

Quest: The Butcher
Monster: The Butcher
Hit Points: 50
Damage: 6-12
Reward: The Butcher's Cleaver (+10 to Strength, 4-24 Damage, Durability = 10)

When preparing for battle with the Butcher, a character's most effective offense is a good defense. Regardless of class, characters should carry a sturdy shield and have at least a 15 or better armor class.

Quest: Tristram's Water Supply
Monster: No unique monster
Reward: Ring of Truth (+10 to Hit Points, Absorbs 1 point damage per hit, Resist All 10%)

Regardless of character class, a good tactic for this quest is moving forward and then walking back, drawing a few creatures in at a time to avoid fighting too many monsters simultaneously.

Quest: Skeleton King
Monster: Skeleton King
Hit Points: 60
Damage: 6-16, Resistance to Fire and Lightning, Immune to Non-Fire and Lightning Magic, except for Stone Curse and Holy Bolt
Reward: The Undead Crown (Armor Class = 8, Life Stealing +5%)

A Sorcerer should fill his belt with maria potions and use Holy Bolt to kill the Skeleton King and his army. For Warriors or Rogues, blunt objects such as a mace, morning star, or War Hammer are most effective against the undead, as well as Holy Bolt.

Quest: Gharbad the Weak
Monster: Gharbad the Weak
Hit Points: 120
Damage: 8-16
Reward: Random Magical Item

The best tip for this quest is to be prepared for Gharbad to betray characters on their third visit. Gharbad lives up to his surname "The Weak", so characters should use their spells or weapon to put a quick end to the deceiver.

Quest: Ogden's Sign
Monster: Snotspill
Hit Points: 220
Damage: 10-18, Resistance to Lightning
Reward: Harlequin Crest, if the sign is given to Ogden (+2 to all stats, +7 to Hit Points, +7 to Mana, -3 to Armor Class, -1 to Damage Received)

To access the stairs down to level five, players must destroy Snotspill and his large number of followers. Spells from a distance such as Lightning or Fire Bolt work well. For hand-to-hand combat, using a blade weapon in the doorway is effective.

Quest: The Magic Rock
Monster: No unique monster
Reward: Empyrean Band (+2 to all stats, +20% to Light Radius, Fast hit recovery, Absorbs trap damage)

This object is randomly placed on a pedestal within the catacombs on the fifth level. The monsters guarding the rock are random as well. Be sure to return the rock to Griswald for the magical ring.

Quest: Arkaine's Valor
Monster: No unique monster
Reward: Arkaine's Valor (Splint Mail, +25 to Armor Class, +10 to Vitality, Absorbs 3 points damage per hit received, Fastest hit recovery)

You have to fight your way through plenty of demons to get at the armor. A Sorcerer should use his highest level spell of either Fire or Charged Bolt. Both the Warrior and Rogue will want to close the distance between the creatures, so the demons do not have room to charge.

Quest: Chamber of Bone
Monster: No unique monster
Reward: Guardian Spell

Once again, you'll have to battle though hoards of the enemy to get at the spell. Sorcerers should conserve mana by waiting until horned demons are close before firing shots. The Warrior and Rogue should use an edged weapon against the horned demon, but also have a blunt weapon to use against the undead that lurk in the area.

Quest: Halls of the Blind
Monster: No unique monster
Reward: Optic amulet (+20% to Light Radius, +20% to Resist Lightning, Absorbs one point of damage per hit, +5 to Magic)

When fighting the hidden hand-to-hand, try a standing attack once, then move away. Once they reappear, use a standing attack again.

Quest: Zhar the Mad
Monster: Zhar the Mad
Hit Points: 360
Damage: 16-40, Resistance to Fire and Lightning, Immune to other Magic (except Stone Curse)
Reward: Random Book

If Zhar becomes angry and attacks, try to attack him from a distance with a bow or spells. The Warrior should use a standing attack and swing at him only once, then wait for him to disappear. Once he reappears, repeat the process until he dies.

Quest: Black Mushroom
Monster: No unique monster
Reward: Spectral Elixir (+3 to all attributes)

On the ninth level, players should search for a patch of mushrooms. Pick the largest one, and return it to Adria. Players then need to return to the ninth level, kill a demon, and then return the demon's brain to Pepin to get the Spectral Elixir.

Quest: Warlord of Blood
Monster: Warlord of Blood
Hit Points: 850
Damage: 35-50, Immune to Fire, Lightning, and other Magic
Reward: Random magic item and access to the 14th level

The Warlord of Blood wears hellishly thick armor and is extremely resilient. Additionally, the Warlord of Blood is immune to fire, lightning, and magic. The best method for the Sorcerer to use in battle is the Mana Shield and a powerful weapon. All characters should lure the beast's followers away and destroy them before attacking the Warlord.

Quest: Lachdanan
Monster: Lachdanan
Hit Points: 500
Reward: Veil of Steel (+50% to Resist All, +60% to Armor Class, -30 to Mana, +15 to Strength, +15 to Vitality, -20% to Light Radius)

You do not fight Lachdanan, but instead bring him the Golden Elixir found on the 15th level to get the Veil of Steel. The elixir is sometimes difficult to find. Be sure to carefully examine all areas on the level.

Quest: Anvil of Fury
Monster: No unique monster
Reward: Griswold's Edge (Fire Hit 1 to 10, +25 to Hit, Faster attack, Knocks back monster, +20 to Mana, -20 to Hit Points)

The Anvil of Fury is randomly placed on the tenth level of the cathedral. If the anvil is returned to Griswold, he will create a powerful blade.

Quest: Archbishop Lazarus
Monsters: Archbishop Lazarus, Red Vex, and Black Jade
Hit Points: 600 (Lazarus), 400 (Red Vex and Black Jade)
Damage: 30-50 (for all three)
Reward: Opportunity to kill Diablo and three random magic items

If fighting hand-to-hand, use a standing attack on Lazarus once to initiate a single attack. Then wait for him to disappear and reappear before attacking him again, just like you did for Zhar the Mad. Continuing this pattern should destroy him. Both the Sorcerer and Rogue should fight at a distance, firing off spells or arrows at the locations to which he teleports.

Quest: Diablo
Monster: Diablo
Hit Points: 833
Damage: 30-60, Resistance to Fire, Lightning, and other Magic, Immune to Stone Curse

Reward: You win and save the world

Cast Mana Shield if you have it, and fill your belt with Full Rejuvenation potions. Once Diablo spots a character and begins to unleash Hellfire, regardless of class, the best strategy is to close the distance between the character and the Demon Lord. His raking claws are not as potent as the Hellfire.

Neat Trick:

First you stand across the room so that you're not near the stairs, but they are still in your vision. Click on the stairs and then pick up something from your inventory and hold it out on the screen. When you go down the stairs the item will be gone and when you come back up the item will fall from the air as if you just dropped it.

Thanks to:

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