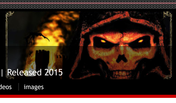

Is Alive

Diablo II: Lord of Destruction mod | Released 2015

'Is Alive' is a modification for Diablo 2: Lord of Destruction. There are new recipes, new monsters, new monster abilities, new locations, new quests, end-game dungeon and the most important - the game is much more difficult. No new character skills, no new acts, no new characters, no new uniques, no new sets, no new runewords. 'Is Alive' isn't a total conversion mod, and it never will be. The mod can be downloaded as D2SE modplugin. Extract the file and the folder 'kalive' just copy into 'MODS' folder in your Diablo 2 folder :) Enjoy :)

Quests and bosses

New quests are an important feature to the game. What should you know about them?

Posted by ZOMB_ on Sep 3rd, 2015

When you created a character and entered the wilderness for the first time, you probably noticed, there are some new monsters, and the superunique bosses (such as Corpsefire, Bishibosh, Rakashu...) have been empowered! And the new bosses? Also, you might have noticed, they drop some special items from time to time, which are marked as quest items. There are some new quests? Of course they are. And some of the bosses drop their own special scrolls! What should you know about it?

New Quests

Almost every boss you encounter can drop it's own item, it's quest item. Now, there are two or three possibilities, what can you do with the special items. You can't wear them, you can't consume them, so what can you do with them? Firstly, you can use the for the quest. Visit the merchants and you'll see, they have new items to sell. New scrolls for crafting, including quests (tasks and 'hint scrolls'). All you have to do is buy the tast and unlock it (the same way as any other scrolls, you'll need crafting points). Then you'll know, which bosses you'll have to kill. Secondly, you can use them for creating powerful items. But only, if the boss drops also it's special scroll. Which of them are the right ones to kill?

Normal difficulty

Act 1 - Corpsefire, Coldcrow, Treehead Woodfist, Griswold, Boneash

Act 2 - Radament, Dark Elder, Fangskin, Coldworm the Burrower, Ancient Kaa the Soulless

Act 3 - Web Mage, Battlemaid Sarina, Icehawk Riftwing, Toorc Icefist, Witch Doctor Endugu

Act 4 - Fuad the Cannibal, Izual, Hephasto the Armorer

Act 5 - Eldritch the Rectifier, Frozenstein, Pindleskin, Thresh Socket, Lister the Tormentor

Nightmare difficulty (same bosses as previous difficulty plus:)

Act 1 - Bonebreaker, Bishibosh, Gremak

Act 2 - Deathclaw, Firewind, Hideous

Act 3 - Swampface, Darkoblood, Treefoot

Act 4 - Winged Death, The Tormentor

Act 5 - Achmel the Cursed, Nihlathak, Dac Farren

Hell difficulty (same bosses as previous difficulties plus:)

Act 1 - Nah-gul, Troubleshooter, Dark Fighter

Act 3 - Greytongue, Spellfire, Arrowtwist

Act 5 - all three Sin Walkers

And what about chances for bosses to drop the right item on kill?

Normal difficulty - 28% quest item | 7% boss scroll

Nightmare difficulty - 14% quest item | 3,5% boss scroll

Hell difficulty - 7% quest item | 1,75% boss scroll

...and finally thirdly, there is a way to use quest items, or, to be more accurate, salvage them. For having that possibility, you'll have to visit Hell Realm and complete the local quest.

And where can you buy the quest tasks?

Act 1 - Gheed

Act 2 - Drognan

Act 3 - Alkor

Act 4 - Jamella

Act 5 - Malah

Hope this overview helped you understand the quest system of the mod.

Is there anything else you want to ask? Feel free to leave a comment below, I'll reply as soon as possible :)

Wish you all happy playing :)

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Guest Sep 16 2015
May I ask how many pages or how to finish optional quest Prisoner's Redemption?

Reply | +1 vote

Guest Sep 16 2015
Also I would like to ask how to finish the "Let red lie" quest.
I managed to finish the green one, where I was cubing it with each ingredient separately. I bought the red version from Gheed now, but I'm not able to find a cube receipe to mix this one with the ingredients.
Please help!
Thank you

Reply | ham or spam?

Guest Nov 26 2015
this is for 1.10?

Reply | ham or spam?

Nastydude Jan 13 2016
Feedback:

Duriel's Favorite Undead' mobs..... I like the idea, but they're overpowered. One of these monsters in a pack of monsters will destroy me. They slow you so much, attack, walk/run, everything. There is no resist for them and they destroy melee characters (early game that is).

Viper Temple Lvl 2, getting the amulet.. I cannot progress past this point, I walk in there and die. I'm stuck at this point currently getting better gear to be able to get in there and progress through the quest. It needs toned down. Snakes stun/slow, they're so fast, surround you and you're toast.

Aside from this, I do know that Diablo 2 has always had issues for melee characters.

Awesome mod so far, Love It.

Reply | +1 vote

Iimagodellaverga Aug 23 2018
Hi, I got blood vial from blood raven, countess and crusher, but how do I cube it? can you help me please?tnx

Reply | +1 vote

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