

## Diablo 2 MinMax 3 Mod Walkthrough Guide

The modification of MinMax is not easy and very time consuming, mainly due to pumping or, as it is also called, the grind, which is generally well done, but one could do without it or cut it in half / three.

This article will help you turn your character into an Übergun that will take down anyone. monster in the game on "easy".

A distinctive feature of the MinMax mod is that you will always have where to pump your character further to make it even stronger and more agile.

This guide will help you get through the critical moments in MinMax and tell you what to do with certain items and skills so that damage breaks through the immunity of uber bosses in new locations of the game.

### Content in MinMax 3.0 (version dated 07/06/2020)

The content in Minmax is a whole wagon and cart. From what I met in 80 hours of playing MinMax, I can say for sure that to see all the content and new locations you will need from 150 to 200 hours of play. Not to mention that some of the quests are available only to a certain class of heroes. These quests open a special uber skill + during their passage you have the opportunity to get a top set for your hero.



It is also worth noting that there are unfinished places in the game, entering which the game crashes to the desktop. And, in fact, this mod is like "People's Solyanka" in STALKER. In some places it causes bathert, a lot of everything is mixed from many modifications and decisions, it takes a lot of time, but drags you into the game with a bang.

## Choose a character

In MinMax 3.0 (edition dated 07/06/2020), there are no strong or weak character classes in the mod. In fact, the endgame will be the same for everyone, in terms of things, charms and skills. So, you can choose absolutely any hero class that you like (but the barbarian is the easiest to start). Later you will understand why.



## About starting charms

After creating the hero and opening the inventory, we see several charms with a terrible description in English (which is not surprising because the mod was created by the Vietnamese, who clearly do not know English or know it, but poorly). Charm upgrades in MinMax a la side quests. That is, almost all of them will consist in the extraction of ingredients to improve the charm itself, which are scattered throughout Sanctuary and some new locations created by the modder. Now I will explain to you what they are and how they can be improved. Another feature of Diablo 2 MinMax 3 mod is that you can improve almost everything you see here!

## Starter Pack Item

The Newbie Set in your inventory is available in two copies, one is placed in the transmutation cube to get the first starting set for your character class. And we use the second one when getting the Angel or Demon charm, but more on that later.

### Invincible Heroes leather

This charm is improved by special items that drop from the final bosses of each act (not a 100% drop rate! You may have to farm them). They are called **Trophy Boss Name Difficulty Name**. When we get a trophy, we throw it into the cube along with **Heroes Invincible** charm

## Rune Book (Memoir Rune Book)

This charm is improved by this ascending formula:

**Memoir Rune Book + rune 01 + gold scrap, then use rune 02, 03 and so on.**

This charm can be upgraded 54 times, in fact, there are only 54 runes in the game. When you complete the final upgrade, your character will receive a special aura and class-specific stats.

## Gem Book

This charm is called the gem book and is enhanced by the formula:

**Book Gem + Chipped Amethyst + 1 Gold Scrap = next level book.**

After we take the same formula, but instead of Chipped Amethyst we use Flawed, then Amethyst, then Flawless and the last Perfect. After that, we switch from amethysts to topazes according to the same formula.

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*Please note that there are two types of gems in the game, one for armor upgrades and Angel/Demon charms, and the other for improving this book, and if desired, they can be used as in the original D2.*

*Oh yes. In MinMax, two stones are needed to upgrade stones, and not three identical stones as in vanilla d2. But gems to improve armor are required in the amount of 5 pieces to improve.*

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After topaz are sapphires, emeralds (Emerald), and then rubies, diamonds, skulls. When you craft the Perfect Skull, the formula will change slightly.

Now you will need to use stones with numbers from 6 to 20 in the same order (that is, after upgrading Perfect Skull'om you need an amethyst with the number 6, then 7. 8 and so on up to 20, after the twentieth amethyst there will be topaz, sapphires and so on.

The game contains all the stones and skulls, not five types as in the original Diablo 2, but 20. In total, it turns out 227 upgrades of the book, which in the end will give you + to all skills, new uber skills and stats.

