

*In an update just prior to the release of Reaper of Souls, Paragon and Loot , as well as two new gameplay modes: Bounties and Nephalem Rifts.*

Head inside the cellar. He uses an ice attack which freezes your character. When he uses this attack, be sure to move out of the range of the ice bombs. Keep your distance and use hit-and-run tactics and you should be fine. After killing him, talk with Leah. Head back outside where a group of Risen will attack you, finish them and then follow the path outside the hut to the east. Follow that path north-west until you reach the Cathedral. Head inside and enter level one of the Cathedral. You will need to go down and defeat the Royal Henchmen and the Royal Executioner before being able to continue the quest. Once you talk to him, Cain will walk toward the bookshelf and open a secret passageway, enter it and follow Cain through the waypoint back into New Tristram. Once back, talk with Leah. Edit After you speak to Leah, you will need to speak to Cain. Head out through the west and talk with the blacksmith Haedrig Eamon. Do so, and kill the Ravenous Dead inside. Head back outside and to the gate to the north, upon trying to cross you will be attacked, dispatch of them. Follow the path until you hit the cemetery. Once at the cemetery you will need to explore each of the three open crypts to find which one holds the crown. If you find a pillar that teleports you back to the Cemetery or find an event quest in one, it is an incorrect place. As soon as you reach a large door, an enemy will bang on it. He is a relatively easy boss. Follow the path, and as soon as you reach the crown activate it. You will now fight the Chancellor Eamon. He can use magic from long range, slowing your movement speed toward him. He also has the ability to pick you up and toss you back. Once he is finished, use your newly found Town Portal ability, default T, to go back to town and talk to Haedrig. He will be surprised that you found it and make note that it needs to be repaired, after a moment he will give it back to you almost as new. From henceforth you may use the blacksmithing equipment to craft new weapons and armor. Go to the second level of the Cathedral by using the large door nearby the bookshelf entrance. Once you descend to the second level you need to find the stairs down to the third. Upon reaching the third floor you will run into a circle of cultists holding a warrior prisoner, free him and he will be your assistant once you retrieve his armor. He is Kormac of the Templar Order, one of the three major Followers you will encounter in the game. Find the waypoint in the area near where you find his equipment, down one of the hallways near the larger room where you ran to get his equipment. After that follow the pathway to the end of the level, where you will fight Jondar, a former Templar who has joined the Dark Coven. Once you make your way down the stairs, you will be told to find The Royal Crypt. Explore this area to find the stairs leading down into it. Continue onward to find four pillars and skeletons and the Skeleton King will make an announcement. Destroy the pillars quickly as they summon skeletons for as long as they are active. Once the pillars are destroyed and all the skeletons are dead, move onwards through the door. Once through the door you will have to go through some more skeletons and doors, once done you will cross a bridge like straightaway and to the left north you will find the door to the Skeleton King. Once you entered you will hit a cutscene with the Skeleton King breaking the central bridge to his chamber and saying that you will never defeat him. Head toward the broken bridge and take a right east where you will run into a locked gate. Some skeletons will spawn and you will need to kill them to unlock the gate. Once done, run through the gate up to the throne of the Skeleton King and place the crown upon his head, after a moment or two he will be alive and fighting you. His melee attacks hurt quite a bit so be careful of those and will summon some skeletons to help him in defeating you. Once the Skeleton King is dead, enter the Desolate Chamber that opens up where the throne chair is and follow the path downward to find the source of the Fallen Star. Talk to the stranger as instructed and you two will end up back in New Tristram by a nearby waypoint. A cutscene will ensue. Edit After speaking to Deckard Cain about the stranger and something strange with the stranger as he fell, you will be instructed to go to the Fields of Misery located north of the Cemetery, you may use the waypoint to head back there. Once the gate unlocks, and you get there you will be told to find the Khazra Den. You may follow the path through this place but chances are you will not find it just nearby. There is also a waypoint in this area that can be found and activated. Once you

