

TRISTRAM

Few locations in Sanctuary have borne the weight of history like that named Tristram. The famed location of the original Horadric monastery soon became known for something far less holy, for it is in Tristram where the Lord of Terror left his mark on the land. Today, the town of New Tristram sits in the shadow of the Old Ruins, not far from the Cathedral.



QUEST

THE FALLEN STAR

OBJECTIVES

- 1 Kill the risen dead attacking the gates.
- 2 Talk to Leah in the Slaughtered Calf Inn.
- 3 Kill the Risen.
- 4 Talk to Leah in the Slaughtered Calf Inn.
- 5 Talk to Captain Rumford at the gate to New Tristram.
- 6 Kill the Wretched Mother.
- 7 Kill the Wretched Queen in the Old Ruins.
- 8 Use the Old Ruins Waypoint.
- 9 Talk to Captain Rumford in New Tristram.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	124	1125

**Based on Normal difficulty.*

The dead have plagued New Tristram since the star fell on the old Cathedral. Heroes, each from a faraway land, have been drawn to this unfortunate town. Some have come out of duty, others out of prophecy, and yet another for little more than a thirst for combat. None can foretell the true extent of the darkness that awaits their arrival.

NEW MINIONS OF HELL

Risen	
Normal	1 Nightmare 31
Hell	51 Inferno 61

Walking Corpse	
Normal	1 Nightmare 31
Hell	51 Inferno 61

Crawling Torso	
Normal	1 Nightmare 31
Hell	51 Inferno 61

Wretched Mother	
Normal	2 Nightmare 31
Hell	51 Inferno 61

Young Quill Fiend	
Normal	1 Nightmare 31
Hell	51 Inferno 61

Quill Fiend	
Normal	1 Nightmare 31
Hell	51 Inferno 61

SOURCES OF LOOT

Barrel Rarity ★	Scarecrow Rarity ★
Dead Villager Rarity ★	Rotten Log Rarity ★★
Weapon Rack Rarity ★★	Pile of Bones Rarity ★★
Stump Rarity ★★	Adventurer's Corpse Rarity ★★
Dead Tristram Militia Rarity ★★	Chest Rarity ★★★
Old Keepsake Box Rarity ★★★★	Resplendent Chest Rarity ★★★★

OVERLOOK ROAD

The Hero's journey toward the fallen star has led to Overlook Road on the outskirts of New Tristram. The rotting dead have come to life in the form of Risen. Kill the living dead located steps ahead by using the Hero's equipped weapon to attack (left-click on the Risen). It should only take one or two blows to kill each of them.

The gates to New Tristram are not far ahead, but Captain Rumford will not open them until all of the rising dead have been slain. Assist the guards in beating back the horde of Risen [1]. The militia will assist with flaming arrows. Consider your Hero's attacking style (ranged or melee) and either fall back behind Captain Rumford and attack from a safe distance or ambush the enemies and attack at close range. Either way, you aren't likely to suffer much damage here.



NEW TRISTRAM

Captain Rumford reveals that the fallen star crashed upon the Cathedral and a woman named Leah was the only survivor. She can be found inside the Slaughtered Calf Inn, within the town gates. Take a look around New Tristram—speak to the priest, the mayor, and the others if you so desire—then enter the inn to speak with Leah [2].

SHOPS

A Bron the Barkeep*

Categories
Miscellaneous, Repair

B Tashun the Miner

Categories
Weapons, Armor, Repair

C Arghus the Collector

Categories
Weapons, Armor, Repair

D Radek the Sence

Categories
Weapons, Armor, Repair

E Haedrig Eamon

Categories
Crafting, Salvaging

*Only Bron is immediately available.



Leah tells of her uncle, Deckard Cain, and his being knocked into the depths of the Cathedral by the crashing star. Her story is interrupted when several wounded villagers transform into Risen [3]. Kill them quickly and speak to her again [4]. She's impressed by your willingness to help and instructs you to head back outside the gate to speak with Captain Rumford [5].

MINOR OBJECTIVE REWARD

GOLD: 60 XP: 60



Experience Learned

Locate the book in Leah's Room within the Slaughtered Calf Inn, as well as the one inside the neighboring house belonging to her uncle. Not only will each book (and many, many more) shed light on the world events and characters you meet, but they'll also yield a tidy sum of XP based on your current level.

