' ghost at a place of great significance for the fallen angel...

Strategy : Inarius' ghost and his minions hit very hard and almost always hit. This fight is most similar to the Butcher, but with multiple enemies. You can only damage Inarius' ghost after you kill all of his minions to remove the immunity shield.

Good luck...

Loot : Inarius' ghost drops good items on all difficulty levels. Defeat Inarius' ghost on Destruction difficulty to get the Spirit of Damnation.

Spirit of Damnation
 Keep in Inventory to gain Bonus
 Required Level: 100
 1% Chance to cast level 20 Death Spiral when Struck
 Slows Attacker by 5%

* **Death Spiral** is the attack used by the Crystal Ball in the Cathedral of Vanity. It fires out a slowly rotating lightning beam that deals 70-80K damage.

3. LIST OF UBERLEVELS

You can complete the game on the hardest difficulty with one hand while watching television? These levels are much harder than any regular level, and will challenge even the strongest heroes.

All bosses found on an uberlevel are immune to chill and freeze effects and cannot be subverted by conversion skills. If you have a conversion build, you can find regular monsters and convert those to fight the boss.

Monster stats are given for Hatred difficulty only. You will have to discover them the hard way in higher difficulties...

Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
I. Uberlevel - Kurast 3000 BA (tricky)							
Bone Warrior	60	---C-	205-290	11224-18708	2160	310	166
Burning Dead	60	-F---	205-290	11224-18708	2160	310	166
Horror	60	--L--	205-290	11224-18708	2160	310	166
Bone Archer	60	---C-	85-171	11224-18708	1080	310	166
Burning Dead Archer	60	-F---	85-171	11224-18708	1080	310	166
Horror Archer	60	--L--	85-171	11224-18708	1080	310	166
Bone Sorcerer	60	---C-	---	11224-18708	-	310	166
Burning Dead S.	60	-F---	---	11224-18708	-	310	166
Horror Sorcerer	60	--L--	---	11224-18708	-	310	166
Shadowgate Totem	70	-----	---	42230-48564	-	360	74
Ennead Necromancer	70	-----	---	126690-168920	-	450	2235

This uberlevel is located in Act 3 Arachnid Lair (Spider Forest).
 All Bone skeletons have a cold damage attack.
 All Burning skeletons have a fire damage attack.
 All Horror skeletons have a lightning damage attack.
 Shadowgate Totems summon more skeletons to their aid.
 Shadowgate Totems project an invulnerability aura on nearby monsters.
 Ennead Necromancers can use Bloodstar, Nightmare and Cataclysm.
 Ennead Necromancers summon more skeletons to their aid.

This uberlevel is a recreation of the newly founded town of Kurast, 3000 BA (Before Akarat), located at the Kehjistani frontier during the Mage Clan Wars between the Ennead, Annuit and Vizjerei clans. Kurast, a neutral town allied with the Taan, was seized by the Ennead and used as a military outpost. Can you liberate the town?

This first uberlevel features large numbers of boosted skeletons on speed, and totems that render them invulnerable and spawn additional skeletons. Killing the pesky totems first is obviously a good idea.

Strategy : Much like the Azmodan dungeon uberquest, you have to deal with a single target to take out amidst a sea of invulnerable monsters. The wide open fields on this uberlevel make this task easier than the Azmodan encounter, but you still need to pay attention.

Loot : The best loot is dropped by the Ennead Necromancers, of which there are three on the level. Being a level 120 area on Destruction (Hell) difficulty, you can expect good items from even regular monsters.

On all difficulties, the Ennead Necromancers drop blank class charms in addition to their regular drop, which can be upgraded if you meet the Attribute Challenge requirements.

Also, on Destruction difficulty they may drop the Hard Mode Charm, an experimental charm that increases game difficulty and magic find. This charm is for advanced players only.

Hard Mode Charm
 Keep in Inventory to gain Bonus
 Required Level: 5
 +1 Increased Difficulty
 40% Better Chance of Getting Magic Items

* **+1 Increased Difficulty** gives monsters 25% more damage, 20% more elemental damage, 40% more life and 40% increased attack rating. You can cube the charm with a healing potion to increase difficulty and magic find, or cube it with a mana potion to reduce both.



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
II. Uberlevel - Island of the Sunless Sea (hard)							
Boss : Lucion	70	----	1582-2110	23750-25000	5000	360	745
Boss : Malic	70	----	---	21250-23750	-	450	558
Boss : Malic's Messenger	70	----	527-886	21875-25000	937	360	372
Evil Force	70	----	738-801	2812-3437	2500	378	149
Dark Archon	70	----	253-379	3000-3750	1250	360	223
Dark Templar	70	----	495-569	1500-2250	2500	360	149
Mage Flayer	70	----	464-569	4375-5000	937	360	171

This uberlevel is located in Act 5 Drifter Cavern (Glacial Trail).
 Lucion can use Black Lotus Strike and teleports the target on striking.
 Lucion projects an invulnerability aura on nearby monsters.
 Malic can use Searing Orb, Wrath, Rain of Bombs, Fire Fountain and Punisher.
 Malic's Messenger can use Forked Lightning and casts Blast Wave on death.
 Evil Forces are invisible when not attacking and teleport the target on striking.
 Dark Archons are invisible when not attacking and come with a pack of Dark Templars.
 Dark Archons throw knockback hammers and can use Shadowform.
 Dark Templars are invisible when not attacking.
 Mage Flayers can use Mind Flay.

