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Median xl baal guide

They can be found in their own special areas. It's usually not a good idea to go there before you're at least on an equal level as the monsters that inhabit the area, or you die. Note: Don't jump at level 15 just because you found an entrance. The essence of flame difficulty: Easy location: Ancient tunnels (Lost City) This is a forbidden place. Back where you came from and your life will be spared This first uberquest reenacts removed task from Diablo 1. Horazon (also known as the true Summoner) summoned a powerful demon who proved too strong for him. He managed to get him in his secret sanctuary, but he couldn't beat him and nearly killed him. Neither Horazon nor the demon want you to be there, so don't expect a warm welcome from either side... Strategy: There is no science about rockets, just kill two bosses. Like all uberquests, don't try it as fast as you find the input. Bosses are level 55 and will easily destroy any lower-level character. Tip: You can maximize fire and lightning resistance. Both bosses have a Lightning fork that deals massive damage from close range. Rewards: Horazon's Familiar and Creature of Flame drop decent items on all difficulty levels. Defeat the flame monster on destruction difficulty to gain Horazon's sharpness. Horazon's FocusLevel Requirements: 40 Keep in Inventory, to get bonus (3 to 5) % Life stolen per hit (3 to 5)% Mana stolen for hitting -50 Defense +(21 to 25) to all attributes of Infernal Machine Difficulty. Moderate Location: Pit Level 2 (Tamoë Highland) The next task of uber is to defeat a special siege tower located in a small underground cave. The tower summons random elite monsters at a fast pace. Move fast because time is against you. Strategy: Hurry up with the boss, otherwise more and more monsters are still appearing, which makes it increasingly difficult to reach and destroy him. On the other hand, if you need to align, a constant flood of monsters is a great source of experience as well. Rewards: The Hell's Machine throws decent items at all difficulty levels. Defeat the Hell's Machine on destruction difficulty to get an optical detector. Optical Detector RequirementsLevel: 60 Keep Equipment to Earn +200 Craft Points +2 Bonus for Light Radius Death Projector Difficulty: Difficult Location: Swampy Pit Level 3 (Fayer Jungle) Swamp Pit serves as a testing ground for the latest Mephisto siege weapon. The Death Projector slowly rotates, firing a terrifying beam of energy into a full circle, annihilating everything in its path. The weapon is guarded by eight spooky mechanics. They are said to kidnap people from the tribes around to dedicate them by powering the Death Projector energy board with their still beating hearts. Mechanics are immune to any attack, and if they kill a player or minion in a central circle, the Death Projector is restored to the original state. Strategy: This may be your first experience with resistance shields. To get rid of Death Projector immunities, keep at least one Mechanic nearby. However, there is no way to harm any of the mechanics. Try your best to avoid their attacks. Laser death is not too hard to avoid, but you really should try to do it, because if it hits you, you are ready. Watch out for splash damage when hitting a wall. Rewards: Death Projector throws decent items at all difficulty levels. Defeat the Death Projector on Destruction difficulty to earn the Laser Focus Crystal. Laser Focus CrystalLevel Requirements: 80 Keep in inventory to get BonusInventin increasease Maximum life (11 to 15)% Increase Maximum Mana (11 to 15)% +(6 to 15)% to experience gained Azmodan Difficulty: Difficult Position: Forgotten Reliquar (Upper Kurast) Master of Sin walks on the ground. Azmodan strikes hard and emits a circular aura that ensures ungodly inviolability to nearby demons. The tight boundaries of the temple area make it difficult to get past the immortal monsters blocking your path and reach Azmodan himself. Azmodan also feasts to death, healing himself when he kills. Strategy: Try to separate Azmodan from his minions. Lure Azmodan to one side of the level and his demons to the other, then quickly drive over and attack Azmodan himself. Azmodan has a dangerous melee attack that creates a pentagram of burning hellfire. You can load up on fire resistance for this fight. Azmodan does not heal if one of the usual monsters kills you. If you are a necromancer, you can disable its treatment with the aura of your Archon's warp field. Rewards: Azmodan throws good items