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Beginners Guide English

Beginner's Guide by InMemoriam

This "guide" is not really a guide.

It's more like a collection of informations, that might be useful for people, that are new to the mod.

Because of the alpha stadium and so the continuous change of the mod I will try to reduce it to the basics.

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1 INTRODUCTION:

Hi and welcome to Netherworld,

Because there are major differences to the original game I thought an explanation of those changes would be useful.

Especially since all information you could possibly get is scattered throughout the forum^^ Besides I'd like to add some short tips and comments.

First some general information::

NR is teambased and focuses on boss fights.

That's why the mod is a lot harder than the original D2, you should be at least two players to stand a chance.

To keep the boss fights challenging and prevent rushing there aren't any TPs.

The maximum characterlevel is 120 by the way.

1.1 Healing

Heal and manapotions are for cube recipes only.

But there are other ways to regenerate your life and mana:

-through two innate skills,one recovers health,one recovers mana.

-by collecting orbs monsters sometimes release when they die.

Red ones recover health and 5% mana,blue ones mana and 5% health.Purple ones recover both

-through the class charm in your inventory.It controls how much life you regain based on your base vitality

1.2 Energy Synergy Bonus,Energycap

In Vanilla to stat energy was the best way to ruin your character,that has changed in Netherworld.

Very few skills are synergies to others,so you don't have to put points in three skills, even though you use just one of them.

Instead most spells got an "Energy Synergy Bonus",that means the more energy you stat, the more damage you get.

You may think to get the highest possible damage,you should put all points in energy.

This isn't possible tho,due to the energy cap of $40+(\text{charlevel} \times 3)$.

If you go over the cap, your damage starts to drop by the synergy bonus % per energy.

Note that the cap just applies to hard points,there's no limit to energy you get from your equipment.

So,when a spell has a synergy bonus of 4% ,the damage of it increases by 4% per statted energy point,

as soon as you go over the energy cap it starts to drop by 4% per statted energy point

On lv 1 the cap would be: $40+(1 \times 3)=43$ energy.

It is obvious,that you need to put three points in energy every level afterwards for perfect statting.

1.3 Skills:

You are able to put points in every skill on characterlv 1 but the higher the tier, the more levels it takes to continue skilling.

Tier 1 skills can have another point added, every 2 character levels

Tier 2 skills can have another point added, every 3 character levels

Tier 3 skills can have another point added, every 4 character levels

Tier 4 skills can have another point added, every 5 character levels

Tier 5 skills can have another point added, every 6 character levels

There are Items with "+max possible skilllevel",those unlock the next skill step so you can get a higher skill lv at an earlier point of the game.

It also allows high tier skills to be skilled to lv 25,which is the highest skilllevel.

2 ITEMS

Item Classes in Netherworld are the same as in Vanilla - Sets,Rares,Uniques,Magics and Crafts.

The sets didn't change,so I won't mention them again.

For detailed information about every item take a look at the [item database](#) (under construction)

2.1 Runewords

The runewords are all new and very strong,particularly the weapon RWs are hard to beat by crafts or rares.

[Here](#) are all runewords listed plus the maximum number of sockets.

There are a some helpful cube recipes for making runewords:

- Singlesocket + white item = this item with one socket
 - Dualsocket + white item = this item with two sockets
 - Triplesocket + white item = this item with three sockets
 - Quadsocket + white item = this item with four sockets
 - V-Socket + white item = this item with five sockets
 - Hex-Socket + white item = this item with six sockets
- (note, that cracked/damaged items can't get maximum sockets)

You can cube up sockets till V-Sockets. The only way to get Hex-Sockets is to find them.

-3 Sockets of the same type = one of the next socket (single>dual>triple>quad>V)

-two jools + cracked/damaged item + smithing hammer = normal Item (requires blacksmith level 1)

-two jools + normal item + Smithing hammer = superior item (Requires blacksmith level 1)

-Blacksmithing hammer + socketed item = destroys everything socketed (requires jeweler level 1)

Tips:

-You can "overwrite" sockets: When you find an item with two sockets and cube it with a triplesocket

it will get three sockets, if the item type allows it to do so.

-When you want to socket crafts, magics or rares you need two sockets of the same type instead of one.

-The sockets need to fit: e.g. you can't cube a sash with a triplesocket, to get two sockets, you will need a dualsocket for it.

2.2 Magics&Rares

Magics&rares got numerous new affixes in NR.

Don't search for magic charms, they don't exist anymore.

