

# DIABLO II: THE AWAKENING

An AD&D® Adventure for Characters of All Levels



**DIABLO**

**Bruce R. Cordell and Mike Selinker**

# Advanced Dungeons & Dragons®

## DIABLO II: THE AWAKENING

Bruce R. Cordell & Mike Selinker

### CREDITS

**Editing:** Miranda Horner & Jon Pickens  
**Adventure Game Material:** Jeff Grubb,  
Bill Slavicsek, & Thomas Reid  
**Creative Direction:** Bill Slavicsek & Mike Selinker  
**Cover Illustration:** Randy Post  
**Interior Illustrations:** Randy Post, David A. Roach,  
& Pete Venters  
**Cartography:** Rob Lazzaretti & Todd Gamble  
**Typesetting:** Victoria Ausland  
**Graphic Design:** Dee Barnett  
**Art Director:** Dawn Murin

**Playtesters:** Paul Bazakas, Tyler L. Bielman,  
Jim Bishop, Brad Bourn, Eric Cagle, Shawn F. Carnes,  
Olivia Cooper, Bryan Fram, Michael Gills, Jon Hartung,  
Volker Hirsch, Michael Kent, Gwendolyn FM Kestrel,  
Jon Komrey, Scott Magner, Eric Messersmith,  
Brian Mitchell, Rich Redman, Jefferson M. Shelley,  
David Shiroma, Douglas Steves, Alex von Hochtritt,  
JD Wiker, Jennifer Clarke Wilkes, Teeuwynn Woodruff,  
& Chuck Yager

**Thanks:** Ryan Dancey, Chas DeLong, David Eckelberry,  
Josh Fischer, Matt Householder, Neal Hubbard,  
the ManTakNo site, Kim Mohan, Cindi Rice, Bill Roper,  
Paul Sams, Ed Stark, John K. Waters, & Larry Weiner

Based on the original DUNGEONS & DRAGONS game by  
E. Gary Gygax and Dave Arneson.

### TABLE OF CONTENTS

<b>Welcome to Hell</b>	<b>2</b>
<b>Introduction</b>	<b>3</b>
Using This Product	3
DIABLO Overview	3
<b>Chapter One: DIABLO Kits</b>	<b>6</b>
Amazon	7
Barbarian	9
Paladin	11
Sorcerer	13
Necromancer	15
<b>Chapter Two: DIABLO Spells</b>	<b>18</b>
Spell Descriptions	18
Spell Lists by Class and Level	19
Spell Alphabetical Index	36
<b>Chapter Three: DIABLO Magic Items</b>	<b>37</b>
Base Treasure Table	38
<b>Chapter Four: DIABLO Monsters</b>	<b>49</b>
Monster Descriptions	50
Monster Index	77
Dungeon Encounter Table	78
Upgrading Monsters	80
Demons, Demons, and More Demons!	81
<b>Chapter Five: Tristram</b>	<b>82</b>
A Brief History of Tristram	82
Tristram: Keyed Entries	83
<b>Chapter Six: Descent into Hell</b>	<b>90</b>
How to Read Level Descriptions	90
Constant Level Features	91
Levels One through Sixteen	93
Map Key	126

U.S., CANADA, ASIA,  
PACIFIC & LATIN AMERICA  
Wizards of the Coast, Inc.  
PO. Box 707  
Renton, WA 98057-0707  
(Questions?) 1-800-324-6496



EUROPEAN HQ  
Wizards of the Coast, Belgium  
PB. 2031  
2600 Berchem  
Belgium  
+32-70-23-32-77

620-T11612

DUNGEONS & DRAGONS, AD&D, DUNGEON MASTER, and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc. MONSTROUS MANUAL, and all Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.  
WIZARDS OF THE COAST and BLIZZARD ENTERTAINMENT is a trademark or a registered trademark of Davidson & Associates, Inc. in the U.S. and/or other countries. All DIABLO characters, character names and the distinctive likenesses thereof are trademarks owned by BLIZZARD ENTERTAINMENT. ©2000 Blizzard Entertainment. All rights reserved.  
Distributed in the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed in the United States to the book trade by St. Martin's Press. Distributed in Canada to the book trade by Fennell Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors.  
This manual is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

©2000 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.  
Visit our website at [www.wizards.com](http://www.wizards.com)

# WELCOME TO HELL

"Hey Bob, there's forty skeletons in this room. You wanna turn 'em?"

"Nah."

After two decades of playing the DUNGEONS AND DRAGONS® game, I finally got it.

For all those years, I ran my players through our various campaigns, roleplaying along with them as they slew monsters and improved their characters. And every time I doffed the DM cap and joined them, I still could see I was missing something.

Then I played the DIABLO™ computer game.

Suddenly, I understood. After weeks immersed in the DIABLO game, I finally caught on that the DUNGEONS & DRAGONS game is about **accumulation**.

It's about clutching on to that *longsword +2* and laying waste to legions of hellbeasts, cherishing your chosen weapon as a brother in the war on evil . . . until that *longsword +3* comes along. Then it's off to the scrapheap for *longsword number one* and in the sheath for *longsword number two*. And it starts all over again.

Finally detaching myself from my Playstation, I joined *Return to the Tomb of Horrors* designer Bruce Cordell in adapting a universe that would allow AD&D® players to run the gauntlet of accumulation. The DIABLO and DIABLO II worlds provide a perfect environment for the combat-hungry roleplayer. Around every corner is a raft of demon-spawn to slay and a pile of treasure to hoard. You strap on the big sword, ready the big spells, and suck down healing potions as if they were in a beer-can helmet.

To recreate this environment, we needed some new tools. So Bruce and I created five new PC kits, more than a hundred spells and proficiencies, and more than a million new magic items. No, I didn't just go loopy on you there: This product contains more than a million new magic items. And though you won't find a *longsword +2*, you will find the *obsidian claymore of carnage*. And call me crazy, but I'll take the *obsidian claymore of carnage* over a *longsword +2* any day.

We also needed some new critters to fight. For the first time in a decade, we've brought demons back to

the AD&D game. These aren't baatezu, pal. These are the real deal—nasty, vicious, and hardly inclined to take on PCs one at a time. When twelve blood knights round a corner, your PCs are gonna hit the highway. You just watch.

And most of all, we needed a place to fight. So we adapted the massive dungeon under Tristram—more than fifteen levels in all. We've included more than a dozen quests for your party to undertake (with some surprises along the way to trip up those players who've memorized the computer game). Play this module right, and your PCs could end up with five million more experience points than when they started—assuming they survive.

So strap in tight, because this roller coaster ride through hell's gonna be bumpy. When your PCs finally come up for air, they'll be a lot more powerful and a bit relieved that they don't have to go back for more.

*DIABLO II: The Awakening*. Where you just can't pay attention to every scream.

Mike Selinker  
January 2000

The product you hold in your hands has grabbed the raw hellfire that is the DIABLO computer game and has twisted, bent, and stuffed it into the AD&D game. And it's not too happy about it. Swing a dead cat, and before you've completed a ninety-degree arc, you've smacked a demon, or six. But don't despair! The AD&D rules were up to the challenge of the DIABLO conversion. We've created new AD&D character kits from the DIABLO necromancer, sorcerer, barbarian, amazon, and paladin classes, and they all know how to handle themselves in a hellscape. DUNGEONS & DRAGONS meets the DIABLO game, and a cry of lamentation echoed across the land. Let the carnage begin!

Bruce R. Cordell  
January 2000

# INTRODUCTION

*DIABLO II: The Awakening* is an AD&D sourcebook and adventure based on the DIABLO and DIABLO II computer roleplaying games. This product translates the unique character classes, spells, proficiencies, monsters, and magic items of the DIABLO game directly into the AD&D rules. As a sourcebook, this product is bursting with information suitable for use (with some modifications and cautions) in any AD&D campaign, regardless of previous familiarity with the DIABLO game. However, this product is more than a sourcebook: it provides all the material necessary to run a DIABLO-style campaign through 10 or more levels of player character (PC) advancement! What's more, the *DIABLO II: The Awakening* campaign allows you to begin your characters at 1st, 11th, or even 15th level (Prosaic, Nightmare, and Hell difficulties, respectively). Come inside, and discover the truth about the Prime Evils.

## USING THIS PRODUCT

As both a sourcebook and a campaign adventure, *DIABLO II: The Awakening* is accessible to many levels of use. In the most basic sense, this sourcebook provides new spells, magic items, monsters, nonplayer characters (NPCs), and character kits that you can insert into your own game (after you read the warning). Take what you need and leave the rest.

In a broader sense, you can use everything just as it's written. The DIABLO storyline provides a focused campaign suitable for any party of player characters intent on stamping out the minions of Hell. Of course, you may change the names of the monsters and key personalities to fit your own world or published campaign world, but the core design can be used as presented.

Like any AD&D adventure, the Dungeon Master (DM) should keep a copy of the *Player's Handbook* and *DUNGEON MASTER Guide* on hand during play. The DM should understand the AD&D game system and be able to explain the basics of the game mechanics and the most important aspects of a character sheet to new players before the game begins. As previously noted, it is not necessary to be familiar with DIABLO or DIABLO II to make full use of this product in your AD&D Game.

### Where to Begin

Dungeon Masters can either allow players to new create characters for this adventure or they can come up with a transition story or mini-adventure that leads existing PCs into the town of Tristram. In the former case, the PCs may have heard rumors of some trouble in the

area, and they may have decided to head to Tristram. In the latter case, the DM needs to work out how he or she wants to introduce the adventure. It can be as simple as a strange gate opening unexpectedly near the PCs and drawing them in, or as complicated as a full mini-adventure where the heroes eventually find themselves on the outskirts of Tristram. There they can explore the dungeon made famous in the classic DIABLO computer game, with the promise of more to come.

## DIABLO OVERVIEW

The DIABLO setting contains fantasy kingdoms, barbarians and rogues, sorcerers and necromancers, magic, and enchanted creatures both wonderful and terrible. What sets DIABLO apart from other such worlds is the rise of Hell and Hell's princes, who plot the incorporation of the mortal realm into their own infernal empires. Diablo is one such prince, who with his fellow Princes Mephisto and Baal, intends to subjugate human civilization. When the mortal realm is fully assimilated, the Prime Evils will have the upper hand in their never-ending war against the forces of Light and Order.

Of course, the world is a large place, and Hell's legions have not compromised every city, meadow, mountainside, or dungeon. However, strongholds long thought secure against the stain of evil have secretly fallen, and catacombs once sacred to the Light have been perverted and corrupted.

The focus of the campaign-adventure is on two locations that have been pulled into Hell's influence. Heroes who are up to the task of clearing the catacombs and strongholds of demonic monsters can strike a strong blow against Hell's plans for the mortal realm. The keyed dungeons herein allow the heroes a straightforward adventure of exploration and demon eradication, as well as many opportunities for roleplaying interaction with interesting NPCs, subquests, and puzzles.

## DEMONS AND THE PRIME EVILS

Demons seek to win the Great Conflict. In the past, this meant warring against the forces of Heaven. Unfortunately, demons see mortals as a valuable resource that they can use in their war vs. the Light. They also fear that mortals could pose a threat to Hell if their lore continues to grow, or if they join with the side of Light.

To wage all-out war on humanity would dangerously weaken Hell's forces, which are already spread thin

## WOE OF THE HERO

Since the Beginning of Time, the forces of Order and Chaos have been engaged in a struggle to decide the fate of all Creation. That struggle has now come to the Mortal Realm . . . and neither Human, Demon, nor Angel will be left unscathed.

Diablo, Lord of Terror, and youngest of the Three Prime Evils, awoke from his long sleep beneath the dark earth. Diablo set in motion a grand scheme to free his exiled brothers, Mephisto and Baal. Diablo took control of the small western kingdom of Khanduras. Working from deep within the ancient catacombs beneath the town of Tristram, Diablo gripped the entire populace in a blanket of fear and paranoia.

Ultimately, even though Khanduras's good King Leoric fell under Diablo's wicked power, a lone hero arose to challenge the darkness that had engulfed the land. After plumbing the hellish depths of the labyrinth under Tristram, the hero finally confronted the Lord of Terror himself. Knowing full well that Diablo's spirit could never be destroyed, the hero made the noblest sacrifice of all—casting his soul and his very sanity aside, the hero took the spirit of Diablo into himself, hoping that his own strength of will could contain the demon within. The hero could never have known that his selfless act would not only ensure Diablo's victory, but would irrevocably damn his soul for all time.

against the Hosts of Heaven. Thus, they found deception and manipulation necessary. A civil war was waged in Hell which led them to "outcast" the three Prime Evils onto the material plane. Through a long campaign of guile and subtle corruption, the three outcast brothers, Diablo, Mephisto, and Baal, corrupted mortals without the forces of Heaven realizing the extent of the infiltration.

Diablo caused a war between two great nations (Khanduras and Westmarch), brought about the death of a great leader (King Leoric), and gained spiritual possession of one of the most powerful heroes of the land.

Baal lured a powerful wizard, called Tal-Rasha, into "imprisoning" the demon within the wizard's own body, giving the demon full access to the prideful mortal for many years. In time, the mage became utterly corrupted, allowing Baal access to the magical lore of humanity's greatest sorcerous cabals, the Horadrim.

In the city of Kurast, capital of the Eastern Empire, Mephisto dwelt under the main temple of Zakarum. Over time, Mephisto gained control over the *Soulstone* that held him, and he used his influence to corrupt the local priesthood. The tainted priests worked spells to shatter Mephisto's *Soulstone* into five shards, thus breaking the seal and freeing the Lord of Hatred. Mephisto drove the seven smaller shards into the left palms of seven archbishops, whom he used to run the temple and feed him with human sacrifices. The largest stone pierced the hand of the Que-Hegan Sankekur, highest divine authority of the Zakarum faith.

Diablo and Baal traveled to Kurast. In Mephisto's temple, Diablo, Baal, and Mephisto used their combined power to open a gateway to Hell. Diablo went through the gate to assemble the demonic forces and prepare for the mass invasion. Mephisto stayed behind in his temple to kill any heroes who pursued. The heroes, however, proved stronger than the three Prime Evils had anticipated. They killed the Zakarum zealots and Mephisto. Then they plunged through the gateway into Hell. Once there, they met the archangel Tyrael at the Pandemonium Fortress, Heaven's ancient staging ground for incursions into Hell. With this aid, the mortal champions defeated Diablo and his demonic minions.

### WARNING! WARNING!

The new kits, spells, and magic items presented in this tome are adapted from the DIABLO computer game and work well with the campaign-adventure provided. However, every DM should be tempted (if we've done our jobs right) to add this material into their own games one spell, item, or kit at a time. Please feel free to do so, but *use caution*.

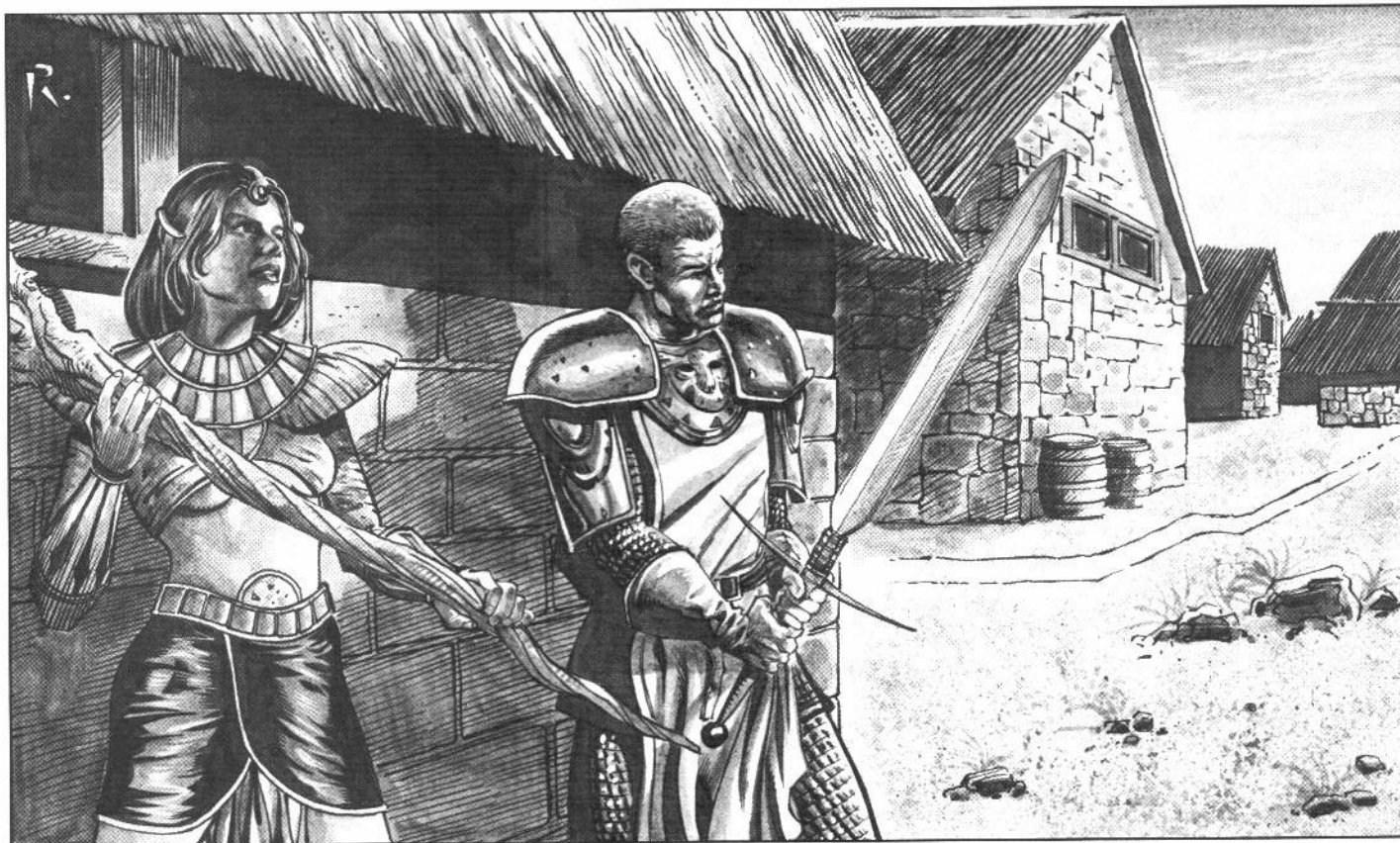
With the threat of Hell's minions overwhelming, the magic, artifacts, and special abilities made available to the player characters also possess extremely potent qualities. A few optional guidelines can help ease incorporation:

- Allow the player characters to access the material in a limited fashion, finding only one or two new spells or magic items per quest. Likewise, individual proficiencies might become available upon the discovery of an ancient tome or hard-to-find trainer.
- If you allow one of your players to play a new character kit or gain wholesale access to new spells found here, make sure to allow all your players an equal opportunity to acquire new goodies. Jealousy among players can otherwise imperil the game. But what's good for the goose is good for the gander: Villains and foes of your home campaign can also benefit from the DIABLO ability and kit sets.

● By allowing your players to use most of or all the new material presented here, you recognize that the threat of Hell (or the Abyss, or some other infernal realm) has become manifest in your campaign world. Thus, don't hesitate to throw more demonic encounters at the heroes. The new monsters provided in this product make good opponents. Moreover, throw one to four more creatures of a particular type at the heroes than you might otherwise—the players can handle it.

● Perhaps you want to use this material, but are afraid of its effect on your campaign world, or don't want to

release countless new abilities and kits on a carefully balanced setting. Partition the material by transporting the heroes to an alternate world, where Diablo and Prime Evils are a threat. The physics of the alternate world allow the spells, items, and proficiencies of this product to become manifest. However, should old characters with new abilities or new characters with DIABLO kits return to the campaign world, they could find that some of their abilities fail to function and that others work differently or with less efficacy.



### “SAVING” THE GAME

Look, this is DIABLO, right? And that means the PCs are gonna do something really dumb at some point and get themselves hacked to ribbons before they know what hit them. In that case, DMs should probably watch out for them. And that's where “saving” the game comes in.

Before each excursion down a level, DMs can encourage the players to set aside a separate piece of paper for recording changes that occur on the level. If they lose hit points, cast spells, gain magic items, use charges on staves, or accumulate experience points, they should write them not on their character sheets but on these “tracking” sheets. If they make it through the encounters and return to the safety of civilization, the players can apply the results to their character sheets.

If they get killed, have them tear up the sheets and start again from where they started recording. Just kick the adventure into gear from that point, and maybe they'll be more careful (or at least luckier).

# CHAPTER ONE: DIABLO KITS

**Kits** modify standard AD&D classes presented in the *Player's Handbook*. The new kits in this book allow you to create AD&D characters based on DIABLO II character types. With each kit, you'll find new proficiencies and spells. New proficiencies are not *stackable*—a proficiency bonus is gained only once, even if the proficiency is taken again—unless the proficiency description states otherwise. Each kit description has the following information:

**Requirements:** The AD&D class that forms the basis for the kit, any minimum ability score requirements, and the XP table used for level advancement.

**Secondary Skill:** A general occupational skill that the character might have had before becoming an adventurer (an AD&D optional rule). Such skills are for background color—special adventuring skills are called *nonweapon proficiencies* (or sometimes just *proficiencies*).

**Bonus Proficiencies:** Most kits provide a bonus proficiency the character receives at no cost. Other proficiencies are bought with *proficiency slots* received as the character advances experience levels.

**Recommended Proficiencies:** These proficiencies are common for a character of this type. New proficiencies may be listed here as well.

**Benefits:** Unusual proficiencies the kit has, its access to AD&D “proficiency groups,” and other special AD&D rules that apply to the kit, such as *weapon specialization* rules.

**Disadvantages:** One or more special weaknesses that hinder the kit in some way.

## How Proficiencies Work

Proficiencies are special adventuring skills; each character has a number of *proficiency slots* that can be filled with proficiencies at 1st level. As the character's level increases, the character receives additional slots. A proficiency can be a *weapon proficiency* (skill with 1 weapon) or a *nonweapon proficiency* (a special skill).

In play, using a weapon proficiency requires an attack roll. Using a nonweapon proficiency usually requires a success roll equal to or less than an adjusted ability score of the character rolled on 1d20. *Important:*

## CHARACTER CLASSES AND DIABLO

The first incarnation of DIABLO introduced the warrior, rogue, and sorcerer. The fighter and thief from the AD&D game can be used as the warrior and rogue, respectively, and do not require new kit descriptions. The sorcerer is unique enough to merit special handling; see the sorcerer kit in this book.

Proficiency modifiers always affect the *ability score*, not the roll, unless noted otherwise.

Some special DIABLO proficiencies are *combat proficiencies*, which means they can be bought with either weapon or nonweapon proficiency slots.

*Cross-Group Proficiencies:* Proficiencies in the AD&D rules are divided into five *groups*: Warrior, Rogue, Wizard, Priest, and General (the last is open to all). A proficiency from a special group list that does not match the character's class costs 1 additional point (for example, a Fighter can take Juggling, a 1-point Rogue skill, for 2 points).

While more than one combat proficiency can be used in the same round, the *same* proficiency cannot be used more than once in a round unless its description states otherwise. Some proficiencies cannot be combined; these are noted.

Unless otherwise noted, the effect of taking a proficiency more than once is to improve the *ability score modifier* by 1 point each time the proficiency is taken. A given proficiency might allow an additional bonus each time it is taken, as noted in its description.

*Example:* A barbarian character who takes a second proficiency in Leaping has a Strength modifier of -1, instead of -2. Taking it twice more gives Leaping with a modifier of +1. The distance leaped does not change.

**Important:** A roll of “20” on a proficiency check means the check fails, regardless of base ability scores or modifiers.

