
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 may be its own reward, but on Destruction (Hell) difficulty, your prize for doing so is a very special charm.

Dungeon Uberquests

You can find these deadly bosses in their own dungeons, waiting for foolish heroes to enter their domain. Their rewards are great, but they can only be defeated by strong characters and skilled players.

- *Creature of Flame*
- *Infernal Machine*
- *Death Projector*
- *Azmodan*
- *Rathma Square*
- *Cathedral of Vanity*

Summoning Uberquests

To fight these dangerous bosses, you need to summon them yourself. Only the most powerful heroes can defeat them, but the rewards are worth it. Do you have what it takes to be the next Horazon?

- *The Butcher*
- *Akarat*
- *The Binding of Baal*
- *Assault on Mount Arreat*
- *Lord Aldric Jitan*
- *Legacy of Blood*
- *??? (Secret)*

Uberlevels

Instead of a single boss and minions, these uberquests are entire levels with various smaller bosses and tough regular monsters.

- *Kurast 3000 BA*
 - *Island of the Sunless Sea*
 - *Khalimgrad*
 - *Tran Athulua*
 - *Fauztinville*
 - *Kingdom of Shadow*
-

OTHER CHALLENGES

If you have completed the uberquests and are still looking for a challenge, look no further.

Super Side Areas

These levels, located in unused dead end areas, are tougher than any regular level. There is no fancy story, no new dungeons and no special rewards, all you have to do is kill everything.

The Hard Mode Charm

Not strictly a 'quest', this charm makes the monsters much tougher but increases the rewards you will reap when you do manage to defeat them.

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 the monsters that inhabit the area, or you will die.

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

1/6 CREATURE OF FLAME

DIFFICULTY: 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, do 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.

2/6 INFERNAL MACHINE

DIFFICULTY: MODERATE



Location : The Pit Level 2 (Tamoe Highland)

The next uber quest involves defeating a special siege tower located in a small underground cave. The tower summons random Worldstone Keep monsters 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

3/6 DEATH PROJECTOR

DIFFICULTY: TRICKY



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, annihilating anything in its path. The weapon is guarded by eight Mechanics, who are immune to any attack and heal the Death Projector when they kill a player or minion.

Strategy : This may be your first experience with immunity shields. To get rid of the Death Projector's immunities, keep at least one Mechanic nearby.

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

The death laser is not too hard to avoid, but you should really try to do so because if it hits you, you're finished. Beware the splash damage when it hits a wall. The beam always rotates clockwise through 360 degrees.

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

4/6 AZMODAN

DIFFICULTY: HARD



Location : Forgotten Reliquary (Upper Kurast)

Warning : Shield aura present

Azmodan, the Lord of Sin, walks the earth. This boss 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. Lure Azmodan to one side of the level and his minions to the other, then quickly run over and attack Azmodan himself.

Azmodan has a powerful melee attack and casts Fire Star on striking, which fries any character with low fire resistance. You may want to load up on fire resist for this fight.

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%

5/6 RATHMA SQUARE

DIFFICULTY: EXTREME

NEW IN PATCH 1.47



Location : Ruined Fane (Kurast Causeway)

'My blade sings 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)

6/6 CATHEDRAL OF VANITY

DIFFICULTY: 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

Can drop sacred sets and uniques on Destruction difficulty.

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, 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.

1/6 THE BUTCHER

DIFFICULTY: 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

2/6 AKARAT

DIFFICULTY: MODERATE



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 -200%. 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

+(201 to 250) Defense

+(21 to 25) to all Attributes

3/6 THE BINDING OF BAAL

DIFFICULTY: TRICKY



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 +100% 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.

Beware, the enemies have a passive ability that lowers your effective resistances by 25%, 50% and 100% on the three difficulty levels!

