
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...

Successfully defeating an uberquest or uberlevel may be its own reward, but on Destruction (Hell) difficulty, your prize for doing so is a very special charm and a possible set item.

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I. LIST OF DUNGEON UBERQUESTS [6]

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.

Warning : Do not jump in at level 15 just because you found the entrance.

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.

1/6 CREATURE OF FLAME [EASY]



Location : Ancient Tunnels (Lost City)

'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**.

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.	Special abilities
HATRED DIFFICULTY								
Boss : Creature of Flame	55	-----	306-382	78870-89386	998	342	335	Casts Forked Lightning
Boss : Horazon's Familiar	55	-----	229-260	47322-57838	748	285	120	Casts Forked Lightning
Soul Burner	53	----P	73-146	2933-3911	482	275	99	Fire missile, poison death, casts Lower Resist on death
TERROR DIFFICULTY								
Boss : Creature of Flame	85	-----	666-832	241710-273938	1836	780	435	Casts Forked Lightning
Boss : Horazon's Familiar	85	-----	499-566	145026-177254	1377	650	156	Casts Forked Lightning
Soul Burner	85	----P	166-333	9668-12891	918	650	130	Fire missile, poison death, casts Lower Resist on death
DESTRUCTION DIFFICULTY								
Boss : Creature of Flame	110	-----	1428-1785	495915-562037	2780	1338	522	Casts Forked Lightning
Boss : Horazon's Familiar	110	-----	1071-1213	297549-363671	2085	1115	188	Casts Forked Lightning
Soul Burner	110	----P	357-714	19836-26448	1390	1115	156	Fire missile, poison death, casts Lower Resist on death

2/6 INFERNAL MACHINE [TRICKY]



Location : The Pit Level 2 (Tamoe Highland)

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.	Special abilities
HATRED DIFFICULTY								
Boss : Infernal Machine	55	-----	No attack	134079-157740	0	285	268	Summons random monsters
Vortex Lord	49	----L-	66-133	5450-7128	896	280	128	Immolation attack
Soul Burner	53	----P	73-146	2933-3911	482	275	99	Fire missile, poison death, casts Lower Resist on death
Maelstrom Lord	48	----L-	12-76	4834-6446	878	250	127	Lightning missile, lightning attack, electrified corpse
Obsidian Lord	54	-M----	44-74	7606-8620	980	280	159	Uses Time Strike, random elemental attack, double swing
Undead Advocate	52	--F--	85-170	3533-4711	473	135	131	Fire missile
TERROR DIFFICULTY								
Boss : Infernal Machine	85	-----	No attack	273938-322280	0	650	348	Summons random monsters
Vortex Lord	85	----L-	166-333	20948-27393	1836	715	174	Immolation attack
Soul Burner	85	----P	166-333	9668-12891	918	650	130	Fire missile, poison death, casts Lower Resist on death
Maelstrom Lord	85	----L-	33-199	19336-25782	1836	650	174	Lightning missile, lightning attack, electrified corpse
Obsidian Lord	85	-M----	99-166	24171-27393	1836	650	208	Uses Time Strike, random elemental attack, double swing
Undead Advocate	85	--F--	199-399	12085-16114	918	325	174	Fire missile
DESTRUCTION DIFFICULTY								
Boss : Infernal Machine	110	-----	No attack	562037-661220	0	1115	418	Summons random monsters
Vortex Lord	110	----L-	357-714	42979-56203	2780	1226	209	Immolation attack
Soul Burner	110	----P	357-714	19836-26448	1390	1115	156	Fire missile, poison death, casts Lower Resist on death
Maelstrom Lord	110	----L-	71-428	39673-52897	2780	1115	209	Lightning missile, lightning attack, electrified corpse
Obsidian Lord	110	-M----	214-357	49591-56203	2780	1115	250	Uses Time Strike, random elemental attack, double swing
Undead Advocate	110	--F--	428-856	24795-33061	1390	557	209	Fire missile

3/6 DEATH PROJECTOR [HARD]



Location : Swampy Pit Level 3 (Flayer Jungle)

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.	Special abilities
HATRED DIFFICULTY								
Boss : Death Projector	60	HMFCCLP	No attack	187080-233850	0	341	9035	Casts a rotating death laser, immune to all elements
Death's Mechanic	60	HMFCCLP	299-342	Invulnerable	1080	310	0	Aura removes Death Projector's immunities
TERROR DIFFICULTY								
Boss : Death Projector	90	HMFCCLP	No attack	360880-451100	0	756	11635	Casts a rotating death laser, immune to all elements
Death's Mechanic	90	HMFCCLP	624-714	Invulnerable	1940	688	0	Aura removes Death Projector's immunities
DESTRUCTION DIFFICULTY								
Boss : Death Projector	115	HMFCCLP	No attack	722260-902825	0	1281	13910	Casts a rotating death laser, immune to all elements
Death's Mechanic	115	HMFCCLP	1319-1508	Invulnerable	2902	1165	0	Aura removes Death Projector's immunities