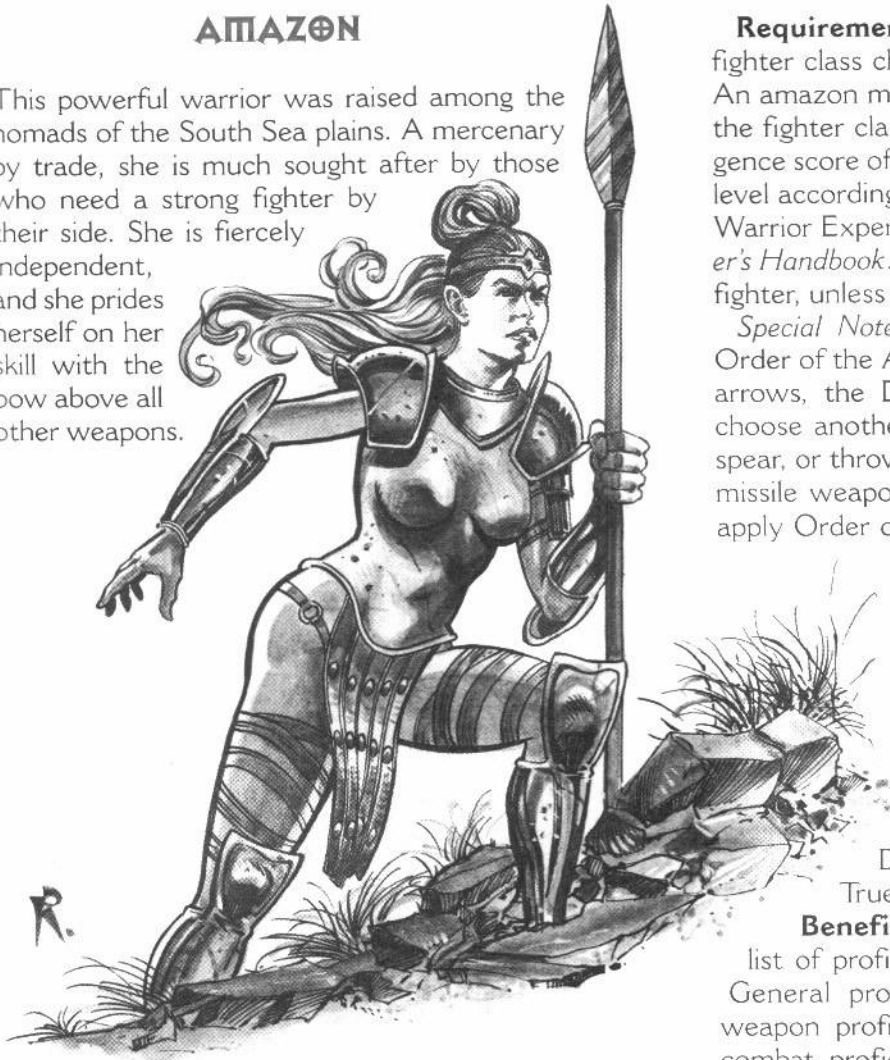
**Optional Crossover Proficiencies:** While the kit proficiencies described here are unique to the DIABLO kits, the DM might, if desired, let other characters acquire them at the usual penalty of +1 slot.

**Optional Quick-Improvement:** Since proficiencies are usually gained only once per three levels, a +1 bonus may not be enough of an increase for the higher intensity of DIABLO play. The DM might use the following rule:

Spending a proficiency slot on improving existing proficiencies is worth +3 instead of +1. This increase can be split between proficiencies. (For example, +1 to three different proficiencies, +1 to one and +2 to another, or +3 to a single proficiency.) For this option, the player must keep a separate record of the adjusted success number for each proficiency.

## AMAZON

This powerful warrior was raised among the nomads of the South Sea plains. A mercenary by trade, she is much sought after by those who need a strong fighter by their side. She is fiercely independent, and she prides herself on her skill with the bow above all other weapons.



**Requirements:** The amazon kit can be taken only by fighter class characters. Amazons are always women. An amazon must meet the minimum requirements for the fighter class, and also have a Dexterity and Intelligence score of at least 12 each. An amazon advances in level according to the "Ranger/Paladin" column on the Warrior Experience Levels table presented in the *Player's Handbook*. An amazon has all the general skills of a fighter, unless specifically noted otherwise.

**Special Note:** While the amazon proficiencies and Order of the Arrow spells specifically refer to bow and arrows, the DM may allow a particular amazon to choose another type of missile weapon: dart, javelin, spear, or throwing star. An amazon is allowed only one missile weapon type for this bonus. (An amazon can apply Order of the Arrow spells to javelins or arrows, but not to both.)

**Secondary Skills:** If secondary skills are used in the campaign, an amazon has the Hunter skill.

**Bonus Proficiencies:** Amazons gain one Rank in Order of the Arrow for free.

**Recommended Proficiencies:** Amazons should take Bowyer/Fletcher, Dodge, Evade, Multiple Shot, Strafe, and True Aim, as level progression allows.

**Benefits:** The amazon has access to a special list of proficiencies, in addition to the Warrior and General proficiency groups. An amazon can use weapon proficiency slots to acquire special amazon combat proficiencies. Amazons can *specialize* in the

### Order of the Arrow (free)

**Slots: Special; Ability: NA; Modifier: NA**

The amazon's proficiency with the bow is legendary. At 1st level, she receives her first rank of Order of the Arrow. This proficiency grants the amazon limited spellcasting ability, using only spells drawn from a special list.

**Spellcasting Level:** The amazon's level as a spellcaster is equal to the character's level. To maintain caster level, the Order initiate must spend 1 proficiency slot on the order for every 3 levels of class advancement. The initiate can spend either a weapon or nonweapon proficiency to fulfill this requirement. Failure to do so stops advancement in the order until sufficient slots have been spent to make up the shortfall.

**Spells Available:** An amazon in Order of the Arrow has access to the following spells, by spell level: **1st**—*magic arrow, fire arrow, charged arrow, inner sight*; **2nd**—*poison arrow, power strike, cold arrow*; **3rd**—*caustic arrow, exploding arrow, protection from normal missiles*; **4th**—*guided arrow, impale, plague arrow*; **5th**—*fist of fury, valkyrie*; **6th**—*lightning fury, lightning strike*. The DM may allow additional spells to be developed, using the spell research rules in the DMG.

Many of these spells allow the amazon to temporarily enchant normal arrows. Magical arrows cannot be enchanted by these spells.

**Variations:** Other spells (from the *Player's Handbook* and other sources) might be made available to the amazon at the DM's discretion. If other nonspellcasters are allowed to join the Order, then they do so at a base cost of 2 slots (one weapon, one nonweapon). They start at an effective spellcasting level of 1. Each time they advance an experience level, their effective spellcasting level also increases by 1.



## DIABLO AND THE AD&D GAME

Ability scores for the DIABLO setting can be generated as the DM desires. The *Player's Handbook* describes several methods. Some basic differences in the way the DIABLO game plays are summarized below:

- Starting ability scores will rarely exceed 18 and will never exceed 25.

- Character experience levels above 20th level are not covered here. A DM who wants to continue with characters beyond 20th level should devise advancement, spells per level, and other details consistent with this material.

- Attack rolls and saving throws are rolled on 1d20. Regardless of modifiers, a roll of 20 always succeeds, and a roll of 1 always fails.

- Proficiency checks and ability checks are also rolled on 1d20. Regardless of modifiers, a roll of 1 always succeeds, and a roll of 20 always fails.

- Many DIABLO proficiencies have a maximum number of times they can be used successfully in one day. Failed attempts are not limited.

- PHBR, DMGR, and PLAYER'S OPTION adaptations are not covered in this book. Any DM using these materials is assumed experienced enough to integrate them as he or she desires.

- The basic ground rule for DM adaptations is that the DM can change the way such rules work for any reason that seems prudent to him or her.

As always, DMs are encouraged to experiment with the game system as they wish. It's your game:

Have fun!

bow. Finally, amazons have limited spellcasting abilities, as described under the Order of the Arrow proficiency.

**Disadvantages:** Unlike regular fighters, an amazon can't specialize in any weapon other than her focus missile weapon. The amazon's devotion to her art is all consuming; she gives up a weapon or nonweapon proficiency every 3rd level to maintain her status in the Order of the Arrow.

### Bowyer/Fletcher

**Slots: 1; Ability: Dexterity; Modifier: -1**

The amazon can make bows and arrows (or other missile weapons). A weaponsmith must fashion arrowheads (or blades), while the bowyer/fletcher can do everything else. A short bow or long bow can be made in 1 week, a composite bow in 2 weeks, and 1d6 arrows in 1 day. At the end of the construction time, a successful proficiency check indicates sturdy equipment. Failure means the weapon has a limited life span: an arrow always breaks on the first shot; a bow breaks on an unmodified attack roll of 1.

### Dodge

**Slots: 1; Ability: Dexterity; Modifier: -3**

On a successful check, the amazon can jump aside to avoid one melee attack that would have otherwise hit her. A special attack form—*hug, constriction, smothering*, and so on—can be evaded with a modifier of -5 (instead of -3). If successful, the amazon forfeits half her melee or missile attacks in the next round. The amazon can successfully use this ability a maximum of once per melee round.

### Evade

**Slots: 1; Ability: Dexterity; Modifier: -3**

On a successful check, the amazon can jump aside to avoid one missile attack that would have otherwise hit her. A *magic missile* or similar missile-like magic can be evaded at a modifier of -5 (instead of -3). If successful, the amazon forfeits half her melee or missile attacks in the next round, otherwise she can attack normally. Amazons can successfully use this ability a maximum of once per melee round.

### Multiple Shot

**Slots: 1; Ability: Dexterity; Modifier: -2**

The amazon uses her raw skill to fire a total of 4 normal arrows in a single round, on a successful check. No special proficiency other than Order of the Arrow magic can be used with this proficiency. The amazon can successfully use this ability a maximum of once every 10 rounds.

### Strafe

**Slots: 1; Ability: Dexterity; Modifier: -4**

The amazon calls on years of training, and fires one arrow at every foe in short or point-blank range in a single melee round. On a successful check, she rolls to hit every viable foe. The amazon must have sufficient ammunition. After the first two foes, the amazon has a cumulative -1 penalty to hit each additional foe. The amazon can successfully use this ability a maximum of once every 4 hours.

## True Aim

**Slots: 1; Ability: Dexterity; Modifier: -2**

The amazon is mindful of vectors, trajectories, and stray bolts—on a successful check, her arrows, whether normal or enchanted, miss an ally, even if the attack roll indicated otherwise. The true aim is checked as the amazon wishes after the results of the shot are otherwise known. The amazon can successfully use this ability a maximum of 1 every round.

## BARBARIAN

Raised among the tribes that wander the fringes of civilization, this sturdy and powerful fighter has learned to survive in the hostile wilderness. Barbarians are traditionally men, but female barbarians are possible. The barbarian identifies with the animal spirits that fill the world, and his shamanistic beliefs grant special related powers.

**Requirements:** The barbarian kit can be taken only by fighter class characters. A barbarian must meet the minimum requirements for the fighter class, and have a Wisdom score of at least 12. A barbarian advances in level according to the "Ranger/Paladin" column on the



Warrior Experience Levels table presented in the *Player's Handbook*. A barbarian has all the general skills of a fighter, unless specifically noted otherwise.

**Secondary Skills:** If secondary skills are used in the campaign, a barbarian has the Hunter skill.

**Bonus Proficiencies:** Barbarians gain Leaping Attack for free.

**Recommended Proficiencies:** Barbarians should buy Battle Command, Heart Feast, Howl, Taunt, Warcry, Whirlwind Attack, and Berserk, as level progression allows.

**Benefits:** Barbarians swear eternal vigilance against demonic influence, and have access to a special list of proficiencies, in addition to the Warrior and General proficiency groups. The barbarian can also use weapon or nonweapon proficiency slots to purchase the special barbarian combat proficiencies described in this section. The barbarian's natural mastery of weapons, when wearing studded leather or lighter armor, allows him to fight with a weapon in each hand with only a penalty of -1 and -2. (See *Attacking with Two Weapons* in the *Player's Handbook*; a barbarian can fight with two weapons while wearing heavier armor, but suffers the standard attack roll penalties of -2 and -4.)

**Disadvantages:** Unlike fighter class characters, a barbarian can't specialize in a particular weapon (see the specialization rules in the *Player's Handbook*).

Barbarians fly into a rage during combat. To break away from combat before it is finished, even in the face of overwhelming odds, the character must make a successful Wisdom check at a -2 modifier. Only one such check is allowed in a round.

### Battle Command

**Slots: 1; Ability: Wisdom; Modifier: -3**

On a successful check during any combat round, the barbarian gives a rousing command, suffusing all allies within 20 feet with the following bonuses for 1d4+2 rounds: +2 to hit, +2 damage, and +2 Armor Class. The barbarian can successfully use this ability a maximum of once every 8 hours.

### Heart Feast

**Slots: 1; Ability: Wisdom; Modifier: -3**

A product of his uncivilized environment, the barbarian believes that the hearts of his enemies, if consumed, provide strength and healing. **The**

## Amazon, Barbarian, and Paladin Experience Levels

Level	Amazon Barbarian Paladin	Hit Dice (d10)
1	0	1
2	2,250	2
3	4,500	3
4	9,000	4
5	18,000	5
6	36,000	6
7	75,000	7
8	150,000	8
9	300,000	9
10	600,000	9+3
11	900,000	9+6
12	1,200,000	9+9
13	1,500,000	9+12
14	1,800,000	9+15
15	2,100,000	9+18
16	2,400,000	9+21
17	2,700,000	9+24
18	3,000,000	9+27
19	3,300,000	9+30
20	3,600,000	9+33

barbarian takes a turn (10 rounds) to harvest and prepare the heart from a once-living foe just vanquished in battle (no longer than 1 hour past). Consuming the heart grants the barbarian 1d8 + twice the barbarian's level of hit points. For example, a 3rd-level barbarian receives 1d8+6 points of healing. Only the barbarian can benefit from heart feast. The barbarian can successfully use this ability a maximum of once every 4 hours.

### Howl

**Slots: 1; Ability: Wisdom; Modifier: -2**

The barbarian calls upon the spirit of the wolf. On a successful check, he lets out a terrifying howl that *paralyzes* all enemies within 40 feet that fail a saving throw vs. spell. The effect lasts 1d4+2 rounds. During this time, the enemies can't move or attack. The barbarian can successfully use this ability a maximum of once every 8 hours.

### Taunt

**Slots: 1; Ability: Charisma; Modifier: -3**

Crude jibes and despicable comparisons, illustrated by appropriate hand gestures, cause a single enemy NPC to fly into a rage on a successful check. The raging foe immediately attacks the barbarian for a minimum of 1d4+2 rounds. During the rage, the foe makes all attacks at -2 penalty to hit and suffers a +2 AC penalty. When the rage lapses, the NPC may continue to attack or flee depending on the situation; either way, the enemy no longer suffers penalties.

### Warcry

**Slots: 2; Ability: Wisdom; Modifier: -3**

The barbarian gives voice to an ululating scream, calling forth great personal strength. A successful check means that for his the next three attacks the following bonuses receive a +4 bonus to hit and +4 bonus to damage. The barbarian can successfully use this ability a maximum of once every 6 melee rounds.

### Whirlwind Attack

**Slots: 1; Ability: Dexterity; Modifier: -3**

The barbarian calls on his totem spirit in order to make three attacks in a round instead of one. If using two weapons, the barbarian gains the additional attacks with one weapon only. The barbarian can successfully use this ability a maximum of once every 6 melee rounds.

### Berserk

**Slots: 3 or 1; Ability: Wisdom; Modifier: -4**

This proficiency costs 3 slots if taken at first level, but only 1 slot if the barbarian has taken Warcry at a previous level. By focusing on a particularly

### Leaping Attack (free)

**Slots: 1; Ability: Strength; Modifier: -2**

The barbarian calls upon his totem to make a powerful jump. On a successful check, the barbarian can leap and attack any foe within 15 feet from a standing start. Or, with a successful check the barbarian can leap and attack any foe within 30 feet with a running start of a 10 feet or more. The leap replaces the normal attack for that round. The leaping attack bonus is +2 to hit and damage. The barbarian can successfully use this ability a maximum of once every 6 melee rounds.

vile or frustrating memory, the barbarian enters a berserk state on a successful check. The berserk state supercedes the normal rage to which all barbarians are subject. While berserk, the barbarian can't make any other proficiency checks, and bonuses from the effects of other proficiencies, such as Warcry, end immediately. However, the berserk barbarian receives a bonus of +4 to hit and makes one additional attack per round with his primary weapon. The barbarian causes 150% normal damage to all foes. In addition, the barbarian temporarily gains a number of hit points equal to twice his level (for example, a 3rd-level barbarian has 6 bonus points); these hit points are lost first during any subsequent melee. The barbarian suffers a +4 AC penalty during his rage. The berserk state ends only when all foes in immediate view are dead—even if in danger, the barbarian keeps fighting if enemies continue to present themselves, even if death is certain. Should an ally try to deter a berserk barbarian, the barbarian attacks that ally for 1d4 rounds before renewing attacks on any foes present. When the berserk state ends, all bonuses fade, including any remaining extra hit points. After leaving the berserk state, the barbarian suffers a -4 penalty on all attack rolls and saving throws for the next turn.

## PALADIN

This wandering warrior of Zakarum follows the teachings of the Light. Using faith as a shield, the paladin fights for what is good and right. His steadfastness gives him powers of blessings and the ability to rain justice upon his foes as the power of the Light fills him.

**Requirements:** The paladin kit can be taken by fighter class characters. AD&D paladins differ; if they take the DIABLO paladin kit, they lose their standard AD&D paladin abilities in favor of those noted below. Paladins can be either male or female. A paladin must meet the minimum requirements for the fighter class, and have a Wisdom score of at least 13. An amazon advances in level according to the "Ranger/Paladin" column on the Warrior Experience Levels table presented in the *Player's Handbook*. The paladin has the general skills of a standard fighter, except as specifically noted otherwise.

**Secondary Skills:** If secondary skills are used in the campaign, a paladin has no secondary skill (representing cloistered training in martial and religious disciplines).

**Bonus Proficiencies:** Paladins gain the Order of the Light for free.

**Recommended Proficiencies:** Paladins should buy Bulwark, Charge, Prayer, Smite, and Zeal as level progression allows.

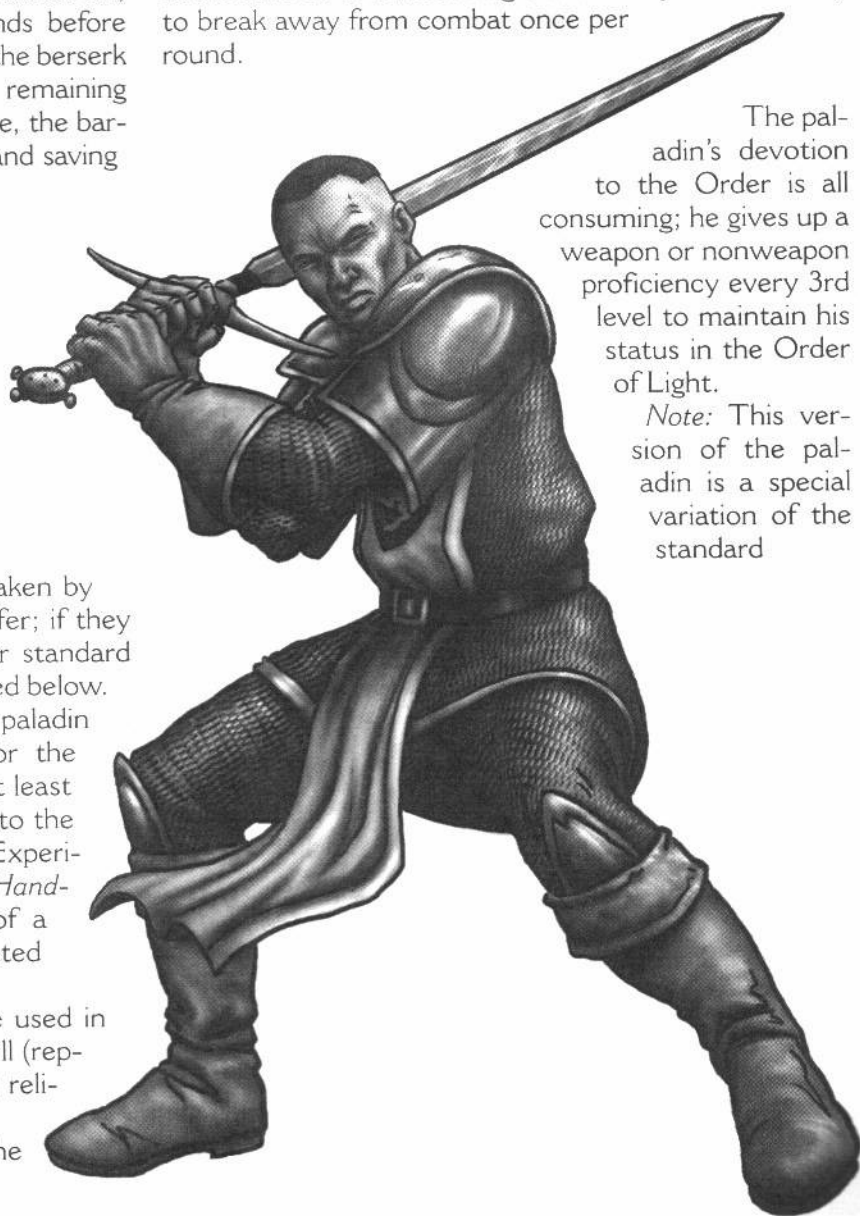
**Benefits:** Paladins are self-selected instruments of the Light, and have access to a special list of proficiencies, in addition to the Warrior and General proficiency groups. The paladin can use weapon or nonweapon proficiency slots to purchase the special paladin combat proficiencies described in this section. Finally, paladins gain limited spellcasting abilities, as described under the proficiency Order of the Light.

**Disadvantages:** Unlike regular fighters, paladins can't specialize in the use of a particular weapon.

Paladins' devotion to ridding the earth of evil is their central ethos, and they must make a successful Wisdom check at a -2 modifier to break away from combat with undead or demonic foes before it is finished, even in the face of overwhelming odds. The paladin can try to break away from combat once per round.

The paladin's devotion to the Order is all consuming; he gives up a weapon or nonweapon proficiency every 3rd level to maintain his status in the Order of Light.

*Note:* This version of the paladin is a special variation of the standard



AD&D paladin. As such, its class-specific bonuses should not be made available to the AD&D paladin and vice versa. Optionally, the DM may make some of the

following proficiencies available according to the cross-group rules for proficiency selection, and might impose some special campaign-specific restrictions as well.

### Order of the Light (free)

**Slots: Special; Ability: NA; Modifier: NA**

The paladin's devout nature is central to his nature. At first level, the paladin enters the Order of the Light. This proficiency grants the paladin limited spellcasting ability, using only spells drawn from a special list (see below).

*Spellcasting Level:* The paladin's level as a spellcaster is equal to the character's level. To maintain caster level, the Order initiate must spend 1 proficiency slot on the order for every 3 levels of class advancement. The initiate can spend either a weapon or nonweapon proficiency to fulfill this requirement. Failure to do so stops advancement in the order until sufficient slots have been spent to make up the shortfall.

*Spells Available:* A paladin with ranks in Order of the Light can memorize the following spells: **1st**—*shepherd, bestow, blessed hammer, holy shield*; **2nd**—*holy bolt, sacrifice, vengeance*; **3rd**—*lesser aura, consecrated bolt, bless weapon*; **4th**—*glorious light, redemption*; **5th**—*greater aura, consecrate weapon*; **6th**—*conversion, heavenly fist, sentinel, true seeing*.

*Variations:* Other spells (from the *Player's Handbook* and other sources) might be made available to the paladin if the DM chooses. If other nonspellcasters are allowed to join the Order, then they do so at a base cost of 2 slots (one weapon, one nonweapon). They start at an effective spellcasting level of 1. Each time they advance an experience level, their effective spellcasting level also increases by 1.

## AMAZON AND PALADIN ORDER SPELL PROGRESSION TABLE

Level	Order Spell Level					
	1	2	3	4	5	6
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	3	—	—	—	—	—
4	3	1	—	—	—	—
5	3	2	—	—	—	—
6	4	2	—	—	—	—
7	4	2	1	—	—	—
8	4	3	1	—	—	—
9	4	3	2	—	—	—
10	4	3	2	1	—	—
11	5	4	2	1	—	—
12	5	4	3	2	—	—
13	5	4	3	2	1	—
14	5	5	3	2	1	—
15	5	5	4	3	2	—
16+	6	5	4	3	2	1

*Level:* The caster level of a character joining the order at first level, used for spell details that vary by level. A character joining the Order later than first level starts at Level 1 on this table and increases his or her effective spell level by one with every experience level attained.

*Order Spell Level:* The relative power of spells available to the order, from 1st to 6th. Thus, a spellcaster of 5th level can prepare three 1st-level spells and two 2nd level spells at the beginning of an adventure.

## Bulwark

**Slots: 1; Ability: Constitution; Modifier: 0**

Virtue provides the paladin a shield against the effects of fear and disease. When the paladin is in danger of succumbing to either, a successful check indicates the paladin's health and bravery remain uncompromised. Bulwark is effective against both natural effects such as the common cold and magical effects such as mummy rot and *fear* effects. The paladin can try to use Bulwark once against each new threat encountered.

## Charge

**Slots: 1; Ability: Strength; Modifier: -3**

When charging, on a successful check, paladins receive a +3 bonus to hit and damage instead of standard charge attack and damage bonus of +2. The paladin also has a total penalty of +2 AC for the round following the charge instead of the standard penalty (+1). The other details of charging remain unchanged: The paladin loses any Dexterity bonus, the charged has an initiative bonus of -2, and certain weapons charging or set against charging creatures inflict double damage. The paladin can successfully use this ability a maximum of once every round.

