
LEVEL CHALLENGES

NEW ADDITIONS IN PATCH 1.57

Itching for a challenge and can't wait until you are high enough level to do the Attribute Challenges or uberquests? The Level Challenges reward you for beating difficult areas at as low a character level as possible.

Advanced players only!

Summary

Level Challenges require you to compete a task and then use a cube recipe to register your accomplishment. However, you need to do so before reaching a certain character level.

'Killing' a Boss

Many of the Level Challenges require you to 'kill' a boss. This means that you need to be physically present at the battle and land the killing blow before you can use the cube recipe that grants you the reward. If a minion or party member kills the target, you get nothing!

If you succeed in killing the target monster, you get a whirling red overlay that looks like three rotating bolts:



You now have 30 seconds to perform the cube recipe. If you do not make it and the red overlay vanishes, you have to do it again!

Warning: This does not work if the monster is killed by reflected damage, due to a Diablo II engine limitation. Please use different means of killing the target.

1/2 LEVEL CHALLENGE 1

MAXIMUM LEVEL 60-80 DEPENDING ON ELEMENT
MODIFIED IN PATCH 1.57

Three Challenges in one. Go to the Tran Athulua uberlevel on Hatred (Normal) difficulty, find and defeat any of the three Priestesses. Scoop up her Sunstone drop, and cube it immediately while you have the red swirls on you. This will add some nice additional bonuses to your Sunstone, depending on which Priestess you kill, provided you are below the maximum character level for the Challenge.

You have 30 seconds to cube the Sunstone after killing the Priestess, so keep your cube empty!

Level Challenge 1: Fire
(Max Level 80)

For this one, you need to take out Philios, Priestess of Hefaetrus. She will drop a **Sunstone of Fire**. If you are level 80 or below, cube it while the red whirls are on your character to add extra bonuses.

Sunstone of Fire + town portal scroll + identify scroll -> returns Sunstone of Fire w/ added bonuses (requires character level 80 or below)

This upgrade recipe adds the following bonus to your **Sunstone of Fire**:

All Resists +20%

Level Challenge 1: Ice (Max Level 70)

For this one, you need to take out Skovos, Priestess of Karcheus. She will drop a **Sunstone of Ice**. If you are level 70 or below, cube it while the red whirls are on your character to add extra bonuses.

Sunstone of Ice + town portal scroll + identify scroll -> returns Sunstone of Ice w/ added bonuses (requires character level 70 or below)

This upgrade recipe adds the following bonus to your **Sunstone of Ice**:

+2 to All Skills

Level Challenge 1: Thunder (Max Level 60)

For this one, you need to take out Lycander, Priestess of Zerae. She will drop a **Sunstone of Thunder**. If you are level 60 or below, cube it while the red whirls are on your character to add extra bonuses.

Sunstone of Thunder + town portal scroll + identify scroll -> returns Sunstone of Thunder w/ added bonuses (requires character level 60 or below)

This upgrade recipe adds the following bonuses to your **Sunstone of Thunder**:

20% Increased Attack Speed
20% Faster Cast Rate
20% Faster Hit Recovery
20% Faster Block Rate
20% Faster Run/Walk
15% Bonus to all Attributes

Btw. You gain no experience on Hatred difficulty in Tran Athulua itself. Keep trying until you succeed!

Btw. Although all three Priestesses give you the same looking red whirls, you can only cube the charm after killing the Priestess who corresponds with the Sunstone type, namely the one who dropped it.

Btw. Prior to patch 1.57, this was the infamous level 10 'LC1' from hell. The newly redesigned 1.57 version has much higher maximum levels, making it a lot easier to complete. However, the rewards are now less powerful.



2/2 LEVEL CHALLENGE 2 [BLACK ROAD]

MAXIMUM LEVEL 80 OR UP DEPENDING ON CHALLENGE
MODIFIED IN PATCH 1.57

It is said that the demon Kabraxas rewards his followers with infernal powers - the ability to heal, cast apocalyptic spells and fight like no mere human ever could. To obtain Kabraxas' favour, you will need to pass his tests of faith first. These tests are based on the human weaknesses Kabraxas exploits to corrupt mortals. Thankfully, you are well above being corrupted... right?

Btw. This challenge is based on the Diablo novel of the same name.

Getting Started

This Level Challenge consists of five parts. You can do them in any order, but you will need to do all of them if you want the reward, and some have strict maximum level requirements. All of them take place in Terror difficulty.

Acquiring your Class Charm

To participate in Level Challenge 2, the first thing you need is your class charm. To acquire it, go to the Kurast 3000 BA uberlevel and kill some Ennead Necromancers. Each Necromancer you kill drops a class charm for a random class in addition to its regular drop.

See THIS PAGE for more information about Kurast 3000 BA.

Unlike most other special charms in the game, you can find these on any difficulty, and not just on Destruction (Hell) difficulty.

There are 7 class charms, one for each character class.

Sacred Sunstone : Amazon class charm
Shadow Vortex : Assassin class charm
Worldstone Orb : Barbarian class charm
Caoi Dulra Fruit : Druid class charm
Soulstone Shard : Necromancer class charm
Eye of Divinity : Paladin class charm
Nexus Crystal : Sorceress class charm

The class charm has only +2 to Light Radius on it when you first find it. But if you meet the Level Challenge 2 requirements, you can add extra bonuses to it with the Horadric Cube.

But I already have my Class Charm!