Here I only talked about the basic formulas, you can find the entire list of formulas below or in the folder with the most downloaded modification - the file is called Diablo 2 Mod MinMax-S3 and Quest ~~Quest~~ Gem.

## Class book (largest in inventory)

The character's main book is combined with a quest sheet (called the Quest Hero) and with Jewels that drop from key monsters in Diablo 2. The name of the monster and its location written on the "quest list" itself, there are a couple of monsters whose place is written incorrectly, but a more detailed location can be found in the docks or on my website (see below). In total, you can make 53 such upgrades per difficulty, 159 in total (for three difficulties).

### Moving on to the Angel/Demon profession charm

The game has a "profession" charm, you can choose the side of an Angel or a Demon (by the way, it gives a cool visual of wings starting from the second level, which will become more beautiful as the charm level increases).



The Demon Charm gives melee stats and buffs, while the Angel Charm gives stats for summoners and casters. In addition to stats, when upgrading this charm, a quest and an uber skill will appear at the final level.

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*I have not received them yet, because to complete all this goodness, you need a lot of farming monster parts and other ingredients. I'm still, so to speak, learning the mod and its basics.*

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For the Demon, the transmutation formula is:

Select Team + Newbie Set (your hero's class gem that gives you the first set of items) + 5  
Skull Zombie = Charm Demon

For Angel, the form looks like this:

Select Team + Newbie Set (your hero's class gem that gives you the first set of items) + 5  
Horn Fallen = Charm Angel

To upgrade the Angel\Demon charm, you will need to collect monster body parts and other ingredients. In total, this charm can be improved 60 times. After that, you will need to go through the quest with the uber bosses to complete.

A more detailed description and items needed to upgrade the charm can be found in mod folder or by scrolling below.

### Random quests

At the start, you will also have a leaf called Quest Random in your inventory - these are randomized quests that you can complete by obtaining the necessary item from the description of the Quest Random leaf itself.

To complete the quest, do the following:

We find the item, place it in the cube along with Quest Random, press Transmute. In return, you will receive Ticket Gold and the next Quest Random. Collecting three Ticket Gold and transforming them into a cube - we get Ticket Final. By clicking again on Transmute when Ticket Final is in the cube - we get randomly cool or bad items.

### Initial character development

The initial character development after we left Rogue Camp looks like this:

Ran up, hit, ran away or called the starting skills of the hero from afar (if the character has one). Our goal is the seventh level, money, stones and parts of monsters to upgrade charms.

Places for pumping - we choose the first locations until we get the 20th level and at least a couple of Unique Boxes. We need the latter to turn ordinary, magical and rare items into unique ones. Also do not forget about gold, you will need it to buy ingredients that will help you upgrade charms and Gold Scraps that you can buy from Akara. Gold Scrap is needed to upgrade charms and reveal "hidden" properties of unique and set items.

After getting lvl 20 (at least 25) and dressing the character in all the unique clothes (preferably with an increase in the experience gained - especially take a look at such things) - we can proceed to the next stage of pumping - going to the barn (a book for calling the portal to the barn can be bought from Charsi for 5k gold, her name is Map 15).

In the cowshed, we swing up to level 30-40 along the way, collecting gems, stones, runes and, in general, everything that can come in handy. At level 30-40 it will be possible to pass the first two new locations (old Tristram with Diablo Map 7 and Trial of the Beginner Map 6). And then go through the story and go through the first complexity.

### Items and their upgrade

Your main focus should be on items with an increase in resistance to poison and lightning + a decrease in received physical and magical damage from enemies, secondary characteristics should be on an increase in damage dealt by the character and increased experience gain.

Always keep an eye on things with the Cannot Be Frozen stat. These items will VERY increase your survivability, as many enemies have Cold Touch and Holy Freeze aura. With such skills, they slow you down and "don't let go", and can kill you with three hits.

There are two ways to upgrade items (this also applies to charms), but only if the item has a **Can Be Updated** postscript:

- First - with the help of gems, put five gems of the 1st level into the cube along with the item, press Transmute. To make a second upgrade of the same thing, you will need stones of the second level (5 pieces) and so on. You can improve the item in this way up to the 16th improvement level.
- The second is to buy a sheet with the necessary improvements from Gheed + Engraving Charm (a bowl of yellow goo), place it all in a cube with the item you want to improve and press Transmute. This way you can improve only 1 time (if you do it the second time, the game crashes).

