

# Avalon - Diablo II Mod

News

Basic information

Stories

Uber Levels

Uber Bossovia

Uber Itemy

Boss Itemy

Unique Items

Avalon

Avalon Trophy Quest

Book Quest

Horadric Cube

RuneWords

FragWords

Buildy

Media

Forum


Avalon Realm

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Meno: paradisegaming.eu

IP: d2.paradisegaming.eu

Zone: -1

Server status:  offline

Avalon Mód

Verzia: Avalon 2.1 final

Download: [avalon.akfabian.sk](#)

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Webpage statistics

## Uber levels

Ancient Tunnels (normal)

Level: 60

Složení: Big Demon, Frozen Spawn, Storm Splitter

Difficulty: lightest

Drop: unique, set

Imunity: cold, lightning

Boss: -

Great starting uberlevel, you can expand up to 70+ Ml. There are basic unique things, even charms. The drop is only from Big Demons. For hell chars it is a rest zone where they can't even get anything big, but for low chars (around Ml 40-50) it is a very difficult level where they can expose well and collect good equip. It is the best way to expire to normal, it sticks tristram and abbadon into the pocket.

Last modified: Sun, 11.07.2010 - 20:42

Ruined Fane

Level: 79

Ingredients: Mighty Shaman, Mighty Fetish, Emerald Warrior, Stone Cat

Difficulty: easy

Drop: unique, runy

Imunity: cold, poison

Boss: -

A bit challenging for low chars, but around Ml 85 you can beat even without proper equipment, you get a basic unique and a lot of exp, the main thing is to be fast, it's pretty crowded.

Last modified: Mon, 05.07.2010 - 15:46

Burial Grounds

Level: 79

Ingredients: Horadrim Ancient, Dark Lord, Bone Mage, Specter

Difficulty: easy

Drop: basic unique and sets, rare, charms

Imunity: cold, poison, magic, physic

Boss: Blood Raven

Uber Level composed of undead monsters, there are Horadrim Ancienti, Dark Lordi, Bone Mages, Defiled Warriors and Spectra. Deadly combination, mages freeze you, Spectra are immune to physical damage, Defiled Warriors deal great damage, Darklords run away and force you to pack more monsters, and Horadrim Ancienti bring it all to life. It is necessary to have something to destroy corpses - freeze, corpse explosion, slains monster rest in peace, redemption. As a bonus, there is a Blood Raven with a very interesting drop.

Last modified: Mon, 05.07.2010 - 15:47

Pit

Level: 79

Location : Pit Level 2

Ingredients : Oblivion Knight, Minion of Destruction

Difficulty : easy

Drop: unique items, rare items

Imunity: cold, fire

Boss: -

One of the lighter Uberlevels, there are Minions of Destruction and Oblivion Knights with Doom Knights. Here is the big problem of Iron Maiden, which will sooner or later definitely hit you and of course the speed of the Minions in connection with the stun. Collect even rare, sometimes they are better than unique ...

Last modified: Mon, 05.07.2010 - 15:48

**Tristram****Level:** 98**Složení:** Undead Stygian Doll, Blood Lord, Burning Soul, Diablo, Mephisto**Difficulty:** easy**Drop:** better unique items**Imunity:** poison, lightning, fire**Boss:** Dark Brother

The oldest Uber level, it has undergone several changes during its existence. There are Devils, Mephists (both have the multiple shot attribute disabled), Blood Lordi, Undead Stygian Dolls and Burning Souls, as well as the Dark Brother superboss, who is Griswold's place and has fire enhanced, cold enhanced, huge life and 95% resistance. of which Hellfire Torch. For success in Uber Tristram it is necessary to have high resistances, by which I mean more than 75, the best supported absorptions. They also need a lot of damage, monsters are a lot and have high life or resistances.

Last modified: Mon, 05.07.2010 - 15:48

**Abbadon****Level:** 98**Ingredients:** Pit Boss, Pit Mage, Pit Demon**Difficulty:** medium**Drop:** unique, crystal**Immunity:** lightning**Boss:** -

Abbadon is already an uber level of the "new generation" composed only of new monsters. It's very annoying, because of the hoarfrost that pushes you away and the ubiquitous skeletons that still interfere.

Last modified: Mon, 05.07.2010 - 15:49

**Pit of Acheron****Level:** 95**Složení:** Sister of the Slaughter, Hell Templereess, Council Member**Difficulty:** medium**Drop:** single, runy, sety**Imunity:** cold, poison, lightning**Boss:** -

There are modified Andariels named Sister of The Slaughter, Council Members and Hell Templereess. Sisters have fireball and poison nova, which hurts, these two resistances definitely at max. Hell Templereess throw strong blood old and are immune physic and council membranes have hydras. In any case, it pays to go here, because the Sisters have a high chance of a drop run, from Ist to Ber.