If you are doing the Attribute Challenges, you may already have a class charm. In this case, you do not need to find a second one.

Once you have your charm, you can do the five parts of Level Challenge 2:

1. Trial of Fear

Overcome your fear of demons by tackling the Butcher in Terror difficulty before level 80. Go to The Hole Level 2 and summon him, then kill him. Cube the charm while the swirls are on your character.

See M2008 *uberquests.pdf* for more information about the Butcher and how to summon him.

[Class Charm] -> returns [Class Charm] w/ note of completion (Fear)
(requires character level 80 or below)

2. Trial of Greed

This challenge does not involve combat. Just get 600,000 gold or more in your pockets (not your stash) before level 80 and use the recipe to complete the trial.

[Class Charm] -> returns [Class Charm] w/ note of completion (Greed)
(requires character level 80 or below)

3. Trial of Knowledge

Obtain untold wisdom by collecting the positronic brains of the five Robot Bosses in Fautzinvile in Terror difficulty before level 100. Kill the Robot Bosses and snap up their Brains.

See M2008 *uberquests.pdf* for more information about Fautzinvile.

Btw. This time you do not need to land the killing blow; just make sure to collect the drops.

Fauztinville is a huge level, and the Robot Bosses are fairly well hidden. You may need to explore the whole level. One of the bosses requires a teleportation ability to access; if you do not have Blink or Divine Apparition, use an item with charges of Blink, like the runeword **Pax Mystica**. A second boss is at the end of a hidden passage, but can be accessed through teleportation as well.

[Class Charm] + Alpha/Beta/Gamma/Delta/Epsilon Brain -> returns [Class Charm] w/ note of completion (Knowledge) (requires character level 100 or below)

4. Trial of Contrition

Kabraxis is almost impressed with your combat prowess against demons. But how about other humans? To complete this Trial, summon and kill Shaman King Koth on Terror difficulty.

As usual, after killing King Koth, you have 30 seconds to use this recipe.

See M2008 *uberquests.pdf* for more information about King Koth.

[Class Charm] -> returns [Class Charm] w/ note of completion (Contrition) (no required level)

5. Trial of Blood

Kabraxus' element is Fire. Try and sway the Amazon Islands to your cause by eliminating the Priestesses of the amazon gods of Ice and Lightning. But do it quickly. Kabraxus has no time to waste on bumbling humans like you.

Your targets are Skovos, Priestess of Karcheus, and Lycander, Priestess of Zerae. Both can be found in the Tran Athulua uberlevel. Go kill them on Terror difficulty.

The catch is that after you kill either one, you now have only 30 seconds to kill the other. Otherwise you will miss out on the reward. You can only complete this Trial if you lead them to the same area and kill them quickly, one after the other.

There is a third Priestess on the level, Philios, Priestess of Hefaetrus. This one is not useful in the context of this Level Challenge.

See M2008 *uberquests.pdf* for more information about Tran Athulua.

After killing the first Priestess, you have 30 seconds to kill the second Priestess and then execute this recipe. Hurry up.

[Class Charm] -> returns [Class Charm] w/ note of completion (Blood) (no required level)

Black Road Completion

You did all five Challenges above? Great! Buy four **Victim's Heart** (sold by magic item vendors) and cube them with your class charm. If you completed all five Challenges, you will get a free skill and unlock the Level Challenge Skill in your skill tree.

[Class Charm] + Victim's Heart x4 -> returns [Class Charm] w/ added bonuses (no required level)

This upgrade recipe adds the following bonuses to your class charm :

Amazon : uses **Sacred Sunstone**
+1 to War Spirit
+150 to Life
+150 to Mana

Assassin : uses **Shadow Vortex**
+1 to Vampiric Icon
+150 to Life
+150 to Mana

Barbarian : uses **Worldstone Orb**
+1 to Ancient Strike
+150 to Life
+150 to Mana

Druid : uses **Caoi Dulra Fruit**

+1 to Summon Treewarden

+150 to Life

+150 to Mana

Necromancer : uses **Soulstone Shard**

+1 to Bend the Shadows

+150 to Life

+150 to Mana

Paladin : uses **Eye of Divinity**

+1 to Scourge

+150 to Life

+150 to Mana

Sorceress : uses **Nexus Crystal**








+1 to Unearthly Power

+150 to Life

+150 to Mana

Your free bonus skill

This skill can be found at the bottom right of your third skill tab. When you complete the Level Challenge 2 and upgrade your charm, you get a free +1 to said bonus skill, and you can now put skill points into the skill.

Name	Icon	Effect
WAR SPIRIT [AMZ.]		When cast, slightly increases your run speed and causes spike novas to explode from you when you are near monsters.
VAMPIRIC ICON [ASN.]		Summons a female gender icon on the ground in unholy life stealing flames. This skill has a spell timer.
ANCIENT STRIKE [BAR.]		Targets a summoned ancient spirit and strikes the surrounding area, dealing weapon-based damage. This skill has a spell timer.
SUMMON TREEWARDEN [DRU.]		Summons a mighty hostile tree creature with an area effect slam attack to charm and command. This skill has a spell timer.
BEND THE SHADOWS [NEC.]		Targets a minion and warps you on top of the minion, taking your entire army with you. This skill has a spell timer.
SCOURGE [PAL.]		Summons fanatic followers to attack and destroy your enemies for you.
UNEARTHLY POWER [SOR.]		Cast on self or target ally, increases the energy factor bonus of the recipient, increasing your spell damage at high levels of energy.