4/6 AZMODAN [VERY HARD]



Location : Forgotten Reliquary (Upper Kurast)
Warning : Shield aura present

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.	Special abilities
HATRED DIFFICULTY								
Boss : Azmodan	65	-----	955-1146	284622-328410	2332	335	360	Fire Star attack, shield aura, heals on kills
Vortex Lord	49	----L-	66-133	5450-7128	896	280	128	Immolation attack
Soul Burner	53	----P	73-146	2933-3911	482	275	99	Fire missile, poison death, casts Lower Resist on death
Maelstrom Lord	48	----L-	12-76	4834-6446	878	250	127	Lightning missile, lightning attack, electrified corpse
Obsidian Lord	54	-M----	44-74	7606-8620	980	280	159	Uses Time Strike, random elemental attack, double swing
Undead Advocate	52	--F--	85-170	3533-4711	473	135	131	Fire missile
TERROR DIFFICULTY								
Boss : Azmodan	95	-----	1915-2298	677868-768251	4088	725	460	Fire Star attack, shield aura, heals on kills
Vortex Lord	95	----L-	191-383	26110-34144	2044	797	184	Immolation attack
Soul Burner	95	----P	191-383	12051-16068	1022	725	138	Fire missile, poison death, casts Lower Resist on death
Maelstrom Lord	95	----L-	38-229	24102-32136	2044	725	184	Lightning missile, lightning attack, electrified corpse
Obsidian Lord	95	-M----	114-191	30127-34144	2044	725	220	Uses Time Strike, random elemental attack, double swing
Undead Advocate	95	--F--	229-459	15063-20085	1022	362	184	Fire missile
DESTRUCTION DIFFICULTY								
Boss : Azmodan	120	-----	7910-9492	1120078-1237981	6044	1215	547	Fire Star attack, shield aura, heals on kills
Vortex Lord	120	----L-	395-791	51091-66811	3022	1336	219	Immolation attack

Soul Burner	120	----P	395-791	23580-31440	1511	1215	164	Fire missile, poison death, casts Lower Resist on death
Maelstrom Lord	120	----L-	79-474	47161-62881	3022	1215	219	Lightning missile, lightning attack, electrified corpse
Obsidian Lord	120	-M----	237-395	58951-66811	3022	1215	262	Uses Time Strike, random elemental attack, double swing
Undead Advocate	120	--F---	474-949	29475-39301	1511	607	219	Fire missile

5/6 RATHMA SQUARE [EXTREME]

NEW IN PATCH 1.47



Location : Ruined Fane (Kurast Causeway)

'My blade seeks for mortal blood, and by my dark masters, it shall not be denied!'

Back in the days when Kurast was the centre of civilisation and black magic was not yet frowned upon, this was where the priests of Rathma - the necromancers - practiced their art. The place was abandoned when the young religion of Zakarum took over the city and banned pagan magic, making it the perfect hiding place for an ancient evil bent on taking out the Church from within - Primus, son of Mephisto.

Strategy : Primus himself is not particularly hard, despite his powerful ranged Bladestorm attack. The blades track your position, but do less damage than his normal attack and can be avoided, blocked and dodged.

The problem is his army of Gore Crawlers, which after several millennia in and around Rathma Square can raise themselves from the dead. Shattering the corpse does not make any difference, but the resurrection process takes 10 seconds, during which you can attempt to run away and ditch them. Bringing some crowd control is greatly recommended, because they hit hard and often.

Loot : Primus drops good items on all difficulty levels. On Destruction difficulty, Primus has 1/6 chance to drop the **Spirit Trance Herb**.

Spirit Trance Herb
 Keep in Inventory to gain Bonus
 Required Level: 90
 1% Chance to cast level 25 Celerity when Struck
 10% Increased Attack Speed
 10% Faster Cast Rate
 (21 to 150)% Bonus to Attack Rating
 Regenerate Life +(11 to 40)

Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.	Special abilities
HATRED DIFFICULTY								
Boss : Lord Primus	70	-----	1266-1688	101352-126690	2531	720	8195	Casts Bladestorm, casts Slow, unresistable life drain
Gore Crawler	70	-----	422-601	12669-21115	2187	630	0	Ranged physical attack, resurrects self
TERROR DIFFICULTY								
Boss : Lord Primus	95	-----	2298-3064	241020-301275	4139	932	10120	Casts Bladestorm, casts Slow, unresistable life drain
Gore Crawler	95	-----	766-1091	30127-50212	3577	1015	0	Ranged physical attack, resurrects self
DESTRUCTION DIFFICULTY								
Boss : Lord Primus	120	-----	4746-6328	471612-589515	6119	2430	12045	Casts Bladestorm, casts Slow, unresistable life drain
Gore Crawler	120	-----	1582-2254	58951-98252	5288	2126	0	Ranged physical attack, resurrects self

6/6 CATHEDRAL OF VANITY [IMPOSSIBLE]



Location : Underground Passage Level 2
Warning : Shield auras present

"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.

