



3 She's a treasure

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Special Levels

Monster Generators

A few levels with predefined layouts contain a few monster generators dispersed throughout. These generators don't attack you, but if you stand close enough to them, they will periodically spawn a random monster that occasionally appears in that level. Every level with a boss (except Diablo) has a few of these monster generators, so make sure to either destroy them before engaging the act boss, or lure the boss away from them so you aren't suddenly surrounded by a horde of enemies. In later difficulties, some monster generators are immune to certain attacks, so if you use an elemental attack (such as a Sorceress), make sure you've got a few alternate attacks to rely on.



Kagero Dungeon

You'll notice when playing through Act 1 that some of the indoor levels have fewer floors than you remember. For example, the Countess' Tower is now three stories instead of five. That's because these levels have been moved to a new area called Kagero Dungeon. Kagero Dungeon is one of three major challenge areas in Nezeramontias. The entrance to it is located in the Graveyard, but don't even attempt to progress through this dungeon early in the game. Most of the monsters there are much stronger than anything you'll meet in the later acts. The dungeon itself is entirely optional, but it's a good area to go to for gold, experience and some of the game's rarer items. Many monsters you'll face are unique to the dungeon. It's even got a few Super Unique monsters including two at the very end. As with the rest of the game, monsters here also have souls of their own, so if you can collect some from the stronger enemies, you'll be at a distinct advantage as you move through the later difficulties. The dungeon itself is six floors deep and contains no waypoints, so bring plenty of town portal scrolls.



The Infernal Pit

You might remember the Infernal Pit from the standard game; it's one of the many side areas containing monsters and a gold chest at the end. In Nezeramontias, this level is changed into one of the major challenge areas. Rather than the standard monsters you face throughout Act 5, The Infernal Pit is now populated by a few very powerful monsters that drop lots of set and unique items. Along with the monsters, there are also orbs that occasionally spawn. These orbs don't attack, but they contain auras that hinder characters within their radius of effect. One orb affects magic stats such as max mana and mana regeneration. The other orb affect various physical stats such as stamina. If possible, it's a good idea to either lure monsters away from the orbs or destroy them quickly.



The Gauntlet

The Gauntlet is most unique of all the areas in Nezeramontias. This level works a bit differently than what you're used to dealing with in Diablo 2. With most levels, you progress by fighting off hordes of monsters and collecting the treasures they drop. But in the Gauntlet, rather than fighting a bunch of monsters, your goal is to navigate past a series of indestructible traps. None of the traps or monsters in this level can be attacked or killed. Furthermore, you'll be bombarded with aerial attacks from the moment you enter (similar to the bombs launched by the catapults in Act 5). Once you enter, your only option is to keep moving while dodging as many attacks as you can. Along with all the monsters attacking you, the Gauntlet also contains several orbs that will drop character stats such as stamina, mana, and speed. If you make it to the end of this level, you'll find a prize room containing rare items, some of which can't be found anywhere else. You can access this level in Act 2; it replaces the act's first side dungeon.



When preparing to enter the Gauntlet, remember that it's best to build a "defensive character." No matter how much damage your character may be able to do to monsters throughout the game, all attack skills are useless here. Your most important abilities or those that allow you to sustain the most damage and move through the level as quickly as possible. Stats like stamina, life, run/walk speed, defense, cast rate, hit recovery rate, and your damage resistances are the ones to focus on when preparing



for the challenges in this level. If you've got some summon skills, summoned allies can help distract monsters from attacking you. Teleport and Leap can be useful for crossing tough sections of rooms. You can also try finding some items with war cries or defensive auras when assembling equipment for a Gauntlet run. Finally, stock up on town portal scrolls; they just might save you if you're suddenly bombarded by a series of attacks preventing your character from progressing.

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Area Levels

It may not be common knowledge to non-modders, but Diablo 2 maintains a "level" for every area in the game as well as all monsters, characters, and hirelings. Area levels mostly effect things like how much gold is dropped from objects like chests, but in Nightmare and Hell difficulties, it also controls the actual levels of the standard monsters populating those areas! Bosses and many Super Unique monsters are assigned levels separately, but if you're looking for a general level listing for the purpose of leveling up your characters in later difficulties, this chart should prove useful.