found Khazra Den you are told to enter it and to find the glowing sword shard. So enter it and follow the pathway to some cultists and Urik the Seer doing some ritual on a blue spot, that is the Glowing Sword Shard that you must collect and can do so after killing the cultists. Maghda will show up to give you a speech about taking it and bring more cultists to stop you. Once you pick it up, teleport back to town and talk to Cain. Edit Talk to Leah to start this quest. You will be asked to go to the Drowned Temple to recover another piece of the sword. You do this by going through the Fields of Misery so head back there now. Follow the path to get to a Scoundrel that needs help saving his wife to be. You must help him in order to get through, you will face quite a few Brigands and their leader Nigel Cutthroat. Dispatch of them and the Scoundrel Lyndon may follow you from here on out as one of your Followers. The Scoundrel will lead you to the temple where you need to talk to Alaric who mentions that the only way in is to get two keys from a nearby forest called Festering Woods. Follow Alaric to raise the bridge and enter the forest where you will be tasked in getting those keys. Once you have both of the keys you can return to where Alaric is by the waypoint there to the Drowned Temple or run back. Place a key on each of the stone pillars and the path will open to get inside the temple. Once inside, explore the straight forward path where you will encounter Ezek the Prophet. Defeat these three as well. Once those people are defeated, Alaric will show up and tell you your strength rivals their champions and permit you to enter their most sacred place. Enter and you will be verbally assaulted by Magdha. Once she is done talking cultists will appear. Defeat them and the sword piece is yours. Pick it up and head back to New Tristram. Edit Once back speak to the Stranger to continue the plot line and you will be heading toward the docks of New Tristram now to catch the ferry into Wortham. Head to the dock and speak to the Ferryman to go. Wortham is in shambles, burning to the ground due to the cultists. Defeat your way toward the center of town and you will need to help the church and the town fight against some cultists in the town center. Doing so will have Magdha show up and talk about the piece. She will bring Urzel Mordreg to come and stop you along with some more cultists, focusing Urzel will remove the cultists once he dies. After his death, Dark Berserkers will appear for you to kill. Dispose of them and Leah will leave your party at this time, head over to the Priest and talk to him, he will lead you into the churches cellar to get the sword piece. Edit Speak to Leah about the situation and she will bring up the next quest, Trailing the Coven. You are told to enter the Caverns of Araneae above Wortham. Head back to Wortham by ferry, waypoint, or town portal and head outside the church and go north of there to get outside the town. Once outside, simply follow the arrow on your minimap to get to the Caverns. Once inside you will need to look for the Chamber of Queen Araneae, who is the main boss of this part of the quest line. As you progress through this dungeon you may encounter large amounts of spiders and demons coming at you, making surviving a difficult task, recommendation of Area of Effect skills is ideal as this will help kill them quickly without wasting much time. Also the webs the spiders shoot will slow you down and can prove difficult to navigate around to fight them. Does not change shape from game to game. Hug one of the edges when you get in and follow it around until you find the exit, as running around blindly can take some time. Some other means to find it is looking for a long curved bend that heads north, east, or south as this will lead into an area that should take you to the boss in one of the directions out from the opening area. Once you find the Chamber, you will need to run to the other side of it and meet a woman, Karyna, stuck in a spider web. She will have some dialog for you and mention about the Queen Araneae Spider Queen coming already as she can hear her. You will need to kill Araneae to continue. Araneae will on occasionally leave this area to hide and have her minions come out to fight you, typically this will happen 2 to 3 times before you are able to finally slay her. She will want to get out of this place as soon as possible and the way into the Highlands Crossing will become open. You will need to retrieve the staff and take it to them to see if they will let you peacefully pass. As you start to cross the bridge into the main area of the Highlands, you will find a Shaman at the bridge who will run away from you, following them or killing them from a distance without them running does not matter. If you end up following him you will also have to deal with some warriors that pop out of the ground south of the bridge once you finished crossing. Start exploring the Highlands Crossing for the cart that she left the staff on, you may typically find this to the very north of the area or almost directly east after crossing the bridge.

### Chapter 2 : Diablo III: Reaper of Souls Ultimate Evil Edition Signature Series Strategy Guide by Brady Games

*Diablo III: Reaper of Souls Signature Series Strategy Guide [BradyGames] on calendrierdelascience.com \*FREE\* shipping on qualifying offers. So Begins the end of All things Malthael, Angel of Death, has a deadly new purpose and humanity once again looks to the Nephalem for salvation.*