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

Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.	Special abilities
HATRED DIFFICULTY								
Boss : Inarius	70	-----	527-633	50676-63345	1250	540	7450	Casts Guard Tower, casts Typhoon Sentry, stun attack
Boss : High Cleric Dorian	70	-----	No attack	79139-95017	0	450	2235	Casts Starburst, casts Rain of Bombs, casts Gamma Field, shield aura
Boss : High Cleric Gray	70	-----	No attack	79139-95017	0	450	2235	Casts Starburst, casts Rain of Bombs, casts Gamma Field, shield aura
Boss : Crystal Ball	70	-----	No attack	63345-72804	0	360	74	Casts a rotating death laser, shield aura
Nun of Vanity	70	-----	158-211	2111-2956	1250	432	74	
Nun of Vanity	70	-----	179-232	2111-2956	1250	396	74	
Nun of Vanity	70	-----	52-105	2111-2956	625	360	74	
TERROR DIFFICULTY								
Boss : Inarius	95	-----	478-574	80340-100425	2044	1087	9200	Casts Guard Tower, casts Typhoon Sentry, stun attack
Boss : High Cleric Dorian	95	-----	No attack	125531-150637	0	906	2760	Casts Starburst, casts Rain of Bombs, casts Gamma Field, shield aura
Boss : High Cleric Gray	95	-----	No attack	125531-150637	0	906	2760	Casts Starburst, casts Rain of Bombs, casts Gamma Field, shield aura
Boss : Crystal Ball	95	-----	No attack	100425-115488	0	725	92	Casts a rotating death laser, shield aura
Nun of Vanity	95	-----	287-383	5021-7029	2044	870	92	
Nun of Vanity	95	-----	325-421	5021-7029	2044	797	92	
Nun of Vanity	95	-----	95-191	5021-7029	1022	725	92	
DESTRUCTION DIFFICULTY								
Boss : Inarius	121	-----	1482-1779	209080-261350	6044	2422	14550	Casts Guard Tower, casts Typhoon Sentry, stun attack
Boss : High Cleric Dorian	121	-----	No attack	326687-392025	0	2018	4365	Casts Starburst, casts Rain of Bombs, casts Gamma Field, shield aura
Boss : High Cleric Gray	121	-----	No attack	326687-392025	0	2018	4365	Casts Starburst, casts Rain of Bombs, casts Gamma Field, shield aura
Boss : Crystal Ball	121	-----	No attack	261350-300552	0	1615	145	Casts a rotating death laser, shield aura
Nun of Vanity	121	-----	889-1186	13067-18294	6044	1938	145	
Nun of Vanity	121	-----	1008-1304	13067-18294	6044	1776	145	
Nun of Vanity	121	-----	296-593	13067-18294	3022	1615	145	

Level 121 area - can drop sets and sacred uniques

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...

II. LIST OF SUMMONING UBERQUESTS [6]

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.

1/6 THE BUTCHER [EASY]



Summon at : The Hole Level 2 (Black Marsh)

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.	Special abilities
HATRED DIFFICULTY								
Boss : The Butcher	55	-----	612-1071	89386-99902	1996	285	140	Casts Bloodlust on striking
TERROR DIFFICULTY								
Boss : The Butcher	57	-----	780-1365	124593-139251	2516	440	153	Casts Bloodlust on striking
DESTRUCTION DIFFICULTY								
Boss : The Butcher	95	-----	2388-4179	420240-469680	4828	965	203	Casts Bloodlust on striking

2/6 AKARAT [TRICKY]



Summon at : Kurast Causeway

Possibly your first encounter with invulnerable monsters.

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.	Special abilities
HATRED DIFFICULTY								
Boss : Akarat	60	HMFCCLP	513-684	155900-173049	1080	356	3475	Stun attack
Follower of Akarat	60	-----	171-256	24944-31180	1080	325	278	Demoralizing death
TERROR DIFFICULTY								
Boss : Akarat	90	HMFCCLP	1071-1428	451100-500720	1940	791	4475	Stun attack
Follower of Akarat	90	-----	357-535	72176-90220	1940	722	358	Demoralizing death
DESTRUCTION DIFFICULTY								
Boss : Akarat	115	HMFCCLP	2262-3016	902825-1002135	2902	1339	5350	Stun attack
Follower of Akarat	115	-----	754-1131	144452-180565	2902	1223	428	Demoralizing death

3/6 THE BINDING OF BAAL [HARD]



Summon at : Valley of Snakes
Warning : Shield aura present

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.	Special abilities
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HATRED DIFFICULTY