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*All unique, set items and some charms have hidden properties (Hidden Attribute). You can open them with Golden Scrap (purchased from Akara), placing it along with the item in a cube.*

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## Runic Skills

The MinMax modification has runic skills. They work according to the principle - knocked out the Rune Skill from the monster - inserted into the equipment - you use it. Actually, the main focus of the character build is on runic skills.

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*The description of the skills and the build as a whole is purely invented by me and the build has been tested in practice. I do not rule out that there may be better builds, not to mention that there may be more of them. But I will build on my experience in games.*

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### Required Skills

- Hellfire (he's your number one helper!)
- Magic Shield or Mana Shield (allows you to absorb more damage)
- A lawyer (cast for 100 seconds, greatly increases elemental damage! huge damage counted in tens of thousands)
- Dark Knight (gives uber protection for 100 seconds, increases hit accuracy and damage, huge damage is estimated in tens of thousands)
- Dark Array (increases poison damage for 100 seconds, huge damage is calculated in tens of thousand)
- Teleport (allows you to be more maneuverable, but does not work when you are in Dark form Knight)
- Heavenly (gives area damage around the character for 100 seconds, with applied skills A lawyer, Dark Array deals 300k damage without character)

### Secondary ones are summons

- Ghost King (call of the spirit of the king, able to tank well, has immunity to the elements, magic, physical damage, dies only from curses and poison)
- Resisting the Griffin (summoning a griffin that increases stats, notable for the fact that it is not attacked by enemies)

### Third-rate skills are auras

These runic skills do not need hotkeys or recasting, they increase survivability and damage. List of auras:

- A Person Soul
- Holy Fire Aura
- Salvation Aura
- Vigor Aura
- Resist Fire Aura
- Prayer Aura
- Redemption Aura
- Conviction Aura
- Holy Freeze Aura



All the skills listed above can be farmed on the first difficulty (the barn is probably one of the best places to farm Rune Skill). When you collect all these skills, you will be able to progress normally through the game, secondary quests and try to fight uber bosses.

### Passage of Demon profession quests

Below are the formulas and ingredients for the demon profession charm upgrade. To improve the charm (pass the quest) - put everything that is written in the formula into a cube and click on Transmute. For convenience, all "quests" are divided into Acts, since parts of monsters fall out in certain places.

#### ACT 1

- Quest 1 : Charm Demon Job Class +5 Skull Zombie + 1 Bone Zombie
- Quest 2 : Charm Demon Job Class + 5 Skull Zombie + 2 Bone Zombie
- Quest 3 : Charm Demon Job Class + 5 Skull Zombie + 3 Bone Zombie
- Quest 4 : Charm Demon Job Class + 5 Skull Zombie + 4 Bone Zombie