Thankfully, the Reaper of Souls expansion is a vastly different experience. This expansion feels like a completely different game thanks to the removal of the Auction House, better loot, Paragon skills, and many tweaks to the game itself. Reaper of Souls strategy guide from BradyGames is a great place to start. This guide contains a bit of information for all players, new and old. It begins by detailing the newest sets of changes, such as difficulty settings and the two different game play types. Those that have continued to support Diablo 3 can pretty well skip this area, but new, and returning, players will want to read this section. Following the basics is the class portion. What I liked about this is that I could finally read up on the Crusader and get some insight into how it plays. Every active and passive skill is listed, complete with what level it unlocks. It provides a small description of what the abilities do and why one might want this in their build. I must admit, this did give me a few ideas on how to tweak my Monk as I drive to level This needs to be at the very beginning! The actual breakdown of Act V comes next. I found that this covers the new campaign in good detail, with solid nuggets of advice on how to tackle each objective. It is also a blessing to know how many enemies will bombard me, such as three waves of Boggits swarming me as soon as I load into the next area. What I appreciate the most is the details on the boss fights. Where Diablo 3 contained bosses that primarily just sat in one location during the fight, Act V sees a major increase in boss difficulty with the simple act of environmental hazards and the enemy hunting down the Nephalem in particular. The boss battles are broken down in fine detail, and should be on the radar for all readers as these just might save a broken mouse and keyboard. The walkthrough of Act V might seem tiny, but the last half of the strategy guide goes to a massive amount of info on all the extra portions of the game. Items such as Nephalem Rifts, Bounties, crafting, maps and how portals connect the world together, and even a massive index of enemies all receive their fair share of attention. What new players, and those that are just coming back after an extended vacation, will want to do right away is check out the Loot 2. Why BradyGames tucked this away so far in the back baffles me as it plays a major role in why the Auction Houses are now gone and why the game has garnered a resurgence in players. For any player that has no idea what happened with this system, this is a must read while the game patches. Oh, that is why he is all whiny. The last few pages go to all the achievements and skill challenges in the game. I love this, as it is way faster and easier to find a way to add to my banner customizations instead of clicking through all the acts in the game. Some of the harder to obtain items even have small bullet points giving pointers on how to obtain them. For someone with OCD, such as myself, this helped me nail down a few achievements I had overlooked in prior acts. For all the nice things this strategy guide provides, there is one thing it cannot do, and that is adjust with patches. While reading the class or enemy area, take the cool down, damage, area of effect, and other figures with some caution as they might change depending on patches. For players that have stuck through Blizzard while they ironed out the kinks, outside of the Act V walkthrough, there is not a lot here that will really warrant the purchase. Find this at the local store and thumb through it to see if it applies to your needs.

## Chapter 3 : Dashing through the Rift Achievement in Diablo III: Reaper of Souls - Ultimate Evil Edition

*Diablo III: Reaper of Souls guide contains all the information about the novelties brought with the new expansion to Diablo III. Inside, you will find a section describing all the fights with all of the Bosses in Act V, as well as tips & tricks, which will make the whole process a lot easier.*

Then, drop the items and weapons you want to duplicate. Once you have finished dropping the items, do not leave your inventory. Instead, press the PS button, and choose to go to the dashboard. Next, go back into the game. You will have all of the items and weapons you dropped back in your inventory, plus all of the items and weapons you dropped will still be on the ground. Repeat this process as many times as desired. Sell the items to get as much gold as desired. Sometimes the game will auto save if you drop too many items. Thus, pay attention to the top right corner of the screen to see if it auto saves. If it does, simply pick up your items and complete the mission to get the game to auto save with your inventory intact. Then, try the exploit again.

**Easy EP and gold** Before creating a game, set the difficulty to one level above the level you normally play the game at for example, if you want to play at Torment 1, select Torment 2. Once the game begins, pause the game, and lower the difficulty level by one. Then, when you are about to turn in a quest or complete a bounty, pause the game, and select the highest difficulty available should be two levels above the difficulty you are playing at to get the rewards of a higher difficulty without having to defeat stronger enemies. Take the waypoint to The Old Ruins and go north, then east. Go down the cellar to encounter a named mob Captain Daltyn and his minions. Kill him for at least one magic item and some coins. Loot the cauldron for at least one health potion. Talk to Leah for quest completion experience and gold. Exit and repeat as many times as desired. The pathway will never change, but you will keep hearing a Tristram Militia whining about how he promised to save Marko but did not. Skip past all the enemies except for elite mobs. Defeat Azmodan, and skip the cutscene. Teleport back to the stronghold after taking its soul and your loot. Then, talk to the guard, speed through the dialog, go to the armory, and then the watchtower. Skip the cutscene, then run through the portal. Go to Tyrael, skip through the dialogue, and go through the portal. Skip through the additional dialogue, and then kill Iskatu.

**Easy life potions** When you enter an area that gives you a life potion or chest, collect them, then save and quit the game. When you resume your saved game, the area you clicked on to get the previous potion will always give you another potion. Another chest may not always appear. If there is no chest, quit the game again. When you resume the game again, most of the time another chest will appear, and the treasure will vary from an item to gold, or both.

