

WELCOME TO WESTMARCH

With the Prime Evil's essence sealed within the Black Soulstone, the archangel Tyrael set out to hide it in a region of Westmarch where not even the angels could find it—but he was too late. Malthael, the Angel of Death, has tracked Tyrael and his Horadrim recruits to Zakarum Cathedral. Stealing the Black Soulstone, Malthael has seized the opportunity to win the Eternal Conflict between the angels and demons once and for all, and his goals extend far beyond the mere destruction of the Lords of Hell.

The nephalem is needed once again, for humanity is once more under dire threat.

ABOUT THIS GUIDE

This strategy guide is intended to serve as the ultimate source of information for all of the content included in the *Reaper of Souls* expansion. Inside you'll find a complete walkthrough for Act V, comprehensive coverage of the Crusader class, and everything you need to know about Adventure Mode, the Mystic, and all of the new enemies added to the game. We didn't stop there. We've also completely overhauled and updated our coverage of the five original Hero classes, the equipment and crafting chapters, Achievements and appendices, and updated all monster data in the Bestiary. In effect, this book contains everything that is new to the game as of the release of *Reaper of Souls*. Those looking for walkthrough coverage for the original campaign or additional coverage of the original five Hero classes are directed to our original *Diablo III* strategy guide.

Like many of you, our authors have continued to play *Diablo III* since the original release in 2012. They understand the ways in which the game's many systems have evolved and were able to pinpoint the nuanced changes ushered in with *Reaper of Souls* and the Loot 2.0 update. Whether you've been away from the game or have been an avid player over the past 22 months, there's something inside these pages for you.

- ▶▶ **The Adventure Evolves** chapter provides a quick overview of the many new gameplay mechanics that have been introduced to the game since 2012. Topics include Nephalem Glory, the new difficulty options, Paragon levels, new attributes and stats, as well as new resurrection options.
- ▶▶ Our coverage of the **Crusader** class includes strategic recommendations, skill progression, a look at the class's armor styles, and a comprehensive discussion of the Crusader's many active and passive skills. Tactical advice and data are also provided for all skill and rune pairings.
- ▶▶ We didn't forget about the **Classic Heroes**! You'll also find consolidated coverage for the five original classes with updated data and skills descriptions, as well as strategies for using their new level 61 skills and all-new passive skills.
- ▶▶ **The Act V Quest Guide** leads you through the city of Westmarch, its dangerous environs, and into Pandemonium itself. With information on enemies, events, and boss battles, it gives you everything you need to face this latest threat to humanity.
- ▶▶ **The Adventure and Exploration** chapter covers the all-new Adventure Mode with details on the Bounties and Nephalem Rift gameplay options. Inside you'll also find detailed coverage for accessing the secret rainbow-colored land of Whimsyshire and obtaining the legendary Hellfire Ring via the Infernal Machine quest.
- ▶▶ A big part of the fun in playing *Diablo* has always been collecting, comparing, and outfitting the Hero with the best possible loot. Our **Loot 2.0** and **Crafting** chapters have been completely rewritten to include everything you need to know about finding and crafting the best gear possible for every class. These chapters include tips for farming the rarest crafting materials and enchanting your gear with the Mystic, as well as updated equipment data for all Legendary equipment.
- ▶▶ Our *Reaper of Souls* strategy guide also includes updated **Achievements** information and tips and expanded content covering all additions to the **Lore**, **Conversations**, and **Unique Enemies**. And, of course, a comprehensive **Threats to Humanity** chapter with enough detail to make even Abd al-Hazir proud.



NEPHALEM GLORY

Health Globes aren't the only orbs dropping from enemies any longer! There is now an additional drop known as Nephalem Glory. These small golden globes are a cross between Health Globes and Shrines. Though rare, collecting Nephalem Glory earns you 1 minute of increased movement speed and causes terrible blasts of energy to periodically strike your enemies. The buff can "level up" to a maximum stack size of three by picking up multiple Power Globes or by picking up five Health Globes. Each additional Health Globe adds five seconds to the Nephalem Glory duration (though only until the level max for Nephalem Glory has been achieved). The duration cannot exceed 60 seconds, regardless of Health Globes acquired. Picking up a Power Globe resets the duration to 60 seconds, even at level three. Nephalem Glory is granted to all co-op players in the vicinity of the Power Globe when it is collected.