YOUR STASH AWAITS

The large wooden chest outside the Slaughtered Calf Inn is your Stash. This special chest not only travels with you from act to act via caravan, but the items you place within it are available across all of the Heroes linked to your Battle.net account. The Stash initially contains 14 inventory slots, but as many as 56 additional slots can be added over time per each of the three pages, yielding a total of 210 available slots. Every new Hero's Stash comes with two Minor Health Potions. Be sure to move them to the Hero's inventory before embarking on your journey to the Old Ruins.

Exit through the gate in time to assist Captain Rumford in defending the town from the Risen smashing through the barricade. Risen continue to appear so long as the nearby Wretched Mother is alive—focus your attacks and kill her before she vomits additional reinforcements [6]. Wretched Mothers are also capable of spitting at the Hero—sidestep this attack to avoid damage.

OLD TRISTRAM ROAD

DANK AND MUSTY CELLARS



Investigate each of the houses scattered amongst the fields near Old Tristram Road to see which, if any, have a cellar that can be explored. Accessible cellars often contain a handful of enemies—sometimes even a champion or rare variety—along with a chest or two. Although the cellars are quite small and take only a short time to clear, they may yield some valuable XP and loot.

DOWN THE WISHING WELL



Wells may also be available for exploration and often contain a number of individual enemies, as well as an abundance of gold—the people of Tristram have had much reason to risk a coin or two upon a wish over the years. Wells are larger than cellars, but are still quite compact. Take a moment to splash around the entirety of each one to collect all the gold it contains. That is, if you are fortunate enough to find one.

Bonus

KILL 3 WRETCHED MOTHERS

This extra objective yields 450 XP and 50 gold as a reward, completing it helps to level up the Hero faster in the early goings of the adventure. There are more than three Wretched Mothers in the area of Old Tristram Road (they appear as red dots on the mini-map when you get close to them). The Wretched Mothers all disappear from the vicinity upon the death of the Wretched Queen, so eradicate them before making your way to the Old Ruins in the northeast corner of this area.



The Hero must now journey north along Old Tristram Road toward the Old Ruins to the northeast and slay the Wretched Queen. Only then will the Wretched Mothers and their Risen children cease to threaten the town. The area is crawling—literally, at times—with Risen, their bloated cousins, the Walking Corpses, and some pint-sized monsters called Quill Fiends. These latter enemies hurl their dart-like quills at the Hero from several steps away, but easily succumb to any attack. Their numbers are not so great as to be a major concern for you yet.

The path to the Old Ruins winds its way past several small houses, some pumpkin patches, and even a cemetery. This is a prime time to get in the habit of exploring beyond the periphery of the main path to fully “paint in” the mini-map. One of the fundamental aspects of maximizing your experience in *Diablo III* is to fully explore the land and battle every enemy you can find. This not only increases your chances of finding valuable loot, but also helps your Hero level up faster. Additionally, inspect each of the clickable items you encounter along the way such as stumps, corpses, and barrels to further maximize your take. Eagle-eyed Heroes may even find the randomly located Old Keepsake Box containing a piece of lore. Finding lore such as this yields a small XP bonus.

THE OLD RUINS

The road curves to the southeast and heads up a small rise toward the Old Ruins. The ruins occupy the center of this roughly rectangular area. Delay your approach to the Wretched Queen by first completing a counter-clockwise lap through this cursed land. Numerous Walking Corpses stroll amongst Wretched Mothers and Risen in this area and offer plenty of opportunity to gain another level before battling the Wretched Queen. Be sure to inspect the weapon rack within the old armory for a chance at a sharper blade. Continue the loop toward the waypoint in the east, where the Wretched Queen is sure to be found. Follow the strategy we’ve outlined in the sidebar on the next page to free New Tristram from her onslaught [7].



Step out of the desecrated land and focus your offense on the Wretched Queen before dealing with the summoned Risen.

“The ruins of Old Tristram are truly cursed.”