Last modified: Mon, 05.07.2010 - 15:49

**Disused Reliquary****Level:** 79**Složení:** obsidian warrior, bug demon, nightmare, frozen lord**Difficulty:** easy**Drop:** unique, runy**Imunity:** cold, fire, lightning, poison**Boss:** -

Last modified: Mon, 05.07.2010 - 15:50

**Infernal Pit****Level:** 98**Ingredients:** Fallen Angel, Bone Golem, Red Giant**Difficulty:** difficult**Drop:** unique, fragmenty**Imunity:** magic, cold, fire, poison**Boss:** -

In the infernal pit, it is really starting to tighten, the monsters here are strong and have a lot of damage, but they are not so fast again. It is definitely worth coming here, fragments are falling from the Fallen Angels. But necra or asska with Death Sentry is a relaxing affair.

Last modified: Mon, 05.07.2010 - 22:27

**Ancient Tunnels**

**Level:** 79**Ingredients:** Fire Bear, Sandassasin, Familiar, Evil Weapon**Difficulty:** difficult**Drop:** set items**Boss:** -

Ancient Tunnels is a great location, unfortunately quite challenging, it's actually the only chance to reach better sets, and you can do a good expit between M 90-100. There is an almost record number of bosses (unique monster), so it is not a problem to meet aura enhanced, extra fast, mana burn, fire enhanced and other delicacies. Corpse Explosion works here.

Last modified: Tue, 06.07.2010 - 21:15

**Countess****Level:** 102**Lokace:** Tower Cellar Level 5**Composition:** Wicked Skeleton, Black Dragon**Difficulty:** difficult**Drop:** unique items**Imunity:** physic, fire**Boss:** Shadow Demon

This level has only one solid map, which is full of wicked skeletons that just interfere and Black Dragons that flood you, there are two Dragons bosses and then the main boss, Shadow Demon, which is very strong, and in addition it is supported by Magic Spire from behind. .

Last modified: Tue, 06.07.2010 - 21:18

**Forgotten Temple****Level:** 99**Composition:** Harrier, Avenger, Death Clan**Difficulty:** difficult**Drop:** unique, set**Imunity:** physic, cold, lightning, fire, poison**Boss:** -

This is an uber level of slow but very very powerful monsters and especially infernally resistant, they have immunity to almost everything. Here is the need to have a skill to reduce resistances. Harriers have a really disgusting skill that can kill even moderately equipped characters with one blow.

Last modified: Tue, 06.07.2010 - 21:19

**Secret Cow Level****Level:** 100**Composition:** Cow Commander, Cursed Cow**Difficulty:** very difficult**Drop:** socked items, unique, set**Immunity:** all**Boss:** Red Bull

Don't be surprised if you die as soon as you get in, because the cows are damn fast and have instant amplify damage. You have to be careful not to attract too many cows, they can kill the best character in a while. The only one who can resist an army of cows in peace is a summoner, whether a druid or a necro. Especially watch out for the Cow Commandery, after the death of the Corpse Explosion part, if you kill more of them at once, the best character has no chance, so a cold sorc with a Glacial Spike Amazon with an FA, or Redemption is suitable.

Last modified: Tue, 06.07.2010 - 21:24

**Drifter Cavern****Level:** 100**Composition:** Dark Hunter, Devil Kin, Wicked Marksman**Drop:** unique misc items (rings, charms, amulets), fragments, stones**Imunity:** physic, magic, cold, fire, poison**Difficulty:** very difficult**Boss:** -

Drifter Cavern is full of archers who will shoot you more than comfortably. Devil Kin are also strong, but they have to hold you back. Recommended builds: lightning and physic characters. Inappropriate: everything else.

Last modified: Tue, 06.07.2010 - 21:26

### Stony Tomb

**Level:** 101 (level 1)/100 (level 2)

**Lokace:** Stony Tomb level 1 a 2

**Složení:** Demon Mother, Death Avatar, Dread Lord (level 1), Storm Elemental, Flame Elemental, Frozen Elemental (level 2)

**Difficulty:** the most difficult

**Drop:** elite unique, all stones

**Immunity:** all

**Boss:** Warlord (level 2)

Level 1 is much harder than level 2, but Warlord is lurking there again, in the first level you have to pay particular attention to Demon Mother, which can flood you very quickly. Don't get too close to the Dread Lords, or they will cast Burning Hell, which can make a whole party, not to mention the Avatars, they will just come to you, give you a few shots (rather one) and lie down. You need really big resistance and damage reduction for stony tomb level 2, because elemental projectiles also have a large physic component, they can flood well-equipped characters, and they also have invincible immunities.

Last modified: Tue, 06.07.2010 - 21:28

### Arachnid Lair

**Level:** 104

**Ingredients:** Hedgehog, Grim Swarm, Pit Snake, Dark Spider

**Difficulty:** very difficult

**Drop:** unique, avalonian

**Immunity:** all

**Boss:** -

Arachnid lair is a really annoying uber level, if I omit the high physic and fire damage monsters, magic damage bone spear and almost certain death if vipers use a charge on you, then there is a very annoying and very strong poison, which you would not do for drop avaloniana that ? Recommended builds: javelinka, melee characters.