## Prayer

**Slots: 1; Ability: Wisdom; Modifier: 0 or Special**

Calling upon the Light a paladin can try to heal himself or one other creature. After 1 round praying undisturbed, a successful check allows the paladin to cure 1d4 points of damage per level. The paladin can split the curing evenly between more than one ally (rounded down), by taking a check modifier of -2 for each ally beyond the first to be cured. Only one check is made for the entire effect. The paladin can successfully use this ability a maximum of once every 8 hours.

## Smite

**Slots: 1; Ability: Strength; Modifier: -3**

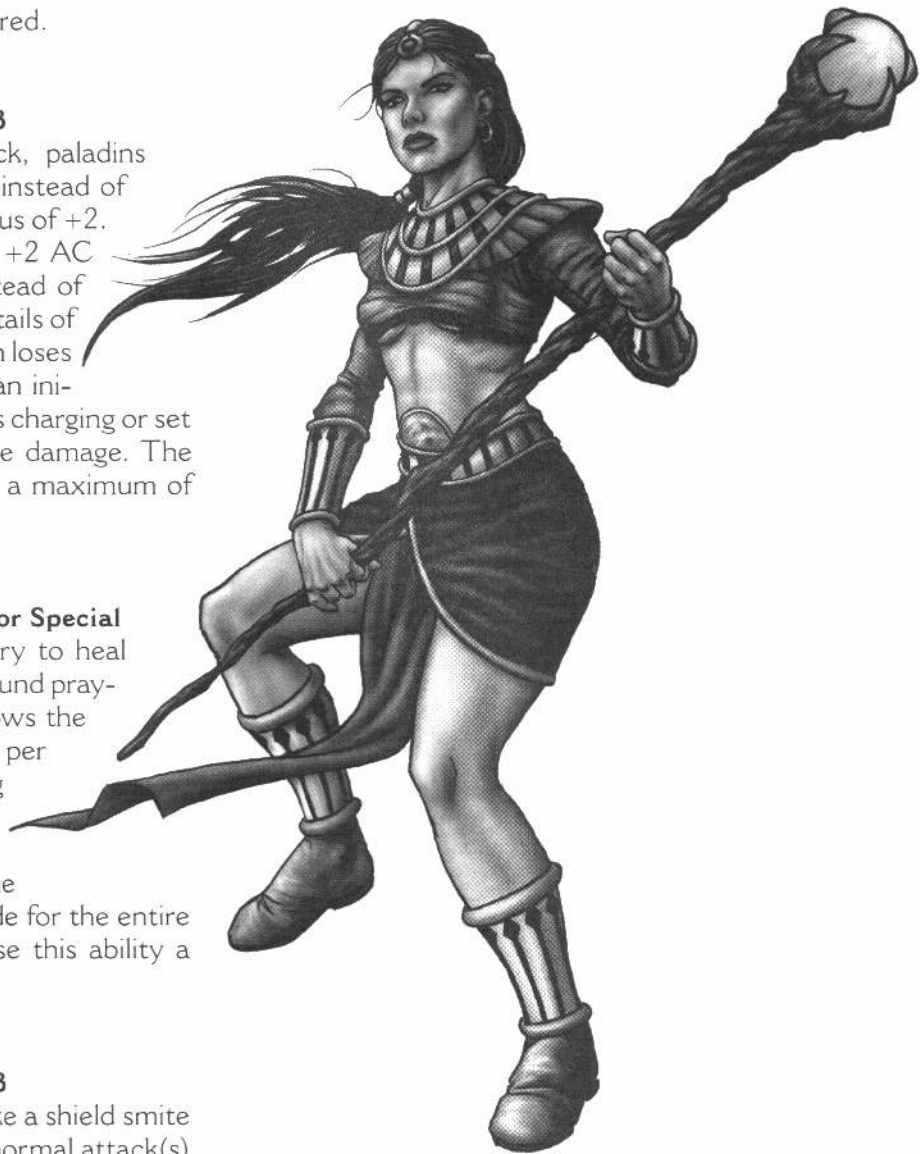
The paladin with a shield can try to make a shield smite once every 4 rounds, in addition to his normal attack(s) with his primary weapon. On a successful check, the paladin then makes a normal attack roll at his base THAC0 adjusted for Strength. A successful hit inflicts 1d4 points of damage and stuns the foe for 1d4-1 rounds.

## Zeal

**Slots: 2; Ability: Wisdom; Modifier: -3**

The paladin puts himself into a holy zeal, giving him a single-minded ability to attack and advance. A

successful check creates such zeal for three rounds. During that time, the paladin receives a +3 bonus to hit, all damage rolls are increased by +1d6, and his Armor Class receives a -3 bonus. While the effects of zeal last, a paladin can't retreat from combat if any foes remain in sight. The paladin can successfully use this ability a maximum of once every 10 melee rounds.



## SORCERER

Having wrested the secrets of magic from the Mage-Clans of the East, the sorcerer is an expert in magical creation. The sorcerer easily calls forth fire, ice, and lightning to fight the perversions of hell.

**Requirements:** The sorcerer kit can be taken only by a mage class character. A wizard already specialized

## Sorcerer and Necromancer Experience Levels

Level	Sorcerer Necromancer	Hit Dice (d4)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+1
12	750,000	10+2
13	1,125,000	10+3
14	1,500,000	10+4
15	1,875,000	10+5
16	2,250,000	10+6
17	2,625,000	10+7
18	3,000,000	10+8
19	3,375,000	10+9
20	3,750,000	10+10

in a school of magic must give up that specialization to become a sorcerer. Sorcerers can be male or female. A sorcerer must meet the minimum requirements for the mage class and have a Charisma score of at least 12. A sorcerer advances in level on the Wizard Experience Levels table in the *Player's Handbook*. A sorcerer has the general skills and access to spells of a mage, except as specifically noted otherwise.

*Special Note:* While this kit has certain affinities with AD&D school of Conjunction/Summoning, the latter specialist wizards do not automatically receive the benefits of this kit, although they might be allowed to learn its new spells and proficiencies without penalty if the DM allows.

### Recharge (Free)

**Slots: 1; Ability: Intelligence; Modifier: -4**

Tuned to the flows of magic, the caster can utilize the energy of any memorized 1st-level spell to renew the charges of any charged item. On a successful check, the item regains full charges. The item's charge capacity is reduced by 10% of the original value every time this ability is used. Thus, an item with 50 charges maximum can be recharged to 45 charges, then 40, and so (round fractions down). On an unsuccessful check, no new charges are added to the item, but its charge capacity is still reduced. Recharging is exhausting, and can be undertaken only once per day.

**Preferred Schools:** Sorcery (see DIABLO Spells), and Conjunction/Summoning (from the *Player's Handbook*).

**Barred Schools:** Greater Divination, Invocation/Evocation, Necromancy.

**Spell Selection:** The sorcerer begins the game with *read magic*, *detect magic*, and five other spells, at least one of which must be a 1st-level sorcerer spell.

**Secondary Skills:** If secondary skills are used in the campaign, sorcerers have the Scribe skill.

**Bonus Proficiencies:** Sorcerers gain Recharge for free.

**Recommended Proficiencies:** Sorcerers should buy Elemental Resistance, Mastery, Mental Warmth, and Spellcraft (from the *Player's Handbook*) as level progression allows.

**Benefits:** Sorcerers cast wizard spells. Like specialist wizards, sorcerers can memorize 1 extra spell per spell level, if the extra spell is from the list of sorcerer spells or the school of Conjunction/Summoning. In effect, sorcerers are specialist wizards, and have the other specialist benefits listed in the *Player's Handbook*. The sorcerer has access to special sorcerer proficiencies, in addition to the Wizard and General proficiency groups.

**Disadvantages:** Like any specialist wizard, sorcerers can't learn or memorize spells from certain schools of magic, as indicated under Barred Schools above.

### Elemental Resistance

**Slots: 2; Ability: Constitution; Modifier: 0**

Sorcerers constantly call upon the elements for offense and defense, and through constant exposure, have become somewhat hardened to their effects. On a successful check, the sorcerer takes only half damage from any spell using *fire*, *heat*, *cold*, *ice*, or *wind*. Further, if the attack allows a saving throw for half damage, a successful elemental resistance check means the sorcerer takes only one-quarter damage. For example, a sorcerer who fails the saving throw but makes the check still takes only half damage from a *fireball* spell.

## Mastery

**Slots: 2; Ability: Charisma; Modifier: -3**

The sorcerer can magnify the effect of a sorcery spell. The sorcerer must be stationary the round of casting to exert mastery. After casting a spell, the sorcerer attempts a Mastery check. On a successful check, a sorcerer rolls for the effect of the spell twice, taking the better of the two rolls. For example, if 6d6 dice of damage are called for, a sorcerer who successfully exerts mastery rolls 6d6 twice and takes the best result. Each day, the sorcerer can successfully use this ability a number of times equal to his or her level.

## Mental Warmth

**Slots: 2; Ability: Charisma; Modifier: Special**

By mentally tracing the secret runes of conception, the sorcerer can try to regain a cast Sorcery spell without 8 hours of restful sleep. Within the same day a spell has been cast, the sorcerer can spend 1 round using this proficiency in an effort to regain it. The check is negatively modified by the level of spell to be remembered (for example, a 2nd-level spell has a -2 modifier). On a successful check, the sorcerer can remember the chosen spell of the appropriate level without resting. This proficiency will not restore spells that exhaust the caster for a specific period of time. Each day, the sorcerer can successfully use this ability a number of times equal to half his level, rounding up.

## Spellcraft

**Slots: 1; Ability: Intelligence; Modifier: -2**

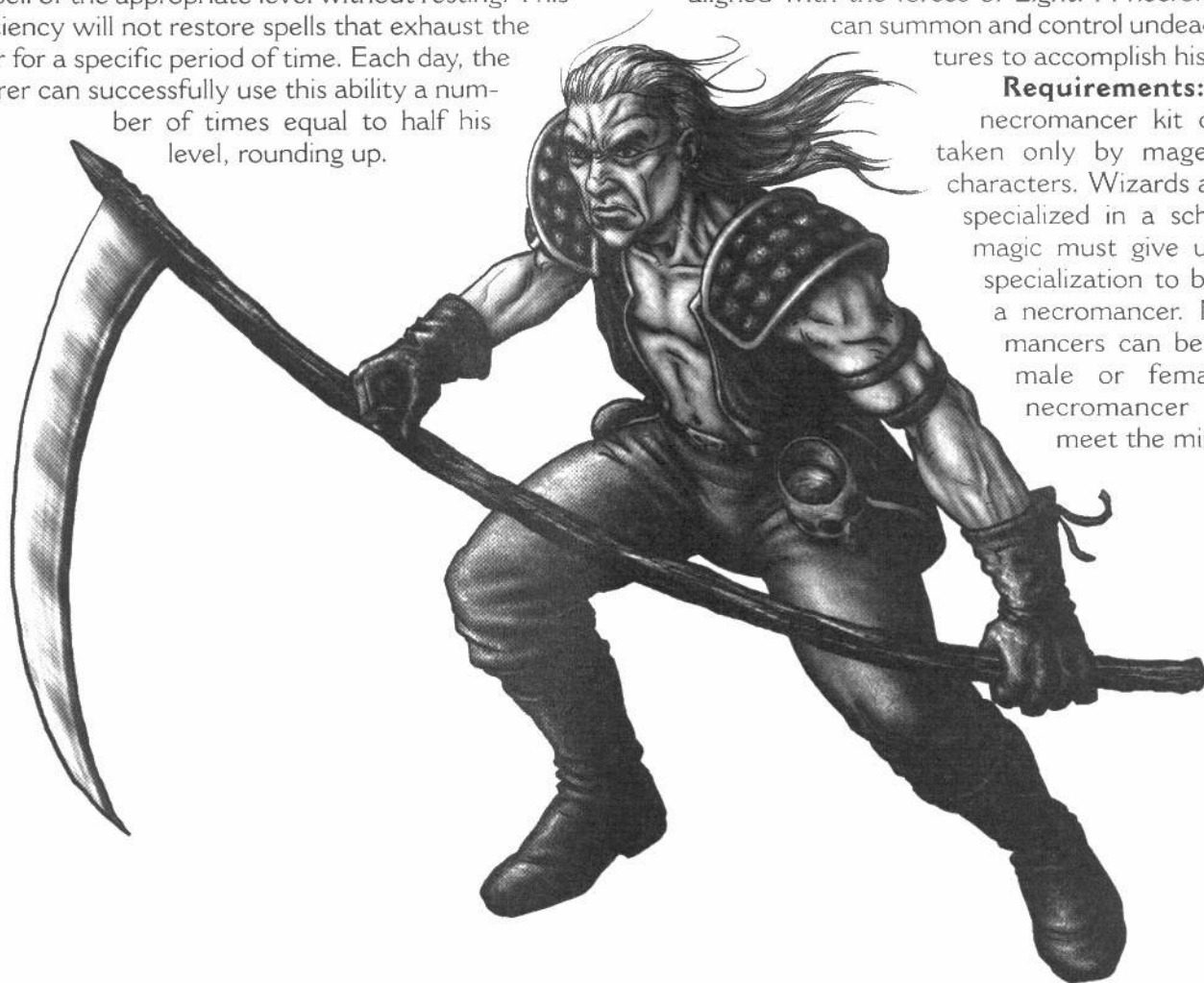
This proficiency gives the character familiarity with the forms and rites of spellcasting. Observing and overhearing spellcasting (or examining material components) allows a chance to identify the spell being cast. A successful proficiency check identifies the spell. Specialist wizards have a +3 bonus to identify magic of their school. Since the opposing spellcaster must be observed until the very instant of casting, this proficiency grants no advantage against combat spells. The proficiency is useful for identifying spells that otherwise have no visible effect.

The character has a chance (half normal, rounded down) to recognize magical or magically endowed constructs for what they are.

## NECROMANCER

Originating in the steamy recesses of the southern swamps, the necromancer's spells utilize the powers of death. His is the power of nightmares, though he is aligned with the forces of Light. A necromancer can summon and control undead creatures to accomplish his will.

**Requirements:** The necromancer kit can be taken only by mage class characters. Wizards already specialized in a school of magic must give up that specialization to become a necromancer. Necromancers can be either male or female. A necromancer must meet the minimum





requirements for the mage class, and have a Constitution score of at least 12. A necromancer advances in level on the Wizard Experience Levels table in the *Player's Handbook*. The necromancer has the general skills and access to spells as a standard mage, except as specifically noted otherwise.

*Special Note:* AD&D wizards specialized in the Necromancy school do not automatically receive the benefits of this kit, although they might be allowed to learn its new spells and proficiencies without penalty if the DM allows.

**Preferred Schools:** Necromancy (see DIABLO spells) and the spells of Necromancy and Conjurati-on/Summoning (from the *Player's Handbook*).

**Barred Schools:** Sorcery, Illusion/Phantasm, Enchantment/Charm.

**Spell Selection:** The necromancer begins the game with *read magic*, *detect magic*, and five other spells, at least one of which must be a 1st-level necromancer spell.

**Secondary Skills:** If secondary skills are used in the campaign, necromancers have the Scribe skill.

**Bonus Proficiencies:** Necromancers gain Recharge for free.

**Recommended Proficiencies:** Necromancers should buy Bone Armor, Night Eyes, Poison Use, and Spellcraft (from the *Player's Handbook*) as level progression allows.

**Benefits:** Necromancers cast wizard spells. Like specialist wizards, necromancers can memorize 1 extra spell per spell level, if the extra spell is from the list of necromancer spells or the school of Necromancy. In effect, necromancers are specialist wizards, and have the other specialist benefits listed in the *Player's Handbook*. Also, a necromancer is skilled in poison use. The Poison Lore proficiency allows a necromancer to handle poisons safely (without the usual 5% chance to accidentally affect himself). The necromancer has access to special necromancer proficiencies, in addition to the Wizard and General proficiency groups.

**Disadvantages:** Like any specialist wizard, necromancers can't memorize spells from certain schools of magic, as indicated under Barred Schools above.

## Bone Armor

**Slots: 1; Ability: Intelligence; Modifier: Special**

The bones of the dead serve the necromancer in many ways. With proper skill, carefully selected bones can be crafted into necromantic armor. For every two human-sized skeletons gathered from a graveyard or old battlefield, the necromancer has the materials to create a set of bone armor. If the necromancer then spends a day crafting the bones, a successful check indicates the creation of a set of bone armor of base AC 9. Each level achieved by the necromancer improves the base armor by 1, to a maximum base value of AC 0 at 10th level. Also, for each 2-point negative modifier to the check, the necromancer can improve the armor by 1 point. Thus, a 6th-level necromancer taking a -6 modifier can create a set of bone armor with AC 1. Failure ruins the materials, and the necromancer must start again.

Unlike standard armor, bone armor is extremely light, and can be worn by necromancers who are familiar with its construction (skirting the no-armor rule for wizard classes). It counts as magical armor for all purposes.

The armor lasts for one week and then falls to dust. (At the DM's option, other character classes can also wear this bone armor, though natural repugnance can preclude other classes finding this an attractive option.)

## Night Eyes

**Slots: 1; Ability: Constitution; Modifier: -3**

Necromancers are friends of the darkness, and know that what can't be seen straight on is often visible on the periphery of vision. On a successful check, necromancers can operate in all but complete darkness, as if having infravision to a distance of 60 feet. A successful check allows a necromancer to use dim vision for 6 hours. Failure means the necromancer must spend 1 hour resting his eyes before trying again.

## Recharge (Free)

**Slots: 1; Ability: Intelligence; Modifier: -4**

Tuned to the flows of magic, the caster can utilize the energy of any memorized 1st-level spell to renew the charges of any charged item. On a successful check, the item regains full charges. The item's charge capacity is reduced by 10% of the original value every time this ability is used. Thus, an item with 50 charges maximum can be recharged to 45 charges, then 40, and so (round fractions down). On an unsuccessful check, no new charges are added to the item, but its charge capacity is still reduced. Recharging is exhausting, and can be undertaken only once per day.

## Poison Use

**Slots: 2; Ability: Constitution; Modifier: -4**

This proficiency allows the necromancer to identify poisonous materials and concoct poisons. The poison created coats a weapon, and inflicts 1d6 points of damage per level of the necromancer, to a maximum of 10d6 (save vs. poison for half). Applying the poison to a weapon requires 1 round; it remains active for 5 rounds, after which another dose can be applied.

*Creating Poisons:* Each day spent gathering herbs, fungi, and less savory ingredients from wild or dungeon environments allows the necromancer to mix one dose of poison. A maximum of one dose per level (round up) can be mixed at the same time. A successful poison use check is required; failure wastes the time and materials. Unused poison loses its efficacy after 1 day. The necromancer can try to extend the life of the poison. For each -1 penalty taken on the proficiency check, the poison lasts an additional day. Weaker poisons can be mixed: Each 1d6 weaker than the necromancer's

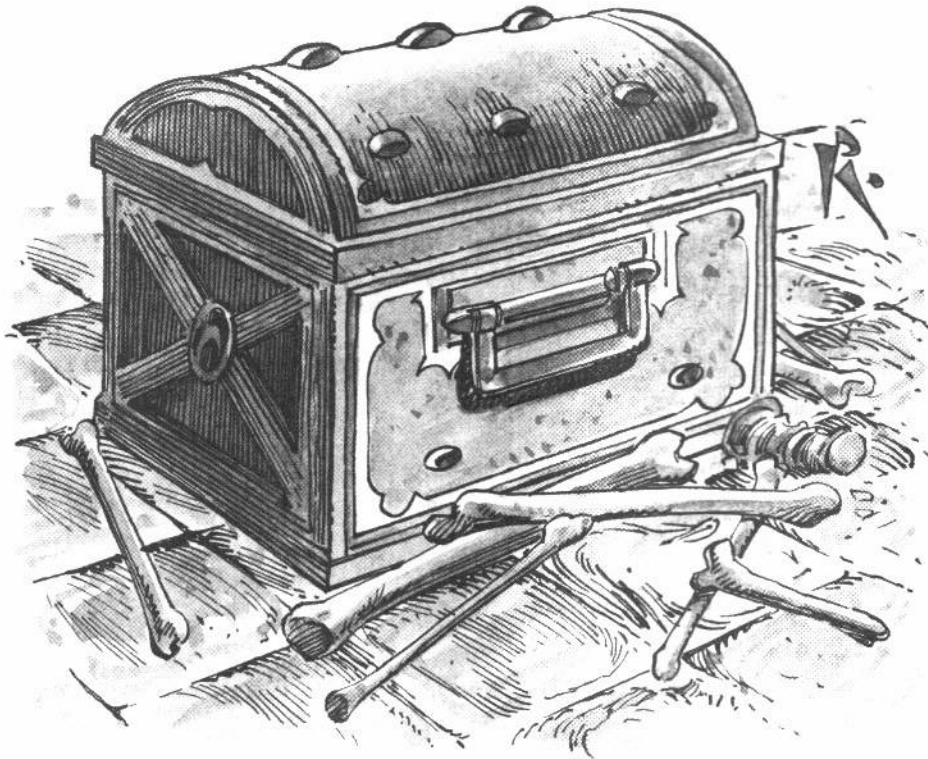
maximum reduces the ability modifier penalty by 1 point (to a minimum of 0).

## Spellcraft

**Slots: 1; Ability: Intelligence; Modifier: -2**

This proficiency gives the character familiarity with the forms and rites of spellcasting. Observing and overhearing spellcasting (or examining material components) allows a chance to identify the spell being cast. A successful proficiency check identifies the spell. Specialist wizards have a +3 bonus to identify magic of their school. Since the opposing spellcaster must be observed until the very instant of casting, this proficiency grants no advantage against combat spells. The proficiency is useful, for identifying spells that otherwise have no visible effect.

The character has a chance (half normal, rounded down) to recognize magical or magically endowed constructs for what they are.



## CHAPTER TWO⊕: DIABLO⊕ SPELLS

The spells in this section are listed in alphabetical order. Each spell contains an information-rich header. The header reveals which type of caster has access to the spell and the spell's level (see abbreviations). It identifies the spell's school or sphere of magic of the spell (where both apply, school precedes sphere, separated by a slash).

*Range* is the maximum distance from the caster the spell effect can be created.

*Duration* is how long the magical lasts; spells with a duration of "instantaneous" are flash effects that might leave nonmagical permanent results (such as damage or healing) behind.

*Area of effect* is how much room the effect covers, which might as little as one creature, or a great area determined by the spell caster. If 10-foot "cubes" are specified, the caster can arrange these in a square or rectangular pattern as desired.

Spell level is not the same thing as caster level or character level. **Spell level** is a measure of spell power. **Character level** is a measure of character power. **Caster level** is a measure of spellcasting ability. It is the same number as character level if the character is a wizard or priest; otherwise, it may be less.

The type of caster who has access to the spell is abbreviated as follows: *sorcerer* (S), *necromancer* (N), *wizard* (W), *Order of the Arrow* (OA), and *Order of the Light* (OL).

**Optional: Priest Spells.** The DIABLO game does not have a priest class. At the DM's discretion, some

### Crossover Spells

For the curious, some spells are common to both games. The AD&D names are used here. If a DIABLO spell name duplicates an AD&D spell name but has a much different effect, a new name (\*) has been created for AD&D use.

#### DIABLO Name

*Chain Lightning*  
*Confuse*  
*Enchant*  
*Fire Wall*  
*Fireball*  
*Ice Storm*  
*Identify*  
*Lightning*  
*Protection from*  
*Normal Missiles*  
*Sentinel*  
*Telekinesis*  
*Teleport*

#### AD&D Name

*Chain Lightning*  
*Confusion*  
*Enchant Weapon*  
*Wall of Fire*  
*Fireball*  
*Ice Maelstrom\**  
*Identify Item*  
*Lightning Bolt*  
*Protection from*  
*Normal Missiles*  
*True Seeing*  
*Telekinetic Hand*  
*Dimension Door*

Order of Light and Necromancer specialty spells might be made available to AD&D priests. These are noted in the spell lists by the letter "P" (for "Priest"). Of the new material, good and neutral priests have access only to some of the Order of Light spells; evil priests have access only to some of the Necromancer spells. The word "paladin" or "necromancer" in the spell descriptions includes such priests as well, as appropriate.

Unless noted otherwise (for example, "this spell requires 1 hour to cast," and so on), assume all casting times are equal to the spell's level. If two spell levels are listed (as in the case of a spell available to more than one character class), use the *lowest* spell level listed for the casting time. Also, unless noted otherwise in the body of the spell, spells listed here require only verbal and somatic components.