- Barbarian



With the Wretched Queen slain and the last of her ilk laid to rest, it's time to report back to Captain Rumford. Use the waypoint located near the gate. The waypoint will become active as you step across its surface [8]. Captain Rumford is located outside the Slaughtered Calf Inn and will be eager to hear your tale of success [9] **Quest Complete.**

WRETCHED QUEEN

FIRST HANDMAIDEN OF THE QUEEN

The Wretched Queen is the leader of the Wretched Mothers and fights with all the protective instincts that her name implies. Although she can spit injurious projectiles of vomit at the Hero, her main attack is to summon numerous Risen from pools of her bile. The Wretched Queen can summon as many as 10 Risen in total, but will typically invoke just five unless the Hero lures her out of range of her spawned Risen or kills off her early spawns. As with her matronly followers encountered elsewhere, the Wretched Queen can be killed rather easily. Focus attacks directly on her to limit the number of Risen that are summoned, then kill them off only after she has been dealt a fatal blow.



MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	2	18-24	450	Spit, Summon Zombies	-	-
Nightmare	31	5718-7624	1900	Spit, Summon Zombies	-	-
Hell	51	124,000-166,000	2900	Spit, Summon Zombies	-	-
Inferno	61	943,000-1,257,000	3400	Spit, Summon Zombies	-	-



QUEST

THE LEGACY OF GAIN

OBJECTIVES

- 1 Use the New Tristram Waypoint to go to the Old Ruins.
- 2 Go to the Old Tristram Gate.
- 3 Find Adria's Hut.
- 4 Search Adria's Hut.
- 5 Enter the Hidden Cellar in Adria's Hut.
- 6 Explore the Hidden Cellar.
- 7 Kill Captain Daltyn and the Risen.
- 8 Talk to Leah in the Hidden Cellar.
- 9 Go to the Cathedral.
- 10 Enter Cathedral Level 1.
- 11 Search for signs of Deckard Cain in the Cathedral.
- 12 Kill the skeletons attacking Deckard Cain.
- 13 Talk to Deckard Cain in Leoric's Passage.
- 14 Follow Deckard Cain.
- 15 Talk to Leah in New Tristram.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	-	3300

**Based on Normal difficulty.*

The fallen star burns from within the corrupted Cathedral like a holy flame. Leah believes her uncle is still alive, trapped within the Cathedral. Accept her assistance in gaining entry to the locked Cathedral and begin the search for her uncle.

THE OLD RUINS

Use the waypoint in New Tristram to return to the Old Ruins [1]. Once there, Leah uses her key to unlock nearby Old Tristram Gate [2]. The segment of Old Tristram Road to the northeast contains few, if any, enemies, thereby providing time for the Hero and Leah to talk. The owner of the hut up ahead, Adria, was Leah's mother, though she never truly got to know her. Continue across the bridge to the southeast to reach Adria's Hut [3].



ADRIA'S HUT

The vestiges of war are evident in and around Adria's Hut. This is where Captain Daltyn led his militia in their final stand against the living dead. Corpses litter the inside of the hut, but the body of Captain Daltyn is nowhere to be found [4]. Leah soon discovers a hidden ladder inside the hut [5].



Descend the ladder to the secret cellar where Leah realizes that the rumors about her mother were true [6]. There's no time for researching Leah's family history, however, as several Risen emerge from the soil alongside the remains of Captain Daltyn! Quickly wipe out the Risen so you can focus on the captain without being attacked [7].



Leah lends a hand with ranged support against Captain Daltyn.

Unlike dealing with the Wretched Queen, Captain Daltyn can't summon replacement Risen so it pays to kill them first. Note that Captain Daltyn may appear before his minions rise, in which case it is possible to kill him before the Risen appear.

Take a moment after killing the zombies to inspect the cauldron in the center of the cave for an item, then talk to Leah [8], who returns to New Tristram while you continue on with the key to the Cathedral.

MINOR OBJECTIVE REWARD

GOLD: 65 XP: 330

CAPTAIN DALTYN

FORMER CAPTAIN OF THE GUARD

Captain Daltyn may be the former captain of the guard, but he is little more than an enhanced Risen at this point in his end-of-life cycle. He rises from the ground and summons three Risen to assist him.

Even without Leah's assistance, Captain Daltyn poses little threat. He has no ranged attacks and is quite slow. Melee fighters can slash away at him without much worry while ranged attackers can stand back and fire away until he's dead—may his soul finally find peace.



MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	3	80-88	500	Attack	Cold Aura, Extra Health	-
Nightmare	31	15,248-16,678	1950	Attack	Cold Aura, Extra Health	-
Hell	51	332,000-363,000	2900	Attack	Cold Aura, Extra Health	-
Inferno	61	2,515,000-2,751,000	3400	Attack	Cold Aura, Extra Health	-

OLD TRISTRAM ROAD (cont.)

The Hero exits the cellar just as a Risen bursts through the hut's northern wall. Slay it and continue north, fighting past many more Risen and Walking Corpses en route to the Cathedral. The ground is strewn with the corpses of slain militia and villagers—you might as well turn out their pockets for them and see what you find. The Cathedral is not far ahead and the key in your possession will unlock the front doors upon approach [9]. Slay the enemies within and enter the crater marking the fallen star's point of impact [10].



MASS GRAVE

The bodies were piling up faster than the villagers could dig. Who can blame them for tossing the carcasses into the ravine? Inspect the crevice beneath the snarled tree on the side of the road to see if it was used as a mass grave (it will glow brightly if searchable). If so, descend the hangman's noose and have a go at the Risen and Walking Corpses that lie in wait. There just might be a chest or pile of bones waiting to be plundered.

DUNGEON

CATHEDRAL

The Cathedral dungeon has two levels that can be explored at this time. The upper level is a medium-sized dungeon floor that is relatively straightforward to navigate, with a single way in and a single exit leading deeper underground. The lower level, Leoric's Passage, is abridged due to the collapsing structure, but more about that later.