Picking up a Power Globe earns Nephalem Glory. An icon appears over your skill tray while active.

LEVEL 1

Picking up a Power Globe causes an AOE burst around the player, dealing a percentage of the Hero's base damage to all enemies hit. The player deals additional damage with every strike until a second AOE burst occurs as the buff fades.

LEVEL 2

Picking up five Health Globes or a second Power Globe causes another AOE eruption around the player to damage nearby enemies. Heroes continue to deal increased damage with each strike, though the damage now chains to nearby enemies. Heroes also receive a 10% increase to Movement Speed. An AOE burst occurs on the Hero as the buff fades.

LEVEL 3

Raising the Nephalem Glory power to level three causes another AOE burst to erupt around the player with increased damage to enemies. Damage chains to nearby enemies and each hit has a chance to deliver a damaging explosion that is unique to level three Nephalem Glory. An additional AOE burst erupts on the player as the buff fades.

EXPERIENCE AND PARAGON

The biggest change to the evolution of your Heroes comes in the form of an increased level cap. Heroes are no longer limited at level 60, but can continue gaining levels until reaching the new cap of level 70. All Heroes gain an additional high-level skill at level 61 and a fourth passive skill slot at level 70. All Heroes also received several new passive skills. Each of these new skills is discussed in detail in the chapters of this book dealing with the various Hero classes.

LEVEL PROGRESSION 61-70

LEVEL	UNLOCKED
61	Action Skill
62	Rune
63	Rune
64	Passive Skill (Rune-Crusader only)
65	Rune (Passive Skill-Crusader only)
66	Passive Skill (None-Crusader only)
67	Rune
68	Passive Skill (None-Crusader only)
69	Rune
70	Fourth Passive Skill Slot (Passive Skill-Crusader only)

THE PARAGON SYSTEM

The Paragon system, introduced previously in a patch, has been overhauled into a profile-wide system. Reaching level 70 with your Hero is no easy feat, nor is it the end of the journey. Unlimited Paragon levels await those who reach the level cap and continue to hunt the demonic beasts of Hell. Each Paragon level reached earns you 1 Paragon Point which can be assigned to one of the stats in each of the following families:

Core, Offense, Defense, and Utility. The individual attributes differ slightly from Hero to Hero (primarily the core stat and resource max) but you can assign Paragon points for all of your Heroes.



Paragon Points can be reset at any time and are Hero-specific.

Unlike the Hero-specific Paragon system introduced previously, this newer system rewards your play by allotting a Paragon Point to all of your Heroes whenever a new Paragon level is reached. Paragon levels are now shared across all of your Heroes, but only level 70 Heroes contribute to Paragon experience. And though it takes far more XP to earn a new Paragon level now than it used to, you can use multiple characters to contribute to reaching that next level and earning your next Paragon Point. The number of Paragon Points that can be assigned to a Hero is unlimited. After the player earns 800 Paragon Levels, each additional point must be put into either their Core Stat or Vitality in the Core family. This is because every other stat has a cap of 50 points, which is reached at Paragon Level 800. Core Stat and Vitality have no such cap.

Paragon Points are awarded sequentially, allotting you 1 Paragon Point in each of the four categories in order. You do not earn a second Paragon Point for the “Core” category until all of the other categories have received their first point. Life, core stat, and resource-related attributes vary slightly based on Hero class. Each of the four different categories of Paragon Points can be reset at any time without penalty.