Boss : Tal Rasha	65	-----	429-859	72980-87576	1282	502	1152	Fire/cold/lightning spells
Horadric Mage	65	-----	382-764	21894-29192	1166	335	576	Fire/cold/lightning spells, shield aura

TERROR DIFFICULTY

Boss : Tal Rasha	100	-----	918-1836	222350-266820	2360	1144	1512	Fire/cold/lightning spells
Horadric Mage	100	-----	816-1632	66705-88940	2146	763	756	Fire/cold/lightning spells, shield aura

DESTRUCTION DIFFICULTY

Boss : Tal Rasha	120	-----	1779-3559	393010-471612	3324	1822	1752	Fire/cold/lightning spells
Horadric Mage	120	-----	1582-3164	117903-157204	3022	1215	876	Fire/cold/lightning spells, shield aura

4/6 ASSAULT ON MOUNT ARREAT [VERY HARD]



Summon at : Arreat Summit
Warning : Shield aura present

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.	Special abilities
HATRED DIFFICULTY								
Boss : Shaman King Koth	65	-----	764-955	145960-175152	2565	502	1152	Bear Claw attack, casts Cataclysm
Bear Shaman	65	-----	573-764	25543-40139	2332	335	576	Bear Claw attack, casts Cataclysm, shield aura
TERROR DIFFICULTY								
Boss : Shaman King Koth	100	-----	1632-2040	444700-533640	4721	1144	1512	Bear Claw attack, casts Cataclysm
Bear Shaman	100	-----	1224-1632	77822-122292	4292	763	756	Bear Claw attack, casts Cataclysm, shield aura
DESTRUCTION DIFFICULTY								
Boss : Shaman King Koth	120	-----	3164-3955	786020-943224	6648	1822	1752	Bear Claw attack, casts Cataclysm
Bear Shaman	120	-----	2373-3164	137553-216155	6044	1215	876	Bear Claw attack, casts Cataclysm, shield aura

5/6 LORD ALDRIC JITAN [EXTREME]

NEW IN PATCH 1.48



Summon at : Nihlathak's Temple
Warning : Shield aura present

Driven mad by nightmares, the Western aristocrat Lord Aldric Jitan hopes to summon a terrible demon. Stop him before he does.

Strategy : Another encounter with immunity shields. Jitan comes with an army of 20 guardsmen, which need to be killed before you can harm Jitan. The tricky part is that the enemies possess a healing spell, and will use it when low on life. You may want to focus on a guardsman and keep pounding him until he dies, otherwise he will just run off and heal himself.

Their Guard Tower attack will pummel the living daylights out of you if you stand still for too long. Keep moving and the towers will vanish behind you. Also do not forget to bring some resistances, because they deal fire, cold and lightning damage on their attack, nearly doubling their damage if you have 0% resist all.

Loot : Jitan drops good items on all difficulty levels. On Destruction difficulty, Jitan has 1/6 chance to drop the **Moon of the Spider**.

Moon of the Spider
Keep in Inventory to gain Bonus
Required Level: 110
+(10 to 40) Energy Factor to Spell Damage
Maximum Skill Level Increased by 1
Half Freeze Duration
Level 50 Searing Orb (1 Charge)

Btw. This quest is based on the Diablo novel of the same name.

Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.	Special abilities
HATRED DIFFICULTY								
Boss : Lord Aldric Jitan	75	----P	1211-1328	183901-191644	2968	770	3465	Tri-elemental attack, casts Guard Tower, heals
Rakkis Guardsman	75	----P	722-768	71624-78399	2234	673	462	Tri-elemental attack, casts Guard Tower, heals, shield aura
TERROR DIFFICULTY								
Boss : Lord Aldric Jitan	100	----P	2121-2325	422465-440253	4774	1526	4252	Tri-elemental attack, casts Guard Tower, heals
Rakkis Guardsman	100	----P	1264-1346	164539-180103	3594	1335	567	Tri-elemental attack, casts Guard Tower, heals, shield aura
DESTRUCTION DIFFICULTY								
Boss : Lord Aldric Jitan	121	----P	6167-6760	993130-1034946	13447	3230	6547	Tri-elemental attack, casts Guard Tower, heals
Rakkis Guardsman	121	----P	3676-3913	386798-423387	10123	2826	873	Tri-elemental attack, casts Guard Tower, heals, shield aura
Level 121 enemies - can drop sets and sacred uniques								

6/6 INARIUS' REVENGE [IMPOSSIBLE]

Summon at : ??? -- Find it yourself!

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 figure out the rest...

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.

III. LIST OF UBERLEVELS [4]

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.