at all difficulty levels. Defeat Azmodan in the hardships of destruction to win the Heart of Azmodan. Azmodana Heart Level Requirements: 100 keep in your inventory to get Bonus + 2 to [Random Skill] ([Random Class] Only) All Resists +(31 to 40)% +5% to all maximum resistances Reduces supplier price 10% Azmodan also has a 2% chance of dropping the trophy on destruction difficulty. Shekel trophy with charm for a small bonus. Rathma Square Difficulty: A Very Difficult Place: Ruined Fane (Kurast Causeway) My blade sings for deadly blood, and by my dark masters, you can't deny it! At a time when Kurast was the center of civilization and black magic was not yet frustrated, it was there that Rathma's priests - necromancers - practiced their art. This place was abandoned when the religion of Zakarum took over the city and forbidden pagan magic, making it an ideal hideout for the ancient evil that wanted to lead the Church from within. Primus, the son of Mefisto, was the leader of the Triune cult in the past before it was destroyed and almost lost its life. His efforts to rebuild the Triune have been hampered by the Crusaders of Zakarum, but he remains a formidable enemy, doubly in his hometown of Zakarum. Strategy: Strategy: alone is not particularly hard, despite the powerful Bladestorm attack. Blades track your position, but deal less damage than its normal attack and can be avoided, locked, and avoided. Primus has a powerful Bladestorm attack that tears minions to pieces and inflicts an ungodly curse that drains your life. The curse cannot be negotiated or resisted in any way. Primus is guarded by the Gore Robot army, which after a few millennia in the vicinity of Rathma Square can resurrect from the dead. Breaking down corpses doesn't matter, but the resurrection takes 10 seconds, during which you can try to escape and abandon them. Rewards: Primus throws good items at all difficulty levels. On Destruction difficulty, Primus has a 1/6 chance of dropping Herbs from the Spiritual Pass. Spirit Trance HerbLevel Requirement: 100 Keep in Inventory to gain Bonus10% Increased Attack Speed 10% Faster Cast Rate (21 to 150)% Bonus to Attack Rating Regenerate Life +(11 to 40) Primus also has a 2% chance of dropping the trophy on damage difficulty. Shekel trophy with charm for a small bonus. Vanity Difficulty Cathedral: Extreme Location: Underpass Level 2 How much suffering does a mortal take before you lose grace? According to the genty myth, the mortal plane, sanctuary, was created by the fallen angel Inarius and the demon Lilith to serve as a refuge from the Eternal War. They both created a race of servants from the earth who were to worship them for all eternity. Humanity was freed when a small group of farmers rediscovered their firstborn and ancient powers inherited from their supernatural parents. As Oedyr's army evolved, Inarius plunged into megaloman madness and was eventually destroyed with his golden vanity cathedral. He whispered that the spirits of Inarius and his closest worshippers continue to roam the cathedral... Strategy: The Crystal Ball is the last of the cathedral's magical defenses. The tower provides a sacred shield of inviolability to nearby worshippers and casts a beautiful beam of heavenly light that destroys everything it touches. Destroy the Crystal Ball to dispel the immortality of other enemies. Rewards: Inarius and his senior clergy drop good objects at all levels of difficulty. Defeat Inarius on destruction difficulty to earn the Vanity Idol. Idol VanityLevel Requirements: 100 Keep in Inventory, to get bonus (21 to 40) % increased attack speed (21 to 40)% faster throwing speed (21 to 40)% Faster hit recovery (21 to 40)% faster block rate (21 to 40)% Faster run/walk can't be frozen Inarius also has a 2% chance of dropping the trophy for damage difficulties. Shekel trophy with charm for a small bonus. Sacred and unique sets can fall here on destruction difficulty. Inarius's additional vanity cathedral mission has been destroyed by Mephisto, and Inarius and his followers were captured, captured, and deformed to grotesque Rulers to serve the forces of hell. You can summon the tormented spirit of Inarius, defeat him, and steal his power... Toraja's difficulty: impossible Location: Abaddon (Frozen Highlands) Now nothing more than overgrown ruins, Toraja once stood proud as a medium-sized city in ancient times, and became legendary as the city where the nephalem Uldyssian recruited most of his edltre to lead the uprising against the hellish cult of The Trinity and Inarius' Cathedral of Light. This