As a final note, a few DIABLO spells, including *lightning bolt*, *chain lightning*, *fire wall*, and a few others, are so similar to standard AD&D spells of the same (or similar) name that the AD&D descriptions are reproduced at left.

### SPELL DESCRIPTIONS

#### Amplify Damage (N1, P3)

Necromancy/Necromancy, Combat

Range: 10 ft./level Area of Effect: 1 creature

Duration: 1 rd./level Saving Throw: Negates

A target creature that fails its saving throw vs. spell is cursed. Dim energies sheathe the creature, causing it to suffer an additional +1d6 damage from any melee attack that hits it.

#### Apocalypse (S9, W9) Sorcery, Evocation

Range: 120 ft. Area of Effect: 28 10-ft. cubes

Duration: Instantaneous Saving Throw: ½

Hellfire burns in a massive contiguous area specified by the caster (for example, a 40 × 70-foot area, 10 feet high). If cast into a confined area, such as a room that is smaller than the area of effect, the apocalypse conforms to that area. Each creature in the area of effect takes 1d6 points of damage per caster level to a maximum of 20d6. A saving throw vs. spell is allowed for half damage.

#### Attract (N4, P4)

Necromancy/Necromancy, Charm

Range: 90 ft. Area of Effect: 1 creature

Duration: 1 rd./level Saving Throw: Negates

A creature failing its saving throw vs. spell is cursed with a 30-foot *zone of attraction*. All undead and

## SPELL LISTS BY CLASS AND LEVEL

### Amazon

#### (Order of the Arrow)

Charged Arrow (OA1)  
 Fire Arrow (OA1)  
 Inner Sight (OA1)  
 Magic Arrow (OA1)  
 Poison Arrow (OA2)  
 Power Strike (OA2)  
 Cold Arrow (OA2)  
 Caustic Arrow (OA3)  
 Exploding Arrow (OA3)  
 Protection from Normal Missiles (OA3)  
 Guided Arrow (OA4)  
 Impale (OA4)  
 Plague Arrow (OA4)  
 Fist of Fury (OA5)  
 Valkyrie (OA5)  
 Lightning Fury (OA6)  
 Lightning Strike (OA6)

### Paladin

#### (Order of Light)

Bestow (OL1)  
 Blessed Hammer (OL1)  
 Holy Shield (OL1)  
 Shepherd (OL1, P3)  
 Holy Bolt (OL2, P3)  
 Sacrifice (OL2, P4)  
 Vengeance (OL2)  
 Bless Weapon (OL3, P5)  
 Consecrated Bolt (OL3, P4)  
 Lesser Aura (OL3, P4)  
 Glorious Light (OL4, P6)  
 Redemption (OL4, P5)  
 Aura, Greater (OL5, P6)  
 Consecrate Weapon (OL5, P6)  
 Conversion (OL6)  
 Heavenly Fist (OL6)  
 True Seeing (OL6, P5)

### Necromancer

Amplify Damage (N1, P1)  
 Bone Orb (N1, P3)  
 Familiar (N1, P1)  
 Identify (N1, S1, W1)  
 Reanimate (N1, P2)  
 Teeth (N1, P1)  
 Berserk (N2, W2)  
 Clay Golem (N2, P3)  
 Corpse Explosion (N2, P2)  
 Dim Vision (N2, P2)  
 Poison Inferno (N2, P2)  
 Weaken (N2, P2)  
 Blood Golem (N3, P3)  
 Bone Wall (N3, P4)  
 Create Zombies (N3, P3)  
 Iron Maiden (N3)  
 Phasing (N3, S3, W3)  
 Rebuke Dead (N3)  
 Taint (N3, P3)  
 Attract (N4, P4)  
 Bone Spear (N4, P4)  
 Confusion (N4, S4)  
 Dimension Door (S4, N4, W4)  
 Homunculus (N4, W4)  
 Lower Resistance (N4, P5)  
 Reverse Vampire (N4, P4)  
 Warp (N4, S4, W4)  
 Bone Prison (N5, P5)  
 Decrepify (N5, P5)  
 Mind Control (N5)  
 Summon Undead (N5, P5)  
 Town Portal (N5, S5, W5)  
 Bone Spirit (N6, P6)  
 Dismiss Undead (N6)  
 Guardian (N6, S6, W6)  
 Bone Golem (N7, P7)  
 Death Curse (N7)  
 Revive (N7, P7)  
 Iron Golem (N7, P7)  
 Poison Nova (N8, P7)  
 Death Wave (N9)

### Sorcerer

Charged Bolt (S1, W1)  
 Fire Bolt (S1, W1)  
 Frost (S1, W1)  
 Frozen Armor (S1, W1)  
 Ice Bolt (S1, W1)  
 Identify Item (S1, N1, W1)  
 Frost Nova (S2, W2)  
 Ice Blast (S2, W2)  
 Inferno (S2, W2)  
 Static Field (S2, W2)  
 Blaze (S3, W3)  
 Fireball (S3, W3)  
 Lightning Bolt (S3, W3)  
 Nova (S3, W3)  
 Phasing (S3, N3, W3)  
 Shivers (S3, W3)  
 Confusion (N4, S4)  
 Dimension Door (S4, N4, W4)  
 Enchant (S4, W4)  
 Enchanted Weapon (S4, W4)  
 Energy Shield (S4, W4)  
 Flame Wave (S4, W4)  
 Glacial Spike (S4, W4)  
 Lightning Wall (S4, W4)  
 Wall of Fire (S4, W4)  
 Warp (S4, N4, W4)  
 Flash (S5, W5)  
 Immolation (S5, W5)  
 Meteor (S5, W5)  
 Telekinetic Hand (S3, W3)  
 Town Portal (S5, N5, W5)  
 Blood Star (S6, W6)  
 Chain Lightning (S6, W6)  
 Elemental (S6, W6)  
 Guardian (S6, N6, W6)  
 Golem (S7, W7)  
 Stone Curse (S7, W7)  
 Thunder Storm (S7, W7)  
 Hydra (S8, W8)  
 Ice Maelstrom (S8, W8)  
 Apocalypse (S9, W9)

demonic creatures within 30 feet, including those later moving into this area, must make a successful saving throw vs. spell or be affected. Affected undead and demons consider the cursed creature as their foe of choice until the spell duration elapses or the cursed creature is killed. Any making their first saving throw against the zone aren't be attracted by the spell at all, even if they leave the zone and later and return to it.

**Berserk (N2, W2) Sorcery, Enchantment**  
 Range: 10 ft./level Area of Effect: 1 creature  
 Duration: 1 rd./level Saving Throw: Negates

A creature failing a saving throw vs. spell explodes into murderous fury, attacking allies, using its most effective melee attacks. If the foe has no allies, it attacks against the nearest creature. The spell lasts for 1 round per level, to a maximum duration of 10 rounds.

**Bestow** (OLI) Healing

Range: Touch Area of Effect: 1 creature  
 Duration: Instantaneous Saving Throw: None

When this spell is cast, the paladin heals himself or another living creature of a number of points of damage equal to twice the paladin's spellcaster level.

**Blaze** (S3, W3) Sorcery, Evocation

Range: 0 Area of Effect: 20 ft. long/level  
 Duration: 1 turn/level Saving Throw: None

A two-dimensional vertical sheet of fire, 5 feet high, trails behind the caster. A caster moving on the ground or similar surface creates an ever-lengthening sheet of flame that traces his path. The thin wall remains until the duration expires or the effect is dispelled. Passing through the wall of fire inflicts 1 points of damage per caster level (save vs. spell for half). Linger within the wall inflicts double damage.

**Bless Weapon**

(OL3, P4) Combat

Range: Touch  
 Area of Effect:  
 1 weapon

Duration: 2d6 rds.  
 Saving Throw: None

The paladin can cast this spell on any melee weapon. While the duration lasts, the blessed weapon shines with a dim blue light, and receives a +1 bonus to hit and a +1 bonus to damage. The blessed bonus stacks with other magical bonuses, if any.

**Blessed Hammer** (OL 1) Combat

Range: Touch Area of Effect: 1 weapon  
 Duration: Instantaneous Saving Throw: None

The paladin forms of hammer of holy energy, and hurls it at a foe, at the paladin's base THAC0 adjusted for Dexterity. On a successful hit, the hammer inflicts 1d4+1 points of damage, +1d6 against undead creatures. For each 2 spellcasting levels (at 3rd, 5th, and so on), the paladin can cause an additional 1d4 points of damage (1d6 against undead) to a maximum of 5d4 at 9th level.

**Blood Golem** (N3, P3)

Necromancy/Necromancy, Guardian, Summoning  
 Range: 10 ft. Area of Effect: Makes 1 golem  
 Duration: 10 rds. Saving Throw: None

The caster targets a corpse within range that has been vanquished no longer than one hour past. The corpse arises as a blood golem for 10 rounds, during which time it attacks like a ghoul (see *DIABLO Monsters, Zombie*). Each hit by the blood golem on a living foe requires a saving throw vs. spell. Failure means a gout of the foe's blood (1d4 points of damage) joins the blood golem. The blood golem gains an equal number of hit points. The blood golem collapses into a corpse again when the duration elapses, regardless of how many hit points it has.

**Blood Star** (S6, W6)

Sorcery, Necromancy,  
 Conjunction

Range:  
 60 ft. + 10 ft./level  
 Area of Effect:

1 creature  
 Duration:  
 Instantaneous  
 Saving Throw: ½

A sphere of deadly magic leaps from the sorcerer's hands, dealing 2d4 points of damage per caster level to the chosen creature (save vs. spell for half).

**Bone Golem**

(N7, P7) Necromancy/Necromancy,  
 Guardian, Summoning

Range: 90 ft. Area of Effect: 1 bone golem  
 Duration: 20 rds. Saving Throw: None

The caster summons a 14 Hit Dice bone golem (see *MONSTROUS MANUAL™*) to a location of the caster's choice anywhere within range. The golem attacks the caster's enemies until ordered to cease, the duration expires, or the golem is slain. The caster can also give the golem simple commands, including guard, follow, tote, or scout.

**Bone Orb** (N1, P3)

Necromancy/Necromancy, Summoning, Combat  
 Range: 0 Area of Effect: The caster  
 Duration: 1 turn/level Saving Throw: None

Bones coalesce into an interlocking bone sphere, which orbits around the caster. The bone satellite

absorbs the first 5 points of damage taken by the caster, before collapsing into dust. Every 2 levels beyond 1st achieved by the caster allow the creation of an additional *bone orb*, which all work together to protect the caster. A caster can be protected by a maximum of 5 *bone orb*.

### **Bone Prison** (N5, P5)

Necromancy/Necromancy, Summoning  
Range: 10 ft./level Area of Effect: 1 creature  
Duration: Permanent Saving Throw: None

An opaque wall of bones springs up around the creature. The *bone prison* is 12 feet high, and up to 10 feet in radius (creatures of size H or larger are not caught in the prison, but take 3d8 points of damage, plus 1 point per caster level). The *bone prison* can withstand up to 100 points of damage, plus 20 additional points per level of the caster of damage before collapsing.

### **Bone Spear** (N4, P4)

Necromancy/Necromancy, Combat  
Range: 30 ft. +10 ft./level  
Area of Effect: 1 to 6 creatures  
Duration: Instantaneous  
Saving Throw: None

Bone spears fly from the caster toward the chosen foes within range, striking for 1d6 points of damage, plus 1 point per caster level, to a maximum of 1d6+20. The bone spears affect any creature vulnerable to physical, nonmagical damage. Only one spear attacks each creature; unused spears are wasted.

### **Bone Spirit** (N6, P6)

Necromancy/Necromancy, Combat  
Range: 30 ft. + 10 ft./level Area of Effect: 1 to 6 creatures  
Duration: Instantaneous Saving Throw: ½

One or more bone spears possessed by undead spirits fly from the caster toward enemies in range, inflicting magical damage equal to ½ the creature's current hit point total (save vs. spell for half). Only one spear attacks each creature; unused spears are wasted.

### **Bone Wall** (N3, P4)

Necromancy/Necromancy, Summoning  
Range: 10 ft./level Area of Effect: Special  
Duration: 1 rd./level Saving Throw: None

An opaque wall of bones 10 feet high, 6 inches thick, and up to 5 feet long per level of the caster appears anywhere in range chosen by the caster. The wall does not appear in a space occupied by creatures or objects; these will be on one side of the wall or the other, as determined by the DM. The wall has hit points equal to 1d10 per level of the caster, to a maximum of 10d10 hit points. The entire wall crumples to dust when it has taken this amount of damage or when the spell duration expires.

### **Caustic Arrow** (OA3) Conjunction/Summoning

Range: Touch Area of Effect: 1 arrow  
Duration: Special Saving Throw: None

The amazon enchants and fires an arrow in the same round at her normal chances to hit. It deals 2d4 points of acid damage to the chosen creature. For every 3 additional levels of the caster's spell ability (8th, 11th, 14th, 17th) the acid burns for an additional round, inflicting 2d4 more points of damage, to a maximum total of 10d4 points of damage at 17th level. The arrow cannot be reused. The amazon can fire only one arrow in the round of the attack.

### **Chain Lightning** (S6, W6) Sorcery, Evocation

Range: 40 yds. + 5 yds./level Area of Effect: Special  
Duration: Instantaneous Saving Throw: ½

This spell creates a stroke of lightning, starting from the caster's fingertips. It strikes the first target, then arcs to other targets in turn until its energy is used up. The first strike deals 12d6 points of electrical damage. The bolt then arcs to the next nearest target in range that it has not struck yet; if none exists, the spell ends. Each arc reduces the strength of the bolt by 1d6, thus it can arc 12 times, for 12d6, 11d6, 10d6, etc. Each creature struck receives a saving throw for half damage. The bolt continues until it has struck the appropriate number of targets, until it strikes an object that grounds it (such as interconnecting iron bars of a large cell or cage or a large pool of liquid), or until there are no more targets to strike. Creatures immune to lightning can be struck, though they take no damage. (It is possible for the lightning to arc back to the caster.)

### **Charged Arrow** (OA1) Conjunction/Summoning

Range: Touch Area of Effect: 1 arrow  
Duration: 2 rds. Saving Throw: None

The amazon enchants and fires an arrow in the same round at her normal chances to hit. The arrow deals 1d6 points of damage, but has a 50% chance to deal 1d6 additional points of damage the next round by channeling an electric current into the foe. The base damage and subsequent damage increases by 1d6 points of damage every 3rd spellcaster level (at 4th, 7th, and 10th) to a maximum of 4d6 electrical damage at 10th level. The arrow cannot be reused. The amazon can fire only one arrow in the round of the attack.

### **Charged Bolt** (S1, W1) Sorcery, Evocation

Range: 0  
Area of Effect: Up to 3 creatures in a 20 ft. × 20 ft. area  
Duration: Instantaneous Saving Throw: ½

The caster discharges 3 small, crackling knots of electrical energy that disperse into the 20-foot × 20-foot area directly in front of the caster. Each knot discharges as a *charged bolt* into a randomly selected creature in the

area. Each bolt inflicts 1d6 points of damage per level of the caster, to a maximum of 5d6 points (save vs. spell for half damage). A creature will not be hit by more than one bolt; any extra bolts that would randomly hit the same creature dissipate harmlessly instead. Creatures immune to lightning might be hit, but take no damage.

### Clay Golem (N2, P3)

Necromancy/Necromancy, Guardian, Summoning  
Range: 60 ft. Area of Effect: 1 clay golem  
Duration: 10 rds. Saving Throw: None

The caster calls up a creature of clay from loose earth on which blood has been spilled anytime in the last 24 hours. Within this limit, the golem appears in the location of the caster's choice within range. The clay golem does not check morale. The golem attacks the caster's enemies until ordered to cease, the duration expires, or the golem is slain. The caster can also give the golem simple commands, including guard, follow, tote, or scout.  
*Clay golem:* AC 4; MV 6; HD 3; THAC0 17; #AT 1; Dmg 2d4; SD Immune to poison and mind-affecting spells; SZ M; XP 175.

### Cold Arrow (OA2)

Conjuration/  
Summoning  
Range: Touch  
Area of Effect:  
1 arrow

Duration: 1–2 rds. Saving Throw: None

The amazon enchants and fires an arrow in the same round at her normal chances to hit. The arrow deals 1d6+1 points of normal damage and an additional 1d6+1 points of icy damage. At each 3rd level of caster ability starting at 6th, the creature takes an additional 1d6+1 points of damage, with a maximum of 5d6+5 at 15th level. The arrow cannot be reused. The amazon can fire only this one arrow in the round of the attack.

### Confusion (N4, S4) (Enchantment/ Charm)

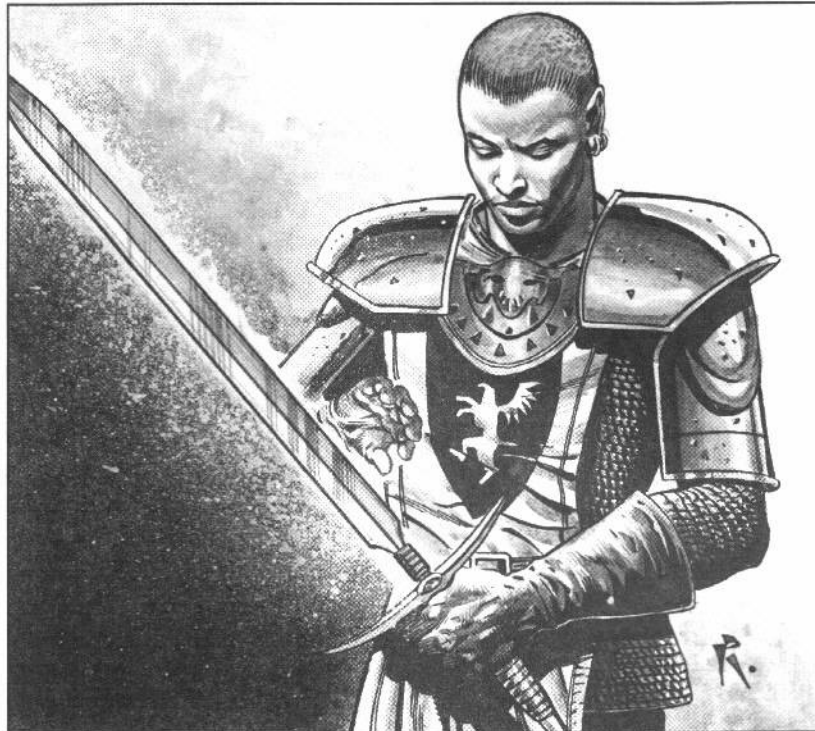
Range: 120 yds. Area of Effect: Up to 60-ft. cube  
Duration: 2 rds. + 1 rd./level Saving Throw: Neg.

This spell confuses creatures in the area, affecting 1d4 creatures, plus 1 creature per level. The creatures save vs. spell at a –2 penalty, adjusted for Wisdom.

Those that fail react as follows according to the Confusion Table. Wandering creatures move as far from the caster as possible, according to their most typical mode of movement. Saving throws and actions are checked at the beginning of each round. A confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

### Confusion Table

1d10	Action
1	Wander away (unless prevented) for duration of spell
2–6	Stand confused for one round (then roll again)
7–9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)



### Consecrate Weapon (OL5, P6)

Combat  
Range: Touch  
Area of Effect:  
1 weapon  
Duration: 2d6 rds.  
Saving Throw: None

The paladin can cast this spell on any melee weapon. While the duration lasts, the blessed weapon shines with a dim blue light, and receives a +3 bonus to hit and a +3 bonus to damage. The consecration bonus stacks with other magical bonuses, if any.

**Consecrated Bolt** (OL3, P4) Creation, Combat  
Range: 120 ft. Area of Effect: 1 creature  
Duration: Instantaneous Saving Throw: None

The paladin calls forth a consecrated bolt of energy that inflicts 1d6 points of damage per caster level against one demonic creature or 2d6 points of damage per level against one undead creature. The *consecrated bolt* allows no saving throw, nor can demons or undead apply magic resistance against it. Other creatures are unaffected by the attack.

### Conversion (OL6) Charm

Range: 30 ft. Area of Effect: 1 demon or undead  
Duration: Instantaneous Saving Throw: Negates

The paladin chooses one demonic or undead entity in range, and calls down the glory and beauty of the Light.

The chosen creature must make a saving throw vs. spell at -4 or be converted! Converted demons and undead swear allegiance to Heaven, forswearing Hell. The converted demon or undead will fight for the paladin for a maximum of 8 hours. If still alive at the end of this time, the converted entity leaves, seeking peace from conflict in order to come to grips with its new peace of mind.

### Corpse Explosion (N2, P3)

Necromancy, Evocation/Necromantic, Combat  
 Range: 120 ft. Area of Effect: 1 corpse  
 Duration: Instantaneous Saving Throw: ½

The caster targets any single corpse in range, which explodes! The explosion inflicts 1d6 points of damage per caster level to all creatures in a 10-foot radius (save vs. spell for half damage), to a maximum of 6d6 points. Animated undead do not count as corpses until destroyed, and corpses that have been affected by this spell cannot be targeted by this spell again.



### Create Zombies (N3, P3)

Necromancy/Necromancy  
 Range: 30 ft.  
 Area of Effect: Special  
 Duration: Instantaneous  
 Saving Throw: None

Caster can necromantically invigorate dead bodies, bestowing them with unlife, creating zombies (see DIABLO Monsters). The previous levels or Hit Dice of the corpses are irrelevant; the caster can bestow one Hit Die of unlife on a corpse per caster level, creating one or more zombies. Thus, a 5th-level caster could create 1 ghoulish zombie (5 HD), or 5 base zombies (1 HD each), or some combination of zombie type that equals 5 Hit Dice. Created undead obey the caster's simple verbal commands, including follow, guard, or attack any creature. The caster cannot command more than 5 times his level in undead from those reanimated with multiple uses of this particular spell.

**Death Curse** (N7 Necromancy/Necromancy, Combat)  
 Range: 90 ft. Area of Effect: 1 creature

Duration: Instantaneous Saving Throw: Negates  
 A flux of necromantic energy kills one creature that fails its saving throw vs. death magic. If the spell is successful, the residual necromantic energy reanimates the corpse immediately as a blood lord (see DIABLO Monsters, Vampire) under the caster's control. A single caster may command the blood lord for 7 days, after which control lapses. Necromancers can then attempt to rebuke or otherwise take control of blood lord created in this fashion, at their option.

**Death Wave** (N9) Necromancy/Necromancy, Combat  
 Range: 0 Area of Effect: 20 ft. x 40 ft.

Duration: Instantaneous  
 Saving Throw: ½

The caster touches the ground, and from that spot a flickering crest of negative energy sweeps forward in a lethal wave, filling the area of effect. All living creatures within the area of effect are targeted (undead are immune). Those failing a saving throw vs. spell at a -3 penalty take 50% of their maximum hit points as damage, and must make another saving throw at a -3 penalty. If the second saving

throw is failed, victims take the remaining 50% of their maximum hit points, and so perish. Those who succeed the first saving throw only take 2d6 points of damage.

**Decrepify** (N5, P5) Necromancy/Necromancy, Combat  
 Range: 90 ft. Area of Effect: 1 creature  
 Duration: 2 rds./level Saving Throw: None

One living creature is automatically affected (no saving throw). The selected creature is cursed with a temporary glamour of extreme age, and functions in some ways as if *slowed*. The creature moves and attacks at half its normal rate (round down), suffers a -4 attack penalty, suffers a +4 AC penalty, and loses all Dexterity bonuses.



**Dim Vision** (N2, P2)

Necromancy/Necromancy, Combat  
 Range: 90 ft. Area of Effect: 1 creature  
 Duration: 3 rds./level Saving Throw: Negates

The selected creature is cursed with *dim vision* on a failed saving throw. The cursed creature's visual range shrinks to only 20 feet in radius even in bright light, even if the creature can normally see in the dark. Further, the creature has a -1 penalty to all attack rolls against foes within its range of vision.

**Dimension Door** (S4, N4, W4) Alteration

Range: 0 Area of Effect: The caster  
 Duration: Instantaneous Saving Throw: None

The caster instantly transfers himself up to 30 yards distance per level. The caster can take up to 500 pounds of nonliving matter, or half that amount of living matter as well. The caster always arrives at exactly the spot desired—whether by simply visualizing the area or by stating directions such as, “300 yards straight downward,” or, “upward to the northwest, 45 degree angle, 420 yards.” If the place is occupied by a solid body, the caster is trapped in the Astral Plane. If distances are stated and the spellcaster appears in midair, then falling and damage result unless further magical means are employed. Recovery from using a *dimension door* spell requires one round.