Most interesting of the new affixes are the oskills, they spawn on magics, rares and crafts:

+1 multiple shot (bows and gloves)

+1 Ominari (boots)

+1 Increased Stamina (amulets and torsos)

+1 Teleport (knives only)

+1 Amplify Damage (knives only)

+1 Lifetap (knives only)

+1 Lower Resist (knives only)

+5 Enchant (rings)

+1 Lycanthropy, Feral Rage and Werewolf (appear together on amulets and poleaxes)

+1 Way Of Ancients (torso, amulet)

You can create/reroll rare jewelry by using cube recipes:

Rare Ring + rare ring = new rare ring

Craft Ring + craft ring = new rare ring

Rare Ring + craft ring = new rare ring

Rare amulet + rare amulet = new rare amulet

Craft amulet + craft amulet = new rare amulet

Rare amulet + craft amulet = new rare amulet

2.3 Crafts

crafting is quite easy in NR:

-gem + two jools + magic item = craft

[Here](#) is a list with all possible stats.

2.4 Uniques

Uniques are rather irrelevant in Netherworld. unless you bless them, they are unusable.

There are a number of regular uniques that require no blessing and can be used freely:

Each class got 1-3 uniques, which are dropped by the boss "Fire Eye" in the Gold Mine, the final level in act 2.

Those uniques have a level requirement of 20 and are the best your character can get at this level.

However, as soon as you can make good runewords the uniques become less important.

Other uniques are special charms and essences, I will enlarge on both later.

For the sake of completeness I mention Rainbowfacettes as well, they drop on higher difficulties.

To bless a defiled unique, you must find 5 blessing stones. 2 are from superuniques in act 1, 1 superunique in act 2 and 2 in act 3.

2.5 Essences:

Essences are uniques you can equip instead of a second ring.

You start with a 'Basic Essence'

pic

but certain bosses drop other essences, that come with more specific stat:

They come with "Available Upgrades", which you raise with "Essence Empowerments" sold by Akara.

With each cubed Essence Empowerment the level requirement increases by 10, tho.

Upgrading is done by cubing "Essence Blessings" with the essence.

Depending on the power of the upgrade the level requirement increases by one to five levels.

It's possible as well to socket Essences at Larzuk.

Because the level requirement increases extremely, when you socket a rune, you better socket jools or gems - both don't change the req.

You may also bind your essence:

Bound by Steel (physical binding) = essence + physical resist potion

Bound by Flames = essence + fire resist potion

Bound by Ice = essence + cold resist potion

Bound by Lightning = essence + lightning resist potion

Bound by Venom = essence + antidote potion

Bound by Magic = essence + magic resist potion

You get:

1% mastery per 1% Essence Strength

1% Pierce per 10% Essence Strength

1% Absorb per 10% Essence Strength

a bound essence

In case you don't like what you bound/upgraded you can "reset" your essence:

-Healpotion + manapotion + essence

Ok, sounds nice so far but the definite reason to chose an essence instead of a second ring

is the Essence Strength system:

Each time you take damage, your "Essence Strength" increases by 1. Starting at 0 and maxing at 100.

If you don't take damage at least every 3 seconds, your Essence Strength drops back to 0.

Essence Strength is listed on your character screen so you can keep track of it if you need to.

When the Essence Strength increases,so does your life regeneration and your damage.

Certain bosses drop essences.

The chance,that a boss drops an essence is 1:20.

An incomplete list:

Grindel(Valley Of The Sun)=Magic

Firecain (Dead Plains) = Fire

Coldcain (Valley Of The Forgotten) = Cold

Lightcain(Forgotten Valley) = Light

Poisoncain (Canyon Of The Dead) = Poison

Yuan`Ti(Pillars Of Creation,before Andy) = Prism

General in Order Outpos = Physical

General in Anderith(upper right side) = Physical

Drakus The Chosen(Hagen Woods) = Prism

2.6 Keys:

Sooner or later a sealed door will hinder you on your noble mission to save the world.

But being a true hero,all you need to solve the problem is to bash some monsters,in fact one monster.

You just have to kill the guardian of the door,a boss that is usually close to the door but not always.

The guardian drops a special key.

Equip the key in your weapon slot and hit the door with the normal attack.

You can't use skills near the door.

Else you could ww or tele through it.

2.7 Potions

Yep,there are drinks.

Besides the already known antidotes and thawing potions PureRage brought some new flavors to Netherworld!

Additional to the ones listed above Akara sells other potions,which increase one of the other resistances.

Stamina potions,which look exactly the same as phys res potions (so don't confuse them),

now give 25% frw btw.

(The ingredients Akara also sells have no use at the moment)

from top to bottom:mag.res,phys.res,fire res,light res

The best potions,that for example increase damage,make curse immune or give more experience

you have to find by yourself tho.

Those potions last only 20 secs and are called "Special Potions".

Tips:

-You can stack the duration of res potions and special potions.