Level in Normal	Level in Nightmare	Level in Hell	Act 1 Levels
1	57	123	Blood Moor
2	58	125	Cold Plains
3	59	126	Burial Grounds
3	59	126	Mausoleum
4	59	126	Stony Field
5	60	127	Dark Wood
6	60	127	Black Marsh
8	61	127	Tamoeh Highland
1	57	123	Den of Evil
2	59	126	Cave Level 1
4	59	127	Underground Passage Level 1
4	59	127	Underground Passage Level 2
5	60	127	Hole Level 1
5	59	127	Hole Level 2
7	61	131	Pit Level 1
7	60	127	Pit Level 2
3	59	126	Forgotten Tower
7	61	128	Tower Cellar Level 1
7	61	128	Tower Cellar Level 2
13	61	128	Tower Cellar Level 3
8	63	128	Monastery Gate
9	63	128	Outer Cloister
9	63	128	The Barracks
10	65	131	Jail Level 1
10	65	131	Jail Level 2
10	65	131	Inner Cloister
11	66	133	Cathedral
11	66	133	Catacombs Level 1
11	66	133	Catacombs Level 2
12	67	135	Catacombs Level 3
6	60	127	Tristram
45	140	304	The Secret Cow Level
48	118	255	Kagero Dungeon Level 1
49	122	261	Kagero Dungeon Level 2
51	125	267	Kagero Dungeon Level 3
52	129	274	Kagero Dungeon Level 4
53	134	279	Kagero Dungeon Level 5
55	145	311	Kagero Dungeon Level 6

Level in Normal	Level in Nightmare	Level in Hell	Act 2 Levels
14	67	138	Rocky Waste
15	69	140	Dry Hills
16	72	141	Far Oasis
17	73	142	Lost City
18	73	145	Valley of Snakes
19	76	147	Canyon of the Magi
13	67	137	Sewers Level 1
13	67	137	Sewers Level 2
14	67	137	Sewers Level 3
13	67	137	Harem Level 1
13	74	143	Harem Level 2
13	74	143	Palace Cellar Level 1
13	74	143	Palace Cellar Level 2
13	75	144	Palace Cellar Level 3
12	69	145	Halls of the Dead Level 1
13	69	145	Halls of the Dead Level 2
13	69	145	Halls of the Dead Level 3
14	73	145	Claw Viper Temple Level 1
14	73	145	Claw Viper Temple Level 2
17	72	140	Maggot Lair Level 1
17	72	140	Maggot Lair Level 2
17	72	140	Maggot Lair Level 3

17	73	142	Anonnt Tunnels
20	78	147	Tal Rasha's Tomb
19	76	145	Arcane Sanctuary
17	78	147	Dunel's Lair
70	184	339	The Gauntlet
12	69	143	The Gauntlet Prize Room

Level in Normal	Level in Nightmare	Level in Hell	Act 3 Levels
21	78	148	Spider Forest
21	78	148	Great Marsh
22	79	149	Flayer Jungle
22	81	152	Lower Kurast
22	82	153	Kurast Bazaar
23	84	154	Upper Kurast
24	84	154	Kurast Causeway
24	84	154	Travincal
21	78	148	Spider Cave
21	78	148	Spider Cavern
21	79	151	Swampy Pit Level 1
21	82	153	Swampy Pit Level 2
22	82	153	Flayer Dungeon Level 1
22	83	154	Flayer Dungeon Level 2
21	84	155	Swampy Pit Level 3
22	85	156	Flayer Dungeon Level 3
23	86	157	Sewers Level 1
24	87	158	Sewers Level 2
23	86	156	Ruined Temple
23	86	156	Disused Fane
23	86	156	Forgotten Reliquary
24	87	157	Forgotten Temple
24	87	157	Ruined Fane
24	87	157	Disused Reliquary
25	89	159	Durance of Hate Level 1
25	89	159	Durance of Hate Level 2
25	89	159	Durance of Hate Level 3

Level in Normal	Level in Nightmare	Level in Hell	Act 4 Levels
26	89	161	Outer Steppes
26	91	162	Plains of Despair
27	92	163	City of the Damned
27	93	164	River of Flame
28	94	165	Chaos Sanctum


Level in Normal	Level in Nightmare	Level in Hell	Act 5 Levels
25	95	166	Bloody Foothills
26	96	167	Frigid Highlands
27	97	168	Arreat Plateau
30	98	172	Crystalline Passage
30	98	172	Frozen River
30	98	172	Glacial Trail
30	98	172	Drifter Cavern
28	97	169	Frozen Tundra
30	98	172	The Ancients' Way
30	98	172	Icy Cellar
37	102	179	Arreat Summit
32	99	175	Nihlathak's Temple
33	99	175	Halls of Anguish
24	100	177	Halls of Pain
36	100	177	Halls of Vaught
39	105	181	Abaddon
39	105	181	Pit of Acheron
50	136	316	Infernal Pit
39	105	181	The Worldstone Keep Level 1
40	105	182	The Worldstone Keep Level 2
42	106	184	The Worldstone Keep Level 3
43	108	186	Throne of Destruction
44	111	189	The Worldstone Chamber

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