- Quest 5 : Charm Demon Job Class + 5 Skull Zombie + 5 Bone Zombie
- Quest 6 : Charm Demon Job Class + 5 Skull Zombie + 5 Bone Zombie + Gem Stone 5
- Quest 7 : Charm Demon Job Class + 5 Skull Zombie + 5 Bone Zombie + Brain of BigHead
- Quest 8 : Charm Demon Job Class + 5 Skull Zombie + 5 Bone Zombie + 2 Brain of BigHead
- Quest 9 : Charm Demon Job Class + 5 Skull Zombie + 5 Bone Zombie + 3 Brain of BigHead
- Quest 10 : Charm Demon Job Class + 5 Bone Zombie + Trophy Bishiboss + 3 Brain of BigHead
- Quest 11 : Charm Demon Job Class + 5 Brain of BigHead + Trophy Blood Raven + Rune 01
- Quest 12 : Charm Demon Job Class + 5 Brain of BigHead + Gem Stone 6 + Rune 02
- Quest 13: Charm Demon Job Class + 5 Brain of BigHead + 5 Skull Zombie + Trophy Bone Break
- Quest 14 : Charm Demon Job Class+ Gem Stone 7 + Gem Stone 5 + 5 Brain of BigHead
- Quest 15 : Charm Demon Job Class + Horn of GoatMan+ 5 Bone Zombie + 5 Brain of BigHead
- Quest 16 : Charm Demon Job Class + 2 Horn of GoatMan+ 2 Bone Zombie + 2 Brain of BigHead
- Quest 17 : Charm Demon Job Class + 3 Horn of GoatMan+ 3 Bone Zombie + 3 Brain of BigHead
- Quest 18 : Charm Demon Job Class + 4 Horn of GoatMan+ 4 Bone Zombie + 4 Brain of BigHead
- Quest 19 : Charm Demon Job Class + 5 Horn of GoatMan+ 5 Brain of BigHead + 5 Bone Zombie
- Quest 20 : Charm Demon Job Class + 5 Horn of GoatMan + 5 Brain of BigHead + Trophy Bone Break
- Quest 21 : Charm Demon Job Class + 5 Bone Zombie + Trophy Cold Crow + 5 Brain of BigHead
- Quest 22 : Charm Demon Job Class + 5 Horn of GoatMan+ Trophy The Countess + Trophy Pitspawn Fouldog + Trophy The Smith
- Quest 23 : Charm Demon Job Class + 5 Horn of GoatMan+ Trophy Treehead WoodFist + Trophy Grisword + Trophy Ashe
- Quest 24 : Charm Demon Job Class + 10 Skull Zombie + 2 Trophy Bone Break
- Quest 25: Charm Demon Job Class + 4 Trophy Bishiboss + Rare ring + Rare weapon + rare armor
- Quest 26 : Charm Demon Job Class + 10 Brain of BigHead + 10 Bone Zombie + Rare Amulet
- Quest 27 : Charm Demon Job Class + 5 Horn of GoatMan + Unique weapon
- Quest 28 : Charm Demon Job Class + 4 Trophy Blood Raven + 10 Horn of GoatMan + 3 Rune 03
- Quest 29 : Charm Demon Job Class + Trophy Treehead WoodFist + Unique Armor

## ACT 2

- Quest 30 : Charm Demon Job Class + 10 Poison of Snake + Trophy Beetleburst
- Quest 31 : Charm Demon Job Class + 10 Poison of Snake + Trophy Radament + Rune 06
- Quest 32 : Charm Demon Job Class + 10 Poison of Snake + Trophy Leatheram + Rune 07
- Quest 33 : Charm Demon Job Class + 10 Poison of Snake + Trophy Bloodwitch the Wild + Rune 08
- Quest 34 : Charm Demon Job Class + 10 Poison of Snake + Trophy Coldworm the Burrower + Gem Stone 5
- Quest 35 : Charm Demon Job Class + 10 Poison of Snake + Trophy Dark Elder + Gem Stone 5
- Quest 36 : Charm Demon Job Class + 10 Poison of Snake + Trophy Fangskin + Gem Stone 5
- Quest 37 : Charm Demon Job Class + 10 Poison of Snake + Trophy Fire Eye + Gem Stone 5
- Quest 38 : Charm Demon Job Class + 10 Poison of Snake + Trophy The Summoner + Gem Stone 5
- Quest 39 : Charm Demon Job Class + 10 Poison of Snake + Trophy Accident Kaa the Soulless + Gem Stone 5

## ACT 3

- Quest 40 : Charm Demon Job Class + 10 Mask of Fetish + Trophy Web Mage the Burning + Gem Stone 6

- Quest 41 : Charm Demon Job Class + 10 Mask of Fetish + Trophy Geleb Flamefinger + Gem Stone 6
- Quest 42 : Charm Demon Job Class + 10 Mask of Fetish + Trophy Ismail Vilehand + Gem Stone 6
- Quest 43 : Charm Demon Job Class + 10 Mask of Fetish + Trophy Toorc Ice fist + Gem Stone 6
- Quest 44: Charm Demon Job Class + 10 Mask of Fetish + Trophy Bremm Spakfist + Gem Stone 6
- Quest 45 : Charm Demon Job Class + 10 Mask of Fetish + Trophy Maffer Dragonhand + Gem Stone 6
- Quest 46 : Charm Demon Job Class + 10 Mask of Fetish + Trophy Wyand Voidfinger + Gem Stone 6