So when the effect of a potion lasts 30 secs and you drink four of them the effect will now last for two minutes.

-You can have just one effect active at the same time,so you have to wait till the potion runs out before

you change from light res to fire res or from curse immunity to cold res or from enhanced

strength to fire mastery...

-Note,that res potions can't go over the max res limit of 75.

-You can also stack potions with different potions of the same type.When you take a fire res potion

and after that a light res potion,the duration of the fire res potion will stack.

3 REWARDS

Rewards,that's what this chapter is about.

All special items you can get in the Netherworld,by doing quests,challenges or simply running bosses.

3.1 Akara Charm

The Akara charm you get as a reward,when you freed Deckard Cain.

The stats of the charm are set but they get better with each difficulty.

To free Cain you need to find the Valley Of The Forgotten near the Dead Plains and kill the Fire Lizard Prince there.

The Prince drops a key,that opens the door in the Valley Of The Forgotten.

Now enter Dreffan's Tomb and get the Kojo-Journal by clicking on the Inifuss tree.

The rest is the same as in LoD; speak with Akara,search for the monoliths

in the Rocky Sands aka Stony Field,activate the monoliths and enter the portal,that opens.

Cain is in the upper left corner.

3.2 The Shadow Prince

The Shadow Prince drops a class charm upgrade on every difficulty.

The upgrade increases the level requirement,to 15 on normal,to 45 on nightmare and to 75 on hell.

He's also good for farming sets.

To get to the Shadow Prince either Grindel's key or Cain's key is needed.

For Cains key you would have to kill all cains.

For Grindel's key you need to kill one weak boss near a waypoint,hard decision^^

As soon as you got Grindel's key search in the Forgotten Valley for the Passages Of Earth.

But be careful,in the second level two bosses await you.You don't need to kill them,tho.

So run through and open the door on the front end of the big room.

Now you can enter the realm of the Shadow Prince,have fun!

3.3 Caska Challenge

The Caska Challenge is a Levelchallenge,which means you need to be under a certain character level

to complete it.

In normal difficulty you need to be under lvl 40,in nightmare under 80 and in hell under 110.

The entrance to the "City Of Caska" is in the Great Marsh in act3.

The chance,that this entrance spawns is 50:50.

From time to time a wrong and a right entrance spawn.

Since the game crashes as soon as your cursor is above the wrong one,they are easy to distinguish.

Most enemies in Caska are very strong mages.

Because you can sniper excellently in Caska (you can shoot through a few houses) ranged characters are a must-have in a Caska party.

The challenge has three stages:

1. Kill mobs until the "Summoning Stone Of Caska" drops.

2. Kill Prince Haria'l (he is in the upper right corner) and cube the charm with an Essence Empowerment (sold by Akara) within 30 seconds

When you can cube there's an aura of black feathers around you.

Try to be as near as possible to the boss when he dies.

Otherwise you might not get the aura.

3. Do the Gidbinn quest and place the jewel you get as a reward from Ormus in the cubed Caska charm.

Tips:

You can cube multiple charms, so you don't have to Caska with all your characters.

To do so buy as much Essence Empowerments as you need and gather caska charms right in front of the boss. (you can't have more than one charm in your inventory)

As soon as Haria'l is dead: cube, cube, cube^

Cubing has a level requirement but not putting the jewel in the charm.

That's why you can, when you missed the challenge, get somebody, who is under the level limit to cube the charm for you.

3.4 Chime Challenge

The chime challenge, also called Survival Challenge is to be found in act 5.

To enter the "Temple Of The Chime" you need to kill the "Keeper Of The Hatred" in the "Keys Of Hatred". (accessible through the "Cellar Of Hatred" or "The Plains Of Hatred")

The keeper drops a scroll, which opens a red portal to the temple.

When you enter the portal it should look like this:

The three pillars you see are the chimes.

Each represents an element and summons elementals of this element, that are immune to different damage types.

-Water: Cold Immune, Magic Immune

-Fire: Fire Immune, Poison Immune

-Air: Lightning Immune, Physical Immune

They also got fire, frost and shock auras, kill them fast to avoid aura stacking.

The immunities stay the same in normal, nightmare, hell.

So a party with different damage types makes sense.

But the Survival Challenge is not all about survival.

You can't defeat the evil, inhuman, magic sucking chimes by standing around.

You actually need to kill something and that are the elementals.

When you kill an elemental next to a chime it damages the chime.

What elemental you kill doesn't matter, when you kill a water elemental next to the fire chime,

it does damage the chime.

Well, there's a reason why it's called "Survival Challenge" - each chime needs 1000 killed elementals

to be taken down!