Last modified: Tue, 06.07.2010 - 21:34

### Disused Fane

**Level:** 112

**Composition:** Patron, Dark Apprentice

**Difficulty:** very difficult

**Drop:** unique, obsidian, narrubian, golden ore, golden amulet

**Immunity:** all

**Boss:** White Sister, Black Sister, Lich King

Magical uber level, they're all here just to protect the Lich King, the Patrons are actually a bit Aroni (they last a little less, but they're stronger), White and Black sister are twins, they're exactly the same, except that one is fiery and the second ice. The Lich King himself is protected by a shattering wall, Dark Apprentice and Death Sentry, the same one in Avalon. But the drop is worth it, there is also a boss of Patrons in a dead end, which is definitely worth killing, because any unique one (weapon or armor) can fall from it.

Last modified: Tue, 06.07.2010 - 21:43

### Icy Cellar

**Level:** 115

**Ingredients:** Frozen Demon, Bugbear Ghost, Frost Javeliner

**Difficulty:** very difficult

**Drop:** unique, set, codes, stones

**Immunity:** all

**Boss:** Big Foot

Very challenging uber level, best used here with lightning damage. Frozen Demons have a rich drop, they are not very resistant but very strong, they cast several skills during the attack, similar to the Dagger Elemental Fury. Frost Javelines have a lot of damage and the Lower Resist and Bugbear Ghosti parts have the function of tanks. Big Foot is a chapter in itself, its Fury Yeti will grind you in a second and if not, it will kill you alone.

Last modified: Tue, 06.07.2010 - 21:47

### Mausoleum

**Level:** 120

**Složení:** Red Dragon, The Lord, Commander, Hell Bee, Nightmare, Storm Mage, Ice Mage, Musclemann, Silencer

**Difficulty:** the most difficult

**Drop:** unique. Soulstone. Annihilus. stones. fragments. codes

**Immunity:** all

**Boss:** King of Deep, Dragon King, Goat King, Murderess, Infernal Maniac

**mapa Mausolea** (by DamageDeath)

Mausoleum is a new type of uber level with a fixed map. Commanders scattered all over the map have a good drop and it's definitely worth killing them. However, if you get to them. The palette of monsters is varied, one worse than the other, there are strong melee killers (especially Red Dragons can torment) and mages with good damage. We must not miss the Nightmare with huge damage and disgusting skill that is cast when they die. The sniffed Hell Bee in your blood also maintains a constant level of poison. Last but not least, there are 5 uber bosses with a nice drop, which they don't release cheaply.

Last modified: Thu, 08.07.2010 - 18:12

**The Crypt**

**Level:** 110

**Ingredients:** Bone Lord, Mutilated Dead, Ashy Pet, Dark Appretice

**Difficulty:** the most difficult

**Drop:** best unique, parts of all codes

**Immunity:** all

**Boss:** Devil

The crypt used to be just a natural extension of the uber level in the cemetery, now you'd rather kill all the uber bosses and uber levels than go here once. Each monster is defeatable in perhaps only one way, and almost no character controls them all, the one that does (eg the necro summoner) is soon dead. No, I have to come here in at least two people and it's hard, too, Dark Appretice elemental damage you just won't hurt, Ashy pet is prone to magic, but that's how it is and that's how it is with everyone. The monsters also have the greatest damage of all, the Dark Appretice will quickly send to the ground even the one who is trying to hide. As if that wasn't enough, Devil is waiting for you in the end with his horde of minions. This is a very good place for unwinding uber characters who have almost no enemies, because they can also go to the ground very quickly.

Last modified: Tue, 06.07.2010 - 21:55

**Swampy Pit**

**Level:** 120

**Složení:** Sorcerer, Burning Demon, Ortevorts Pet, Burning Warrior/Archer, Walking Statue, Soul Hurler, Arcane Mage, Hell Mage, Canal Demon

**Difficulty:** brutal

**Drop:** unique, stones, fragments

**Immunity:** all

**Boss:** Shadow Claw, Jimmy, Ortevort, Keeper of Kurast

**Swampy Pit map:** [part 1](#) , [part 2](#) (by DamageDeath, a bit outdated - Golden Ore also falls)

Swampy pit is a delicacy that has been worse than Avalon for some time, come here in a group with the busiest chars. All the monsters here are super strong, super resistant with disgusting skills. In particular, the Dark Sorcerers are essentially instant killers, and kill Ortevora is a goblin because he is properly buried in a flood of monsters. But if you want uber class items, you have to kill him. A swampy pit can give you a few hours of fun on its own. Drop is from Dark Sorcerers and Ortevora's Pet. If you do not have complete uber equipment, avoid this place, ES is a duty and not so much will not help much.

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