#### ACT 4

- Quest 47 : Charm Demon Job Class + 10 Light's lost from Heaven + Trophy Grand Vizier of Chaos + Rune 10
- Quest 48 : Charm Demon Job Class + 10 Light's lost from Heaven + Trophy Infector of Souls + Rune 10
- Quest 49 : Charm Demon Job Class + 10 Light's lost from Heaven + Trophy Lord De Seis + Rune 10

#### ACT 5

- Quest 50 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Thresh Socket + Shining ice crystal + Rune 34 + Gem Stone 7
- Quest 51 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Frozenstein + Poyaski's chip + Rune 35 + Gem Stone 7
- Quest 52 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Bonesaw Breaker + The Foot + Rune 36 + Gem Stone 7
- Quest 53 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Snapchip Shatter + The Disaster + Rune 37 + Gem Stone 7
- Quest 54 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Pindleskin + Fire Gru + Rune 38 + Gem Stone 7
- Quest 55 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Nihlathak + Secret Stone + Rune 39 + Gem Stone 7
- Quest 56 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Ball Subject 1 + Taiji stone + Rune 40 + Gem Stone 7
- Quest 57 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Ball Subject 2 + The favor + Rune 41 + Gem Stone 7
- Quest 58 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Ball Subject 3 + Zhijianli + Rune 42 + Gem Stone 7
- Quest 59 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Ball Subject 4 + Revenge gem + Rune 43 + Gem Stone 7
- Quest 60 : Charm Demon Job Class + 10 Stone in Arreat Plateau+ Trophy Ball Subject 5 + Exempt jewel + Rune 44 + Gem Stone 7

### Passage Quest profession Angel

Below are the formulas and ingredients for the Angel Profession Charm upgrade. To improve the charm (pass the quest) - put everything that is written in the formula into a cube and click on Transmute. For convenience, all "quests" are divided into Acts, since parts of monsters fall out in certain places.

#### ACT 1

- Quest 1 : Charm Angel Job Class+ 5 Horn Fallen+ 1 Bone Fallen



### ACT 3

- Quest 40 : Charm Angel Job Class+ 10 Eye of Spider+ Trophy Web Mage the Burning + Gem Stone 6
- Quest 41 : Charm Angel Job Class+ 10 Eye of Spider+ Trophy Geleb Flamefinger + Gem Stone 6
- Quest 42 : Charm Angel Job Class+ 10 Eye of Spider+ Trophy Ismail Vilehand + Gem Stone 6
- Quest 43 : Charm Angel Job Class+ 10 Eye of Spider+ Trophy Toorc Ice fist + Gem Stone 6
- Quest 44: Charm Angel Job Class+ 10 Eye of Spider+ Trophy Bremm Spakfist + Gem Stone 6
- Quest 45 : Charm Angel Job Class+ 10 Eye of Spider+ Trophy Maffer Dragonhand + Gem Stone 6
- Quest 46 : Charm Angel Job Class+ 10 Eye of Spider+ Trophy Wyand Voidfinger + Gem Stone 6

### ACT 4

- Quest 47 : Charm Angel Job Class+ 10 Skull in Hell+ Trophy Grand Vizier of Chaos + Rune 10
- Quest 48 : Charm Angel Job Class+ 10 Skull in Hell+ Trophy Infector of Souls + Rune 10
- Quest 49 : Charm Angel Job Class+ 10 Skull in Hell+ Trophy Lord De Seis + Rune 10

### ACT 5

- Quest 50 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Thresh Socket + Shining ice crystal + Rune 34 + Gem Stone 7
- Quest 51 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Frozenstein + Poyaski's chip + Rune 35 + Gem Stone 7
- Quest 52 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Bonesaw Breaker + The Foot + Rune 36 + Gem Stone 7
- Quest 53 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Snapchip Shatter + The Disaster + Rune 37 + Gem Stone 7
- Quest 54 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Pindleskin + Fire Gru + Rune 38 + Gem Stone 7
- Quest 55 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Nihlathak + Secret Stone + Rune 39 + Gem Stone 7
- Quest 56 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Ball Subject 1 + Taiji stone + Rune 40 + Gem Stone 7
- Quest 57 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Ball Subject 2 + The favor + Rune 41 + Gem Stone 7
- Quest 58 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Ball Subject 3 + Zhijianli + Rune 42 + Gem Stone 7
- Quest 59 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Ball Subject 4 + Revenge gem + Rune 43 + Gem Stone 7
- Quest 60 : Charm Angel Job Class+ 10 Snow in Arreat Plateau+ Trophy Ball Subject 5 + Exempt jewel + Rune 44 + Gem Stone 7