is where the time portal leads. Help edit in the fight against Lilith and Triune's minions. Strategy: Enemies at this level, celebstr archers and Morlu fighters, are completely insensitive and nothing can be done about it. However, if you complete Judgment Day by calling uberquest, you will get a charm that gives you the opportunity to summon an editre. Edyr are mage warriors who have the ability to fend off immortality from enemies. Although they are vulnerable to supernatural attacks by the Triune, they have the power to cast their own shield of inviolability, allowing them to shut up and remove immunities. Rewards: Lilith throws good items at all difficulty levels. On The Destruction difficulty, when you kill Lilith, you have 30 seconds to spread the Crystal Flame of Medallion that you used to summon the secret crystal edtre. Sha'ad RuneNumber 6 of 6Weapons: +30% Enhanced Damage Armor: +30% Enhanced Defense Shields: +30% Increased Defense Level Requirements: 100 Auhe RuneNumber5 of 6Rony: Mana Regeneration +15% Armor: Mana Regeneration +5% Shields Mana Regeneration +5% Requirement Level: 100 Krys RuneNumber 4 of 6Weapons: Target deals additional damage of 25 shields: Target deals additional damage of 25 levels: 100 Crystal Medallion Flame + Arcane Crystal -> returns medallion crystal flame w/ Added bonuses This upgrade recipe adds the following bonuses: Maximum skill level increased by 1 All resistances +10% Life Regeneration +100 Toraja on difficulty Destruction is the only place in the game, where you can find the following three Great Runes. These runes are required for the most powerful runewords. Sacred and unique sets can fall here on destruction difficulty. Difficulty: Unused Fane (Kurast Bazaar) Vizjun, viz-jaq'Taari's technological hometown or Assassins, has recently fallen into a serious system flaw. Artificial intelligence, master control system seems to have developed a feeling as Diablo approached; Then the computer built a large army of robots to take over the city, its rocket silos, and from there the world. The MCS managed to turn the cybernetic city defense against its residents. Those who want to regain the relationship will have to face their arsenal drones, minefields and electro pulse generators. It is said that mcs slept and fulfilled their menial tasks for years until Viz-Jaq'Taari scientists developed the Bomb, a secret weapon capable of destroying entire nations ... Strategy: The basic strategy is not too difficult: there are melee robots, laser robots and machine screw robots. You should know what to do right now. But watch out, Big Brother is watching you. Automatic area defense will periodically deploy additional drones, chain guards, minefields and various explosives upon entering the protected zone. Your computer's voice warns you what's going to happen. Head level, MCS is insensitive to any damage. To destroy it, use the handy Cleanup skill you acquired in Duncaig. A few shots should be enough. Rewards: MCS throws good items at all difficulty levels. Defeat mcs on the difficulty of destruction to get cold fusion schemes. Cold Fusion SchematicsLead position: 100 Keep in inventory to get a 10% chance to cast a 10 Time Strike level on a striking 100% chance to cast a level of 59 Blast Wave, when you die +(11 to 25) to force +(11 to 25) to Dexterity +(11 to 25) to Vitality +(11 to 25) until Energy Cannot Be Frozen MCS also has a 2% chance of dropping the trophy on Destruction difficulty. Shekel trophy with charm for a small bonus. Sacred and unique sets can fall here on destruction difficulty. Recalling Uberquests To make an uberquest call, you need a Book of Summons. To make one, buy three Victim's Hearts and three meditation candles and cube them. Meditation Candle x3 + Sacrificial Heart x3 -> Book of Book Recall gives you a new skill icon. Select an icon and cast a skill in the right area to summon a boss. Using the book will block your skills with spell timers for 15 seconds. Butcher's Difficulty: Easy to summon to. The Hole Level 2 (Black Marsh) Returning from his hell under Tristran, the Butcher returns and comes out for new blood. It's slow and easy to avoid, but it hits hard and fast, and if it catches you, you're dead meat. Strategy: The butcher is slow, but he strikes very hard and has a high attack rating. The basic strategy is simple - don't get hit. Fortunately, the butcher's room is quite large, which makes it relatively easy to avoid the hanger. Bring a ranged attack if you have one. Rewards: The butcher throws decent items at all difficulty levels. Defeat