NEW MINIONS OF HELL

Ravenous Dead				
Normal	5	Nightmare	31	
Hell	51	Inferno	61	

Carrion Bat				
Normal	4	Nightmare	31	
Hell	51	Inferno	61	

Grotesque				
Normal	4	Nightmare	31	
Hell	51	Inferno	61	

Corpse Worm				
Normal	2	Nightmare	31	
Hell	51	Inferno	61	

Royal Henchman				
Normal	4	Nightmare	31	
Hell	51	Inferno	61	

SOURCES OF LOOT

Ashes

Rarity



Weapon Rack

Rarity



Dead Adventurer

Rarity



Bookcase

Rarity



Chest

Rarity



Resplendent Chest

Rarity



Dead Villager

Rarity



Armor Rack

Rarity



Loose Stone

Rarity



Stump

Rarity

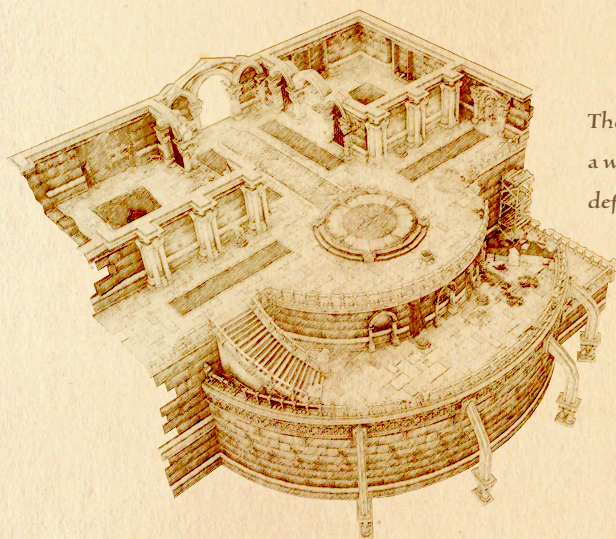


Scribe's Lectern

Rarity

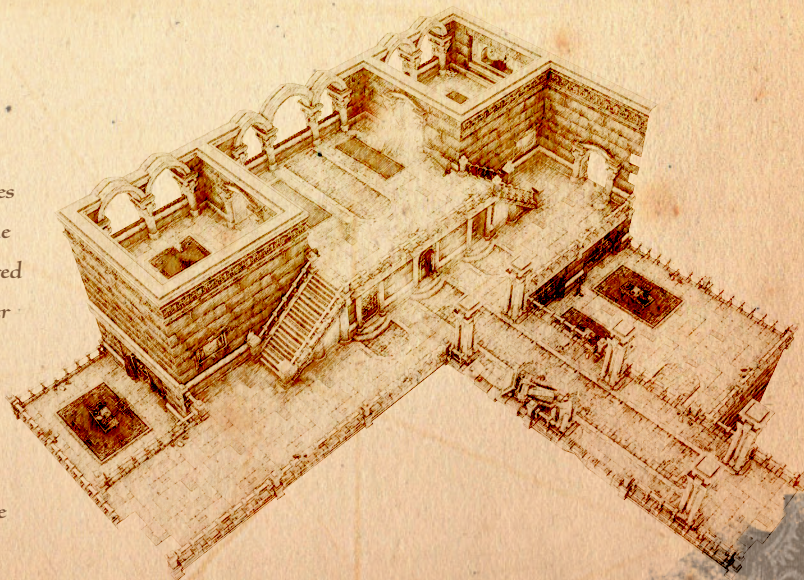


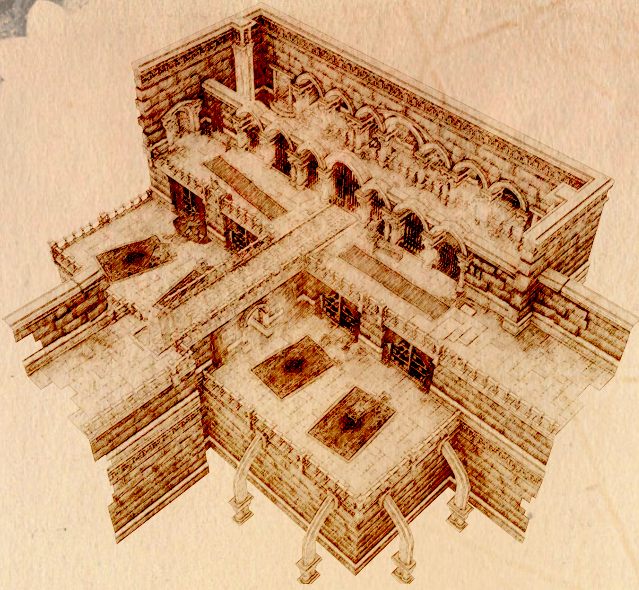
AN EXPLORER'S JOURNAL



The narrow corridor I traversed soon opened to a semi-circular room, ringed by a waist-high railing overlooking what appeared to be a dead-end. In the rush of defending myself from the Carrion Bats and Ravenous Dead, I nearly ran right past the curving stairs. Curiosity got the better of me and though I knew it to be a dead-end, I sensed there might be treasure down below. I took care to kill off all the enemies before descending the steps, just in case more hellspawn lurked on the lower level.

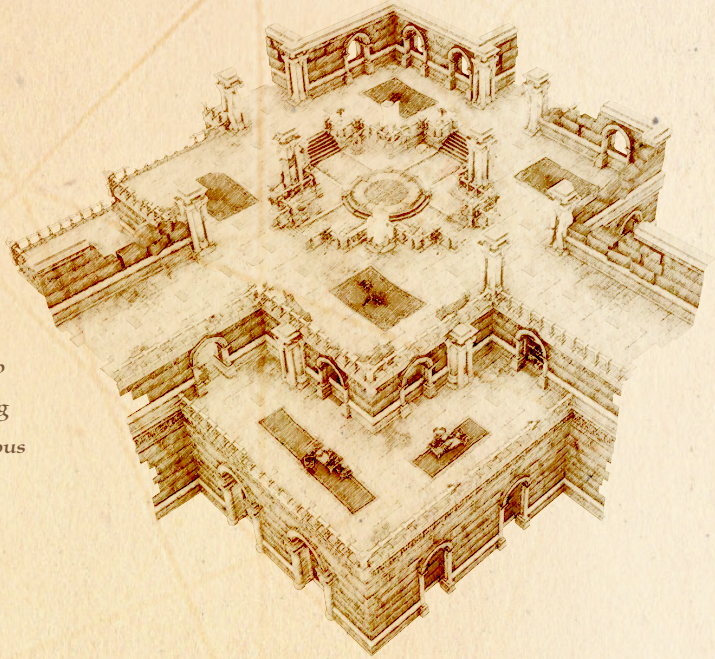
The grandeur of the Cathedral's halls and staircases never ceases to amaze me, though the architecture does puzzle me from time to time. It's almost as if it's trying to trap me! I once encountered a pair of incredibly steep staircases leading up to a single, larger area above. Little did I know the area above and below was crawling with monsters! I fled up the stairs, across the top, and down the other side only to find myself penned in between groups of hungry Grotesques! The enemies I was trying to flee chased after me—I should have killed them before ascending the stairs.