## Class Book Quests

Below are all the "transmutes" for the Class Book (the biggest charm in inventory at startup). The basic formula looks like this:

Item dropped from the monster described in the Quest Hero sheet + Your Class Book + The sheet itself  
Quest Hero

### ACT 1

- Quest 1: Cold Plains, kill Bishiboss
- Quest 2: Kill Blood Raven

- Quest 3: Go down to the Crypt (located in Burial Grounds) find and kill Bone Break
- Quest 4: Go down to the Cave (Cold Plains) first floor and kill Cold Crow • Quest 5: In Stony Field, kill Rakanishu (Fallen at the Magic Stones) • Quest 6: Go to Dark Wood and kill the "big man" near the tree from which it falls Scroll of Infusion
- Quest 7: Go to Tristram and kill Griswold • Quest 8: In Black Mask go down to the 5th floor of Forgotten Tower and kill the Countess • Quest 9: Go to Jail 2 and kill Faul Dog (a green and black monster with horns ) • Quest 10: Kill the blacksmith in the Monastery Barracks • Quest 11: Kill the Ashes in the Cathedral
- Quest 12: Kill the CowKing (book by Charsi Map 15)

## ACT 2

- Quest 13: Go down the Lut Golein sewers to the third floor and kill the Radament • Quest 14: Go to Stony Tomb (Dry Hills) to the second floor and kill the elite zombie boss
- Quest 15: Go down to the third floor of the Hall of the Dead and kill the elite monster/boss • Quest 16: Go to Far Oasis and kill the Lightning Beetle, he is between two swamps (yellow beetle among red ones)
- Quest 17: Kill the boss on the third floor of the Maggot Lair cave • Quest 18: Kill the Dark Eder elite boss in Lost City (Blue Zombie) • Quest 19: Kill the boss on the second floor of the Claw Viper Temple • Quest 20: Kill the boss on the third floor of the Palace Cellar elite boss (four-handed monster) • Quest 21: Kill the summoner in Aracane Sanctuary • Quest 22: Find and kill Ancient Kaa the Soulless in Tal Rasha's Tomb (He doesn't always

drops an item and spawns in one of Tal Rashi's tombs, you need to run through everything every time to knock out the item)

## ACT 3

- Quest 23: In the third act, go down to the Spider Cavern and kill the boss (near the golden chest with which drops the quest eye)
- Quest 24: On the third floor of Flayer Dungeon, kill the boss • Quest 25: Area between Lower Kurast and Flayer Jungle (Lower Kurast entrance) – kill the boss (Ancient)
- Quest 26: Kill the boss on the first floor of the sewers in Kurast locations • Quest 27: In the Ruined Temple, kill Sarina • Quest 28: In Travincal, kill one of the bosses and pick up Gilette • Quest 29: In Travincal, kill one of the bosses and pick up Ismail • Quest 30: In Durance of Hate on the third floor, kill Tok • Quest 31: In Travincal, kill one of the bosses and pick up Brem • Quest 32: In Durance of Hate on the third floor, kill Marvel • Quest 33: In Durance of Hate on the third floor, kill Wien

## ACT 4

- Quest 34: Find and kill Izual (Plains of Despair) • Quest 35: Kill Haphesto the gunsmith in River of Flame

- Quest 36: Kill one of the bosses in Chaos Sactuary that spawns upon activation.  
printing
- Quest 37: Kill one of the bosses in Chaos Sactuary that spawns upon activation.  
printing
- Quest 38: Kill one of the bosses in Chaos Sactuary that spawns upon activation.  
printing