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

4/6 ASSAULT ON MOUNT ARREAT

DIFFICULTY: 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)%

5/6 LORD ALDRIC JITAN

DIFFICULTY: 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. Alternatively, the towers cannot hit you if you stand right on top of them. Just make sure you can tank the enemies without moving...

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.

Also, when any of them dies, a vortex of shadow spawns at the location of the deceased fighter. Try not to run into it, or you will die instantly. Use a weapon with a long reach and keep your finger on the Shift key.

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

Can drop sacred sets and uniques on Destruction difficulty.

6/6 LEGACY OF BLOOD

DIFFICULTY: IMPOSSIBLE
MODIFIED IN PATCH 1.57



Summon at : Tower Cellar (Black Marsh)

'When you get to hell maggot, tell them that I am coming to rule!'

Bartuc, the Warlord of Blood, was once Horazon's brother in the Vizjerei mage clan. Whereas Horazon wanted to summon demons to enslave them, Bartuc chose to worship them and traded his soul for demonic power. Their conflict eventually led to a civil war that shattered the mage clan.

Although Bartuc was eventually destroyed by the very powers he sought to control, his soul and power have been claimed by the forces of Hell. The undead Bartuc is now little more than a mindless puppet of the demonic host.

It may be possible to summon Bartuc's spirit in the crypt where his cursed armor was buried...

Strategy : Bartuc and his summoned Blood Golems have ranged attacks and can hurt a lot in this tiny room. Compounding the challenge is the fact that the Blood Golems are only vulnerable for a brief moment after hitting you, and Bartuc can only be harmed after he uses his Wychwind attack, which temporarily lowers his resistances.

Bring some defense rating, because the enemies use physical attacks and they hit hard. The most dangerous attack is Bartuc's Wychwind, which can kill you on the spot if you run into the rift field. Attack him after he uses this ability, because it also removes his immunities. Bartuc also summons more Blood Golems.

Loot : Bartuc drops good items on all difficulty levels. On Destruction difficulty, Bartuc drops the [Legacy of Blood](#).

[Legacy of Blood](#)

Keep in Inventory to gain Bonus

Required Level: 120

(2 to 4)% Life Stolen per Hit

(2 to 4)% Mana Stolen per Hit

Maximum Skill Level Increased by 4

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

Can drop sacred sets and uniques on Destruction difficulty.

SECRET: INARIUS' REVENGE

DIFFICULTY: UNKNOWN



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

Warning : Shield aura present

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%

Can drop sacred sets and uniques on Destruction difficulty.

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.

1/6 KURAST 3000 BA

DIFFICULTY: EASY



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 or Level 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

Magic Find Bonus

* **+1 Increased Difficulty** gives monsters a bonus to attack rating, 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.

* See below for more information about the **Hard Mode Charm**.

> Finally, on Destruction difficulty, the Ennead Necromancers have 1/6 chance to drop the **Hammer of the Taan Judges**.

Hammer of the Taan Judges

Keep in Inventory to gain Bonus

Required Level: 40

+50 Crafting Points

+(41 to 50) Energy Factor to Spell Damage

Total Character Damage Plus (1.5 per level) (Based on Character Level)

Drop Bias

Set items are more likely to drop here than in other areas.

Can drop sacred sets and uniques on Destruction difficulty.

2/6 ISLAND OF THE SUNLESS SEA

DIFFICULTY: MODERATE

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 the angel 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 Cold Resistance

-(6 to 15)% to Enemy Lightning Resistance

-(6 to 15)% to Enemy Poison Resistance

(11 to 15)% Chance of Crushing Blow

-5 to Light Radius

Can drop sacred sets and uniques on Destruction difficulty.

3/6 KHALIMGRAD

DIFFICULTY: TRICKY
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 crushing blow. 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 reduced by -200%. This makes the other Ethereals much easier to kill.

You can only attack Zakarum's Avatars when their resistances are lowered. In patch 1.57, the Avatars are no longer randomly placed, so you should always encounter a few of them.

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.