PARAGON POINTS

CORE	OFFENSE	DEFENSE	UTILITY
Core Stat +5	Attack Speed +0.20%	Life +0.50%	Area Damage +1.00%
Vitality +5	Cooldown Reduction +0.20%	Armor +0.50%	Resource Cost Reduction +0.20%
Movement Speed +0.50%	Critical Hit Chance +0.10%	Resist All +5	Life on Hit (+82.5 at Level 70)
Max Resource (Varies per class)	Critical Hit Damage +1.00%	Life Regeneration (+165.1/second at Level 70)	Gold Find +1%

EXISTING PARAGON LEVELS

Those of you who have earned Paragon Levels prior to installing *Reaper of Souls* will be happy to know that your combined Paragon XP from all of your existing Heroes has been converted into new Paragon levels and Paragon Points have been assigned to each of your existing level 60 Heroes upon conversion. Paragon Levels now require a lot more XP to earn than previously so expect your new Paragon Level to be considerably less than your prior cumulative Paragon Level.

NEW ATTRIBUTES AND STATS

Playing *Diablo* is fundamentally about balancing your ability to inflict damage, withstand attacks, and stay alive. This essence of the game has now been boiled down into three core stats: Damage, Toughness, and Healing. These three ratings have been implemented into the Inventory and Hero Details screens and also help you to quickly compare the immediate impact on your Hero when deciding between new and equipped gear. These stats take multiple attributes into consideration and provide a quick-glance summary of the item's effectiveness.



Damage: The amount of damage per second you can deal. Damage is based on your weapons, attributes, attack speed, Critical Hit Chance, Critical Hit Damage, passive skills, and dual-wielding attack speed increase.

Toughness: The total amount of raw damage you can take. Toughness is based on your maximum Life, armor, dodge chance, average resistances, and missile, melee, and elite damage reduction.

Healing: The amount of Life you can recover every second in combat. Healing is based on your Life per Hit, Life per Second, Life Steal, Life per Fury/Spirit Spent, Life per Kill, and Health Globe Healing Bonus.

Check Your Roll

Holding the “CTRL” key while looking at a piece of equipment allows you to see the possible range of values that each stat could have rolled. This is particularly valuable when looking to see how upgradeable a particular item is through enchanting.



STAT CHANGES

Most of the numerous attributes and stats listed in the Hero Details screen remain unchanged, but there are several noteworthy tweaks to understand.

- A new **Area Damage** mechanic has been added. This ability yields a 20% chance to also deal a percentage of your damage to enemies within 10 yards. Area Damage Chance can be increased by equipping items with this ability.
- You can now equip gear that increases **Bonus Damage to Elites**. This increases the damage you inflict on rare, champion, and unique enemies as well as other players you encounter while Brawling.
- The **Magic Find** attribute has largely been deemphasized throughout the game. Magic Find's effects are diminished for rare and legendary set items.
- **Life Steal** is less effective when you are at a higher level. Life Steal gains a 0.10x multiplier at level 60 and no longer functions when you reach level 70.
- The importance of **Life per Hit** and **Life per Kill** is far greater now than previously due to the ineffectiveness of Life Steal.

ACTIVE SKILLS

All skill data reflects a level 70 character.

ACTIVE SKILLS: PRIMARY

PUNISH



Strike your enemy for **200%** weapon damage and gain **Hardened Senses**, increasing your **Block Chance** by **15%** for **5** seconds.

- Generates **5** Wrath per attack.
- Requires **Shield**.

Punish, in its base form, deals moderate damage to a single enemy with each swing while generating **Wrath**. The primary benefit to this attack, however, is the **Hardened Senses** component. The orange shimmer around the Crusader following each use of **Punish** is your cue that the Crusader's **Block Chance** has been increased. This helps keep the Crusader healthy, and gives you an edge in punishing battles. Use **Punish** to gain a temporary boost to **Block Chance** then attack with **Shield Bash** or another complementary attack to reap the rewards.



Target an enemy to trigger **Hardened Senses** and increase your **Block Chance**.