1/4 KURAST 3000 BA [TRICKY]



Location : Arachnid Lair (Spider Forest)
Warning : Shield aura present

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 121 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 Terror and 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 a bonus to movement speed, attack rating, elemental damage and life. 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.	Special abilities
HATRED DIFFICULTY								
Boss : Ennead Necromancer	70	-----	No attack	126690-168920	0	450	2235	Summons random monsters, fire missile, casts Nightmare
Shadowgate Totem	70	-----	No attack	42230-48564	0	360	74	Summons random monsters, shield aura
Burning Dead	60	--F---	205-290	11224-18708	2160	310	166	Fire attack
Bone Warrior	60	---C--	205-290	11224-18708	2160	310	166	Cold attack
Horror	60	---L-	205-290	11224-18708	2160	310	166	Lightning attack
Burning Dead Archer	60	--F---	85-171	11224-18708	1080	310	166	Fire attack
Bone Archer	60	---C--	85-171	11224-18708	1080	310	166	Cold attack
Horror Archer	60	---L-	85-171	11224-18708	1080	310	166	Lightning attack
Burning Dead Sorcerer	60	--F---	No attack	11224-18708	0	310	166	Fire missile
Bone Sorcerer	60	---C--	No attack	11224-18708	0	310	166	Cold missile
Horror Sorcerer	60	---L-	No attack	11224-18708	0	310	166	Lightning missile
TERROR DIFFICULTY								
Boss : Ennead Necromancer	90	-----	No attack	270660-360880	0	860	2685	Summons random monsters, fire missile, casts Nightmare
Shadowgate Totem	90	-----	No attack	90220-103753	0	688	89	Summons random monsters, shield aura
Burning Dead	90	--F---	428-606	32479-54132	3880	688	214	Fire attack
Bone Warrior	90	---C--	428-606	32479-54132	3880	688	214	Cold attack

Horror	90	----L-	428-606	32479-54132	3880	688	214	Lightning attack
Burning Dead Archer	90	--F---	178-357	32479-54132	1940	688	214	Fire attack
Bone Archer	90	---C--	178-357	32479-54132	1940	688	214	Cold attack
Horror Archer	90	----L-	178-357	32479-54132	1940	688	214	Lightning attack
Burning Dead Sorcerer	90	--F---	No attack	32479-54132	0	688	214	Fire missile
Bone Sorcerer	90	---C--	No attack	32479-54132	0	688	214	Cold missile
Horror Sorcerer	90	----L-	No attack	32479-54132	0	688	214	Lightning missile
DESTRUCTION DIFFICULTY								
Boss : Ennead Necromancer	121	-----	No attack	784050-1045400	0	1938	4365	Summons random monsters, fire missile, casts Nightmare
Shadowgate Totem	121	-----	No attack	261350-300552	0	1615	145	Summons random monsters, shield aura
Burning Dead	121	--F---	1423-2016	94086-156810	12088	1615	349	Fire attack
Bone Warrior	121	---C--	1423-2016	94086-156810	12088	1615	349	Cold attack
Horror	121	----L-	1423-2016	94086-156810	12088	1615	349	Lightning attack
Burning Dead Archer	121	--F---	593-1186	94086-156810	6044	1615	349	Fire attack
Bone Archer	121	---C--	593-1186	94086-156810	6044	1615	349	Cold attack
Horror Archer	121	----L-	593-1186	94086-156810	6044	1615	349	Lightning attack
Burning Dead Sorcerer	121	--F---	No attack	94086-156810	0	1615	349	Fire missile
Bone Sorcerer	121	---C--	No attack	94086-156810	0	1615	349	Cold missile
Horror Sorcerer	121	----L-	No attack	94086-156810	0	1615	349	Lightning missile
Level 121 area - can drop sets and sacred uniques								

2/4 ISLAND OF THE SUNLESS SEA [HARD]