the butcher on the difficulty of destruction to conquer the Butcher's Tooth. Butcher's Tooth Level Requirements: 20 Keep Supplies to get a 50% chance to open wounds 100% extra gold from monsters 40% more chance to earn magic items Tying baalu difficulty: Moderate decently in: Valley of the Uber serpent reactivates and baal's imprisonment by Tal Rasha and his Horadrim, with you as Baal. To protect its leader, Horadrim weave warding spells that Tal Rasha immortal until the death of the last of his soldiers, and their spirits faded. Strategy: During this uberquest, you can transform baal while you are near Tal Rasha. The archaea is resistant to any damage until you get rid of his escorts by parking them or separating Tal Rasha from his allies. Being a Baal gives you some protection against Horadrim attacks, but they are some of the most powerful Mages of sanctuary and can concentrate their fire to bring down even Prime Evil. You can put your resistances, because Horadrim have the ability to reduce their effective immunity, which makes you much weaker. Rewards: Tal Rasha throws good items at all difficulty levels. Defeat Tal Rasha on Destruction difficulty to get the Scroll of Kings. KingLevel Requirement Scroll: 60 Keep Inventory, to earn bonus+(16 to 20)% with +2 spell damage to [random skill] ([random class] Only) (16 to 20)% Bonus to all attributes of Assault on Mount Arreat Difficult: Tricky at Summon: Arreat Summit Level: 200 Diabolo himself tried to attack Mount Arreat to corrupt or destroy the World Stone and was repelled by defenders of the Bear tribe. This is a reconstruction of this battle at the top of Mount Arreat, with you as Diablo. The shamanian powers of the Bear tribe protect their king with an ancient spiritual shield until the last of the defenders falls. Strategy: Like meeting Tal Rash, a key target to redeem, The Shaman King Koth is immune to all damage until you kill all of your minions. The difference is that this fight is mostly physical and you need to focus on defense and life to survive. Watch out for the piercing Bear Claws that stun you at a distance. If you allow a pack of Bear Shamamans to catch you, you can be locked in an eternal stun until you die. Rewards: Koth throws good items at all difficulty levels. Defeat Koth on destruction difficulty to earn the Holy Stone of the World Key. Sacred Worldstone KeyLevel Requirement: 80 Keep in Inventory to gain Bonus+2 to [random skill] ([random class] Only) Total Character Damage Plus (41 to 50)% Total Character Defense Plus (21 to 30)% Akarat Difficulty: Hard Summon at: Kurast Causeway This uberquest involves summoning and defeating the ghost of the prophet Akarat and his band of Followers. The spirit is ritually summoned in the fortress town of Travincal by the fathers of the church four times a year or in times of trouble. Since Travincal is irreparably contaminated by Mephisto, it may be a better plan to summon it on the bridge to Travincal, just behind the walls. Although the Sanctuary owes many years of relative peace to the founder of the Zakarum Church, both the church's motives and the plans of the archangels behind it are quite questionable. Sanctuary would be without interference from both the Burning Hells and the High Heavens. If you're having trouble defeating Akarat, remember religion is nothing without followers, and the death of its apostles can be a particularly difficult blow to the spirit of Akarata. Strategy: As an emissary of heaven, the prophet Akarat is immune to any harm. However, when you kill one of his followers nearby, all other enemies within range have their resistances reduced by -200%. This gives you five seconds to damage Akarat. Rewards: Akarat throws decent items at all difficulty levels. Defeat Akarat in the difficulty of destruction to capture Akarata's Visions. Akarat Akarata's visions also have a 2% chance of winning a trophy on Destruction difficulty. Shekel trophy with charm for a small bonus. Lord Aldric Jitan DIFFICULTY: VERY DIFFICULT Summons on: Nihliathak's Temple Driven mad by nightmares, Western aristocrat Lord Aldric Jitan hopes to summon a terrible demon. Stop it before it does. Strategy: Another encounter with resistance shields. Jitan comes with an army of 20 guards who must be killed before you can harm Jitan. The most difficult thing is that enemies have a healing spell and will use it when they lack life. You can focus on the guard and bang him until he die, otherwise he will just heal. Their Attack Guard Tower will pummel the life of daylight with you if you stand still for too