RUNES

Roar is a good rune to slot when you know you're going to be in the thick of battle, swinging away at multiple enemies on all sides. The resulting explosion can trigger multiple times while **Hardened Senses** is active, provided you have a high **Block Chance**. **Celerity** increases your attack speed whenever you block an attack with **Hardened Senses** and is a good all-purpose rune. **Rebirth's** increased **Life per Second** may be enough to make another healing skill unnecessary, provided your **Block Chance** ensures frequent blocks. **Retaliate** dishes out a portion of your weapon damage with each successful block and can be useful when swarmed by weaker enemies. The **Fury** rune is extremely useful for those with both a high **Block Chance** and also an increased **Critical Hit Damage** rating. The increased **Critical Hit Chance** that follows each block only lasts until your next attack, so try to let it stack then go for the knockout!

Roar



Unlocked: Level 6
When you block with **Hardened Senses** active, you explode with **fury** dealing **45%** weapon damage as **Fire** to enemies within **15** yards.

Celerity



Unlocked: Level 17
When you block with **Hardened Senses** active, you gain **15%** increased **Attack Speed** for **3** seconds.

Rebirth



Unlocked: Level 26
When you block with **Hardened Senses** active, you gain **4952** increased **Life regeneration** for **2** seconds.

Retaliate



Unlocked: Level 45
When you block with **Hardened Senses** active, you deal **70%** weapon damage to the attacker.

Fury



Unlocked: Level 52
When you block with **Hardened Senses** active, you gain **15%** increased **Critical Hit Chance** for your next attack.

ACTIVE SKILLS: PRIMARY

SLASH



Ignite the air in front of you, dealing **190%** weapon damage as **Fire**.

- Generates **5** Wrath per attack.

Slash is a nice mid-range attack that emits flames directly in front of the Crusader, extending outwards at a narrow arc for roughly five yards. Though essentially a **melee** attack, the flames do extend far enough to potentially ignite several enemies in close proximity. The attack doesn't inflict heavy damage, but it's quick to use, generates a small amount of **Wrath**, and stands to ignite multiple enemies in quick succession. The skill alone shouldn't replace **Punish** in your primary attack slot right away, but **Slash's** runes add a variety of compelling combat options.



Slash can be used to ignite more than one enemy at a time, provided they're bunched together in front of the Crusader.

RUNES

The potential to **Stun** enemies with each attack makes the **Electrify** rune an attractive option, especially if you have equipment that increases the damage your **Lightning** attacks deal. Sometimes the best way to increase the damage you deal is to simply attack more often. If this sounds like a strategy you can get behind, then the **Zeal** rune is for you. This is a potent option if you are dealing increased **Holy** damage. **Crush** dramatically increases the damage **Slash** does by boosting your Crusader's **Critical Hit Chance** by a tremendous amount. The **Carve** rune simply increases the length of the Crusader's swing, allowing each **Slash** attack to hit and burn more enemies. Like **Zeal**, the **Guard** rune can also stack up to **5** times, with each stack increasing your **Armor** by **5%**. This is an attractive rune when combating an elite enemy or boss if you find yourself taking too much damage.

Electrify



Unlocked: Level 9
The slash becomes pure **lightning**, and has a **25%** chance to **stun** enemies for **2** seconds.

Carve



Unlocked: Level 18
Carve a larger area in front of you, increasing the number of enemies hit.

Crush



Unlocked: Level 34
Slash gains **20%** increased **Critical Hit Chance**.

Zeal



Unlocked: Level 47
Gain **1%** increased **Attack Speed** for every enemy hit for **3** seconds. This effect stacks up to **5** times.

Guard



Unlocked: Level 54
Gain **5%** increased **armor** for each enemy hit. This effect stacks up to **5** times.

ACTIVE SKILLS: PRIMARY



SMITE



Smite enemies up to 15 yards away withhold chains that deal 165% weapon damage as Holy. The chains break off and strikes up to 3 additional enemies within 20 yards for 125% weapon damage as Holy.

- Generates 5 Wrath per attack.