**Easy power level for alternate characters** To power level an alternate character, simply put a high level gem on them to have them reach stats that normally are not available to low level characters. At Level 20, socket armor and weapons become plentiful. You can put on Level 60 gems to have a very powerful force, even without a high level character. If you later need to remove a gem and place it on superior gear, you can have the blacksmith break the armor or you can remove it with gold using the gem remover.

**Saving experience gear** Experience gear can cut your play time by a lot, but you must keep upgrading your gear or else the bonus experience will not be enough for your current level. Having multiple sets of experience gear every few levels will help. However, you do not actually need full sets, just a few pieces to make a difference on your next character. Additionally, if you are running out of space and do not want to upgrade your shared stash, you can keep them by creating a few extra characters and passing the gear to them using the shared stash. This will also save you money, but it is recommended you eventually upgrade your shared stash to avoid wasting time moving items between characters. To access the hidden Whimsyshire level, you must have three special ingredients, and a plan to teach the blacksmith how to craft them into the Staff Of Herding. As was the case with the Diablo 2 Secret Cow level, characters must have defeated that difficulty level to enter the secret level, which is balanced to be about as difficult as Act 4. The location of the required items to create the Staff Of Herding are as follows: It is found rarely in a room in The Cathedral: Level 1 early in Act I. It is a interactive ground spawn called Black Mushrooms, but it does not always spawn. It is under the "Miscellaneous" tab. It is in the Ballistae fight area. If you get the Ice Caverns exit out, try again. The mob is random.

**Plan - Staff Of Herding:** It drops randomly from Izual in Act IV on any

difficulty. Once you have acquired the four items listed above, open your inventory, and select the pattern to learn it. You can now craft it under the weapon section for 50, gold. After creating the Staff Of Herding, players can use it an unlimited number of times. You can make a staff for each difficulty. They are great for farming blues and rare items. He sells the plans for different prices depending on the difficulty you buy it for after you have killed Izual in Act IV.

## Chapter 4 : Diablo III: Reaper of Souls - Ultimate Evil Edition Walkthrough

*Thankfully, the Reaper of Souls expansion is a vastly different experience. This expansion feels like a completely different game thanks to the removal of the Auction House, better loot, Paragon skills, and many tweaks to the game itself.*

Reaper of Souls Walkthrough Storyline: Instead, it has drawn out a shadowy being of immense power, whose malevolent purpose is yet to be revealed. Reaper of Souls, the new expansion to Diablo III, opens a dark and terrifying new chapter in the ongoing conflict over the mortal realm of Sanctuary. Malthael, the fallen Archangel of Wisdom, vanished after the events depicted at the end of Diablo II: It now falls to the players to track down Malthael and stop him before he unleashes irreversible havoc on the world. Fortunately, a new hero is ready to join the cause and bring Malthael to justice – the Crusader. Driven by a centuries-long quest to cleanse the corruption blighting their beloved Zakarum faith, Crusaders are warriors of righteousness who have been hardened through relentless, brutal combat with the foul evils plaguing eastern Sanctuary. In addition to wearing immensely heavy armor and wielding a wide range of cruel and punishing weapons, this new playable class in Reaper of Souls uses battle magic to strengthen allies and weaken foes. A natural walking tank, the Crusader adds power and versatility to any party of adventurers. Players continuing on with their existing Barbarian, Witch Doctor, Demon Hunter, Wizard, and Monk characters will benefit from an array of fearsome new spells and abilities as they advance in level. The expansion also accentuates the key features of the Diablo franchise, with a greater emphasis on randomised environments to explore; epic new quests; horrific new monsters to defeat; and substantial updates to the loot experience, enabling players to further customize their characters with new and improved multilevel Legendary items, new Blacksmith and Jeweler item-crafting options, and more. Charge Forth as the Crusader – Impenetrable armor, gleaming weapons, and heavy, heavy damage – wield the power of the Crusader, unbreakable new hero of the mortal realms. Rise to new heights of power – Advance your hero of choice through additional levels of supremacy, mastering bold new powers of raw, demon-slaying potential along the way. Conquer new gameplay modes – The new Adventure Mode opens up all of Sanctuary – you can travel to any waypoint in any Act. It also introduces Bounties and Nephalem Rifts, two new game features with boundless replay value. Pre-Order Bonus – Pre-purchase the expansion digitally on Battle. Digital Deluxe Edition Bonus – Adds a total of five additional character slots primed for all-new heroes An additional 3 more than the Reaper of Souls Standard Edition. It also contains the following in-game content to aid you in your crusade against death itself: Reaper of Souls walkthrough with an introduction video! Welcome to the Diablo 3: Reaper of Souls walkthrough divided by chapter! The return of Malthael, the Angel of Death, is nigh. Battle against Malthael and a host of deadly new enemies throughout the all-new Act V.