Tips:

In theory the best way would be to kill all elementals in the middle of the room to damage all three chimes.

However, it turned out, that to kill the elementals faster than they spawn each party member should focus on one chime.

When you can do that in the middle that's great but keep in mind it may end like that:

3.5 other Unique Charms

There are four other unique charms, which are dropped by bosses

One of them you get by killing Fire Eye on Hell.

The "Dark Goblet Of Anderith"

Due to the fact, that the skill is completely random it's hard to get a useful charm.

Because every skill of every class is possible, the amazon, which usually needs to choose between to skilltrees, can also get skills she normally couldn't skill.

Besides you can have more than one goblet in you inventory contrary to the other unique charms.

Each skill just one time, tho.

To find the other charms is a small event, so don't post where to find it, when you got one.

One from each difficulty, each from a different boss. Charms have a 1 in 5 chance of dropping

Happy hunting^^

4 BOSSES:

Monster slaughtering lesson four:

That's a boss.

The boss is currently in rage mode, which I will explain later in more detail.

Even though they are the major challenge of the game there isn't that much to tell about bosses.

I will give you the little you need to know about them:

Bosses get set mods in normal difficulty, one random modifier in nightmare and two random mods in hell.

This can happen to all bosses except Na'Krul, Mephisto's Earthly Form and The Keeper

If they don't take damage for 30 seconds, bosses will recover health extremely fast (almost instant).

There are a few exceptions to the 30 seconds rule, which need longer to regenerate.

I know two of them: one the chimes and the other the baal waves.

From time to time bosses counter attacks and go in rage mode,

In the five seconds they rage their damage and speeds are increased and they are curse immune.

Regarding counters:

Counters can be the summoning of monsters or just some sort of spell.

The counters don't have anything like a cooldown, the faster you hit, the faster the counters.

So, when you play a character with a spell that hits often, be careful.

You may kill your party when you trigger too many counters.

5 TIPS

5.1 against Bosses

The key to victory is patience.

Besides you should think about what attack is the most dangerous, and adapt your gear to that attack.

For example Andariel.

Obviously the major damage is poison.
So the first step is to get max poison res and some pdr (poison damage reduce).

But keep in mind,that the maximum resistances are 50.
(maxres is an affix,so it's easy to increase maxres).
Physres% is capped at 50% like in vanilla,even though the character screen displays 50%+.
Nevertheless you may stack it in case bosses curse you.
The elemental maxres can be increased till 75,it's like the 95 cap in vanilla.

If a boss is to strong you might consider to make diamondcrafts,which have a chance to trigger various useful curses.
Besides an essence is a must-have,you heal a lot faster and the essence strength will stay at 100 anyway,when you fight against bosses.

5.2 about classes

Sorc:

A caster sorc should skill Mystic Mirror,it's a kind of offensive holy shield.

Necro:

Whatever you skill,a point in Flame Lord is a good choice.
In Flame Lord morph you can use all skills (also curses) and get a bonus to spelldamage,life and ias.

Assassin:

In NR you can have BoS and fade active at the same time.
In fade you should place 10 hard points to get curse immunity.
When you cast venom in a dualclaw slot it still takes effect when you change the weapon slot.
So,even when you don't skill dualclaw abilities it makes sense to put some points in Venom.

Barb:

You should skill Way Of Ancients and BO.
The former is a +%maxlife passiva,the latter is the same as in LoD - a wacry,that increases life,mana,stamina of you and your party
Besides you should place one point in Rain Of Death.
When it's active,axes are thrown to all enemies nearby,which carry your full weapondamage/elemental damage/leech/curses - absolutely everything[^]
One point is the damage:It's like having a slow second attack.
Another point is,that when you run away ehm..do some tactical repositioning[^] bosses can't heal.
Last point:you trigger curses faster,good thing when fighting against bosses.

Amazon:

You should know,that the valkyrie is crap[^]
Without heavy skillpoint investment absolutely everything will onehit your walk later.
Just forget about the walk.
However,when you choose the Bow&Javelin Tree you are lucky to get the decoy, an excellent blocker and fantastic to scout and lure enemies.Skill it!
The melee amas aren't that lucky but when they invest in the defensive skills of their tree they will still be way ahead of the walk in terms of survivability.

Paladin:

Tyrfing!

Even though the flying sword might get on your nerves in the beginning, it's healing aura is extremely useful.
Fittingly 90% of the time.the Spirits Of The Lost passive aura skill is the best choice.
It gives %maxlife and damred,which is great to counter Tyrf's friendly fire and increase the max life based damage of it.
You can change the aura by cubing your class charm with a heal or manapotion.

Druid:

Like the valkyrie the grizzly is a really weak blocker in the late game. Don't waste skillpoints.

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