Smite provides the Crusader with a nice medium-range attack that deals moderate damage to a single enemy and slightly lesser damage to three other nearby foes. This attack is best used with equipment that generates increased Holy damage or when you're dealing with just a few ranged enemies or a Boss and its summoned minions. As with Slash, Smite is best used with one of its runes and may not be as useful as Punish in battle against large numbers of enemies until one of those runes is unlocked.



Target a single enemy at medium-range and watch the holy chains hit three additional foes!

RUNES

Shatter turns an attack that could only hit three enemies into one that could potentially hit many more. Shatter doesn't deal much damage to those enemies caught in the blast radius, but it can still soften up the fodder. The **Shackle** rune is a great way to keep a heavy hitting melee attacker off your tail or to potentially root an enemy in place so you can follow it up with Falling Sword or another high DPS attack. **Surge** doubles the reach of the Smite attack, allowing the Crusader to reach out and smack a distant foe. **Reaping** stands to increase the Crusader's Life per Second with each hit, especially when in a crowd. Attack while targeting multiple different enemies so the effect can stack, potentially yielding nearly 5,000 Life per Second at level 70 if you maintain a full stack. **Shared Fate** binds the enemies hit by the chains together, forcing them to live and die together. This is a great skill to use against enemies that run away, as it stuns any enemies that move too far away.

Shatter



Unlocked: Level 14
The holy chains explode dealing 20% weapon damage as Holy to enemies within 3 yards.

Shackle



Unlocked: Level 20
Enemies hit by the chains have a 20% chance to be immobilized in place for 1 second.

Surge



Unlocked: Level 37
Increase the range of the initial chain to 30 yards.

Reaping



Unlocked: Level 51
Gain 1238 increased Life Regeneration for 2 seconds for every enemy hit by the chains. This effects stacks up to 4 times.

Shared Fate



Unlocked: Level 57
The chains bind those they hit, causing them to share one another's fate. Enemies who share fate are stunned for 2 seconds if they move 15 yards away from each other.

ACTIVE SKILLS: PRIMARY



JUSTICE



Hurl a hammer of justice at your enemies, dealing 175% weapon damage.

- Generates 5 Wrath per attack.

Justice is the Crusader's lone ranged primary attack, granting him the ability to throw a hammer at any targetable enemy for which he has line of sight. The attack inflicts moderate damage while generating Wrath. Best of all, it gives the Crusader a chance to attack through bars or other pervious dividers much like an archer could. Justice is particularly useful against bosses or elites who, thanks to their monster traits, can be dangerous to come in close contact with. Stand back, hold down the Shift key, and hurl the hammer wherever you need it to go!



The hammer of justice is deadly accurate and can be thrown at any enemy, regardless of distance.

RUNES

Burst adds a small explosion to the hammer, causing damage to those within a short distance of the targeted enemy. The main benefit of this rune, however, is the chance to Stun each enemy hit by the explosion. **Crack** effectively combines the Smite and Justice skills into one by giving an 80% chance for the hammer to break into two additional hammers that then hit other nearby enemies for moderate damage as Holy. The **Hammer of Pursuit** rune increases the damage a small amount and, more importantly, grants the hammer homing capabilities. This makes it possible to throw the hammer while on the run and still have it hit an enemy behind you. Perfect for when you're trying to avoid a boss's attacks! **Sword of Justice** transforms the hammer to a sword, and grants stackable movement speed increases. This is a great way to offset the movement speed penalty from equipping the Heavenly Strength passive skill. **Holy Bolt** grants you a way to heal the Crusader and allies a moderate amount.

Burst



Unlocked: Level 22
The hammer is charged with lightning and explodes on impact, dealing 25% weapon damage as Lightning to all enemies within 10 yards. Enemies caught in the explosion have a 20% chance to be stunned for 1 second.

Crack



Unlocked: Level 31
When the hammer hits an enemy there is an 80% chance it will crack into 2 smaller hammers which fly out and deal 175% weapon damage as Holy.

Hammer of Pursuit



Unlocked: Level 40
The hammer seeks out nearby targets and deal 200% weapon damage.