### Chapter 5 : Diablo III: Reaper of Souls Spoiler-Free Walkthrough for PC by starlin17 - GameFAQs

*This walkthrough is written for Diablo III Reaper of Souls Expansion. For information on other games, see Walkthroughs. Character Creation Edit. As you start up your game and log-in, for the first time, you will be greeted with the character creation process automatically.*

Additionally, the guide contains information about the new NPC - Mystic - which will allow the players to enchant their equipment. Thanks to a section dedicated to that mechanism, you will learn everything about adjusting specific items to your own personal needs. The further part of the guide has been devoted to the process of farming. Here, you will find a lot of interesting information, which will surely enhance your chances to find various legendary and set items. The guide also contains detailed information about Nephalem Rifts, as well as Greater Rifts. The guide is complemented with descriptions of every new class abilities, as well as an exemplary builds for each and every class. The game is an add-on to the third installment of the series and contains the V Act and the Crusader class, who is another armored, melee character in the game. It should be noted, that the developers introduced a new adventure mode, which gets rid of all the quests, dialogues and cut-scenes, so that the player can delight in the gameplay entirely. Additionally, this mode allows the player to teleport to each and every act, without leaving to the menu, as it was before. The gameplay is all about fighting never-ending swarms of monsters by using ample arsenal of abilities, to advance your character to higher levels and to collect better and better elements of attire. The V Act takes place in Westmarch, and as always, the well-being of the land depends on the actions of the player. Malthael must be stopped. The ending of the game is just a beginning, as there are numerous difficulty levels the player can choose from, depending on the might of his character. The guide has been prepared for the 2. Reaper of Souls guide contains: Necromancer leveling and example builds. Very detailed characteristic of every Act V Boss. Description of the new NPC, Mystic, as well as all the tips associated with the craft. Description of all the new class abilities, as well as ability-modifying runes. Exemplary builds for each and every class, as well as hints about the gameplay. Information about effective farming and acquisition of elements of attire. Reaper of Souls Game Guide Author: Marcin "Xanas" Baran for gamepressure. May 5, Guide contains: Use the comments below to submit your updates and corrections to this guide. Reaper of Souls Game Guide.

## Chapter 6 : Diablo 3 Reaper of Souls Walkthrough and Wiki Guide – GamerFuzion

*Diablo III: Reaper of Souls (Xbox One) Walkthrough Please note that the details below reflect the time and playthroughs required to get all the Achievements in this walkthrough.*

