

Dungeons list

List of dungeons which are specifically important for progression.

Posted by [dreameaterx](#) on Sep 11th, 2019

List follows this order of tiers, starting from the easiest towards the hardest: 0,5,4,3,2,1. Meaning 0 is the easiest, 1 is the hardest.

Halls of the Dead (normal)

Level: 25-60

Tier: 0

Drops: unique, set, rares

Immunities: none

Non-tier dungeon which allows players to quickly level from 24 to 60+ and get some decent gear to rush to hell difficulty

Cave (Hell)

Level: 79

Tier: 5

Drop: rare, unique

Immunities: fire, cold, lightning

First hell dungeon, consists of fallens, shamans, brutes and rogue archers, the location is rather crowded, better be careful, you don't want to get stuck in a crowd, consider bringing something that disposes of the corpses, otherwise it's a neverending cycle

Tower Cellar (Hell)

Level: 79

Tier: 5

Drop: runes, socketed items

Immunities: physic, cold, fire, lightning

Boss: Countess

Consists of goatmen, wraiths and skeleton mages. Wraiths which are immune to physical and drain mana will team up with goatmen to stand in your way, while legion of mages will shower you with projectiles from behind. Usual drop is Lem and Pul runes, but if you cross through the hordes of defense to floor 5 and defeat countess, she has a high chance to drop Gul, average to drop Vex, low chance to drop Sur and very low chance that runes will be any lower than these.

Stony Tomb (Hell)

Level: 84

Tier: 4

Drop: better uniques, rares, hellfire torch (with a lot more hellfire if you ask me)

Immunities: fire, cold, lightning

Boss: Dark Messiah

When you come here, you'll instantly notice the difference between the tiers, unless you got some solid uniques or rw, you'll likely go down pretty quickly. There are urdars who will rush you, surround, stunlock, and not like you'll have time to notice anything else if that happens. They are supported from behind by afflicted with magic missiles with a lot more damage, but the real problem here are the vampires with a lot more fire than what you would see them with normally. The strawberry on top is Dark Messiah, who will take you down in a matter of seconds if you get hit by his lightning which has even some physical damage mixed in, while he himself is fire and cold immune and has some more resists on 95. When coming here, high fire resist is a must, and not 75, but higher. Teaming up would be wise. But what wouldn't you do for hellfire torch, right ?

Disused Reliquary (Hell)

Level: 84

Tier: 4

Drop: sets, Standard of Heroes, magic items (perfect for using with the Standard)

Immunities: fire, cold, lightning, poison

There are zealots, hierophants, fetish shamans and fetishes, both melee and blowers. Another solid challenge to pick. Without solid elemental resistances, not a good idea to come here. Hierophants have high skill level lightning and blizzard, heal zealots. Fetish shamans inferno melts your lifebar like a candle. But there are new sets, and some are actually pretty good, not to mention Standard of Heroes drops here, with a 3,77% chance. You know you want those crafted charms to rest in your bag.

Worldstone Keep (Hell)

Level: 90

Tier: 3

Drop: unique, corrupted crystal, moon spinel

Immunities: all

This is when it starts to really burn. Crowds of minions supported from behind by overseers, and siege beasts. Gropers shoot missiles from behind and drain mana and life. An easy level compared to rest of tier 3 though, a bit of aoe and immunity piercing and they should die. Unless they wouldn't...

Icy Cellar (Hell)

Level: 90

Tier: 3

Drop: unique, socketed items, venom stone, runes, special runes, annihilus

Immunities: magic, fire, cold, lightning, poison

Coming here without physical resistance? Might find yourself one shot. Skeleton sword wielders can deal 1k dmg in a single hit, yeti workers tank it here and succubuses spam missile and occasionally cast amplify damage, making sure you have plenty of time to watch the crowd when you're dead. But better to die than to not attempt finding out what the new runes do right? Especially as they are a faster ticket to devilish ore. There is an angry yeti waiting at the end. He may drop annihilus.

Crypt (Hell)

Level: 90

Tier: 3

Drop: uniques, droxlerite, farhangite

Immunities: fire, cold, lightning, poison

The end of the tier 3 at the moment, filled with andariel clones coloured to separate elements. Unless you have maxed out elemental resists, this is where you say goodbye, the elemental damage is extreme. But you gotta come here anyway cause converting other stones for the mass of farhangite you need for demonic refinery will take an eternity. If you make it to the golden chest, sister Rosa will give you her regards.