'Your curiosity will be the death of you'

Thousands of years ago, two religions competed with one another. The Cathedral of Light, founded by Inarius. The Temple of the Triune, worshipping three self-proclaimed holy spirits - Mefis, Dialon and Bala.

The Island of the Sunless Sea, the place where angels watch, the staging ground of the angelic legions, changed hands many times. From the forces of the High Heavens to Baal and back and then to the Temple of the Triune and its leader, Primus, also known as Lucion, son of Mephisto.

You may encounter some tough opposition in the gloomy ice cave, but the stakes are high - taking out Lucion would remove him as a threat in the present day. Get to it, time traveller.

Strategy : The regular monsters are almost tougher than the bosses on this level. Many foes are invisible, and all have very high damage and chance to hit. On the

bright side, Malic and Lucion should be easy prey once you remove their escorts. Oh, and don't let Lucion hit you. What little life he won't take off on striking will be drained by the poison damage.

Loot : Malic drops good items on all difficulty levels. Defeat Malic on Destruction difficulty to get the Six Angel Bag.

Six Angel Bag
 Keep in Inventory to gain Bonus
 Required Level: 90
 Adds (101-150)-(151-250) Fire Damage
 Adds (101-150)-(151-250) Lightning Damage
 Adds (101-150)-(151-250) Cold Damage
 Fire Resist +(31 to 40)%
 Lightning Resist +(31 to 40)%
 Cold Resist +(31 to 40)%
 Level 30 Meteor Shower (5 Charges)
 Level 30 Stormtouch (5 Charges)
 Level 30 Glacial Nova (5 Charges)

Loot : Lucion drops good items on all difficulty levels. Defeat Lucion on Destruction difficulty to get the Sunless Crystal Bird.

Sunless Crystal Bird
 Keep in Inventory to gain Bonus
 Required Level: 90
 -(6 to 15)% to Enemy Fire Resistance
 -(6 to 15)% to Enemy Lightning Resistance
 -(6 to 15)% to Enemy Cold Resistance
 -(6 to 15)% to Enemy Poison Resistance
 (11 to 15)% Chance of Crushing Blow
 -5 to Light Radius



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.
III. Uberlevel - Khalimgrad (very hard)							
Ethereal	70	-----	527-738	6000-8000	2625	432	216
Lightwell	70	-----	---	-----	-	-	-
Zakarum's Avatar	70	MFLCPo	---	22500-25000	-	828	2980

This uberlevel is located in Act 5 Infernal Pit (Frozen Tundra).

The automap is disabled on this level.

Zakarum's Avatars come with a pack of Ethereals.

Zakarum's Avatars can use Thrill of the Hunt and cast Meteor Shower on death.

Zakarum's Avatars are immune to all elements !

Ethereals lower resistances of nearby monsters on death.

Ethereals heal when any of them kills a unit.

Lightwells can use Punisher and are unkillable by any means.

Heaven. Nirvana. Celestia. Call it what you will. Home of the angelic legions, who watched and laughed while the Three tore Sanctuary apart. Pay them a visit and give them a piece of your mind.

Zakarum's Avatars are immobile, but have the nasty property of providing an aura that gives nearby monsters 12%, 22% and 29% crushing blow in each of the three difficulty levels. Forever. Even after they move out of the aura radius. This can make

the situation go south very quickly.

The Lightwells are untargetable and unkillable, but cast Punisher spells at you at a rapid rate. Try to avoid fighting near them if possible, because a direct hit deals incredible amounts of poison damage. Their location is random and changes from game to game.

Strategy : Your automap is jammed by the arcane energies in the area, so don't rush too far ahead or you may run into a dead end. The Ethereals are tough, but when you kill one of them, all nearby enemies have their resistances cut by -100%. This makes the other Ethereals much easier to kill.

You can only attack Zakarum's Avatars when their resistances are lowered. They are located in random places; usually you can find one or two per game, but occasionally none of them may spawn. If this happens, restart the game and try again.

Loot : Zakarum's Avatars drop good items on all difficulty levels. On Destruction difficulty, they have 1/6 chance to drop the Zakarum's Ear.

Zakarum's Ear
Keep in Inventory to gain Bonus
Required Level: 110
10% Chance to cast level 5 Thunder Hammer when Struck
+(16 to 25)% to Experience Gained
+2 to Light Radius

This level is also a good source of experience.