Sword of Justice



Unlocked: Level 48
Hurl a sword of justice at your enemies. When your sword hits an enemy, gain 2% increased movement speed for 3 seconds. This effects stacks up to 5 times.

Holy Bolt



Unlocked: Level 60
Throw a bolt of holy power that heals you and your allies for 1651-2476 Life when it hits an enemy.



QUEST

SOULS OF THE DEAD

The death maidens employ soul crucibles to strip the souls from the citizens of Westmarch, transforming them into revenant soldiers. These crucibles must be destroyed.

OBJECTIVES

- 1 Go to Westmarch Commons.
- 2 Find the Soul Crucible in Gideon's Row.
- 3 Destroy 4 Corpse Piles.
- 4 Kill Drygha.
- 5 Destroy the Soul Crucible.
- 6 Search the Writhing Corpse Pile.
- 7 Talk to Myriam the mystic.
- 8 Go to Briarthorn Cemetery.
- 9 Find the Master Soul Crucible in Nobles' Rest Courtyard.
- 10 Destroy 6 Corpse Piles.
- 11 Kill Catharis.
- 12 Destroy the Master Soul Crucible.
- 13 Talk to Myriam.
- 14 Return to the Survivor's Enclave.

THE SURVIVORS' ENCLAVE

With Kasadya defeated, the refugees have opened the gates to the courtyard, now known as the Survivors' Enclave. Here you find all the members of your caravan, your Followers, and a number of other citizens and merchants. Take a few moments to learn the lay of the Survivors' Enclave, then speak to General Torion. He informs you that Malthael had sent the Death Maiden Kasadya to construct a soul crucible, an orb that can transform hundreds of innocent people into reapers by the hour. There are two more soul crucibles in Westmarch and you must destroy them at once! Exit the Survivors' Enclave via the gate to the west of Haedrig's blacksmith shop [1].

MERCHANTS & ARTISANS

A Powell the Miner

Categories: Weapons, Armor, Repair

B Victor the Quartermaster

Categories: Weapons, Armor, Miscellaneous, Repair

C Delilah the Collector

Categories: Weapons, Armor, Miscellaneous, Repair

D Ruthie the Fence

Categories: Weapons, Armor, Trinkets, Repair

E Haedrig, the Blacksmith

Categories: Blacksmith

F Shen, the Jeweler

Categories: Jeweler

G Miriam, the Mystic

Categories: Mystic

H Brother Anselm

Categories: Healer



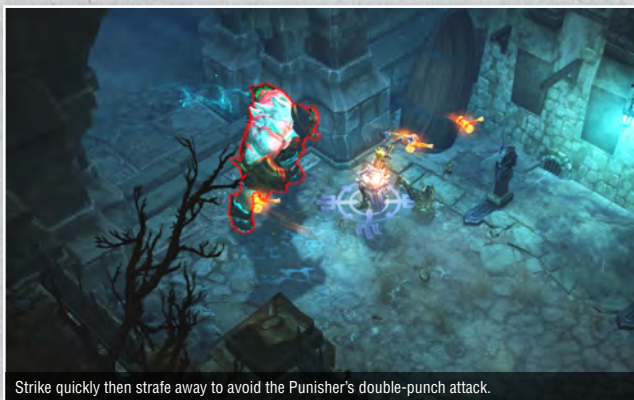
Lore and Conversations

Return here periodically to check for new conversations that may become available and to check Diadra's Satchel (to the left of Brother Anselm) for new installments in the History of Westmarch journal series. It's particularly important to listen to the new conversations from your Followers, Haedrig, and Shen, as each has their own special quest or event you'll be able to join them in.