long. Move and the towers will disappear behind you. Also bring some resistance, as enemies deal damage from fire, cold and lightning. When any enemy perseveres, a shadow vortex appears at the place of the deceased warrior. Do not bump into it, or you will die immediately. Use a long-range weapon and hold your finger on the Shift key. Loot: Jitan throws good items at all difficulty levels. On difficulty, Jitan's Destruction has a 1/6 chance to drop the Spider Moon. Moon of the Spider Keep In Inventory to earn the required bonus level: 100 +(21 to 25) Energy factor to spell damage Maximum skill level increased by 1 +1 to Jitan's Gate Hall Freeze Duration Jitan also has a 2% chance to drop the trophy on damage difficulty. Shekel trophy with charm for a small bonus. Sacred and unique sets can fall here on destruction difficulty. 6/7 Legacy of Blood DIFFICULTY: EXTREME Summon at: Tower Cellar (Black Marsh) "When you get to hell, tell them I'm going to rule!" Bartuc, the Blood warlord, was once the brother of Horazon in the Vizjerei mage clan. While Horazon wanted to summon demons to enslave them, Bartuc decided to worship them and turned his soul into demonic power. Their conflict eventually led to a civil war that destroyed the mage clan. Although Bartuc was eventually destroyed by the forces he was trying to control, his soul and power were taken away by the forces of hell. It may be possible to summon the spirit of Bartuca in the crypt where his cursed Strategy: Bartuc and his summoned Blood Golems have attacks and can hurt you very much in this tiny room. The challenge is that blood golems are only vulnerable for a while after impact, and Bartuc can only be harmed after using the Wychwind attack. Enemies use physical attacks and strike hard. The most dangerous attack is the Wychwind Bartuca, which can kill you on the spot if you fall into the slot field. Attack him after using this ability because it also removes his immunities. Bartuc also summons more Blood Golems. Loot: Bartuc throws good items at all difficulty levels. On difficulty, Bartuc's Destruction abandons the Blood Legacy. Legacy of Blood Keep in Inventory to get the required bonus level: 100 (2 to 4)% of life stolen per hit (2 to 4)% Mana Stolen for hit Maximum skill level increased by 2 Bartuc also has a 2% chance of dropping the trophy on damage difficulty. Shekel trophy with charm for a small bonus. Sacred and unique sets can fall here on destruction difficulty. 7/7 Judgment Day OF DIFFICULTY: IMPOSSIBLE Call to: Inner Cloister When Uldyssian dedicated his life in the vanity cathedral to the battle between angels and demons, his soul was thought to be blown to distant corners of the universe. But the mischievous spirit in the High Heavens, watching over the battle from afar, kidnapped Uldyssian and his edyre on his way to oblivion. Imperius, the archangel and high warlord of the Crystal Arch, had his own opinions about sanctuary and the human pest inhabiting it. This blemish on creation had to be eliminated. But his side of the argument, despite Malthael's support, lost to Angris Council because of Tyrael's intervention, and the resulting blood pact with Mefisto prevented him from intervening in the deadly plane. A puppet had to be found, and Uldyssian was exactly what he was looking for. After thoroughly brainwashing, Imperius sent his Dark Uldyssian trailer to Sanctuary on a

mission of exact divine justice and destruction of the world... Strategy: Dark Ulyssian and his Fallen Edyr are ghosts that exist only partially on a deadly plane and cannot be hit by deadly weapons and spells. The war machine has one weak point. When the army gets into trouble, the Dark Ulyssian summons an avatar of Imperius or Malthael to help them. This avatar is vulnerable. Kill him to break the link. The avatar will be summoned in 1% of cases when the Dark Ulyssian hits the victim. The fallen Edyr does not have this power. You will recognize the dark Ulyssian by its heavy armor. What they have in common is their divine capacity for revelation, which distorts them next to their sacrifice, freezing it. Avatars carry the mysteries of creation and can throw alchemical nuclear bombs from Heaven. They also have the ability to rotate insensitive for a short time. Being in this state, they design lethal death bolts nearby targets. Run away! Finally, they evoke more Fallen Edyr on the fast pace. Loot: Avatars drop good items at all difficulty levels. On difficulty, Avatar Destruction drops the Crystal Flame Medallion. Keep the Crystal Flame Medallion in your inventory