**Dismiss Undead** (N6)

Necromancy/Necromancy, Combat, Protection  
 Range: 0 Area of Effect: 60 ft. x 60 ft.  
 Duration: 5 rds./level Saving Throw: None

A more powerful version of *rebuke dead*, *dismiss undead* allows the necromancer to turn undead as a priest of the same level, using the Turning Undead table in the *Player's Handbook*. The necromancer can choose to turn or command affected undead as a good or evil priest. Commanded undead revert to prior affiliation when the duration lapses, while destroyed undead are gone permanently.

**Elemental** (S6, W6) Sorcery, Summoning, Evocation

Range: 0  
 Area of Effect: 20-ft radius around target creature  
 Duration: Instantaneous Saving Throw: ½

A fiery elemental appears directly in front of caster. Instantly, the elemental rushes the selected creature (any creature within normal visual range). The elemental can navigate simple walls and pits easily. At the end of the round, the elemental completes its charge; it runs headlong into the creature, whereupon it erupts in a fiery ball 20 feet in radius. This inflicts 1d6 points of fire damage per level of the caster to the all creatures in the area of effect (save vs. spell for half). Maximum damage for *elemental* is 20d6.

**Enchant** (S4, W4) Sorcery, Evocation, Alteration  
 Range: Touch Area of Effect: 1 weapon  
 Duration: 2 rds. + 1rd./level Saving Throw: None

The caster touches a normal or magical weapon or bolt, which ignites in flames. Besides providing light as a torch, the weapon is enchanted with a +1 bonus to hit and inflicts an additional 1d4 points of fire damage. For every 3 additional levels of the caster (10th, 13th, 16th, 19th) the bonus increases by an additional +1 to hit and +1d4 fire damage, to a maximum of +5/5d4 at 19th level.

**Enchanted Weapon** (S4, W4) Enchantment

Range: Touch Area of Effect: Weapon touched  
 Duration: 5 rds./level Saving Throw: None

This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon, with a +1 bonus to attack and damage rolls. The spell functions on existing magical weapons as long as the total combined bonus is +3 or less. Two small weapons (dagger or arrows) can be enchanted instead of one larger one, with arrows magical only for one firing. Otherwise, the enchantment remains for the spell duration.

**Energy Shield** (S5, W5)

Sorcery, Abjuration, Alteration  
 Range: 0 Area of Effect: The caster  
 Duration: Special Saving Throw: None

The caster synthesizes of nexus of magic and health, which hovers overhead in the form of a small golden globe. While *energy shield* lasts, the caster can choose to covert any uncast spell directly to hit points to negate damage at the instant the damage is taken (the caster cannot use this spell to heal damage in any other fashion). Uncast spells absorb 6 points of damage per level of the spell converted (that is, a 2nd-level spell can absorb up to 12 hp, a 3rd-level spell can absorb up to 18 hp, and so on). The caster can convert more than one spell to absorb incoming damage in the same round, or just enough to partially absorb incoming damage. If a converted spell provides more hit points than necessary to absorb damage, its remaining points are carried forward against future damage. Converted spells are lost as if cast. *Energy shield* lapses whenever the caster sleeps or rests to rememorize spells. Any unused healing when the spell ends is lost.

**Exploding Arrow** (OA3) Conjuraction/Summoning

Range: Touch Area of Effect: 1 arrow  
 Duration: 1 rd. Saving Throw: ½

The amazon enchants and fires an arrow in the same round at her normal chances to hit. The arrow is charged lethal energies that explode when the arrow

hits. The explosion inflicts damage on all creatures in a 15-foot radius of the point hit. The arrow automatically hits the area targeted by the amazon, if within bow range. The detonation inflicts 5d6 points of damage (save vs. spell for half). The base damage increases by 1d6 for every 2 additional caster levels achieved beyond 7th (at 9th, 11th, 13th, etc.), to a maximum of 10d6 at 19th level). The arrow cannot be reused. The amazon can fire only this one arrow in the round of the attack.

**Familiar** (NI, PI) Necromancy/Necromancy, Protection  
Range: 0 Area of Effect: The caster  
Duration: 4 rds./level Saving Throw: Special

The necromancer takes on semblance of an animate skeletal creature (dog, cat, rat, or similarly innocuous non-flying creature). While the duration lasts, the necromancer may move among undead and demonic monsters with little fear of reprisal; however, if the necromancer casts a spells or physically attacks another creature, *familiar* lapses immediately. Monsters with reason to be suspicious of the necromantic *familiar* (for example, those who see the caster take on the semblance) gain a saving throw with a +4 bonus. If the saving throw succeeds, the monster in question sees the necromancer for his true self, and may attack normally.

**Fire Arrow** (OAI) Conjunction/Summoning  
Range: Touch Area of Effect: 1 arrow  
Duration: 2 rds. Saving Throw: None

The amazon enchants and fires an arrow in the same round at her normal chances to hit. The arrow deals a standard 1d6 points of damage with a successful hit, but also has a 50% chance to deal 1d6 more points of fire damage in the next round. The base and fire damage both increase by 1d6 points for every 3 additional caster levels achieved (at 4th, 7th, and 10th) to a maximum of 4d6 points of fire damage at 10th level. The arrow cannot be reused. The amazon can fire only one arrow in the round of the attack.



**Fire Bolt** (S1, W1) Sorcery, Evocation  
Range: 90 ft. Area of Effect: 1 creature  
Duration: Instantaneous Saving Throw: ½

A small bolt of fire flies from the caster's fingertips to the creature in range, inflicting 1d6 points per level of fire damage (save vs. spell for half damage). Maximum damage for a *fire bolt* is 10d6 points of damage.

**Fire Wall**  
See *wall of fire*.

**Fireball** (S3, W3) Sorcery, Evocation  
Range: 10 yds. + 10 yds./level  
Area of Effect: 20-ft. radius  
Duration: Instantaneous Saving Throw: ½

A fireball is an explosive blast of flame that deals 1d6 points of damage per level of the spellcaster, up to 10d6 (save vs. spell for half damage) to each creature in the area of effect. Items in the possession of a creature that saves are unaffected; otherwise, any exposed item requires a successful saving throw vs. magical fire or is destroyed. The wizard points a finger and speaks the range at which the fireball is to burst. A streak flashes from the pointing digit and blossoms into the fireball. If the impacts a solid object before reaching the desired range, the *fireball* detonates immediately.

**Fist of Fury** (OA5) Conjunction/Summoning  
Range: 0 Area of Effect: 1 fist  
Duration: 1 rd./2 levels Saving Throw: None

The amazon summons a magical disembodied fist that takes up station around the amazon. The fist is spiritually linked with the amazon, and simultaneously launches the very same non-magical attacks at the amazon's enemies that the amazon herself launches. Thus, if the amazon fires 2 arrows at a specific target during 1 round, the fist also launches 2 arrows at the same target with the same THAC0 and damage.

The fist mimics magical attacks only if the amazon has the spell memorized twice, otherwise it does nothing in the round the amazon casts. If the amazon does have the spell memorized twice, the fist's magical attack erases the second spell from memory as if the amazon had cast it.

The fist fades away when the duration has elapsed, but is also subject to *dispel magic* or physical damage.

The fist has the following statistics: AC 2; MV as amazon; HD 8; hp 36; THAC0 as amazon; #AT as amazon; Dmg as amazon; Int non- (0); ML fearless (20); AL N; XP 650.

**Flame Wave** (S4, W4) Sorcery, Evocation  
Range: 0 Area of Effect: 20 ft. x 60 ft.  
Duration: Instantaneous Saving Throw: ½

The caster touches the ground, and from that spot a

blazing wall of fire sweeps forward, filling the area of effect. All creatures within the area of effect are targeted. Those that fail their saving throw suffer 1d8 points of damage per level of the caster (save vs. spell for half). Maximum damage for *flame wave* is 12d8 points of damage.

**Flash** (S5, W5) Sorcery, Evocation

Range: 0 Area of Effect: 5 ft. radius  
Duration: Instantaneous Saving Throw: ½

A ring of intense magical energy flares around the caster, inflicting 1d10+1 points of damage per level of the caster on all creatures within a 5-foot radius around the caster (save vs. spell for half). Maximum damage for *flash* is 15d10+15 points of damage.

**Frost** (S1, W1) Sorcery, Evocation

Range: 0 Area of Effect: 10-ft. radius  
Duration: 1 rd./level Saving Throw: Special

Solid ground in a 60-foot radius around the caster freezes over, except for a 15-foot diameter "eye" in the center of the effect, forming a slick blue-tinged surface. Any creature trying to move on the icy surface can choose to move carefully, moving and attacking at half their normal rate (creatures with one attack per round will attack every other round). Those choosing to move or attack normally must make a successful saving throw vs. spell each round or fall. Fallen creatures require 1 round to stand up, during which they cannot take any other action.

**Frost Nova** (S2, W2) Sorcery, Evocation

Range: 0 Area of Effect: Special  
Duration: Instantaneous Saving Throw: ½

An icy version of *nova*, this spell creates a ring of freezing vapors that forms 10 feet away from the caster in all directions and blasts outward to a radius of 20 feet. All creatures in the affected area take 1d4 points of cold damage per caster level (save vs. spell for half). Those who fail their saving throws also are paralyzed with cold for 1d4+1 rounds. The *frost nova* can inflict a maximum of 10d4 points of damage.

**Frozen Armor** (S1, W1) Sorcery, Evocation

Range: 0 Area of Effect: The caster  
Duration: 1 turn/level Saving Throw: None

Ice coalesces, forming a frigid iceball that orbits around the caster. The ice satellite absorbs the first 1 point of damage taken by the caster, before shattering. Every 2 levels beyond first level achieved by the caster allow the creation of an additional iceball, which all work together to protect the caster. A caster can be protected by a maximum of 10 iceballs.

**Glacial Spike** (S4, W4) Sorcery, Evocation

Range: 10 ft./level Area of Effect: 40-ft. radius  
Duration: Instantaneous Saving Throw: ½

A shard of ice is hurled to the area chosen by the caster within range, detonating in a frigid blast 20 feet in radius. While the spell is being cast, the caster determines if the spell is explosive or freezing.

If explosive, all creatures within the area of effect take 1d6 points of damage per level of the caster from icy shrapnel to a maximum of 14d6 (save vs. spell for half).

If freezing, each creature must save vs. spell or stand completely frozen for 6 rounds. Even on a successful save, they move as if slowed for 2 rounds, and take 3d6 points of damage from the cold.

**Glorious Light** (OL4, P6) All, Creation

Range: 0 Area of Effect: 10-ft. radius  
Duration: 1 hour Saving Throw: None

Pure light shines in the paladin's vicinity, allowing normal vision within the area of effect. Creatures of evil alignment must make a successful saving throw vs. spell to voluntarily enter the area of effect. Evil creatures in the area suffer a -2 penalty to attack rolls and saving throws, and also suffer 1 point of damage each round they remain in the light; this damage cannot be regenerated without magical aid.

**Golem** (S7, W7) Sorcery, Conjuraton/Summoning

Range: 60 ft. Area of Effect: 1 golem  
Duration: 10 rds. Saving Throw: None

The caster calls up a 14 Hit Dice clay golem (see the *MONSTROUS MANUAL*) from the earth. The golem appears in the location of the caster's choice within range. The golem attacks the caster's enemies until ordered to cease, the duration expires, or the golem is slain. The caster can also give the golem simple commands, including guard, follow, tote, or scout.

**Greater Aura** (OL5, P6) Combat, Protection

Range: 0 Area of Effect: 15-ft. radius  
Duration: 1 rd./level Saving Throw: None

When the paladin casts *greater aura*, a holy light shines down on the paladin and any allies in the area. The paladin chooses the effect of the aura at the time of casting. Unless noted otherwise, a beneficial aura affects each ally individually in the area of effect at the instant of casting. The effect generally lasts for the duration, but is subject to dispelling and similar countermeasures. An individual can benefit from only one aura at a time; further auras have no effect. The paladin receives no personal benefit from the aura and can take other actions, including spell-casting, while the aura lasts. Choices include:

*Blessed Aim:* The paladin's allies receive a +2 bonus to their attack rolls.

**Fanaticism:** Each ally gains 1 extra melee or missile attack per round.

**Holy Wind:** Each foe in the area affected is *slowed*.

**Holy Shock:** Each foe within 15 feet of the paladin is struck by an electrical *charged bolt* for 2d6 points of damage (save vs. spell for half). Every odd round (3rd, 5th, 7th, etc.) while the spell lasts, such a *charged bolt* strikes each foe in the area, including new foes entering the area.

**Sanctuary:** Creates a magical barrier at the radius of effect that undead cannot pass; others can pass it freely. The barrier is centered on and mobile with the paladin. The barrier is shattered if the paladin or an ally attacks an undead creature from the protection of the sanctuary.

**Stamina:** Each ally regenerates 1 hit point per round.

**Salvation:** Each ally ignores 40% of any fire, cold, or electrical damage received. This protection increases to 60% at 16th level of spellcasting ability and to 80% at 19th level.

### **Guardian** (S6, N6, W6)

Sorcery, Necromancy, Conjunction

Range: 30 ft.

Area of Effect:

Special

Duration: 6 rds.

Saving Throw:

Special

At the point designated within range, the semblance of three draconic heads burst from the floor. The heads each spew 1 *fire bolt* per round (as the spell of the same name) at caster's foes within 90 feet of the guardian, until 6 rounds have passed. Each *fire bolt* inflicts 1d6 points of fire damage per level of the caster (save vs. spell for half). Maximum damage for each *fire bolt* is 8d6 hp of damage. If no foes are in range, the *guardian* holds its fire, but the duration remains constant. The caster need not concentrate on the guardian while it remains present. When the duration elapses, the heads seemingly sink back into the earth.

If cast by a necromancer, skeletal draconic heads burst from the floor, spewing *charged bolts* instead of *fire bolts*.



### **Guided Arrow** (OA4) Conjunction/Summoning

Range: Touch

Area of Effect: 1 arrow

Duration: 1 rd.

Saving Throw: None

The amazon enchants and fires an arrow in the same round. The arrow accelerates toward a chosen target in range, automatically hitting (no saving throw is allowed). The arrow causes 1d6 more points of damage, due to its acceleration. This additional damage increases by 1d6 points for every additional caster level, to a maximum of 10d6 at 16th level. The arrow cannot be reused. The amazon can fire only one arrow in the round of the attack.

### **Heavenly Fist** (OL6) Summoning, Combat

Range: 0

Area of Effect: The caster

Duration: 2d6 rds.

Saving Throw: None

The power of Light fills the paladin, who thereafter receives a +7 bonus to attack rolls for the next 2d6 rounds. Each attack delivers standard damage, plus 1d6+6 additional points of damage to demonic and undead foes from the paladin's temporary heavenly aura.

### **Holy Bolt** (OL2, P3)

Creation, Combat

Range: 120 ft.

Area of Effect:

1 undead

Duration:

Instantaneous

Saving Throw: None

The paladin calls forth a holy bolt of energy that inflicts 1d4 points of damage per caster level against one undead creature. The bolt allows no saving throw, nor can undead apply magic resistance against it. The bolt affects only undead creatures.

### **Holy Shield** (OL1) Combat

Range: Touch

Area of Effect: 1 shield

Duration: 2 rds.+1 rd./level

Saving Throw: None

The paladin summons a physical shield from heaven. The shield acts as a medium *shield +1* or gives a +1 bonus to a shield already in use. In addition, it absorbs up to 1d4+1 points of damage per round from direct melee attacks that would damage the paladin.

**Homunculus** (N4, W4) Necromancy, Conjunction  
Range: 0 Area of Effect: 1 homunculus  
Duration: Special Saving Throw: None

This spell requires 1 hour to cast and the sacrifice of 1d4 hit points (the caster's own blood and life force). At the end of casting, the fusion of blood and magic births a sinister miniature of the caster. The homunculus stands only 1½ feet tall, sports tiny wings allowing it to fly (MV fly 18 (B)), has 6 Hit Dice and 20 hp, and does not heal naturally. The homunculus follows the caster about, and is never willingly separated; if the caster and homunculus are ever separated by more than 1 mile, the homunculus dissipates. The caster cannot have more than 1 homunculus at a time.

The caster cannot magically or naturally heal the 1d4 points given to create the homunculus while it exists; however, the caster can choose to draw on the hit points of the homunculus to heal himself. A caster taking no other action in a round other than touching the homunculus can take up to 5 of its hit points per round, in effect healing himself at the expense of the homunculus's health, physical well-being, and appearance. If the caster transfers a total of 20 points of damage to himself from the homunculus, the creature dissipates immediately. Indulgent casters may choose to provide magical healing to the homunculus to extend its borrowed life, but others simply replace a drained homunculus with a fresh creation.

**Hydra** (S8, W8) Sorcery, Conjunction  
Range: 30 ft. Area of Effect: Special  
Duration: 12 rds. Saving Throw: Special

At the point designated within range, the semblance of three draconic heads burst from the floor. The heads each spew 2 *fire bolts* or 1 *fireball* (as the spells) per round at caster's foes within 90 feet of the guardian, until 12 rounds have passed. The hydra only launches a *fireball* at foes that are far enough away so that the caster and his allies are not also affected. Each *fire bolt* or *fireball* inflicts 1d6 points of damage per level of the caster from fire (save vs. spell for half). Maximum damage is 12d6 points of damage. The caster need not concentrate on the hydra while it remains present. If no foes are in range, the hydra holds its fire, but the duration remains constant. When the duration elapses, the heads seemingly sink back into the earth.

**Ice Blast** (S2, W2) Sorcery, Evocation  
Range: 0 Area of Effect: 10 ft. × 5 ft.  
Duration: Instantaneous Saving Throw: ½

A short burst of intensely cold frost sprays from caster's fingertips in a 10-foot long, 5-foot wide arc, inflicting 1d4 points of cold damage per level on all creatures within the area of effect (save vs. spell for half). Those who fail their saving throws are also paralyzed with cold for 1d3 rounds. The maximum damage for *ice blast* is 6d4 hp of damage.

**Ice Bolt** (S1, W1) Sorcery, Necromancy, Evocation  
Range: 90 ft. Area of Effect: 1 creature  
Duration: Instantaneous Saving Throw: Special

A small shard of ice flies from the caster's fingertips to the creature in range, inflicting 1d4 points of cold damage per level of the caster (save vs. spell for half). Those who fail their saves move as if *slowed* for 3 rounds, while those who make their saves move as if *slowed* for 1 round. Maximum damage is 10d4 points of damage at 10th level.

**Ice Maelstrom** (S8, W8) Sorcery, Evocation  
Range: 0 Area of Effect: Special  
Duration: Special Saving Throw: ½

The caster is ground center of a freezing windstorm that begins 10 feet from him and blasts outward to a 30-foot radius. It inflicts 1d6+1 points of cold damage per level to all creatures in the area of effect (save vs. spell for half). Maximum damage from the *ice maelstrom* is 20d6+20 points of damage.

**Identify Item** (S1, N1) Divination  
Range: 0 Area of Effect: 1 item/level  
Duration: 1 rd./level Saving Throw: None

The *identify item* spell allows one magical item from the world of DIABLO to be positively identified by full name and function. All combat bonuses, powers, and charges are revealed. Most magical items (including scrolls) in the world of DIABLO cannot be used until this spell is employed to unlock their secrets; however, potions of healing and potions of mana can be recognized and used without recourse to this spell. Certain quest items also may not yield to this spell—in such cases, the services of a powerful sage or similar entity may be required.

**Immolation** (S5, W5) Sorcery, Evocation  
Range: 0 Area of Effect: 20-ft. radius  
Duration: Special Saving Throw: ½

The caster is ground center of a fiery explosion to which he is immune, but otherwise inflicts 10d6 points of damage to all creatures in a 20-foot radius from fire (save vs. spell for half). For every 3 levels the caster achieves beyond 10th, he *immolates* for an additional round at full effect. Thus, a 19th level caster "burns" for 3 rounds in a row, each round inflicting 10d6 points of fire damage to all creatures within the area of effect.

**Impale** (OA4) Conjunction/Summoning  
Range: Touch Area of Effect: 1 arrow  
Duration: 1 rd. Saving Throw: None

The amazon enchants and fires an arrow in the same round. The arrow provides the amazon a +4 bonus to hit and inflicts 10d6+10 points of damage on a successful strike against an undead or demonic foe, regardless of resistances. Any other creature takes 1d6 points of

damage, +1 point of damage per caster level. The arrow cannot be reused. The amazon can fire only one arrow in the round of the attack.

**Inferno** (S2, W2) Sorcery, Evocation  
Range: 0 Area of Effect:  
10 ft. × 5 ft.  
Duration:  
Instantaneous Saving Throw: ½

A short burst of intensely hot fire sprays from caster's fingertips in a 10-foot long, 5-foot wide arc, inflicting 1d6 points of fire damage per level to all creatures within the area of effect (save vs. spell for half). Maximum damage for *inferno* is 6d6 hp of damage.

**Inner Sight** (OAI) Conjuraction/Summoning  
Range:  
30 ft. + 10 ft./level

Area of Effect:  
10-ft. radius  
Duration: 2 rds./level  
Saving Throw: None

*Inner sight* affects creatures in a 10-foot radius, causing them to glow with a dim light of their own. In poorly lit areas (such as underground settings), this makes the affected creatures easier to hit; those striking at them do so with a bonus of +1 per 5 levels of the caster, to a maximum of +4 at 20th level. *Inner sight* does not affect invisible creatures.



**Iron Golem** (N7, P7)  
Necromancy/Necromancy, Guardian, Summoning  
Range: 90 ft. Area of Effect: 1 iron golem  
Duration: 2 rds./level Saving Throw: None

The caster casts this spell on a magical item. This summons forth an iron golem (see the *MONSTROUS MANUAL*) to a location of the caster's choice anywhere within range. However, instead of the usual poisonous breath, the golem fights as if equipped with the item. The golem attacks the caster's enemies until ordered to cease, the duration expires, or the golem is slain. The caster can also give the golem simple commands, including guard, follow, tote, or scout. The item reappears unharmed when the duration expires.

**Iron Maiden** (N3, P4)  
Necromancy/Necromancy, Combat  
Range: 120 ft. Area of Effect: 1 creature  
Duration: 2 rds./level Saving Throw: Negates

A target creature failing its saving throw vs. spell is cursed. The cursed creature itself suffers 25% of the damage it inflicts on its foes for the duration of the spell (round down). The curse can be removed by a *remove curse* spell.

**Lesser Aura** (OL3, P4) Combat, Protection  
Range: 0 Area of Effect: 15-ft. radius  
Duration: 1 rd./level Saving Throw: None

When the paladin or priest casts *lesser aura*, a holy light shines down on the paladin and any allies in the area. The paladin chooses the effect of the aura at the time of casting. Unless noted otherwise, a beneficial aura affects

each ally individually in the area of effect at the instant of casting. The effect generally lasts for the duration, but is subject to dispelling and similar countermeasures. An individual can benefit from only one aura at a time; further auras have no effect. The paladin receives no personal benefit from the aura, and can take other actions, including spellcasting, while the aura lasts.

*Cleansing:* Each ally suffering from poison or disease receives another saving throw to negate

the effect. An ally newly poisoned or diseased while the *cleansing* is active saves at a +10 bonus. If the condition originally allowed no saving throw, then the aura has no effect.

*Concentration:* Each ally becomes immune to *stun* effects. Each ally already stunned recovers instantly in addition to becoming immune for the duration.

*Defiance:* Each ally gains a -1 AC bonus and a +1 bonus to saving throws against fear effects.

*Holy Fire:* Each foe within 15 feet of the paladin is struck by a *fire bolt* for 1d6 points of damage (save vs. spell to dodge for no damage). Every odd round while the spell lasts (3rd, 5th, 7th, etc.), similar *fire bolts* strike each foe in the area, including new foes entering the area.

**Might:** Each ally gains a +1 damage bonus.

**Resist Cold:** Each ally ignores 20% of any cold damage received. For every 5 levels of spellcasting ability the paladin achieves (10th, 15th, 20th), an additional 20% is ignored, to a maximum of 80% at 20th level.

**Purification:** Each ally suffering from a *curse* effect receives an immediate saving throw vs. spell to remove it. An ally newly *cursed* while *purification* is active saves at a +10 bonus. Curses that are 5th-level spells or greater, or special curses such as lycanthropy, cannot be removed in this way.

**Resist Fire:** Each ally ignores 20% of any fire damage received. For each 5 levels of spellcasting ability the paladin achieves (10th, 15th, 20th), an additional 20% is ignored, to a maximum of 80% at 20th level.

**Resist Lightning:** Each ally ignores 20% of any electrical damage received. For each 3 levels of additional spellcasting ability the paladin achieves (10th, 13th, 16th.), an additional 20% is ignored, to a maximum of 80% at 16th level.

**Thorns:** Each ally instantly grows sharp thorns. A foe that successfully hits an affected ally in melee takes 1d4 points of damage from these thorns.