WESTMARCH COMMONS

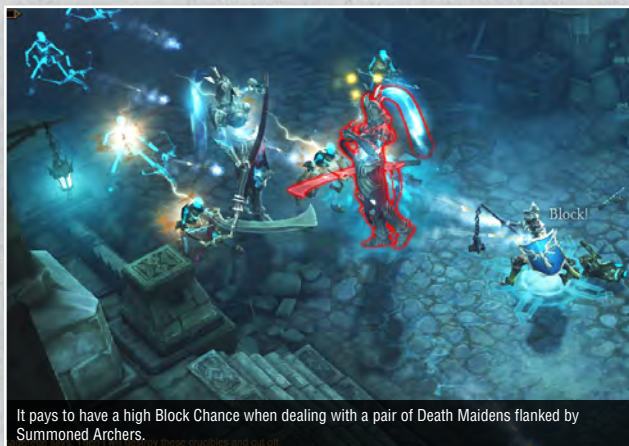
The first soul crucible is in an area known as Gideon's Row, located beyond the sprawling urban complex known as Westmarch Commons. This expansive neighborhood has numerous gated passages, alleyways, and terraces for you to explore. The entrance to Gideon's Row can be anywhere in the town, as can the 11 various buildings and dungeons that randomly appear each time you visit this location. Take your time and explore the entirety of the area, as the majority of the enterable buildings contain events yielding a wealth of gold and XP (see the events guide below). Note that the Waypoint for Westmarch Commons is always near the entrance from the Survivors' Enclave.

The streets of Westmarch Commons and its many buildings are home to a number of reaper varieties that you've not yet encountered. Of these, the Punisher is among the biggest threats. Hit this hulking, armor-clad beast with a few quick ranged attacks then sidestep its charge. The Punisher rears back and tries to slam the Hero between its giant fists as it lunges forward. It may then perform a double backswing in an attempt to swat those alongside it or a mighty overhand punch. The Punisher can also leap forward and stomp the ground with enough force to Stun.



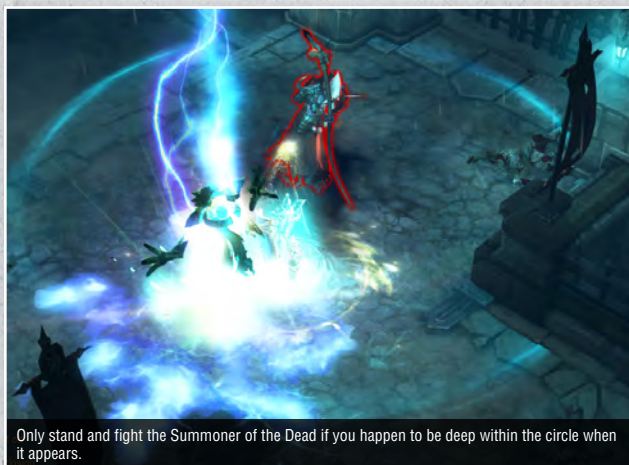
Strike quickly then strafe away to avoid the Punisher's double-punch attack.

Kasadya wasn't the only Death Maiden sent to Westmarch. You'll likely encounter additional Death Maidens (non-uniques) in Westmarch Commons. Keep your distance and use skills like Shield Glare to Blind them so you can avoid their whirlwind attacks. Though they are far less dangerous without the Desecrator trait that Kasadya possessed, they're quick to summon plenty of backup.



It pays to have a high Block Chance when dealing with a pair of Death Maidens flanked by Summoned Archers.

The Hero also encounters several Summoners of the Dead. Resembling a smaller, male Death Maiden, the Summoner of the Dead casts a circle of dark energy that Slows everything within its radius, trapping it for the Shadows of Death it summons. There's no sense in targeting the Shadow of Death, as the Summoner of the Dead will simply raise another. Instead, focus on breaking free of the blue circle and attack the Summoner from a safe distance. The Shadows of Death perish alongside the Summoner of the Dead.



Only stand and fight the Summoner of the Dead if you happen to be deep within the circle when it appears.

Take your time to uncover the entire map and be sure to backtrack if you haven't explored every alley to a dead-end before advancing to the Gideon's Row area [2]. There are typically at least four optional areas to enter as well as the Walk in the Park event that takes place in the cemetery.

REALM OF DISCORD

SKELETON KING AND MAGHDA DROP
THE WRITHING SPINE/LEORIC'S REGRET.