to earn the required bonus level: 120 +1 to summon Editr +5% to maximum fire resistance +5% to maximum lightning resistance Absorb 10% Absorb cold 10% Absorb 10% Imperius and Malthael also have a 2% chance of dropping the trophy for destruction difficulties. Shekel trophy with charm for a small bonus. Sacred and unique sets can fall here on destruction difficulty. Additional Quest If you're extremely brave or suicidal, you'll distract Dark Ulyssian until both Imperius Avatar and Malthael's Avatar are summoned. Then kill them in 30 seconds and turn the Medallion in your ankle while the red vortices are on your character to add some extra modifiers... Crystalline Flame Medallion -> returns Crystal Flame Medallion w/ added bonuses This upgrade recipe adds the following bonuses: 100% chance to cast level 62 Apocalypse when you die +3 to all +50 skills to all Btw attributes. X/7 Brother Laz (Bonus quest) DIFFICULTY: IMPOSSIBLE ONLY IN PATCH 1.99 AND LATER Place: Swampy Pit Level 3 (Flayer Jungle) There are many religions in sanctuary. Although they all tell very different stories, loremasters agree that because many of them seem to be effective and allow their faithful to do wonders, there must be a common truth between them. One of the special elements found in most religions is the creation of the world by God or another deity, be it Zakarum, Inarius and Lilith, Trang-Oul or the Four Elements, or even Kharos or Tiarna Duira. Some alchemists even believe that the world of Sanctuary was shaped by an individual man on another plane, one Brother Laz with a lightning-powered computing engine. According to this cult, when humanity complains too much about the difficult living conditions in sanctuary and the shortage of divine weapons, he can send his avatar to a deadly plane to deal with those who annoy him personally... Strategy: Groupies are just average crazy lunatics with throwing knives and shouldn't be too hard to send. Boss, Brother Laz is something else. Don't stand in his crosshairs, or he'll throw death or singularity at you and destroy you. If you move, he'll try an offensive teleport, summon more minions, and throw totems that will kill you disintegration if you get closer to them. If you take off your totems, you will receive an ungodly curse of death that will kill you the next time you take damage, so avoid it at all costs and them a wide berth to avoid immediate destruction! Brother Laz is also insensitive to any injuries. Use the acquired Cleanup Cleanup skill Duncraig and hits him until he dies. Loot: Brother Laz throws good items at all difficulty levels. On The Difficulty of Destruction, Brother Laz has a 1/6 chance of dropping the Glorious Median Book. Glorious Book of Median Keep in inventory to get the required bonus level: 100 +1 for all abilities (51 to 75)% Increased Damage vs. Demons +50 Damage All Resists +(11 to 15)% (201 to 250)% Additional Gold from Monsters 5% Resuscitated as: Groupie Brother Laz also has a 2% chance of dropping the trophy for difficulty destroying. Shekel trophy with charm for a small bonus. Sacred and unique sets can fall here on destruction difficulty. Mystery: The difficulty of Inarius' revenge: DIFFICULT Decently for: ??? - Find it yourself! In his vanity, the fallen angel Inarius made a fatal mistake by invading one of Mephisto's black temples on mortal land and killing the dark monks there. Prime Evils had previously ignored this rebellious angel but it was an insult they could not leave unpunished. Mefisto invaded the Vanity Cathedral of Inarius, burned it on the ground, and captured Inarius and his followers, warping and mutating them into flabby and terrible creatures - the Lords - instilling their eternal hatred for the still beautiful creations of Zakarum, the people. Perhaps you will be able to summon the spirit of Inarius in a place of great importance to the fallen angel... Strategy: The Spirit of Inarius and his minions strike very hard and almost always hit. This fight is most similar to the Butcher, but with many enemies. You will learn that the rest... Loot: The Spirit of Inarius throws good items at all difficulty levels. Defeat the spirit of Inarius in the difficulties of destruction to gain the Spirit of Damnation. Spirit of Damnation keep in your inventory to get the required level bonus: 120 1% chance to cast level 20 Death Spiral, when Struck Sacred sets and unique can fall here on the level of difficulty of destruction. Uberlevels Act 1 Act 2 Act 3 Act 5 Heroics Act 1 Act 2 Act 3 Act 5

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