Diablo 3 to Reaper of Souls Posted By: How long will current lvl 60 gear be good enough? How much harder or different is Act 5? How does the exp gain and item farming from Bounties and Nephalem Rifts compare to the current game? How important are the new class skills and passives? Is the Crusadin Palisader? Soon this will be yours. In a way, the transition for us all in the live Reaper of Souls will be less abrupt and shocking than it was back during the beta, since at that point we were importing lvl 60 characters from Diablo 3 vanilla, pre-Loot 2. Now that most of you guys are geared in Loot 2. Click through for the full article, covering every aspect of your transition into Reaper of Souls. Equipment upgrades Players who were not in the Reaper of Souls beta often ask how gear upgrades work, in a practical sense. Early beta weapon damage was much enormous. Like this huge gallery we posted, or this peek at the godly gear the Bliz devs were using. Early on in the beta there were affixes that got removed Crushing Blow and values that were very different 1H weapon damage over Thus everyone who transitioned their characters from 60 up to 70 in the beta was going from D3 vanilla gear into RoS Loot 2. This gives you guys who have been playing the past few weeks of D3v2 some insight into RoS gear – just imagine the same type of stuff but with bigger numbers. You know that most of those changes are being incorporated into RoS, along with other balancing and tweaking across the board. Especially in crafting costs and uses, I hope, since that system still had a lot of sharp edges during the Beta. That multi-part disclaimer aside, what can we say with reasonable certainty about the differences your characters will encounter moving up from level 60 to level 70 in Reaper of Souls? All of my characters at 60 found level ish pretty easy and fast in RoS. Initially I was playing on Hard or Expert, and being cautious because new especially with my Hardcore characters but even with DPS weapons, below the curve Toughness due to the limited vit on gear from D3v, unfamiliarity with new Act Five monsters and environments, etc – it was pretty easy until level 65ish. All of my characters found a few upgrades during that time, mostly from armor that had much higher toughness due to huge Vit and Stat rolls, and the much higher level gems Marquise drop like candy past lvl 63ish made any sockets a huge stat upgrade, plus the new at the time diamonds finally made it easy to upgrade resistances. This began to change around level 66, and by lvl 68 the curve was accelerating. Weapons were the biggest need, since they rolled so much higher in RoS due to Loot 2. And remember that a lot of us were transitioning from Life Steal, which still worked in D3v at that point, so we had to redo our overall survival tactics, and many HC players especially had been sacrificing some DPS to get LS on their weapons. Even if you found all the exact same items at 70 that you had at 60, the stats on every item would be a couple of hundred points higher to vit and mainstat. This may well be gone due to further balancing and tweaking, but going by relative gear quality, I had to find a lot better gear to run Torment 1 in RoS than my chars have right now to run Torment 1 or higher in D3v2. All comparisons between the two games and lvl 60 vs. Bear in mind that all stats vary between classes and builds, and that paper DPS can be very misleading in Loot 2. Decent lvl 60 gear in D3v2: Decent lvl 70 gear in RoS Beta: Gear good enough to efficiently solo Torment 1 in D3v2: Gear good enough to efficiently solo Torment 1 in RoS Beta: Those are all relative figures and estimates, etc, but assuming the gear progression in live ROS is anything like it was during the last week of the RoS beta, you can easily expect to increase your DPS by x, your HPs by 4x, and your Toughness by x, once you replace pretty good lvl 60 gear with pretty good lvl 70 gear. You hit a plateau at some point and keep finding rares of equivalent quality while trying to find legendaries that will boost your gear quality, with the ultimate goal getting strong enough to farm Torment, where the really special gear can be found. In live RoS only Loot 2. Vanilla rare jewelry and gloves with the equivalent of 6 primary stats. Other vanilla legendary items with the equivalent of 5 or 6 primary stats e. Many vanilla legendaries with special bonuses to Attack Speed or Critical hit Damage. Rares and legs with much higher Attack Speed affixes than can be found in Loot 2. There are other examples, but those are a few of the most powerful items from vanilla D3, and in the beta those items with a good enchant upgrade were as good or better than lvl 70 gear.