Focus your attacks on the Skeleton King first, as Maghda's attacks aren't as dangerous and can be easily avoided. It's best to have one member of your party focus on the summoned enemies so the others can focus on the Skeleton King and then, together, you can all attack Maghda.

REALM OF CHAOS

GHOM AND RAKANOTH DROP THE
DEVIL'S FANG/VIAL OF PUTRIDNESS.

Stick to the perimeter to avoid Ghom's deadly gas attack while trying to keep away from Rakanoth. Focus your attacks on Ghom first, as Rakanoth can be largely avoided, especially if you have multiple people in your party. Ghom's acidic slimes don't spawn as often, but they are also greatly buffed and much harder to kill than when you encountered them in Act III.



REALM OF TURMOIL

SIEGE BREAKER AND ZOLTUN KULLE DROP THE **VENGEFUL EYE/IDOL OF TERROR**.

Though Zoltun Kulle may not have seemed that difficult during the initial battle in Act II, you should really focus on taking him down before tending to the Siege Breaker. Zoltun Kulle's constant casting of Time Bubble and Ceiling Collapse makes staying alive very difficult, especially if you're a melee fighter trying to engage the Siege Breaker. Defeating Zoltun Kulle first makes it much easier to vanquish the Siege Breaker.



REALM OF FRIGHT

UBER DIABLO DROPS THE **HEART OF EVIL**.

You can expect to see all of Diablo's abilities which you saw in Act IV make a return here. Pay special attention to the Hell Spikes he summons from the ground, as they can quickly trap you.

Unlike during the original battle, Diablo can periodically summon an additional uber-boss to assist him. At 75% Life, Diablo summons Ghom, the Skeleton King, or Siege Breaker. At 50% Life he summons Zoltun Kulle, Maghda, or Rakanoth. Focus all of your damage on the summoned boss, as you don't want to have to contend with two of them at once.

Once he reaches 30% Life, Diablo creates temporary mirror images of himself. These images have low health but deal almost as much damage as Diablo himself, so finish them off as quickly as possible.

CRAFTING THE HELLFIRE RING

After you've acquired the three Demonic Organs needed to craft a Hellfire Ring, you need to get the design for the Hellfire Ring. These can be purchased from Squirt the Peddler in Hidden Camp during Act II for 2,000,000 gold, or 5,000,000 gold for the level 70 version. Take the plans to Shen to teach him the recipe so you can craft the ring (50,000 gold crafting fee). Shen must be a level 10 or 12 Artisan in order to learn this recipe.

The Hellfire Ring contains the following stats:

THE HELLFIRE RING

LEVEL 60 HELLFIRE RING	LEVEL 70 HELLFIRE RING
+300-329 STR, DEX, INT, or VIT	+416-500 STR, DEX, INT, or VIT
Increases Bonus Experience by 35%	Increases Bonus Experience by 45%
Chance to launch an explosive ball of Hellfire when you attack.	Chance to cast a fire ring for 200% weapon damage when attacking.
+4 Random Magic Properties	+5 Random Magic Properties

Hellfire Rings cannot be sold or traded, but they can be salvaged. There is no level requirement, so it is possible to make numerous Hellfire rings and outfit all of the Heroes on your account, and even your Followers. Each Hero/Follower can only wear one Hellfire Ring.

A STRONGER RING

The keys, plans, and other components used for the level 70 Hellfire ring are distinct from their level 60 counterparts. Regardless of whether you craft a level 60 or level 70 Hellfire Ring, the resulting ring uses the Smart Loot system to make sure that the ring possesses a large amount of your primary stat (STR, DEX, or INT). Because of this, it's best to craft the ring with a Hero that favors the same primary stat as the Hero or Follower you intend to wear it.

The Hellfire Ring cannot be sold or traded, but can be salvaged. There is no level requirement, and Followers can wear the ring. Each Hero or Follower can only wear one Hellfire Ring, and you cannot wear both the level 60 and level 70 versions at the same time.