NEW IN PATCH 1.43



Location : Drifter Cavern (Glacial Trail)
Warning : Shield aura present

'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.	Special abilities
HATRED DIFFICULTY								
Boss : Lucion	70	-----	1582-2110	240711-253380	5000	360	745	Black Lotus Strike attack, stun attack, shield aura
Boss : Malic	70	-----	No attack	215373-240711	0	450	558	Casts various spells
Boss : Malic's Messenger	70	-----	527-886	147805-168920	937	360	372	Casts Forked Lightning
Evil Force	70	-----	738-801	19003-23226	2500	378	149	Invisibility
Dark Archon	70	-----	253-379	20270-25338	1250	360	223	Knockback hammers, casts Shadowform, invisibility
Dark Templar	70	-----	495-569	10135-15202	2500	360	149	Causes minions to flee, invisibility
TERROR DIFFICULTY								
Boss : Lucion	95	-----	2872-3830	497103-527231	8176	725	920	Black Lotus Strike attack, stun attack, shield aura
Boss : Malic	95	-----	No attack	466976-512167	0	906	690	Casts various spells
Boss : Malic's Messenger	95	-----	957-1608	311317-351487	1533	725	460	Casts Forked Lightning
Evil Force	95	-----	1340-1455	45191-55233	4088	761	184	Invisibility
Dark Archon	95	-----	459-689	48204-60255	2044	725	276	Knockback hammers, casts Shadowform, invisibility
Dark Templar	95	-----	900-1034	24102-36153	4088	725	184	Causes minions to flee, invisibility
DESTRUCTION DIFFICULTY								
Boss : Lucion	121	-----	8895-11860	1097670-1176075	24176	1615	1455	Black Lotus Strike attack, stun attack, shield aura
Boss : Malic	121	-----	No attack	1019265-1058467	0	2018	1091	Casts various spells
Boss : Malic's Messenger	121	-----	2965-4981	705645-784050	4533	1615	727	Casts Forked Lightning
Evil Force	121	-----	4151-4506	117607-143742	12088	1695	291	Invisibility
Dark Archon	121	-----	1423-2134	125448-156810	6044	1615	436	Knockback hammers, casts Shadowform, invisibility
Dark Templar	121	-----	2787-3202	62724-94086	12088	1615	291	Causes minions to flee, invisibility

Level 121 area - can drop sets and sacred uniques

3/4 KHALIMGRAD [VERY HARD]

NEW IN PATCH 1.45



Location : Infernal Pit (Frozen Tundra)

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 autopmap 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.

Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.	Special abilities
HATRED DIFFICULTY								
Boss : Zakarum's Avatar	70	HMFCPL	No attack	152028-168920	0	828	2980	Uses Thrill of the Hunt, immune to all elements
Ethereal	70	-----	527-738	40540-54054	2625	432	216	Heals on kills, demoralizing death
Lightwell	70	-----	No attack	Invulnerable	0	396	0	Cannot be destroyed, casts Punisher
TERROR DIFFICULTY								
Boss : Zakarum's Avatar	95	HMFCPL	No attack	321360-351487	0	1667	3680	Uses Thrill of the Hunt, immune to all elements
Ethereal	95	-----	957-1340	96408-128544	4292	870	266	Heals on kills, demoralizing death
Lightwell	95	-----	No attack	Invulnerable	0	797	0	Cannot be destroyed, casts Punisher
DESTRUCTION DIFFICULTY								
Boss : Zakarum's Avatar	121	HMFCPL	No attack	731780-784050	0	3714	5820	Uses Thrill of the Hunt, immune to all elements
Ethereal	121	-----	2965-4151	250896-334528	12692	1938	421	Heals on kills, demoralizing death
Lightwell	121	-----	No attack	Invulnerable	0	1776	0	Cannot be destroyed, casts Punisher

Level 121 area - can drop sets and sacred uniques

4/4 KINGDOM OF SHADOW [EXTREME]

NEW IN PATCH 1.50



Location : Crypt (Blood Raven's Graveyard)

The radiant city of Ureh, thought to be a gateway to Heaven. As it turned out, Diablo took the form of an angel and deceived the city mages, making them cast a spell that doomed the city. Ureh and everyone within are now trapped between the mortal plane and Hell, appearing in this world only once every two thousand years, when the shadow of Mount Nymyr falls upon the ruins. Be there.

Strategy : This is zombie city. Worse, this is immortal zombie city. Do not bother attacking the ghost citizens, because you can't. Keep moving at all costs to avoid the undead hordes. The much less common City Guards and Ice Kings can be killed, but beware their powerful elemental attacks.

This is a huge level, there is no minimap, the lighting is very dim and the boss is located in a distant corner. Please run around like a damsel in a zombie film until you find the narrow bridge leading to King Juris Khan.

Dumb firepower is almost useless in this level, because very few enemies can be killed at all. On the other hand, do equip all the run speed and hit recovery bonuses you can get, try to get some minions and a teleportation spell, either natively or granted by an item.

One more thing, you may be able to tank the zombies until they trigger Bloodlust, which nearly doubles their damage on Destruction difficulty. If this happens, put some distance between you and them pronto.

Loot : Juris Khan drops good items on all difficulty levels. Defeat Juris Khan on Destruction difficulty to get the **Eternal Bone Pile**.

Eternal Bone Pile
Keep in Inventory to gain Bonus
Required Level: 100
+(1 to 2) to Amazon Skill Levels
+(1 to 2) to Assassin Skill Levels
+(1 to 2) to Barbarian Skill Levels
+(1 to 2) to Druid Skill Levels
+(1 to 2) to Necromancer Skill Levels
+(1 to 2) to Paladin Skill Levels
+(1 to 2) to Sorceress Skill Levels

Btw. This quest is based on the Diablo novel of the same name.

Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.	Special abilities
HATRED DIFFICULTY								
Boss : Juris Khan	70	-----	1096-2130	190035-253380	3781	649	2980	Summons random monsters, casts fire and cold spells
Citizen	70	-----	400-706	Invulnerable	3718	239	0	Poison attack, casts Bloodlust on striking
City Guard	70	-----	822-854	21959-24493	1812	290	372	Uses Exorcism
Ice King	70	-----	137-147	64189-69257	2500	1128	372	Cold missile, cold attack
TERROR DIFFICULTY								
Boss : Juris Khan	95	-----	1990-3868	451912-602550	6183	1377	3680	Summons random monsters, casts fire and cold spells
Citizen	95	-----	727-1283	Invulnerable	6080	507	0	Poison attack, casts Bloodlust on striking
City Guard	95	-----	1493-1551	52221-58246	2963	616	460	Uses Exorcism
Ice King	95	-----	248-268	152646-164697	4088	2392	460	Cold missile, cold attack
DESTRUCTION DIFFICULTY								
Boss : Juris Khan	121	-----	6166-11978	1176075-1568100	18283	3068	5820	Summons random monsters, casts fire and cold spells
Citizen	121	-----	4506-7946	Invulnerable	17980	1130	0	Poison attack, casts Bloodlust on striking
City Guard	121	-----	4625-4803	135902-151582	8763	1372	727	Uses Exorcism
Ice King	121	-----	770-830	397252-428614	12088	5329	727	Cold missile, cold attack
Level 121 area - can drop sets and sacred uniques								

IV. LIST OF SUPER SIDE AREAS [5]

The uberquests and uberlevels are not all there is to do when you are high level and looking for a challenge. These areas are much harder than the regular game, but the rewards are worth it, both in terms of drop rates and experience.

1/2 THE COW LEVEL [HARD]



The cow level features five different breeds of bovine, all out for a juicy human steak. There are no natural immunities and no elemental attacks to worry about, just a whole lot of cows out for your blood.

Beware, this area is much harder than in classic Lord of Destruction.

Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.	Special abilities
HATRED DIFFICULTY								
Cow Enforcer	53	-----	219-292	4889-7333	964	275	66	Casts Gift of the Wild
Cow Honcho	53	-----	73-146	7333-9778	964	275	66	Casts Zen Bolt, casts Banish, casts Slow
Cow Ninja	53	-----	146-219	4889-7333	964	275	66	Casts Vanquish, invisibility
Cow Shadowlord	53	-----	146-219	9778-12222	964	275	66	Casts Gift of Shadows
Cow Summoner	53	-----	219-292	9778-12222	964	275	66	Summons random cows, magic attacks
TERROR DIFFICULTY								
Cow Enforcer	92	-----	552-736	18847-28270	1980	703	90	Casts Gift of the Wild
Cow Honcho	92	-----	184-368	28270-37694	1980	703	90	Casts Zen Bolt, casts Banish, casts Slow
Cow Ninja	92	-----	368-552	18847-28270	1980	703	90	Casts Vanquish, invisibility
Cow Shadowlord	92	-----	368-552	37694-47117	1980	703	90	Casts Gift of Shadows
Cow Summoner	92	-----	552-736	37694-47117	1980	703	90	Summons random cows, magic attacks
DESTRUCTION DIFFICULTY								
Cow Enforcer	121	-----	1779-2372	52270-78405	6044	1615	145	Casts Gift of the Wild
Cow Honcho	121	-----	593-1186	78405-104540	6044	1615	145	Casts Zen Bolt, casts Banish, casts Slow
Cow Ninja	121	-----	1186-1779	52270-78405	6044	1615	145	Casts Vanquish, invisibility
Cow Shadowlord	121	-----	1186-1779	104540-130675	6044	1615	145	Casts Gift of Shadows
Cow Summoner	121	-----	1779-2372	104540-130675	6044	1615	145	Summons random cows, magic attacks
Level 121 area - can drop sets and sacred uniques								

2/2 THE CHAMELEON LEVELS [VERY HARD]
NEW IN PATCH 1.46

- Location : Mausoleum (Graveyard)
- Location : Stony Tomb (Dry Hills)
- Location : Abaddon (Frigid Highlands)
- Location : Pit of Acheron (Arreat Plateau)

In Hatred (Normal) difficulty, these levels are much like any other, fairly small and with mundane monsters. In Terror (Nightmare) and Destruction (Hell) difficulty, though, they grow much larger and spawn massive numbers of incredibly strong monsters. Beware.

All chameleon levels feature the same monster mix on Terror and Destruction difficulty.