## ACT 5

- Quest 39: Kill Darkfane in Blood Hill (small yellow demon, located between Harrogath and the boss of the first quest)
- Quest 40: Kill the Warlock in Blood Hill
- Quest 41: Kill the elite boss in Frigid Highland next to the Waypoint seal.
- Quest 42: Kill the boss Lieg killer in Frigid Highland (located next to the prisoners barbarians)
- Quest 43: Kill the boss between Frigid Highland and Areat Plateu.
- Quest 44: Kill the boss in the Forzen River location (next to Anya)
- Quest 45: Kill the boss in the Glacial Trial.
- Quest 46: Kill the boss in Ice Cellar
- Quest 47: Kill Pendleskin at the entrance to Nihlathak's temple.
- Quest 48: Kill Nihlathak
- Quest 49> Quest 53: Kill the bosses summoned by Baal in Throne of Destruction

After passing the first difficulty and "transmuting" the last element with the Class Book, you will receive an apple that allows you to relearn skills. The quest will need to be repeated on Nightmare and Hell difficulties (It will not work to use items from previous difficulties).

## Runic and Gem Book Quests (Charms)

The improvement of the runic book is carried out according to the formula:

**Memoir Rune Book + rune 01 + gold Scrap**

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*After the same recipe, only with rune 02, then 03 and so on up to 54. Upon completion of all 54 "transmutations", this charm will give a bunch of stats + an additional character aura.*

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Gem Book Upgrade (227 quests/upgrades):

**Book Gem + Chip Amethyst + 1 Gold Scrap => after all the same, only with Flawed Amethyst and so on up to Perfect Amethyst.**

Then continue the same manipulations with Chipped Topaz> until Perfect Topaz, then Chipped Sapphire> Perfect Sapphire.

Chipped Emerald> Perfect Emerald

Chipped Ruby > Perfect Ruby

Chipped Diamond > Perfect Diamond

Chipped Skull> Perfect Skull

After Perfect Skull, you will need gems from Amethyst6 to Amethyst20, after Topaz6 > Topaz20.

Sapphire6> Sapphire20

Emerald6> Emerald20

Ruby6 > Ruby20

Diamond6> Diamond20

Skull6 > Skull20

Now you will need gems of a different type (they look like gems from Diablo 3 and there are three varieties of Normal, Nightmare and Hell):

### **NORMAL**

Book Gem + Shining ice crystal + 1 Gold Scrap

We continue the recipe instead of ice shining crystal with:

- Poyaski's chip
- The Foot
- The Disaster
- Fire Gru
- Secret Stone
- Taiji stone •  
The favor
- Zhijianli •
- Revenge gem •
- Exempt jewel •
- Blazing gemstone •
- Vibrant gem
- Swift Jade
- The Milky Way •
- Painful gem •
- Poisonus gem •
- Lightning crown • Free  
gems • Disaster
  
- The strong •  
Old Greed
- Shining ice crystal

### **NIGHTMARE**

- Shining ice crystal •
- Chip's Poyaski • The  
Foot
- The Disaster
- Fire Gru
- Secret Stone
- Taiji stone

- The favor
- Zhijianli •
- Revenge gem •
- Exempt jewel •
- Blazing gemstone •
- Vibrant gem • Swift
- Jade
- The Milky Way •
- Painful gem •
- Poisonus gem •
- Lightning crown •
- Free gems
- Disaster
- The strong •
- Old Greed
- Shining ice crystal

## HELL

- Shining ice crystal •
- Poyaski's chip
- The Foot
- The Disaster
- Fire Gru
- Secret Stone
- Taiji stone •
- The favor
- Zhijianli Revenge gem •
- Exempt jewel • Blazing
- gemstone • Vibrant gem •
- Swift Jade
- The Milky Way •
- Painful gem •
- Poisonus gem •
- Lightning crown •
- Free gems • Disaster
- The strong •
- Old Greed
- Shining ice crystal

For a combination of all gems on each difficulty, you will receive bonuses to skills, and at the end of all three difficulties (227 quests), a special skill will be available.

In the MinMax mod, among other things, there are crafting items, runic words and riddles in uber quests. All this may not appear in this guide, as it is very costly to time.

If you have comments, questions or suggestions - write about them in the comments at the [link](#). You will also find the latest version of the guide there.