Weapons, off-hand items, helms, jewelry, and gloves were much harder to upgrade since they required several ideal affixes, and there are many many possible affixes for those item slots. It took me weeks of beta time and extensive gambling to accumulate level 70 quadfecta jewelry and gloves, and even then I was always hoping to find legendary jewelry in those slots, since the legs had higher values for the stat rolls, plus sometimes special legendary properties. Helms were harder to roll since you needed a socket and Critical hit Chance for a top quality helm, off and items were the same, and there are a lot of possible affixes on hats. Weapons towards the end of the beta were much as they are now in D3v2; rares never have the damage of a decent legendary, so there was little point in gambling them unless you hoped to get lucky and roll a legendary. Gambling Legendaries Eventually your character has very good rares or legendaries in every slot, and at that point gambling becomes pointless. Not enough to bother with, anyway. At that point you just gamble for legendaries for your main character, and maybe not even that, since the top quality legs, the Torment-only ones, can not be gambled for. Near the end of the beta your max stack was Blood Shards and the cheapest gambles were 5 shards. And burning a whole on something that cost 5 all types of armor I learned to not expect a single leg from the full Shard pool. And gambling cost 10 for 1H or 2H weapons, 10 for rings, and 20 for Amulets. Subject to further tweaking, no doubt. As a result, gambling was awesome when you first got to 70, and felt kind of pointless once you were well-gearred. Act Five No spoilers here, but just some basic advice. The general monster variety in Act Five is pretty similar to the other acts. You get swarming weak enemies, casters and summoners, big brute single targets, etc. The flow and progression and general style of the combat feels familiar, though I think on the whole Act Five is tougher than the other acts, with the possible exception of Act Four. Nephalem Rifts are by far the hardest possible monster spawns, as you can get mixtures of the toughest enemies from all the Acts. Act Five has more aggressive, fast-attackers and more dangerous tank enemies, since they tend to have leaps or dash attacks that bring them to you very quickly, and there are more debuff talents for the beasts. Plus there are giant glowing blue dogs that can eat you, and that will issue a pee-tality if they kill you with a bite. Act Five areas are huge, easily the biggest in the game. Initially in the Beta and especially doing bounties, most players avoided Act Five since the areas were so big. It took forever to explore some of the big areas, and you could do Bounties much more quickly in other acts. That remained the case even after the bugs were fixed, but eventually players found that Act Five bounties and areas were actually amongst the most rewarding, and not just because they were interesting and different and varied. What made Act Five worth doing, despite the huge levels, was all the side events and Cursed Chests. You guys have surely noticed the value of such diversions and side events in D3v2, and in RoS and especially in Act Five they are 1 much more numerous, and 2 much more valuable. The approximate values of such events on Torment 1: Clear a dungeon level, always level 2 of a sub-dungeon you had to find. Along the way to bounties you do a lot of exploring, and find side events and Cursed Chests. Just any old Cursed Chest on Torment 1 was worth at least 4m exp, often 5. The first big town area of Act Five, the Westmarch Commons, was initially my least favorite Bounty zone since it was huge, had a lot of dead ends, had low monster density, etc. Once I realized the value of all the side events there, it became my favorite area since I could zoom along the streets, bypassing most of the weak skeleton archers, and hitting every one of the glowing basement sub dungeons, all of which had a cursed chest or some side event worth at least 5m exp, and most of which could be cleared in under a minute. This is exactly the opposite in Rifts. There you spend almost all your time in combat, or racing to the next group of enemies, so going up in difficulty greatly increases the time to complete them. Through most of the beta this made Rifts on Torment or higher a very poor reward for the time spent. Happily, towards the end of the beta the devs considerably boosted the drops from Rift Guardians, and upped the usual Shard drop from 20 to 60ish on Torment which put them on par with Bounties for the gold and shards though Bounties were worth more exp, on the whole. Nephalem Rifts are the only place to find Goblin packs. I wrote a long article about Rifts during the beta test, breaking down the average times they took to complete, the rewards granted from monster killing and for Rift completion, the average item finds, etcâ€¦ all compared to Bounty rewards, time to complete, utility of Blood Shards, etc. And then before I could finish and post the article a big beta patch came along and changed everything. The net result was that the value of Rifts became much more competitive vs. Bounties, especially on Torment and higher difficulties.

Teamwork and strategy will factor in as well. Split-farming of bounties was fixed during the beta, but you can still do better by splitting up a bit and searching to find the bounty more efficiently. And characters with high movement speed rule for doing Bounties quickly. Rifts are not about movement speed, though it can be nice to move quickly to the next group of enemies. Builds and Skills This one is very subjective, since everyone has different builds, different tolerance to experiment with different skills, etc. Back in early RoS this was a real change since there were so many skill differences from D3 vanilla to RoS. Each class has 3 new passives, enabled from lvl , and a 4th passive skill slot at level These may have been tweaked since the beta ended, but at that point they were generally pretty good and popular. The other classes â€” Barbs with Avalanche and Monks with Epiphany â€” were less enthralled of their new skill options. This build and skill issue will evolve greatly once millions of players are in there trying out the new stuff, so stay tuned for more details and crowd wisdom there. All that gear upgrading, all the new skills, the new Crusader class, new Torment-only gear, Bounties and Rifts adding so much fun and variety of objective to the normal play experienceâ€¦ is it Monday night yet? Do you guys have an excite?

## Chapter 7 : Diablo III 3 Reaper of Souls Limited Collector's Edition & Strategy Guide - NEW | eBay

*Prepare to face the ultimate evil with the only guide that covers everything from the original game and the Reaper of Souls expansion the strategy guide from BradyGames is fully updated for the new release!*