Drop Bias

Rare items are more likely to drop here than in other areas.

Can drop sacred sets and uniques on Destruction difficulty.

4/6 TRAN ATHULUA

DIFFICULTY: HARD
NEW IN PATCH 1.53



Location : Halls of the Dead Level 3 (Dry Hills)

The capital of the Amazon nation, Tran Athulua, is almost impossible to take by land or sea. After a humiliating defeat at the hands of the Amazon defenders, a band of pirates hired you to assassinate the Priestesses and steal their expensive shinies.

The uberlevel features amazon archers and three Priestesses, devoted to each of the three elemental gods. Philios serves Hefaetrus, god of fire. Skovos serves Karcheus, god of ice. Lycander serves Zerae, goddess of vengeance and storms.

Strategy : The common Amazons deal lots of damage, so keep moving to avoid Guided Chain. Otherwise the arrows will keep returning and doing damage many times over.

The Priestesses are very hard due to Legion and Tremor. Legion can be dodged by keeping to the northwest or southeast of the Priestess; this prevents the Legion archers from lining up and whacking you with 20 arrows per second. There is no way to mitigate Tremor damage, because it is percentage based. You can easily recognise the Priestess in a large pack by her heavy armour.

Loot : The Priestesses drop decent items on all difficulty levels. Defeat the respective elemental Priestesses on Hatred difficulty to get the [Sunstone of Fire](#), [Sunstone of Ice](#) and [Sunstone of Thunder](#).

[Sunstone of Fire](#)

Keep in Inventory to gain Bonus

Required Level: 10

Adds 15-20 Fire Damage

-(6 to 10)% to Enemy Fire Resistance

+10 Defense

[Sunstone of Ice](#)

Keep in Inventory to gain Bonus

Required Level: 10

Adds 15-20 Cold Damage

-(6 to 10)% to Enemy Cold Resistance

+10 Defense

[Sunstone of Thunder](#)

Keep in Inventory to gain Bonus

Required Level: 10

Adds 15-20 Lightning Damage

-(6 to 10)% to Enemy Lightning Resistance

+10 Defense

On Destruction difficulty, the Priestesses have 1/6 chance to drop the [Sunstone of the Gods](#).

Sunstone of the Gods

Keep in Inventory to gain Bonus

Required Level: 100

Adds 100-200 Fire Damage

Adds 100-200 Lightning Damage

Adds 100-200 Cold Damage

Increase Maximum Life (1-20)%

Increase Maximum Mana (1-20)%

Drop Bias

Unique items are more likely to drop here than in other areas.

Can drop sacred sets and uniques on Destruction difficulty.

5/6 FAUZTINVILLE

DIFFICULTY: EXTREME

NEW IN PATCH 1.53



Location : Stony Tomb Level 2 (Rocky Waste)

Warning : To get to this uberlevel in Terror and Destruction, you need to get through the Stony Tomb Level 1 chameleon level. See below for more information on chameleon levels.

After the destruction of the Worldstone, a new era of peace and prosperity began, eventually evolving into what we call the modern age. Humanity has all but forgotten how to deal with demons. Until out of nowhere an evil force beneath the metropolis of Fauztinville begins to corrupt the machinery and pets, turning them against their masters. Overwhelmed by the assault, the army employs its new experimental time machine to request help from the heroes of the past. Will you answer the call?

Once a humble settlement founded by the mage Fauztin, the city has grown to over ten million inhabitants after the destruction of the Worldstone. All have died or left the city in the face of an onslaught of demonically twisted robots and demons bursting from the city's neon signs.

The invasion is led by five warped robots, Alpha, Beta, Gamma, Delta and Epsilon. These are your targets. Terminate them.

Strategy : The main difficulty of this level is the abundance of ranged enemies that have a % chance to ignore defense. A shield helps, but you will need a seriously fast block speed or you will get block-locked. Minions can separate the pack, but beware the Harpylisk's bouncing blade attack.