Abbadon (Hell)

Level: 100

Tier: 2

Drop: Better sets, cube lost in time

Immunities: all (on every monster)

No mercy. Dungeon designed to chew through demonic items. Without both extreme offense and defense along with piercing immunities ability, no point in trying. Hell Knights cast Decapitate (merged amplify damage and life tap), Flesh Spawners spam minions spawn and Flesh Worms then stand in the way. Worst of them all are Hell Lords, with a skill similar to Diablo's lightning. They will bring you down from behind minions with ease, even with maxed resists the lightning deals thousands of damage per second and it has also physical damage mixed in. Absorbs highly recommended. Lifesteal highly recommended, but it works only at 5% effectiveness anyway, so you need a lot of it. Revive is blocked, conversion doesn't work aside from worms, corpses cannot be used for exploding (except worms). The rewards are best mod's sets and cube lost in time, another source of powerful equipment, equal to demonic items, including pieces which are not available with demonic items, it can also drop permanent life and mana increase potions as well as stat points or skill point potions.

Cursed Crypt (Hell)

Level: 105

Tier: 2

Drop: Better uniques, cube lost in time, spirit crystal, crimson quartz, dark sapphire

Immunities: all (on every monster, hard to pierce, some unpierceable)

Debuff: Your life, mana, damage and cold/fire/lightning skill damage are decreased.

Boss: Reagor the Omnivisient

Dungeon with new map layout, entrance is hidden in Tristram. Filled with Elemental Souls, Thorn Abominations and Hell Slayers. Elemental Souls are highly physical resistant, you won't deal much physical damage to them, each of them is completely immune to one element depending on which one they represent. They have a chance to spawn with Mutilation. They have heavy elemental damage and pierce resists. Thorn Abominations are bigger quill rats, who deal heavy physical damage and often inflict Decapitate on you, trying to pursue them will make them flee while the other ones relentlessly barrage you with projectiles. Hell Slayers will gang on you and attempt to inflict Decapitate as well. Poison resist is pierceable, but requires skill combo for it. To pierce magic resists here, items from this dungeon are required. The end harbours Reagor who shoots tens of homing projectiles dealing heavy damage and can drain your life to heal himself (really drain).

The Shrine of Fading Light (Hell)

Level: 106

Tier: 2

Drop: everything obtainable up to this point, special preparatory items for tier 1

Immunities: all

Boss: Fangskin, Dark Elder, Ancient Kaa the Soulless

The final preparation for the last challenges, this dungeon is utterly and completely disgusting (good times when I thought I need global scale debuffs in the previous one). You'll

rather do all the other dungeons and take thrice as much time getting stuff than having to do it here. Things are barely damageable, especially with elemental damage, each enemy is harmable with only one of the three elemental damage types. Magic and poison is possible but won't do any wonders either. Think you can dodge ? Not here, literally no space to evade missiles. What is more or less reliable here is physical damage, but for that you got to sacrifice the precious aoe. Enemies are deadly, act fast and often don't let you even run. They even have a chance to cast a disgusting curse which blocks all regeneration and drains life. The entrance to dungeon is located in Valley of Snakes, but is only one-way, you cannot leave the map once you enter. Teleporting is blocked. Best items material recipes drop only from bosses and you have to solve a riddle to make them tell you what you need to craft to get not the new items themselves, but only the materials needed for the items. This is probably the greatest challenge you have faced so far. Honestly, if you get the items from here, you deserve a medal.

Pandemonium Quest and World Event

Level: 110

Tier: 1

Drop: Diablo's Horn, Statue of Eternity, Baal's Eye, Statue of Fate, Mephisto's Brain, Statue of Oath, draconic drive set parts, cube lost in time, pandemonium quest keys, black rune, black bird fragments

Immunities: all

Boss: Weeping Angel, Desert Phantom, Illuminatos, Draconic Emperor, Soul Eater, Therion, Sorcerer Spire

All bosses regarding these two favoured locations are completely remade. They are all extremely powerful and should be approached in a manner of "what if I die and I will need to retrieve my items". Unless you have spare keys to use on another attempt.

Note: Realm and PlugY users: World Event will trigger by selling a single key.

The Dying World

Level: 110

Tier: 1

Immunities: all

Drop: signets, dark sapphire, crimson quartz, spirit crystal, greater charms, Harbringer of Death, stardust

Boss: Mortis

Mortis is the final boss of the mod. He barely has any need to team up with someone else to deal with multiple opponents. Only enter if you are really looking for heavy fight, otherwise you will just end up ragequitting. This map can be entered if you finished hell difficulty. Craft black rune with tome of town portal to enter this map in act 1.

Best charms can be obtained here, Harbringer of Death is a set scythe, which has also another function to it and stardust is what most people will be after now, it upgrades almost all demonic items or gears of fate (celestial refinery excluded).