Monster Name	Lv.	Immun.	Damage	Life	Att.	Def.	Exp.	Special abilities
HATRED DIFFICULTY								
Nothing special about these areas.								
TERROR DIFFICULTY								
Flesh Mother	95	---L-	1149-1532	120510-160680	4088	1812	368	Spawns Flesh Fiends
Flesh Fiend	95	---L-	766-1149	40170-80340	3577	1087	184	
Deathspawn	95	---C--	670-1053	35148-45191	3577	1087	257	
Venom Fiend	95	--F---	536-651	50212-70297	3066	1450	312	Poison missile
Doom Spitter	95	--F---	861-1244	90382-110467	3066	1812	312	Eats and spits explosive corpses
Death Prince	95	---C--	574-957	55233-90382	4088	1450	312	Uses Charge, cold attack, Frog Prince death
Blood Bengal	95	--F---	306-383	42178-46195	2555	906	312	Casts Mark of the Wild on striking, fire attack
Obsidian Knight	95	-M----	574-766	84357-94399	6132	2537	312	Uses Time Strike, random elemental attack, double swing
Reaper	95	---C--	383-536	60255-64272	2044	1450	312	Unresistable life drain
Darksister	95	----P	459-612	56238-60255	3577	1450	312	Fire missile, poison death, casts Lower Resist on death
Bane Monster	95	---L-	383-459	60255-68289	4088	1812	294	Flash attack
Azure Drake	95	----P	574-861	70297-90382	2555	1631	349	Uses Charge, cold attack
Corrosive Terror	95	H----	766-1340	80340-100425	3781	2175	312	Lowers target's defense and speed
Damned Soul	95	---C--	1378-1608	50212-70297	2452	1087	276	Cold missile, cold attack
Bloodbrother	95	--F---	995-1034	48204-66280	2248	543	294	Casts Cataclysm, cold missile
Stormscourge	95	---L-	919-957	50212-91386	3423	1268	257	Lightning missile, lightning attack, electrified corpse
DESTRUCTION DIFFICULTY								
Flesh Mother	121	---L-	3558-4744	313620-418160	12088	4037	582	Spawns Flesh Fiends
Flesh Fiend	121	---L-	2372-3558	104540-209080	10577	2422	291	
Deathspawn	121	---C--	2075-3261	91472-117607	10577	2422	407	
Venom Fiend	121	--F---	1660-2016	130675-182945	9066	3230	494	Poison missile
Doom Spitter	121	--F---	2668-3854	235215-287485	9066	4037	494	Eats and spits explosive corpses
Death Prince	121	---C--	1779-2965	143742-235215	12088	3230	494	Uses Charge, cold attack, Frog Prince death
Blood Bengal	121	--F---	948-1186	109767-120221	7555	2018	494	Casts Mark of the Wild on striking, fire attack
Obsidian Knight	121	-M----	1779-2372	219534-245669	18132	5652	494	Uses Time Strike, random elemental attack, double swing
Reaper	121	---C--	1186-1660	156810-167264	6044	3230	494	Unresistable life drain
Darksister	121	----P	1423-1897	146356-156810	10577	3230	494	Fire missile, poison death, casts Lower Resist on death
Bane Monster	121	---L-	1186-1423	156810-177718	12088	4037	465	Flash attack
Azure Drake	121	----P	1779-2668	182945-235215	7555	3633	552	Uses Charge, cold attack
Corrosive Terror	121	H----	2372-4151	209080-261350	11181	4845	494	Lowers target's defense and speed
Damned Soul	121	---C--	4269-4981	130675-182945	7252	2422	436	Cold missile, cold attack
Bloodbrother	121	--F---	3083-3202	125448-172491	6648	1211	465	Casts Cataclysm, cold missile
Stormscourge	121	---L-	2846-2965	130675-237828	10123	2826	407	Lightning missile, lightning attack, electrified corpse

Level 121 areas - can drop sets and sacred uniques

V. THE HARD MODE CHARM

The Hard Mode Charm is a special drop from the Kurast 3000 BA uberlevel in Terror (Nightmare) and Destruction (Hell) difficulty. When you keep it in your inventory, it will make nearby monsters stronger, but reward you with a better chance to find magic items.

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 a bonus to movement speed, attack rating, elemental damage and life. 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.

Charm setting	+Spd. %	+El. %	Attack Rating	Monster Life	MF%
+1	67%	119%	+3928	+11250	40
+2	107%	190%	+6875	+22500	80
+3	137%	245%	+9166	+33750	120
+4	162%	289%	+11000	+45000	160
+5	182%	325%	+12500	+56250	200
+6	199%	355%	+13750	+67500	240
+7	213%	380%	+14807	+78750	280
+8	225%	402%	+15714	+90000	320
+9	236%	421%	+16500	+101250	360
+10	245%	437%	+17187	+112500	400
+11	253%	452%	+50000	+200000	440

It is not recommended to crank up the charm to **+11 Increased Difficulty** unless you (think you) are God. It is also a very good idea to take off the charm before you embark on an uberquest, or you may end up digging your own grave.

The **+11 Increased Difficulty** setting has been introduced in Median 2008 1.47.

* **Btw.** When the charm is active, monster health bars appear less than full. This is a bug with the Diablo 2 game engine. The monsters still have the correct life bonus.