**Lightning Bolt** (S3, W3) Sorcery, Evocation  
Range: 40 yds. + 10 yds./level Area of Effect: Special  
Duration: Instantaneous Saving Throw: ½

This powerful stroke of electrical energy inflicts 1d6 points of damage per caster level (maximum 10d6) to each creature in its area of effect, save vs. spell for half damage. The bolt starts at a range and height decided by the caster and streaks outward in a direct line (a 40-foot bolt started 180 feet from the wizard ends at 220 feet, or 180 + 40 feet).

The caster chooses the area of effect: either a forked bolt 10 feet wide and 40 feet long or a single bolt 5 feet wide and 80 feet long. A bolt that cannot reach its full length because of an unyielding barrier (such as a stone wall) rebounds from the barrier toward its caster to assume its full length from the barrier. The DM may allow lightning bolts to reflect at the same angle at which they strike a smooth, solid surface. If so, a creature caught more than once saves for each time struck, taking half damage only if all saves are successful, and full damage otherwise.

**Lightning Fury** (OA6) Conjunction/Summoning  
Range: 0 Area of Effect: Special  
Duration: Until used Saving Throw: None

The amazon calls forth 12 shining arrows (or bolts or javelins, depending on the amazon's ranged weapon specialty). The arrows are magical; they provide a +3 bonus to hit and do 1d8+3 damage each. They can be used at any time, but only once each. The amazon can-

not cast this spell again until every arrow created from the previous casting is used, lost, or destroyed.

**Lightning Strike** (OA6) Conjunction/Summoning  
Range: Touch Area of Effect: 1 creature  
Duration: 1 rd. Saving Throw: None or ½

The amazon enchants and fires an arrow in the same round. The arrow receives a +5 bonus to hit and a tremendous electrical charge—the arrow is consumed in flight, becoming a lightning bolt. The lightning bolt inflicts 10d6+10 points of damage if it hits. Undead and demonic creatures take full damage, regardless of resistances, other creatures receive a saving throw vs. spell for half damage. The damage increases by 1d6+1 points of damage for every caster level achieved beyond 16th, to a maximum of 14d6+14 at 20th level. The amazon can fire only one arrow in the round of the attack.

**Lightning Wall** (S4, W4) Sorcery, Evocation  
Range: 120 ft. Area of Effect: Variable  
Duration: Special Saving Throw: ½

The caster creates a 20-foot-high, 1-foot-thick wall of supercharged plasma stretching up to 20 feet per 2 levels of the caster, anywhere within visible range. The near side of the wall is harmless, but the far side of the wall discharges electrical bolts, inflicting 2d4 points of damage on creatures within 10 feet and 1d4 points of damage on creatures within 20 feet of the wall. The *lightning wall* inflicts 2d6 points of damage, plus 1 additional point of damage per caster level on any creature passing through it. If the caster attempts to catch a creature within the gaseous wall upon casting, the creature evades to the harmless side of the wall with a successful saving throw.

**Lower Resistance** (N5, P5)  
Necromancy/Necromancy, Combat, Protection  
Range: 90 ft. Area of Effect: 1 creature  
Duration: 10 min/level Saving Throw: None

The necromancer mouths a terrible curse, which automatically affects the intended victim. While the duration lasts, the creature has a -4 penalty to all saving throws, and -20% penalty to any resistance roll. For every two levels the caster gains beyond 10th level, the creature suffers an additional -1 to saves and -5% to resistance rolls, to a maximum total penalty of -10 and -50%, respectively, at 18th level. This spell effect can be removed with a *remove curse* spell.

**Magic Arrow** (OA1) Conjunction/Summoning  
Range: Touch Area of Effect: 1 arrow  
Duration: 2 rds. Saving Throw: None

The amazon enchants and fires an arrow in the same round. The arrow receives a +1 bonus to hit and

damage. The bonus increases by +1 for every 4 caster levels (+2 at 4th, +3 at 8th, and so on) to a maximum of +5 at 16th level. The arrow cannot be reused. The amazon can fire only one arrow in the round of the attack.

### Mana Shield

See *energy shield*.

### Meteor (S5, W5) Sorcery, Evocation

Range: 10 yds.+10yds./level

Area of Effect: 20-ft. radius

Duration: Instantaneous Saving Throw: ½ (special)

The caster calls down a huge, flaming meteor shower that pummels all creatures in a 20-foot radius for 3d6 points of damage. It also inflicts 1d6 points of fire damage per caster level on all creatures in the area of effect (save vs. spell for half damage). The maximum fire damage is 15d6 points of damage.

### Mind Control (N5)

Necromancy

Range:

60 ft. + 10 ft./level

Area of Effect:

1 creature

Duration: 1 turn/ level

Saving Throw:

Negates

A necromantic flash of coercion lances forth from the caster's hands, and grabs control of the victim that fails its saving throw vs. spell like a bone puppet on a gut string. The creature must obey the caster's commands via telepathic rapport. The creature generally performs any action required by the necromancer; however, the creature is allowed an additional saving throw if commanded to do something against its nature.

### Nova (S3, W3)

Sorcery, Evocation

Range: 0

Area of Effect: Special

Duration: Instantaneous Saving Throw: ½

An improved version of *static field*, this spell creates a ring of crackling electricity that forms 10 feet away from the caster in all directions and blasts outward to a radius of 20 feet. All creatures in the affected area take 1d6+1

points of electrical damage per caster level (save vs. spell for half). The field can inflict a maximum of 10d6+10 points of damage.

### Phasing (S3, N3, W3) Sorcery, Necromancy, Alteration

Range: 0

Area of Effect: The caster

Duration: Instantaneous Saving Throw: None

The caster fades away in a ghostlike manner, reappearing immediately in another location, up to 20 feet per level. Walls and other solid barriers do not hinder *phasing*, except as noted below. The caster only has a 5% chance per level of accurately pinpointing the location in which he appears; otherwise, the location is randomly determined by a dice roll (1d8, assign direction to each result, and move the caster to the maximum 20 feet per level). If no solid footing or open space exists at the point where the caster would otherwise appear, the caster appears in a space that does possess these qualities, as close to the designated location as possible.

### Plague Arrow

(OA4) Conjuration/Summoning

Range: Touch

Area of Effect:

1 arrow

Duration: 1 rd.

Saving Throw: None

The amazon enchants and fires an arrow in the same round at her normal chances to hit. The trajectory of the *plague arrow* is traced with green vapor. The arrow deals only 1d4 points of damage if the creature is hit, but upon impact, venomous gas explodes outward to fill a 10-foot-radius centered on the creature. Any living creature in the cloud that fails a saving throw vs. poison takes 5d4 points of damage from poison (save vs. poison for half). A creature rolling a natural 1 on its saving throw dies outright from the poison. The poison damage increases by 1d4 points for every caster level achieved beyond 10th (to a maximum of 10d4 at 15th level). The arrow cannot be reused. The amazon cannot fire a second arrow in the same round.





**Poison Arrow** (OA2) Conjunction/Summoning  
Range: Touch Area of Effect: 1 arrow  
Duration: 1 rd. Saving Throw: None

The amazon enchants and fires an arrow in the same round at her normal chances to hit. The trajectory of the *poison arrow* is traced with green vapor. In addition to normal arrow damage, the target creature must make a successful saving throw vs. poison or take an additional 2d6 points of poison damage. The poison damage increases to 4d6 at 6th level and 6d6 at 9th level. The arrow cannot be reused. The amazon cannot fire a second arrow in the same round.

**Poison Inferno** (N2, P2) Necromancy/Necromancy  
Range: 0 Area of Effect: 10 ft. x 5 ft.  
Duration: Instantaneous Saving Throw: ½

A short burst of supremely poisonous venom sprays from caster's fingertips in a 10-foot long, 5-foot wide arc, inflicting 1d6 points of damage per caster level to all creatures within the area of effect (save vs. poison for half). The maximum damage regardless of level is 6d6 points of damage per creature.

**Poison Nova** (N8, P7) Necromancy/  
Necromancy  
Range: 0  
Area of Effect:  
20-ft. radius  
Duration: Special  
Saving Throw: ½

The caster is ground center of an venomous flash of lethal poison, to which he is immune, but otherwise inflicts 1d6+1 points of poison damage per level to all creatures in a 20-foot radius (save vs. poison for half). Maximum damage from *poison nova* is 20d6+20 points of damage.

**Power Strike** (OA2) Conjunction/Summoning  
Range: Touch Area of Effect: 1 arrow  
Duration: 1 rd. Saving Throw: None

The amazon enchants and fires an arrow in the same round at her normal chances to hit. The arrow receives

a +2 bonus to hit and a powerful electrical charge. The arrow inflicts its normal damage, plus 2d4 points of electrical damage. The electrical damage increases by 1d4 for every 3 additional caster levels (at 7th, 10th, and 13th) to a maximum of 5d4 at 13th level. The arrow cannot be reused. The amazon cannot fire a second arrow in the same round.

**Protection from Normal Missiles** (OA3) Abjuration  
Range: Touch Area of Effect: Creature touched  
Duration: 1 turn/level Saving Throw: None

The caster bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. Against large missiles, such as ballista bolts, catapult stones, hurled boulders, and or enchanted missiles such as magical arrows, bolts, and javelins, the spell reduces damage by 1 point per die (no die inflicts less than 1 point of damage). This spell gives no protection from magical attacks, such as *fireball*, *lightning bolt*, or *magic missile*.

**Reanimate** (N1, P2)  
Necromancy/  
Necromancy  
Range: 30 ft.  
Area of Effect:  
1 slain undead  
creature  
Duration:  
Instantaneous  
Saving Throw:  
None

The caster can restore one destroyed undead creature, bestowing it with renewed unlife, provided remains more substantial than dust can be found. The reanimated creature has all its previous abilities, but is under the caster's control. The created undead obeys the caster's simple verbal commands, including follow, guard, or attack. The undead creature does not check morale. The caster cannot have more than twice his level in Hit Dice of undead reanimated at any given time (the oldest casting fails as soon as a new casting that exceeds the limit is completed). Reanimated undead otherwise serve until destroyed. This spell may not work on unique individual undead, at the DM's discretion.



### **Rebuke Dead** (N3)

Necromancy/Necromancy, Combat, Protection  
Range: 0 Area of Effect: 60 ft. x 60 ft.  
Duration: 5 rds./level Saving Throw: None

This spell allows the necromancer to turn undead as a priest 2 levels lower than the necromancer's level, using the Turning Undead table in the *Player's Handbook*. The necromancer can choose to turn or command affected undead as a good or evil priest. Commanded undead revert to prior affiliation when the duration lapses, while destroyed undead are gone permanently.

### **Redemption** (OL4, P5) Necromancy/Necromancy

Range: 10 ft. Area of Effect: 1 corpse  
Duration: Instantaneous Saving Throw: Special

The remains of one vanquished undead or demonic enemy within range is *redeemed*. For every Hit Die the target creature had, the paladin (or an ally within 15 feet) is healed of 1d8 points of damage per Hit Die of the corpse. The *redeemed* corpse dissolves in holy light.

### **Reverse Vampire** (N4, P4) Necromancy/Necromancy

Range: 90 ft. Area of Effect: 1 creature  
Duration: 1 rd./level Saving Throw: Special

The caster necromantically alters an undead or demonic creature, transforming 10% of any damage the creature inflicts to healing energy (round up). Thus, the creature actually heals a foe of 10% of the damage it just inflicted. The amount of damage healed increases by 10% per 2 levels of the caster beyond 4th (at 6th, 8th, 10th, 12th) to a maximum of 50% at 12th level. Creatures with less than 10 Hit Dice receive no saving throw; otherwise, a successful saving throw vs. spell negates the effect.

### **Revive** (N7, P7) Necromancy/Necromancy

Range: 10 ft. Area of Effect: 1 corpse  
Duration: Instantaneous Saving Throw: None

The caster infuses a slain undead or demonic creature with the energy of unlife. The creature's Hit Dice must not have exceeded the caster's level or the spell fails. Otherwise, the corpse rises with the same Hit Dice, knowledge, powers, and abilities it possessed in life. However, it is now undead, and its nature is manifested by its pale skin and red glowing eyes. The undead is immune to spells that affect the mind, cold, and poison effects, but it can be damaged and turned as an undead equal to its current Hit Dice. The *revived* undead serves the caster, using its powers, if any, to aid the necromancer in his goals. A necromancer cannot have more than 3 *revived* corpses serving him at one time.

### **Sacrifice** (OL2, P4) Combat

Range: 0 Area of Effect: The caster  
Duration: Special Saving Throw: None

The paladin can cast this spell to take double the number of actions in a round, a +2 bonus to all attacks and a +1d6 bonus to damage. However, the paladin must sacrifice 1d6 hit points for each round of the duration. The spell lasts as many rounds as the paladin is willing to sacrifice hit points. If the paladin receives magical healing, the *sacrifice* spell ends immediately.

### **Sentinel** (OL6, P5))

See *true seeing*.

### **Shepherd** (OL1, P3) Protection

Range: Touch Area of Effect: 1 creature  
Duration: 8 hours Saving Throw: None

This spell allows the paladin to take damage from melee or a spell in another's stead. The damage from a number of successful attacks equal to the paladin's caster level is taken by the paladin instead of the protected creature, no matter the physical separation between the shepherd and his charge.

### **Shivers** (S3, W3) Sorcery, Alteration

Range: 5 ft. Area of Effect: 1 creature  
Duration: 2 rds./level Saving Throw: Negates

A surge of magical energy (necromantic flux, in the case of the necromancer) is imparted to a creature, interfering with the its voluntary muscle control (undead are immune to this effect). The creature repeats actions, stutters, and otherwise acts with less than perfect precision. In effect, the creature always loses initiative and acts last in the round while the duration lasts.

### **Static Field** (S2, W2) Sorcery, Evocation

Range: 0 Area of Effect: Special  
Duration: Instantaneous Saving Throw: ½

The spell creates a ring of crackling electricity that forms 10 feet away from the caster in all directions and blasts outward to a radius of 20 feet. All creatures in the affected area take 1d4 points of electrical damage per caster level (save vs. spell for half). The field can inflict a maximum of 10d4 points of damage.

### **Stone Curse** (S7, W7) Sorcery, Evocation, Alteration

Range: 0 Area of Effect: 15 ft. x 15 ft.  
Duration: Permanent Saving Throw: Negates

The caster conjures the essence of stone. All evil creatures in an area of effect immediately adjacent to but not including the caster must make a successful saving throw vs. spell to glance away. Those failing the saving throw are turned to stone. *Remove curse* negates the effect for one creature, but *dispel magic* does **not**.

**Summon Undead** (N5, P5) Necromancy/Necromancy

Range: 30 ft. Area of Effect: Special

Duration: 1 turn/level Saving Throw: None

The caster creates a brief bridge between life and death, along which undead are summoned to do the caster's bidding. The caster calls forth one vampire (see *DIABLO Monsters*), plus an additional one at 12th, 15th, and 18th level. Roll 1d4 for the type summoned: 1—banished, 2—ghoul lord, 3—night lord, 4—dark lord. Blood lords cannot be summoned with

this spell.

Summoned undead obey the caster's simple verbal commands, such as follow, guard, or attack any creature. The caster cannot command at total of more than 5 times his level in undead Hit Dice if the spell is used multiple times. The summoned vampires vanish at once if exposed to direct sunlight.

**Taint** (N3, P3)

Necromancy/

Necromancy

Range: 120 ft.

Area of Effect:

1 creature

Duration: 1 rd./level

Saving Throw: ½

The caster calls up a contagion birthed from the cesspits of hell, channeling at the creature. On a failed saving throw, the creature is tainted, and does not naturally heal damage unless *taint* is removed by *dispel magic*, *cure disease*, or *remove curse*.

**Teeth** (NI, PI)

Necromancy/ Necromancy, Combat

Range: 0

Area of Effect: 10 × 10 × 10 ft.

Duration: Instantaneous Saving Throw: ½

Toothlike bolts born of necromancy spray from the caster's fingertips, hailing all creatures in the adjacent area of effect with the teeth of the dead. *Teeth* inflicts 1d4 points of damage + 1 hit point for every level of the caster, to a maximum of 1d4+20 points of damage (save vs. spell for half).

**Telekinetic Hand** (S3, W3) Sorcery, Evocation

Range: 10 ft./level Area of Effect: 1 creature or object

Duration: Special Saving Throw: Neg.

This spell allows the caster to open a door or a container (such as a chest or sarcophagus) from a distance as if the caster was opening it himself. It fails if used on a locked or magically sealed closure. The *telekinesis* can be used to push away one creature round, instead. If the creature fails a saving throw vs. spell, it is pushed back 5 feet and loses its next round of movement. The *telekinesis* can be used once for every two levels of experience of the caster (round up), or it lasts 1 turn per caster level, whichever occurs first.

**Thunder Storm** (S7, W7) Sorcery, Evocation

Range: 0

Area of Effect: 600-ft. radius

Duration: 1 rd./level

Saving Throw: ½

This spell doesn't work underground or when the sky is clear. Outside on a cloudy day, the caster can use it to

incite a thunderstorm in the clouds above. The thunderstorm forms in 2d4+1 rounds, and then persists for 1 round per caster level. Once it is formed, every other round a lightning bolt (as the 3rd-level wizard spell) thunders out of the sky, striking a random foe in the area of effect for 6d6 damage. No lightning strikes if the area is cleared of foes, but the caster need not concentrate on the storm once it appears. The storm itself does not move.

**Town Portal** (S5, N5, W5)

Sorcery, Necromancy, Alteration

Range: 20 ft.

Area of Effect: Special

Duration: Special

Saving Throw: None

The caster who spends 24 hours studying a specific location can use that spot as a mental anchor for use with *town portal*. Then, from any point within 5 miles of the anchor spot (usually, from within the confines of a nearby tomb or dungeon of interest), the caster may form a temporary gate. The gate allows the caster and up to 1 additional man-sized companion per level the caster achieves beyond 10th to travel from the distant spot to the previously designated anchor point. The portal continues to linger for an additional 24 hours. During that time, the caster can reenter it, and so

instantaneously travel back to the point of origin. After 24 hours, or immediately after the caster (and companions, if any) reuse the portal, the spell immediately ends. Only the caster can use the portal for travel—all others must accompany the caster in order to take advantage of it.

### **True Seeing** (OL6, P5) Divination

Range: Touch                      Area of Effect: 1 creature  
Duration: 1 rd./level          Saving Throw: None

The creature receives the ability to see all things as they actually are. The range of vision conferred is 120 feet. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted things are apparent. Even the aura projected by creatures becomes visible, so that alignment can be discerned. Further, the creature can focus its vision to see into the Ethereal plane or the bordering areas of adjacent planes. *True seeing* does not penetrate solid objects; it in no way confers x-ray vision or its equivalent. The spell effects cannot be further enhanced with known magic.

### **Valkyrie** (OA5) Conjuraction/Summoning

Range: 60 ft.                      Area of Effect: 1 valkyrie  
Duration: 1 turn                Saving Throw: None

The amazon summons a beast called a valkyrie. The valkyrie appears in the location of the caster's choice within range. The creature attacks the caster's enemies until ordered to cease, the duration expires, or the valkyrie is slain. The valkyrie does not check morale. The caster also can give the valkyrie simple commands, including guard, follow, tote, or scout.

The valkyrie has the following statistics: AC 2; MV 12; HD 7; hp 32; THAC0 14; #AT 1; Dmg 2d8+2 (javelin); Int Very (11); XP 420.

### **Vengeance** (OL2) Combat

Range: 0                          Area of Effect: 1 attack  
Duration: Until used          Saving Throw: None

The paladin girds himself with holy power, thereafter attacking with a bonus of +1 to hit with any melee weapon. On a successful hit, the weapon inflicts normal damage, plus 1 extra point from fire, 1 extra point from electricity, and 1 extra point from cold, and the spell ends. For every 2 caster levels the paladin achieves beyond 4th (at 6th, 8th, 10th, and 12th), the vengeful attack is at an additional +1 to hit, and each of the extra

damage types inflicts an additional point of damage, to a maximum of +5 at 12th level.

### **Wall of Fire** (S4, W4) Evocation

Range: 60 yds.                    Area of Effect: Special  
Duration: Special                Saving Throw: None

The spell brings forth an immobile, opaque curtain of magical fire. The spell creates either a sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet plus 5 feet per two levels. In either form, the wall of fire is 20 feet high.

The *wall of fire* is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage on creatures within 10 feet and 1d4 points of damage on those within 20 feet.

Any creature passing through the wall takes 2d6 points of fire damage, plus 1 point per caster level. Creatures especially subject to fire may take additional damage; undead always take twice normal damage.

If the caster tries to create a *wall of fire* to catch a moving creature, the creature avoids damage with a successful saving throw vs. spell. The wall lasts as long as the wizard concentrates on it, doing nothing else, or a total of one round per level if the wizard either does not wish to concentrate or if the concentration is disrupted.

### **Warp** (S4, N4, W4) Sorcery, Necromancy, Alteration

Range: Touch                      Area of Effect: Special  
Duration: Instantaneous        Saving Throw: None

The caster can instantly transport herself and up to 1 man-sized companion per 2 levels to the nearest entrance or exit of the current dungeon level or sublevel. The caster has no choice, if two or more exits are equally distant, then the selection is random. This spell doesn't transfer the caster through multiple levels, floors, or other partitions of a structure. If the caster tries to use the spell in other ways, it fails with no other effect.

### **Weaken** (N2, P2) Necromancy/Necromancy

Range: 90 feet                    Area of Effect: 1 creature  
Duration: 1 rd./level          Saving Throw: Negates

The caster infuses 1 creature within range with energy drawn from the realm of unlife, weakening a creature that fails its saving throw. Weakened creatures suffer a penalty of -1 to damage rolls while the duration lasts. A 6th-level caster inflicts a penalty of -2, and a 9th-level caster inflicts the maximum penalty of -3. A weakened creature inflicts a minimum of 1 point of damage with a successful hit.

## SPELL ALPHABETICAL INDEX

- Amplify Damage (N1, P1)  
Apocalypse (S9, W9)  
Attract (N4, P4)  
Aura, Greater (OL5, P6)  
Aura, Lesser (OL3, P4)  
Berserk (N2, W2)  
Bestow (OL1)  
Blaze (S3, W3)  
Bless Weapon (OL3, P5)  
Blessed Hammer (OL1)  
Blood Golem (N3, P3)  
Blood Star (S6, W6)  
Bone Golem (N7, P7)  
Bone Orb (N1, P3)  
Bone Prison (N5, P5)  
Bone Spear (N4, P4)  
Bone Spirit (N6, P6)  
Bone Wall (N3, P4)  
Caustic Arrow (OA3)  
Chain Lightning (S6, W6)  
Charged Arrow (OA1)  
Charged Bolt (S1, W1)  
Clay Golem (N2, P3)  
Cold Arrow (OA2)  
Confusion (N4, S4)  
Consecrate Weapon (OL5, P6)  
Consecrated Bolt (OL3, P4)  
Conversion (OL6)  
Corpse Explosion (N2, P2)  
Create Zombies (N3, P3)  
Death Curse (N7)  
Death Wave (N9)  
Decrepify (N5, P5)  
Dim Vision (N2, P2)  
Dimension Door (S4, N4, W4)  
Dismiss Undead (N6)  
Elemental (S6, W6)  
Enchant (S4, W4)  
Enchanted Weapon (S4, W4)  
Energy Shield (S5, W5)  
Exploding Arrow (OA3)  
Familiar (N1, P1)  
Fire Arrow (OA1)  
Fire Bolt (S1, W1)  
Fireball (S3, W3)  
Fist of Fury (OA5)  
Flame Wave (S4, W4)  
Flash (S5, W5)  
Frost (S1, W1)  
Frost Nova (S2, W2)  
Frozen Armor (S1, W1)  
Glacial Spike (S4, W4)  
Glorious Light (OL4, P6)  
Golem (S7, W7)  
Guardian (S6, N6, W6)  
Guided Arrow (OA4)  
Heavenly Fist (OL6)  
Holy Bolt (OL2, P3)  
Holy Shield (OL1)  
Homunculus (N4, W4)  
Hydra (S8, W8)  
Ice Blast (S2, W2)  
Ice Bolt (S1, W1)  
Ice Maelstrom (S8, W8)  
Identify Item (S1, N1, W1)  
Immolation (S5, W5)  
Impale (OA4)  
Inferno (S2, W2)  
Inner Sight (OA1)  
Iron Golem (N7, P7)  
Iron Maiden (N3)  
Lightning Bolt (S3, W3)  
Lightning Fury (OA6)  
Lightning Strike (OA6)  
Lightning Wall (S4, W4)  
Lower Resistance (N4, P5)  
Magic Arrow (OA1)  
Meteor (S5, W5)  
Mind Control (N5)  
Nova (S3, W3)  
Phasing (S3, N3, W3)  
Plague Arrow (OA4)  
Poison Arrow (OA2)  
Poison Inferno (N2, P2)  
Poison Nova (N8, P7)  
Power Strike (OA2)  
Protection from Normal Missiles (OA3)  
Reanimate (N1, P2)  
Rebuke Dead (N3)  
Redemption (OL4, P5)  
Reverse Vampire (N4, P4)  
Revive (N7, P7)  
Sacrifice (OL2, P4)  
Shepherd (OL1, P3)  
Shivers (S3, W3)  
Static Field (S2, W2)  
Stone Curse (S7, W7)  
Summon Undead (N5, P5)  
Taint (N3, P3)  
Teeth (N1, P1)  
Telekinetic Hand (S3, W3)  
Thunder Storm (S7, W7)  
Town Portal (N5, S5, W5)  
True Seeing (OL6, P5)  
Valkyrie (OA5)  
Vengeance (OL2)  
Warp (S4, N4, W4)  
Weaken (N2, P2)

## CHAPTER THREE: DIABLO MAGIC ITEMS

You can't take on the legions of Hell with just a rusty dagger. You're gonna need some firepower, and that's where the following section comes in. Every chest, barrel, and hacked-up monster has a chance of yielding powerful items for use in your fight against evil.