Though I freely admit that my lack of patience can get the better of me, I have learned to use my intellect to outsmart the Ravenous Dead, even if it means postponing my treasure hunt. For instance, there's a room near the Cathedral's library that contains three wrought-iron gates. Rather than opening all three gates in quick succession as I may have in my youth, I opened just one and let all of the monsters gather around. I then sprinted to the gate at the other end, opened it up, and waited for the stumbling mass to funnel through. Those wretched demons didn't know what hit them!

I continue to be wary of large rooms, especially those with a curiously placed dais in the center—I shall not be that moth drawn to the torches! I have learned through experience to always stick to the perimeter of these rooms. I often find treasure along the walls, but this also helps me to gradually rid the area of the foul beasts near the steps leading to the center. Like a noose tightening on the neck of a Ravenous Dead, I gradually tighten my perimeter path until finally, safely, I inspect the center.



CATHEDRAL, LEVEL 1

Descend the stairs to where the star, an omen perhaps, smashed through the chapel and left a mysterious blue-ringed crater. Break open the wooden door around the corner to the south to enter the dungeon proper. Leah believes her uncle Deckard is still alive deep within the Cathedral and it's up to you to search for him.

The Cathedral dungeon contains several monsters not yet encountered on the surface of Sanctuary. The distended Grotesques bear some resemblance to Walking Corpses, but rather than being severed in two upon death, the Grotesque leaves this world via a violent suicide explosion that causes area-of-effect (AOE) damage to those nearby. Furthermore, a nest of Corpse Worms emerges from the Grotesque's remains and eagerly crawls after the Hero. Grotesques chase after the Hero and attack with spikes. Pay close attention to the Grotesque's health as you attack it, and back away before it explodes.

Pulverized!

Look for all manner of booby traps throughout this and every other dungeon you enter. Traps come in all shapes and sizes, ranging from propped-up walls to falling chandeliers. The latter can be used in the immediate area. Pull the lever holding the chandelier chain in place to drop the heavy wrought-iron candelabra onto the monsters up ahead. Not only does this net you some easy kills, but you'll earn a combat bonus, too!



Grotesques explode upon death, releasing area-of-effect damage and unleashing a number of Corpse Worms.



“The return of the cursed King bodes ill for this land.”

- Hero

The drumming of the Carrion Bat's wings echo throughout the Cathedral, but it is the chance encounter with a Molten Carrion Bat for which you must truly prepare. It's likely you'll face a rare Carrion Bat armed with the Molten trait. The enemy leaves a hazardous trail of fire behind it wherever it flies and its accompanying minions also carry this ability. Molten creatures attack and are resistant to the fire Element. Furthermore, the rare or champion caliber Molten Carrion Bat (not its minions) explodes in a fireball after being dealt a fatal blow. Back away quickly to escape the explosion's blast radius.



POTIONS AND COOLDOWN

A rare Carrion Bat will likely be the first encounter that forces you to use a potion. Keep in mind that multiple potions cannot be used in quick succession. As with many special skills, potions have a corresponding cooldown period. You must rely on Health Globes or healing skills until the cooldown has ended.

Explore this level of the Cathedral from corner to corner in search of the golden glow of the doorway leading to Leoric's Passage [11]. It's quite common to find the path blocked by barricades of wreckage and bolted doors—smash them to splinters and carry on, using the mini-map as your guide. Seek out the Scribe's Lecterns for a chance at uncovering parts of Lachdanan's Scroll and a small amount of bonus XP.

LEORIC'S PASSAGE

Deckard Cain is just beyond the entrance to Leoric's Passage, and he's in a heap of trouble. A collapsing floor staves off his pursuers, but the cursed soul of King Leoric rises to threaten him. A number of Royal Henchman materialize near Cain—he needs your help!

Rush down the stairs and lay waste to the Royal Henchman [12]. The initial wave of assailants numbers seven, but more will follow. This second rush will be led by the Headcleaver, a skeleton similar to the Royal Henchman, but with additional health and a spine-tingling laugh.