Spoiler-Free Walkthrough by starlin17 Version: Walkthrough - Act V The Fall of Westmarch B. Souls of the Dead C. The Pandemonium Gate F. The Battlefields of Eternity G. Breaching the Fortress H. There are still people strategizing over Diablo II. For this reason I have tried to avoid going over story details, but reader beware! Even just reading each of the Quests Objectives will expose you to Spoilers. Enjoy the game and good luck! Find the Zakarum Cathedral Defend the Zakarum Cathedral Search the Zakarum Cathedral Leave the Zakarum Cathedral Enemies Westmarch Overlook Lesser Soul Seeker After clearing the small force attacking him, make your way northwest to enter the Wolf Gate. Move down the hall until the main gates block your way. Head through the side gates searching for the Sewer Grate. Go through the sewers until you reach the villagers. Talk to the villagers before heading out into the streets. Follow the streets heading for the Cathedral. Once you approach it, slay the forces you find outside the Cathedral. Once the way is clear, Tyrael will approach. Speak with him to learn what drives the attacks. Follow the guards into the Cathedral. Move forward to find Kasadya in the Cathedral. Kasadya is a Unique enemy. She teleports, summons Revenants, and drops flame on the ground in globs. She should be a difficult fight at all. Once she is defeated, talk again to Tyrael. After talking to Tyrael, head out of the Cathedral the way you came. Speak with General Torion outside the Cathedral to begin the next quest. Go to Westmarch Commons Destroy 4 Corpse Piles Destroy the Soul Crucible Search the Writhing Corpse Pile Talk to Myriam the Mystic Go to Briarthorn Cemetery Destroy 6 Corpse Piles Destroy the Master Soul Crucible Once you have familiarized yourself with the area, left the Enclave heading towards the Westmarch Commons. Once you are close, a Yellow arrow will appear on your mini map leading you towards the entrance. The Maiden here is using four Corpse Piles to charge the Crucible. Destroy these four corpse piles to force Drygha to attack you. Once Drygha is defeated, search the corpse pile to the northwest. Make your way through the Briarthorn Cemetery killing everything in sight until you find the entrance to the courtyard. Walk the direct path to reach the next Soul Crucible. Once Catharis is slain, talk to Myriam. Find the Tower of Korelan Kill 3 Maidens of Flame Talk to Tyrael Enemies Speak to him to begin the third quest. Make your way to the northwest to reach the entrance to Westmarch Heights. While exploring Westmarch Heights searching for the entrance to the Tower of Korelan, keep an eye out for the unique enemies name Maiden of Flame. Kill three of these before entering the tower for a quest bonus. Once you find the tower, enter to continue the mission. Move up the first few flights of stairs to find Urzael waiting for you. He is not very maneuverable, nor does his attacks require much maneuverability. When he aims his blazing cannon at the ceiling, debris will begin to fall. Avoid the outlines on the ground as the debris drops. When the cannon starts to burn from the tip, expect a flaming cannon shot to shoot from it. After taking some damage, Urzael adds a few attacks to the mix. Once Urzael is defeated, Malthaes will appear. Speak with him to further the story. Listen to what he has to say. Head towards the Cathedral to speak with Tyrael. Find the entrance to the Tomb of Rakkis in the Overgrown Ruins Kill the enraged boggits Search for the Nephalem Guidestone in the Blood Marsh Use the Nephalem Guidestone in the Blood Marsh Use the Nephalem Guidestone to find the passage to the Ruins of Corvus Enter the "correct" passage to the Ruins of Corvus Find the passage to the Ruins of Corvus Find the entrance to the Great Hall Enter the Great Hall Talk to Lorath Nahr Overgrown Ruins Boggit Tusked Bogan Move next to the southeast. The entrance to the Overgrown Ruins is here. Enter the ruins following the yellow ring. Follow the fairly straight path until you reach the entrance to the Tomb. Move through the guidestone to the north to reach the entrance to the Blood Marsh. Explore the Blood Marsh until you find the Guidestone. The entrance to the area with the guidestone will resemble the stone gate from the previous area. Open the guidestone to enter the area. Touch the guidestone to interact with it. This will eliminate one of the passages as a choice to reach the ruins. Beyond the guidestone is another stone gate. Travel through it to reach the Paths of the Drowned. Here you will find two more guidestones in the area. Touching all three will eliminate three of the four choices. You should now

know exactly which passage leads where. The Passage to Corvus should now appear on your mini map. If not, continue to search the Paths of the Drowned until it shows up. The Passage to Corvus will be an exploration map only. Search the area until you find the path leading down underground to the Ruins of Corvus. The Ruins of Corvus is another exploration only map. Make your way through the ruins until you find the entrance to The Great Hall.

### Chapter 8 : Diablo III: Reaper of Souls for PC - GameFAQs

*Small souls will radiate outwards in all directions from Malthael. Everything seems to move in slow motion as the souls themselves move slowly while you are visibly slowed by an effect. This makes this attack somewhat easy to dodge if you stay at the edge of the area.*

### Chapter 9 : Mega Strategy Guide: Diablo 3 to Reaper of Souls

*Diablo 3: Reaper of Souls Season 9 guides on how to farm XP, power-level, and more! Builds for Wizard, Monk, Barbarian, Witch Doctor, Crusader, and Demon Hunter.*