Let's say, a million of them.

### LET ME GET THIS STRAIGHT: A MILLION MAGICAL ITEMS?

Uh-huh. On the next few pages are more than a million magical items. No, we haven't imbedded a *portable hole* in between the staples. These million-plus magical items are coming to you through the magic of *combinatorials*.

No, no, those aren't demon-summoning incantations. These combinatorials are the "one-from-column-A, one-from-column-B" style of choosing characteristics for your items. In Diablo, each item can have up to three parts: a prefix, a root, and a suffix. A prefix is a cool-sounding adjective, such as *jagged* or *slayer's*. A root is the noun that gives you the type of item, such as *great helm* or *brandistock*. And the suffix is a possessive or attributive phrase, like *of speed* or *of the whale* (and we know you want that one).

All these prefixes, roots, and suffixes are on the massive table that starts on this page. Each of these words and phrases means something different, such as "+1 to hit" or "+5 to all ability scores." You'll roll a fistful of dice for each item, and come out with something that you'll probably never roll again. So when your amazon PC gets her hands on a *savage pilum of regeneration*, you can be pretty sure that your friend's amazon doesn't have one too.

Whenever you roll for treasure, roll on the appropriate table to determine whether you get treasure (see "How to Use the Adventure"). If you get an item, roll on the *item subtable* to see if it's just a normal item, or one that has a magical prefix, a magical suffix, or both. Then roll on the Base Item Table. That not only gives you your item type with a second roll, but tells you what kind of dice to roll for the type of prefix and/or suffix. Once you've rolled the type of modifier, roll the actual modifier and record the results.

As you go deeper into the caverns of death, the

rewards get better. Thus, many of these rolls are modified by the level that the PCs are on. When the table asks you for "d20+level," it means "roll a d20 and add the current dungeon level." So if they're on the 7th level and you roll a 12, it's really a 19. (Some adventures take place in environments without dungeon levels. In those cases, equivalent levels will be provided in the descriptions of those adventures.)

Also on the table, you're asked to roll some wacky dice, such as a "d60." That might sound big, but it ain't the size of your dice, it's how you roll them that counts. Here's what you do.

For a **d60**, grab a 6-sider and a 10-sider. To the 10-sider's result (treating a 0 as 10), add 10 times the 6-sider's result. However, if you roll a 6 on the 6-sider, ignore the 6-sider. So if you roll a 4 and a 9, it's a 49. If you roll a 6 and a 7, it's a 7.

For a **d40**, use a 4-sider and a 10-sider. To the 10-sider's result (again, treating a 0 as zero), add 10 times the 4-sider's result. So if you roll a 2 and an 8, it's a 28. If you roll a 4 and a 10, it's a 10.

The same logic could apply to a d80, or a d120, or even some wacky combo die like a d1600. It's hours of fun for the whole family!

Sometimes, you're asked to roll one of these wacky dice and add a number, such as "d60+25." So roll the dice, then add the number. If on your d6 and d10 you got a 3 and an 8, you add 38 to 25 for a result of 63.

Got it? Trust us, it's worth all the rolling. You'll be tossing out that *chainmail +1* in no time, and lashing on the *awesome chainmail of the tiger* in no time.

### LEVEL BONUSES

When opening a chest, breaking open a barrel, or searching a slain monster, roll on the Base Treasure Table. Some options will require one or more additional rolls. Often, the roll will be modified by the level of the dungeon the PCs are on (or have reached). To do this, add:

- +1 for the level of the dungeon (or, if in town, +1 for the lowest level of the dungeon reached)
- +3 if playing with the Nightmare upgrade
- +6 if playing with the Hell upgrade

## Base Treasure Table (d20)

1-12	no treasure
13-17	(d20xlevel) + 100 gold pieces in normal treasure
18-20	item (d20+level)
1-15	roll d60 on base item table only (base item gp only)
16-17	roll d100 on base item table and then roll any stated prefix roll (add base item and prefix xp and gp)
18-19	roll d100 on base item table and then roll any stated suffix roll (add base item and suffix xp and gp)
20+	roll d100 on base item table and then roll any stated prefix and suffix rolls (add all three xp and gp)

## Base Items (d100)

			XP	GP
1-10	armor (d20+level, uses d60 on prefix and/or suffix table)			
1-4	Cape	AC 10	0	5
5-6	Rags	AC 10	0	10
7-9	Cloak	AC 10	0	15
10-12	Robe	AC 10	0	20
13-14	Quilted Armor	AC 8	0	25
15-17	Leather Armor	AC 8	0	30
18	Hard Leather Armor	AC 7	0	40
19-21	Studded Leather Armor	AC 7	0	50
22-23	Ring Mail	AC 7	0	100
24-25	Scale Mail	AC 6	0	120
26-27	Chainmail	AC 5	0	150
28	Breast Plate	AC 5	0	200
29	Light Plate	AC 4	0	200
30	Splint Mail	AC 4	0	250
31-32	Plate Mail	AC 3	0	600
33	Field Plate	AC 2	0	2,000
34	Ancient Armor	AC 2, absorbs 1 hp of damage per attack	0	3,750
35	Gothic Plate	AC 1	0	4,000
36+	Full Plate Mail	AC 1	0	5,000
11-15	headgear (d20+level, uses d60 on prefix and/or suffix table)			
1-10	Cap	AC 9 against called shots to the head, one per character	0	5
11-14	Skull Cap	AC 8 against called shots to the head, one per character	0	10
15-18	Helm	AC 7 against called shots to the head, one per character	0	15
19	Mask	AC 6 against called shots to the head, one per character	0	20
20-23	Full Helm	AC 5 against called shots to the head, one per character	0	30
24-27	Great Helm	AC 4 against called shots to the head, one per character	0	50
28	Bone Helm	AC 3 against called shots to the head, one per character	0	200
29+	Crown	AC 2 against called shots to the head, one per character	0	250
16-20	accountrements (d20+level, uses d60 on prefix and/or suffix table)			
1-5	Gloves	AC 8 against called shots to the hands, one pair per character	0	5
6-7	Sash	AC 8 against called shots to the waist, one per character	0	5
8-10	Leather Boots	AC 8 against called shots to the feet, one pair per character	0	5
11-15	Bracers	AC 5 against called shots to the hands, one pair per character	0	15
16-17	Belt	AC 5 against called shots to the waist, one per character	0	15
18-20	Chain Boots	AC 5 against called shots to the feet, one pair per character	0	15
21-25	Gauntlets	AC 3 against called shots to the hands, one pair per character	0	40
26-27	Girdle	AC 3 against called shots to the waist, one per character	0	40
28+	Plate Boots	AC 3 against called shots to the feet, one pair per character	0	40
21-25	shields (d20+level, uses d60 on prefix and/or suffix table)			
1-10	Buckler	AC +1 against one attack per round	0	10
11-16	Small Shield	AC +1 against two attacks per round	0	15
17-21	Large Shield	AC +1 against all attacks	0	20
22-25	Kite Shield	AC +1 against all attacks	0	50
26	Spiked Shield	AC +1 against all attacks, off-hand attack for 1d4/1d4	0	100
27	Bone Shield	AC +2 against all melee attacks (no bonus against missiles)	0	150
28-30	Tower Shield	AC +1 against all attacks, +2 vs. missiles	0	250
31+	Gothic Shield	AC +2 against all attacks, minimum Strength 18	0	500
26-30	knives (d20+level, uses d60+25 on prefix and/or suffix table)			
1-10	Dagger	damage 1d4/1d3, thrown 10/20/30 (ROF 2/1)	0	5
11-14	Throwing Knife	damage 1d3/1d3, thrown 10/20/30 (ROF 3/1)	0	10

Base Items (d100)			XP	GP
15-20	Blade	damage 1d4/1d4, thrown 10/20/30 (ROF 1/1)	0	20
21+	Kris	damage 1d4+1/1d4, thrown 10/20/30 (ROF 1/1)	0	40
31-40	swords (d20+level, uses d60+25 on prefix and/or suffix table)			
1-5	Dagger	damage 1d4/1d3, thrown 10/20/30 (ROF 2/1)	0	5
6-10	Short Sword	damage 1d6/1d8	0	10
11-13	Sabre	damage 1d6+1/1d8	0	20
14-15	Blade	damage 1d6+1/1d8+1	0	25
16-17	Scimitar	damage 1d8/1d8	0	30
18	Falchion	damage 2d4/1d6	0	35
19-23	Long Sword	damage 1d8/1d12	0	50
24-27	Broad Sword	damage 2d4/1d6+1	0	75
28	Claymore	damage 1d8+1/1d12+1	0	100
29-31	Bastard Sword	damage 1d8/1d12 one-handed, 2d4/2d8 two-handed	0	150
32-35	Two-Handed Sword	damage 1d10/3d6 two-handed	0	300
36+	Great Sword	damage 1d12/2d8 two-handed, minimum Strength 18	0	500
41-44	clubs (d20+level, uses d60+25 on prefix and/or suffix table)			
1-8	Club	damage 1d6/1d3, thrown 10/20/30 (ROF 1/1)	0	1
9-10	Spiked Club	damage 1d6/1d6, thrown 10/20/30 (ROF 1/1)	0	5
11-17	Mace	damage 1d6+1/1d6	0	10
18-21	Morning Star	damage 2d4/1d6+1	0	20
22-24	Flail	damage 1d6+1/2d4 two-handed	0	50
25-30	War Hammer	damage 1d8/1d8 two-handed	0	60
31-32	Maul	damage 1d10/1d8+1 two-handed, minimum Strength 18	0	200
33+	Malus	damage 1d10/1d10 two-handed, minimum Strength 18	0	200
45-48	spears (d20+level, uses d60+25 on prefix and/or suffix table)			
1-8	Javelin	damage 1d6/1d6, thrown 20/40/60 (ROF 1/1)	0	5
9-15	Spear	damage 1d6/1d8, thrown 10/20/30 (ROF 1/1)	0	10
16-17	Pilum	damage 1d6+1/1d8, thrown 10/20/30 (ROF 1/1)	0	25
18-21	Glaive	damage 1d8/1d8, thrown 10/20/30 (ROF 1/1)	0	30
22-24	Trident	damage 1d6+1/3d4	0	30
25-30	Pike	damage 1d6/1d12, double damage when set for charge	0	40
31+	Brandistock	damage 1d10/2d6, minimum Strength 18, cannot be disarmed	0	100
49-50	polearms (d20+level, uses d60+25 on prefix and/or suffix table)			
1-8	Bardiche	damage 2d4/2d6 two-handed	0	20
9-15	Scythe	damage 1d10/1d12 two-handed, minimum Strength 18	0	40
16-19	Poleaxe	damage 1d10/1d12 two-handed, minimum Strength 18	0	50
20+	Halberd	damage 1d10/2d6 two-handed, minimum Strength 18	0	80
51-55	axes (d20+level, uses d60+25 on prefix and/or suffix table)			
1-9	Small Axe	damage 1d6/1d4	0	5
10-12	Throwing Axe	damage 1d4/1d4, thrown 10/20/30 (ROF 1/1)	0	10
13-17	Axe	damage 1d6/1d6	0	10
18-21	Large Axe	damage 1d6+1/1d6	0	15
22-24	Broad Axe	damage 1d6+1/1d6+1	0	20
25-30	Battle Axe	damage 1d8/1d8 two-handed	0	50
31-32	Great Axe	damage 1d10/1d10 two-handed, minimum Strength 18	0	200
33+	Giant Axe	damage 1d12/2d8 two-handed, minimum Strength 18(00)	0	200
56-63	bows (d20+level, uses d60+30 on prefix and/or suffix table)			
1-5	Arrows (1d12)	damage as per bow	0	3
6-9	Short Bow	fired 50/100/150 (2/1 ROF), 1d6/1d6	0	30
10-11	Hunter's Bow	fired 50/100/160 (2/1 ROF), 1d8/1d8	0	50
12-17	Long Bow	fired 50/100/170 (2/1 ROF), 1d8/1d8	0	75
18-21	Composite Bow	fired 40/80/170 (2/1 ROF), 1d8/1d8	0	100
22-24	Short Battle Bow	fired 50/100/150 (2/1 ROF), 1d8/1d8+1	0	150
25-29	Short War Bow	fired 50/100/150 (2/1 ROF), 1d8+1/1d8+1	0	250
30-31	Long Battle Bow	fired 50/100/170 (2/1 ROF), 1d8/1d8+1	0	300
32+	Long War Bow	fired 50/100/170 (2/1 ROF), 1d8+1/1d8+1	0	500
64-65	crossbows (d20+level, uses d60+30 on prefix and/or suffix table)			
1-5	Bolts (1d20)	damage as per crossbow	0	3
6-12	Light Crossbow	fired 60/120/180 (1/1 ROF), 1d4/1d4	0	40
13-18	Crossbow	fired 70/140/210 (1/1 ROF), 1d4/1d6	0	80



Base Items (d100)			XP	GP
19	Repeating Crossbow	fired 40/60/80 (up to 5/1 ROF), 1d3/1d3, needs 1 round reloading after 5 shots	0	200
20+	Heavy Crossbow	fired 80/160/240 (½ ROF), 1d4+1/1d6+1	0	200
65–70	wands (d20+level, uses d60+40 on prefix and/or suffix table)			
1–10	Wand	damage 1d2/1d2 one-handed	0	10
11	Torch	damage 1d3/1d2 fire damage when lit, can be reused, light radius 30'	0	20
12	Bone Wand	damage 1d3/1d2 one-handed, use restricted to necromancers	0	70
13	Yew Wand	damage 1d2/1d3 one-handed, use restricted to sorcerers and druids	0	80
14+	Scepter	damage 1d3/1d3 one-handed	0	100
71–75	staves (d20+level, uses d60+40 on prefix and/or suffix table)			
1–9	Short Staff	damage 1d4/1d4 one-handed	0	10
10–18	Long Staff	damage 1d6/1d6 two-handed	0	25
19–21	Gnarled Staff	damage 1d6/1d6+1 two-handed	0	30
22–24	Composite Staff	damage 1d6+1/1d6+1 two-handed	0	50
25–30	Battle Staff	damage 1d6+1/1d8 two-handed	0	75
31+	War Staff	damage 1d8/1d8 two-handed	0	100
76–79	accessories (d20+level, uses d40+30 on prefix and/or suffix table)			
1–6	Charm	has its effect if carried on person	0	50
7–17	Ring	worn on hand, one per hand	0	75
18	Flag	draped over body, one per character	0	100
19	Orb	one per character, worn on arm, cannot use shield while using orb	0	150
20+	Amulet	worn on neck, one per character	0	200
80	gems (d20+level, uses d40+30 on prefix and/or suffix table)			
1–7	Chipped Jewel	roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	0	50
8–13	Flawed Jewel	roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	0	100
14–19	Jewel	roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	0	250
20–25	Flawless Jewel	roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	0	500
26+	Perfect Jewel	roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	0	1,000
81–90	inscribed spells (d20+level, d10+90 on the suffix table only)			
1–17	Scroll	can be read once to cast spell, at minimum level necessary to cast spell	0	25
18	Rune	can be set once as a trap, acts as a <i>glyph of warding</i> with the listed spell's effect	0	50
19+	Book	can be read once to gain the spell, allows one improvement class for its spell	0	100

#### 91–00 perishables (see Perishables table)

Prefixes (d100)			XP	GP
1–20	improves armor class (d20+level)			
1–5	Sturdy	+1 AC (weighs the same as regular armor)	400	2,000
6–10	Fine	+1 AC	500	2,500
11–12	Strong	+1 AC, +2 against missiles	750	3,750
13–16	Grand	+2 AC	1,000	5,000
17–18	Valiant	+2 AC, +3 against missiles	1,250	6,250
19–21	Glorious	+3 AC	1,500	7,500
21–22	Blessed	+3 AC, +4 against missiles	1,750	8,750
23–24	Awesome	+4 AC	2,000	10,000
25–26	Saintly	+4 AC, +5 against missiles	2,500	12,500
27–28	Holy	+5 AC	3,000	15,000
29+	Godly	+5 AC, +6 against missiles	3,500	17,500
21–35	improves saving throws (d20+level)			
1	Tawny	+1 save vs. acid	400	2,000
2	Azure	+1 save vs. cold	400	2,000
3	Crimson	+1 save vs. fire	400	2,000
4	Ocher	+1 save vs. lightning	400	2,000
5	Pearl	+1 save vs. mind-affecting spells and effects	400	2,000
6	Beryl	+1 save vs. poison	400	2,000
7	Coal	+1 save vs. spell	400	2,000
8	Jasmine	+2 save vs. acid	800	4,000
9	Lapis	+2 save vs. cold	800	4,000

Prefixes (d100)			XP	GP
10	Burgundy	+2 save vs. fire	800	4,000
11	Tangerine	+2 save vs. lightning	800	4,000
12	Ivory	+2 save vs. mind-affecting spells and effects	800	4,000
13	Jade	+2 save vs. poison	800	4,000
14	Jet	+2 save vs. spell	800	4,000
15	Pyrite	+3 save vs. acid and -25% damage from acid	1,200	6,000
16	Cobalt	+3 save vs. cold and -25% damage from cold	1,200	6,000
17	Garnet	+3 save vs. fire and -25% damage from fire	1,200	6,000
18	Coral	+3 save vs. lightning and -25% damage from lightning	1,200	6,000
19	Crystal	+3 save vs. mind-affecting spells and effects	1,200	6,000
20	Viridian	+3 save vs. poison and -25% damage from poison	1,200	6,000
21	Ebony	+3 save vs. spell and -25% damage from spells	1,200	6,000
22	Crysolite	+4 save vs. acid and -50% damage from acid	1,600	8,000
23	Sapphire	+4 save vs. cold and -50% damage from cold	1,600	8,000
24	Ruby	+4 save vs. fire and -50% damage from fire	1,600	8,000
25	Amber	+4 save vs. lightning and -50% damage from lightning	1,600	8,000
26	Diamond	+4 save vs. mind-affecting spells and effects	1,600	8,000
27	Emerald	+4 save vs. poison and -50% damage from poison	1,600	8,000
28	Obsidian	+4 save vs. spell and -50% damage from spells	1,600	8,000
29	Topaz	+2 on all saves	2,000	10,000
30+	Prismatic	+3 on all saves	3,000	15,000
35-40	affects foe's reactions (d20+level)			
1-6	Subduing	foe saves or gets a +5 initiative penalty for 1d4 rounds	1,500	7,500
7-10	Wearying	foe saves or loses initiative for 1d4 rounds	2,000	10,000
11	Phasing	foe saves or next attack is at 50% damage as he or she phases out for a moment	2,000	10,000
12-16	Depleting	foe saves or loses initiative for 2d4 rounds	2,000	10,000
17-19	Howling	foe saves or suffers fear for 1d4 rounds (if 4 HD/levels or less)	2,500	12,500
20	Chaotic	foe saves or changes to random alignment for 1d4+1 rounds	2,500	12,500
21-23	Subjugating	foe saves or loses initiative each round for 4d4 rounds	2,500	12,500
24-26	Fatiguing	foe saves or is slowed for 1d4 rounds	2,500	12,500
27-29	Exhausting	foe saves or is slowed for 2d4 rounds	3,000	15,000
30+	Overwhelming	foe saves or is slowed for 3d4 rounds	3,500	17,500
41-45	improves skills and spells (d20+level)			
1-3	Fletcher's	+1 level/score with nonweapon profs and spells (Amazons only)	500	2,500
4-6	Slayer's	+1 level/score with nonweapon profs and spells (Barbarians only)	500	2,500
7-9	Summoner's	+1 level/score with nonweapon profs and spells (Necromancers only)	500	2,500
10-12	Monk's	+1 level/score with nonweapon profs and spells (Paladins only)	500	2,500
13-15	Angel's	+1 level/score with nonweapon profs and spells (Sorcerers only)	500	2,500
16-17	Archer's	+2 level/score with nonweapon profs and spells (Amazons only)	1,000	5,000
18-19	Berserker's	+2 level/score with nonweapon profs and spells (Barbarians only)	1,000	5,000
20-21	Necromancer's	+2 level/score with nonweapon profs and spells (Necromancers only)	1,000	5,000
22-23	Priest's	+2 level/score with nonweapon profs and spells (Paladins only)	1,000	5,000
24+	Arch-Angel's	+2 level/score with nonweapon profs and spells (Sorcerers only)	1,000	5,000
46-49	cursed (roll the base item's prefix roll)			
1-15	Rusted	-1 AC	0	1
16-25	Vulnerable	-2 AC	0	1
26-35	Glass	-2 on all saves	0	1
36-45	Hyena's	user may not cast spells	0	1
46-55	Frog's	-1 1st level spell per day (if the user can cast such spells)	0	1
56-70	Pitch	any light source carried by user has a -10' radius	0	1
71-75	Brass	-1 to hit	0	1
76-77	Tin	-2 to hit	0	1
78	Crystalline	when damage is dealt add 1d6; if a 6 is rolled, item does no damage and is destroyed	0	1
79-81	Weak	base damage is halved (round down)	0	1
82-83	Bent	base damage is reduced to 1	0	1
84-85	Useless	attacking with this item causes no damage	0	1
86-88	Dull	-1 to hit and base damage is halved (round down)	0	1
89-00	Clumsy	-2 to hit and base damage is reduced to 1	0	1
50	capricious (roll again on prefix table using d100 instead of item's normal roll)			

## Prefixes (d100)

			XP	GP
51-55	affects visibility (d20+level)			
	1-6	Glowing	glows to a 30' radius	500 2,500
	7-12	Oracular	constant detect invisibility to 60'	1,000 5,000
	13-17	Unseen	user is invisible to all beings more than 30' away	1,500 7,500
	18-21	Hidden	user is invisible to all beings more than 20' away	2,000 10,000
	22-24	Veiled	user is invisible to all beings more than 10' away	2,500 12,500
	25+	Stalking	user is invisible on any round he or she does not move, attack, or cast a spell	3,000 15,000
56-60	affects number of castable spells (d20+level)			
	1-5	Lizard's	+1 1st level spell per day (if the user can cast such spells)	500 2,500
	6-9	Spider's	+1 1st & 2nd level spells per day (if the user can cast such spells)	1,000 5,000
	10-13	Raven's	+1 1st-3rd level spells per day (if the user can cast such spells)	1,500 7,500
	14-17	Snake's	+1 1st-4th level spells per day (if the user can cast such spells)	2,000 10,000
	18-21	Serpent's	+1 1st-5th level spells per day (if the user can cast such spells)	2,500 12,500
	22-24	Drake's	+1 1st-6th level spells per day (if the user can cast such spells)	3,000 15,000
	25-26	Dragon's	+1 1st-7th level spells per day (if the user can cast such spells)	3,500 17,500
	27	Wyrms	+1 1st-8th level spells per day (if the user can cast such spells)	4,000 20,000
	28	Hydra's	+1 1st-9th level spells per day (if the user can cast such spells)	4,500 22,500
	29-30	Devious	when user casts a spell, there is a 1 in 10 chance that it restores itself in memory	4,500 22,500
	31	Fortified	when user casts a spell, there is a 1 in 4 chance that it restores itself in memory	5,000 25,000
	32+	Vulpine	user may reduce any damage by 25% if he or she loses one memorized spell	5,500 27,500
61-62	affects magical items (d20+level)			
	1-6	Extending	doubles the duration of herbs	500 2,500
	7-12	Chrono	doubles the duration of oils and resins	500 2,500
	15-19	Augmenting	doubles the effect of herbs	1,000 5,000
	20+	Catalyzing	doubles the effect of oils and resins	1,000 5,000
63-70	affects the user's personal statistics (d20+level)			
	1-2	Blue	+1 save vs. cold	400 2,000
	3-4	Red	+1 save vs. fire	400 2,000
	5-6	Orange	+1 save vs. lightning	400 2,000
	7-8	White	+1 save vs. mind-affecting spells and effects	400 2,000
	9-10	Green	+1 save vs. poison	400 2,000
	11-12	Black	+1 save vs. spell	400 2,000
	13-14	Tough	+1 Constitution	500 2,500
	15-16	Swift	+1 Dexterity	500 2,500
	17-18	Brilliant	+1 Intelligence	500 2,500
	19-20	Mighty	+1 Strength	500 2,500
	21-22	Vibrant	+1 Wisdom	500 2,500
	23-24	Forceful	+1 1st level spell per day (if the user can cast such spells)	500 2,500
	25-26	Resilient	+1 AC	500 2,500
	27-28	Silver	+1 to hit	500 2,500
	29-30	Muscular	minimum damage per die in melee attacks is 2 points	500 2,500
	31+	Healthy	+5 hit points	500 2,500
71-77	improves to hit scores (d20+level)			
	1-6	Bronze	+1 to hit	500 2,500
	7-8	Iron	+1 to hit, +2 vs. undead and demonic creatures	750 3,750
	9-13	Silver	+2 to hit	1,000 5,000
	14-15	Steel	+2 to hit, +3 vs. undead and demonic creatures	1,250 6,250
	16-19	Gold	+3 to hit	1,500 7,500
	20-21	Platinum	+3 to hit, +4 vs. undead and demonic creatures	1,750 8,750
	22-25	Mithril	+4 to hit	2,000 10,000
	26-30	Meteoritic	+5 to hit	2,500 12,500
	31+	Weird	+5 to hit, extra successful hit on a natural 20	3,000 15,000
78-82	has a chance for extra damage (d20+level)			
	1-5	Jagged	double base damage on a natural 20	500 2,500
	6-9	Deadly	double base damage on a natural 19-20	1,000 5,000
	10-13	Vicious	double base damage on a natural 18-20	1,000 5,000