The five Robot Bosses can be hard to find. Look for dead-end streets and hidden passages through buildings. One of the five requires a teleport skill to access; if you do not have Blink or Divine Apparition, use an item with charges of Blink, like the runeword [Pax Mystica](#).

Loot : The Robot Bosses drop good items on all difficulty levels. There is no charm reward for completing this uberlevel, however in Destruction difficulty they are very likely to drop uniques, sets, rares and runes, and may be your main source of runes.

Their drop chances depend on which Robot Boss you kill. Alpha drops the most uniques and sets, but the fewest runes. At the other end of the spectrum, Epsilon drops the most runes, but the fewest uniques and sets.

In Terror difficulty, the Robot Bosses drop their electronic Brains. These are required for Level Challenge 2, but do nothing else.

Drop Bias

Runes are more likely to drop here than in other areas.

Can drop sacred sets and uniques on Destruction difficulty.

6/6 KINGDOM OF SHADOW

DIFFICULTY: IMPOSSIBLE

NEW IN PATCH 1.50



Location : Crypt (Blood Raven's Graveyard)

The radiant city of Ureh, thought to be a gateway to Heaven in ancient times. As it turned out, Diablo had taken the form of an angel and deceived the city wizards, tricking them into casting 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

+500 Maximum Stamina

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

Can drop sacred sets and uniques on Destruction difficulty.

4. LIST OF SUPER SIDE AREAS

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

DIFFICULTY: MODERATE



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.

The most dangerous cows are Cow Summoners, which gate in random cows to attack you, and Cow Ninjas, which are invisible when not attacking and cast Vanquish to greatly increase their damage before striking. Also beware Cow Honchos and their Slow and Banish curses.

Can drop sacred sets and uniques on Destruction difficulty.

2/2 CHAMELEON LEVELS

DIFFICULTY: HARD
NEW IN PATCH 1.46

Location : Mausoleum (Graveyard)

Location : Stony Tomb Level 1 (Rocky Waste)

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.



Can drop sacred sets and uniques on Destruction difficulty.

5. 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.

See above for more information about Kurast 3000 BA.

Hard Mode Charm

Keep in Inventory to gain Bonus

Required Level: 5

+1 Increased Difficulty

Magic Find Bonus

* **+1 Increased Difficulty** gives monsters a bonus to attack rating, damage and life and reduces your block chance, knockback and target flee. It also increases your magic find to reward you for using it.

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.

In patch 1.57, the life and attack rating bonuses are based on your own character level.

Charm setting	+Phys%	+Elem%	Attack Rating	Monster Life	Block	KB *	HCMTF	MF%
+1	143%	119%	+39.28 * level	+112.50 * level	-25%	-1	-25%	40
+2	228%	190%	+68.75 * level	+225.00 * level	-50%	-2	-50%	80
+3	294%	245%	+91.66 * level	+337.50 * level	-75%	-3	-75%	120
+4	346%	289%	+110.00 * level	+450.00 * level	-100%	-4	-100%	160
+5	390%	325%	+125.00 * level	+562.50 * level	-125%	-5	-125%	200
+6	426%	355%	+137.50 * level	+675.00 * level	-150%	-6	-150%	240
+7	456%	380%	+148.07 * level	+787.50 * level	-175%	-7	-175%	280
+8	482%	402%	+157.14 * level	+900.00 * level	-200%	-8	-200%	320
+9	505%	421%	+165.00 * level	+1012.50 * level	-225%	-9	-225%	360
+10	525%	437%	+171.87 * level	+1125.00 * level	-250%	-10	-250%	400
+11	600%	500%	+100000	+400000	-275%	-11	-275%	440

* The knockback penalty will nullify one item with knockback per level of increased difficulty.

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 embarking on an uberquest, else 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 II game engine. The monsters still have the correct life bonus.

Btw. The charm will not increase magic and poison spell damage.