Prefixes (d100)			XP	GP
14-17	Heavy	double base damage on a natural 17-20	1,500	7,500
18-21	Brutal	double base damage on a natural 16-20	1,500	7,500
22-25	Massive	double base damage on a natural 15-20	2,000	10,000
26-29	Savage	double base damage on a natural 14-20	2,500	12,500
30-33	Ruthless	double base damage on a natural 13-20	3,000	15,000
34+	Merciless	double base damage on a natural 12-20	3,500	17,500
83-90	improves to hit scores and has a chance for extra damage (d20+level)			
1-5	Sharp	+1 to hit, double base damage on a natural 20	1,000	5,000
6-9	Fine	+1 to hit, double base damage on a natural 19-20	1,500	7,500
10-13	Warrior's	+2 to hit, double base damage on a natural 18-20	2,000	10,000
14-17	Soldier's	+2 to hit, double base damage on a natural 17-20	2,500	12,500
18-21	Knight's	+3 to hit, double base damage on a natural 16-20	3,000	15,000
22-25	Master's	+3 to hit, double base damage on a natural 15-20	3,500	17,500
26-29	Doppelganger's	for each attack, roll a d4 and add it to to hit and damage numbers	4,000	20,000
30-33	Lord's	+4 to hit, double base damage on a natural 14-20	4,000	20,000
34-37	Champion's	+4 to hit, double base damage on a natural 13-20	4,500	22,500
38+	King's	+5 to hit, double base damage on a natural 12-20	5,000	25,000
91-00	affects item's charges (d20+level)			
1-15	Plentiful	has twice the normal maximum charges	1,500	7,500
16	Jester's	casts a random spell from Suffixes 91-00 when activated	2,000	10,000
17+	Bountiful	has three times the normal maximum charges	2,500	12,500
Suffixes (d100)			XP	GP
1-20	reduces damage suffered (d20+level)			
1-11	of Health	-1 hit point of damage suffered with each attack	500	2,500
12-17	of Protection	-2 hit points of damage suffered with each attack	1,000	5,000
18-22	of Absorption	-3 hit points of damage suffered with each attack	1,500	7,500
23-26	of Life	-4 hit points of damage suffered with each attack	2,000	10,000
27+	of Deflection	-5 hit points of damage suffered with each attack	2,500	12,500
21-25	has an effect when attacked (d20+level)			
1-10	of Thorns	successful melee attack against the wearer inflicts 1d4 damage on the attacker	1,000	5,000
11-18	of Spikes	successful melee attack against the wearer inflicts 2d4 damage on the attacker	1,500	7,500
19+	of Blocking	extra attack/round when using this item to parry or as armor 2d4 damage on the attacker	2,000	10,000
26-30	improves durability (d20+level)			
1-10	of Sturdiness	item gets +2 on item saving throws	500	2,500
11-14	of Structure	item gets +4 on item saving throws	1,000	5,000
15-17	of the Ages	item cannot be damaged or destroyed	1,500	7,500
18-19	of Bonding	every item carried gets +2 on item saving throws	1,500	7,500
20+	of Unity	every item carried gets +4 on item saving throws	2,000	10,000
31-35	increases hit points (d20+level)			
1-8	of the Jackal	+4 hit points	500	2,500
9-13	of the Fox	+6 hit points	1,000	5,000
14-17	of the Jaguar	+8 hit points	1,500	7,500
18-21	of the Wolf	+10 hit points	2,000	10,000
22-23	of the Eagle	+12 hit points	2,500	12,500
24-25	of the Tiger	+15 hit points	3,000	15,000
26-27	of the Lion	+18 hit points	3,500	17,500
28-29	of the Mammoth	+20 hit points	4,000	20,000
30-31	of the Whale	+25 hit points	4,500	22,500
32+	of the Colossus	+30 hit points	5,000	25,000
36-45	increases ability scores (d20+level)			
1-2	of Vitality	+1 Constitution	500	2,500
3-4	of Dexterity	+1 Dexterity	500	2,500
5-6	of Magic	+1 Intelligence	500	2,500
7-8	of Strength	+1 Strength	500	2,500
9-10	of the Lynx	+1 Wisdom	500	2,500
11-12	of Zest	+2 Constitution	1,000	5,000
13-14	of Skill	+2 Dexterity	1,000	5,000

## Suffixes (d100)

			XP	GP
15-16	of the Mind	+2 Intelligence	1,000	5,000
17-18	of Might	+2 Strength	1,000	5,000
19-20	of the Leopard	+2 Wisdom	1,000	5,000
21	of Vim	+3 Constitution	1,500	7,500
22	of Accuracy	+3 Dexterity	1,500	7,500
23	of Brilliance	+3 Intelligence	1,500	7,500
24	of Power	+3 Strength	1,500	7,500
25	of the Jaguar	+3 Wisdom	1,500	7,500
26	of Vigor	+4 Constitution	2,000	10,000
27	of Precision	+4 Dexterity	2,000	10,000
28	of Sorcery	+4 Intelligence	2,000	10,000
29	of the Giant	+4 Strength	2,000	10,000
30	of the Tiger	+4 Wisdom	2,000	10,000
31	of Life	+5 Constitution	2,500	12,500
32	of Perfection	+5 Dexterity	2,500	12,500
33	of Wizardry	+5 Intelligence	2,500	12,500
34	of the Titan	+5 Strength	2,500	12,500
35	of the Lion	+5 Wisdom	2,500	12,500
36	of the Sky	+1 to all ability scores	3,000	15,000
37	of the Moon	+2 to all ability scores	4,000	20,000
38	of the Stars	+3 to all ability scores	6,000	30,000
39	of the Heavens	+4 to all ability scores	8,000	40,000
40+	of the Zodiac	+5 to all ability scores	10,000	50,000
46-49	cursed (roll the base item's suffix roll)			
1-15	of Tears	+1 hit point of damage suffered with each attack	0	1
16-25	of Pain	+2 hit points of damage suffered with each attack	0	1
26-27	of Brittleness	every hit by this item requires a save vs. crushing blow or it is destroyed	0	1
28-29	of Decay	+2 damage, every hit requires a save vs. crushing blow or it is destroyed	0	1
30	of Fragility	on the first use of this item in combat, it is destroyed	0	1
31-40	of the Vulture	-1d6 hit points	0	1
41-42	of Disease	-1 Constitution	0	1
43-44	of Atrophy	-1 Dexterity	0	1
45-46	of Dyslexia	-1 Intelligence	0	1
47-48	of Weakness	-1 Strength	0	1
49-50	of the Cat	-1 Wisdom	0	1
51	of the Pit	-1 to all ability scores	0	1
52	of Illness	-2 Constitution	0	1
53	of Paralysis	-2 Dexterity	0	1
54	of Draining	-2 Intelligence	0	1
55	of Frailty	-2 Strength	0	1
56	of the Rat	-2 Wisdom	0	1
57	of Trouble	-2 to all ability scores	0	1
58	of Pox	user cannot regain hit points while in possession of this item	0	1
59	of Corruption	user cannot restore cast spells while in possession of this item	0	1
60	of Infection	spells that affect only the user's mind last until dispelled	0	1
61	of Ruin	1 spell per day must be memorized as if it were 1 level higher	0	1
62	of the Exposed	2 spells per day must be memorized as if they were 1 level higher	0	1
63-64	of Discord	+1 initiative penalty when casting spells	0	1
65-67	of the Night	any light source carried by user has a -10' radius	0	1
68-69	of the Dark	any light source carried by user has a -20' radius	0	1
70	of the Void	any light source carried by user has a -30' radius	0	1
71-80	of Passivity	+2 initiative penalty when attacking with this item	0	1
81-90	of the Snail	user may only attack once per two rounds when using this item	0	1
91-00	of the Fool	one random memorized spell per day vanishes after memorization	0	1
50	capricious (roll again on suffix table using d100 instead of item's normal roll)			
51-53	improves recovery (d20+level)			
1-15	of Regeneration	when regaining hit points, user regains +25% of the amount (up to maximum)	2,000	10,000
16+	of Regrowth	when regaining hit points, user regains +50% of the amount (up to maximum)	3,500	17,500

Suffixes (d100)			XP	GP
54-56	affects spell memorization (d20+level)			
1-10	of Warding	1 spell per day may be memorized as if it were 1 level lower	1,000	5,000
14-22	of the Sentinel	2 spells per day may be memorized as if they each were 1 level lower	1,500	7,500
23-28	of Guarding	3 spells per day may be memorized as if they each were 1 level lower	2,000	10,000
29-34	of Negation	4 spells per day may be memorized as if they each were 1 level lower	2,500	12,500
35+	of Osmosis	5 spells per day may be memorized as if they each were 1 level lower	3,000	15,000
57-60	affects actions in combat (d20-level)			
1-9	of the Apprentice	-1 initiative when casting spells	500	2,500
10-13	of the Magus	-2 initiative when casting spells	1,000	5,000
14-16	of Balance	foe gets +1 initiative penalty in melee combat	1,000	5,000
17-18	of Stability	foe gets +2 initiative penalty in melee combat	1,500	7,500
19+	of Harmony	foe gets +3 initiative penalty in melee combat	2,000	10,000
61-63	improves treasure finding (d20+level)			
1-10	of Greed	dungeon level is +2 on random gold tables	1,500	7,500
11-18	of Chance	dungeon level is +2 on random magic item tables	2,000	10,000
19-26	of Wealth	dungeon level is +4 on random gold tables	2,000	10,000
27+	of Fortune	dungeon level is -4 on random magic item tables	2,500	12,500
64-67	improves light sources (d20+level)			
1-13	of Light	any light source carried by user has a +10' radius	500	2,500
14-18	of Radiance	any light source carried by user has a +20' radius	750	3,750
19+	of the Sun	any light source carried by user has a +30' radius	1,000	5,000
68-70	reduces effects of hazards (d20+level)			
1-8	of the Thief	+33% find/remove traps, -50% damage from traps	750	3,750
9-14	of Warmth	gives immunity to non-damaging effects of cold	1,000	5,000
15-18	of Remedy	additional save vs. poison, -1d6 damage from poison	1,000	5,000
19-21	of Amelioration	additional save vs. poison at +2, -2d6 damage from poison	1,500	7,500
22-23	of Defiance	additional save vs. poison at +4, -3d6 damage from poison	2,000	10,000
24+	of Purging	additional save vs. poison, slow poison for 1d6 rounds	2,500	12,500
71-73	increases damage (d20+level)			
1-4	of Craftsmanship	+1 damage	500	2,500
5-8	of Quality	+1 damage, +2 damage vs. larger than man-sized creatures	750	3,750
9-11	of Maiming	+2 damage	1,000	5,000
12-14	of Slaying	+2 damage, +3 damage vs. larger than man-sized creatures	1,250	6,250
15-17	of Gore	+3 damage	1,500	7,500
18	of Devastation	if maximum base damage is rolled then triple damage	1,750	8,750
19	of the Jester	when damage is rolled, multiply by 1d4; on a 4, no damage is dealt	2,000	10,000
20-22	of Carnage	+4 damage	2,000	10,000
23+	of Slaughter	+5 damage	2,500	12,500
74-75	improves minimum damage (d20+level)			
1-8	of Measure	minimum base damage with this item is 2	500	2,500
9-15	of Worth	minimum base damage with this item is 3	1,000	5,000
16-20	of Excellence	minimum base damage with this item is 4	1,500	7,500
21+	of Performance	minimum base damage with this item is 5	2,000	10,000
76-77	affects attack speed (d20+level)			
1-8	of Readiness	-1 initiative when attacking with this item	500	2,500
9-15	of Alacrity	-2 initiative when attacking with this item	750	3,750
16-19	of Swiftmess	-3 initiative when attacking with this item	1,000	5,000
20-22	of Quickness	-4 initiative when attacking with this item	1,500	7,500
23-27	of Speed	user always wins initiative when attacking with this item	2,000	10,000
28+	of Haste	one extra attack per round	2,500	12,500
78-80	adds effects to damaged foe (d20+level)			
1-3	of Frost	+1d6 cold damage	500	2,500
4-6	of Flame	+1d6 fire damage	500	2,500
7-9	of Shock	+1d6 lightning damage	500	2,500
10-12	of Blight	+1d6 poison damage	500	2,500
13-14	of Ice	+2d6 cold damage	1,000	5,000
15-16	of Fire	+2d6 fire damage	1,000	5,000
17-18	of Lightning	+2d6 lightning damage	1,000	5,000
19-20	of Venom	+2d6 poison damage	1,000	5,000
21	of the Glacier	+3d6 cold damage	1,500	7,500

Suffixes (d100)			XP	GP
22	of Burning	+3d6 fire damage	1,500	7,500
23	of Thunder	+3d6 lightning damage	1,500	7,500
24	of Pestilence	+3d6 poison damage	1,500	7,500
25	of Vileness	wounds caused by this item can only be healed magically, negating regeneration	1,500	7,500
26	of the Crusaders	+1 cumulative damage per successful consecutive attack against same foe	2,000	10,000
27	of Destruction	foe's armor class is added to the weapon's damage	2,000	10,000
28	of Peril	on a hit, foe takes double damage and wielder takes normal damage	2,500	12,500
29-30	of the Bear	knocks foe out of melee range (10' away) on a successful hit	2,500	12,500
31+	of the Grizzly	knocks foe out of melee range (20' away) on a successful hit	3,000	15,000
81-82	restores on a successful hit (d20+level)			
1-5	of the Leech	hit heals the user 1d4 hit points	1,500	7,500
6-9	of the Claw	hit against a spellcaster restores one of user's cast 1st-3rd level Priest spells	2,000	10,000
10-13	of the Bat	hit against a spellcaster restores one of user's cast 1st-3rd level Wizard spells	2,000	10,000
14-17	of Blood	hit heals the user 1d6 hit points	2,000	10,000
18-20	of the Talon	hit against a spellcaster restores one of user's cast Priest spells	2,500	12,500
21-23	of the Vampire	hit against a spellcaster restores one of user's cast Wizard spells	2,500	12,500
24+	of the Lamprey	hit heals the user 2d4 hit points	3,000	15,000
83-84	causes damage to armor or weapons (d20+level)			
1-7	of Piercing	on a natural 20, foe's armor saves vs. crushing blow or is destroyed	2,000	10,000
8-14	of Breaking	on a natural 20, foe's weapon saves vs. crushing blow or is destroyed	2,500	12,500
15-21	of Puncturing	on a natural 19 or 20, foe's armor saves vs. crushing blow or is destroyed	2,500	12,500
22-28	of Smashing	on a natural 19 or 20, foe's weapon saves vs. crushing blow or is destroyed	3,000	15,000
29+	of Bashing	on a natural 18, 19 or 20, foe's armor saves vs. crushing blow or is destroyed	3,500	17,500
85	affects weapon proficiencies (d20+level)			
1-13	of Ease	grants proficiency in using the item	1,000	5,000
14+	of Simplicity	grants proficiency and specialization in using the item	2,000	10,000
86-90	affects available uses (d20+level)			
1-13	of Many	can fire one charge/arrow per round for free (others cost or must be provided)	1,500	7,500
14+	of Plenty	can fire two charges/arrows per round for free (others cost or must be provided)	3,000	15,000
91-00	allows the casting of a spell (d20+level), maximum 10d10 charges, all are rechargeable (except inscribed spells)			
1-10	of (spell name)	random 1st level spell	500	2,500
11-15	of (spell name)	random 2nd level spell	1,000	5,000
16-20	of (spell name)	random 3rd level spell	1,500	7,500
21-24	of (spell name)	random 4th level spell	2,000	10,000
25-27	of (spell name)	random 5th level spell	2,500	12,500
28-30	of (spell name)	random 6th level spell	3,000	15,000
31-33	of (spell name)	random 7th level spell	3,500	17,500
34-35	of (spell name)	random 8th level spell (or 7th level priest spell)	4,000	20,000
36+	of (spell name)	random 9th level spell (or 7th level priest spell)	4,500	22,500

scrolls and runes have 1/10 xp and gp values  
books have 1/5 xp and gp values

### Perishables (d100)\*

*Potions, herbs & elixirs are imbibed; oils coat melee weapons; resins coat missile weapons			XP	GP
1-2	Potion of Light Healing	heals 1d4+1 damage	100	500
3-6	Potion of Healing	heals 2d4+2 damage	200	1,000
7-8	Potion of Full Healing	heals all damage	300	1,500
9-11	Potion of Mana	restores 1 previously cast spell of 1st-3rd level	100	500
12-13	Potion of Full Mana	restores 1 previously cast spell	200	1,000
14-16	Potion of Rejuvenation	heals 2d4+2 damage and restores 1 previously cast spell of 1st-3rd level	300	1,500

Perishables (d100)\*

			XP	GP
17-18	Potion of Full Rejuvenation	heals all damage and restores 1 previously cast spell	400	2,000
19	Detox Potion	casts <i>slow poison</i> on user for 2d4 turns	100	500
20	Antidote	casts <i>neutralize poison</i> on user	200	1,000
21	Potion of Chi	gives new save against any mind-affecting spell or effect	100	500
22	Potion of Full Chi	dispels any mind-affecting spell or effect	300	1,500
23	Potion of Restoration	heals all damage, dispels any mind-affecting spell or effect	500	2,500
24	Flaming Oil	flaming oil in 5' radius for 2d4+2 fire damage for 1d4 rounds	100	500
25	Explosive Potion	explosion in 10' radius for 3d4+3 fire damage (save vs. dragon breath for half)	200	1,000
26	Fulminating Potion	explosion in 20' radius for 6d4+6 fire damage (save vs. dragon breath for half)	300	1,500
27	Rancid Gas Potion	poison gas in a 10' cloud for 1d6+1 poison damage (save vs. poison for half)	100	500
28	Choking Gas Potion	poison gas in a 10' cloud for 2d6+2 poison damage (save vs. poison for half)	200	1,000
29	Strangling Gas Potion	poison gas in a 10' cloud for 3d6+3 poison damage (save vs. poison for half)	300	1,500
30	Acidic Potion	item must save against acid at -2 or be destroyed	400	2,000
31	Energizing Herb	+1 Strength for 1 turn	100	500
32	Strengthening Herb	+2 Strength for 1 turn	200	1,000
33	Empowering Herb	+3 Strength for 1 turn	300	1,500
34	Artful Herb	+1 Dexterity for 1 turn	100	500
35	Skillful Herb	+2 Dexterity for 1 turn	200	1,000
36	Adroit Herb	+3 Dexterity for 1 turn	300	1,500
37	Sturdy Herb	+1 Constitution for 1 turn	100	500
38	Hardy Herb	+2 Constitution for 1 turn	200	1,000
39	Robust Herb	+3 Constitution for 1 turn	300	1,500
40	Sage Herb	+1 Intelligence for 1 turn	100	500
41	Shrewd Herb	+2 Intelligence for 1 turn	200	1,000
42	Vivid Herb	+3 Intelligence for 1 turn	300	1,500
43	Indigo Herb	+3 save vs. cold and -25% damage from cold for 1 turn	300	1,500
44	Cerulean Herb	+4 save vs. cold and -50% damage from cold for 1 turn	400	2,000
45	Russet Herb	+3 save vs. fire and -25% damage from fire for 1 turn	300	1,500
46	Vermilion Herb	+4 save vs. fire and -50% damage from fire for 1 turn	400	2,000
47	Crackling Herb	+3 save vs. lightning and -25% damage from lightning for 1 turn	300	1,500
48	Forked Herb	+4 save vs. lightning and -50% damage from lightning for 1 turn	400	2,000
49	Swart Herb	+3 save vs. spell and -25% damage from spell for 1 turn	300	1,500
50	Atramentous Herb	+4 save vs. spell and -50% damage from spell for 1 turn	400	2,000
51	Vital Herb	+3 save vs. poison and -25% damage from poison for 1 turn	300	1,500
52	Enduring Herb	+4 save vs. poison and -50% damage from poison for 1 turn	400	2,000
53	Urgent Herb	-3 to initiative rolls for 1 turn when attacking with a melee weapon	100	500
54	Fleet Herb	-6 to initiative rolls for 1 turn when attacking with a melee weapon	200	1,000
55	Brisk Herb	-3 to initiative rolls for 1 turn when attacking with a missile weapon	100	500
56	Swift Herb	-6 to initiative rolls for 1 turn when attacking with a missile weapon	200	1,000
57	Dazzling Herb	user gets 1 extra spell of each level, all must be cast within 1 turn	100	500
58	Fascinating Herb	user gets 2 extra spells of each level, all must be cast within 1 turn	200	1,000
59	Bright Herb	+50% hit points for 1 turn	100	500
60	Solar Herb	+100% hit points for 1 turn	200	1,000
61	Omniscient Herb	detect invisibility for 1 turn	100	500
62	Mystical Herb	all of user's spells cast within 1 turn have +50% duration	300	1,500
63	Arcane Herb	all of user's spells cast within 1 turn have double duration	400	2,000
64-65	Elixir of Strength	+1 Strength for 1 day	1,000	5,000
66-67	Elixir of Dexterity	+1 Dexterity for 1 day	1,000	5,000
68-69	Elixir of Vitality	+1 Constitution for 1 day	1,000	5,000



## Perishables (d100)\*

			XP	GP
70	Elixir of Intelligence	+1 Intelligence for 1 day	1,000	5,000
71	Elixir of Chi	+1 Wisdom for 1 day	1,000	5,000
72	Spectral Elixir	+1 to all abilities for 1 day	3,000	15,000
73	Elixir of Fire	+2 save vs. fire for 1 day	500	2,500
74	Elixir of Ice	+2 save vs. cold for 1 day	500	2,500
75	Elixir of Lightning	+2 save vs. lightning for 1 day	500	2,500
76	Elixir of Magic	+2 save vs. spell for 1 day	500	2,500
77	Elixir of Psionics	+2 save vs. mind-affecting spells and effects for 1 day	500	2,500
78	Elixir of Poison	+2 save vs. poison for 1 day	500	2,500
79	Elixir of Energy	+2 on all saves for 1 day	500	2,500
80	Elixir of Accuracy	+2 to hit for 1 day	500	2,500
81	Elixir of Damage	minimum base damage from user's attacks is 2 for 1 day	500	2,500
82	Elixir of Defense	+1 AC for 1 day	500	2,500
83	Elixir of Life	+5 hit points for 1 day	500	2,500
84	Elixir of Power	+1 1st level spell (if user can cast such spells) for 1 day	500	2,500
85	Oil or Resin of Accuracy	anointed weapon is +2 to hit for 1 turn (50% chance to be Resin)	200	1,000
86	Oil or Resin of Precision	anointed weapon is +3 to hit for 1 turn (50% chance to be Resin)	300	1,500
87	Oil or Resin of Mastery	anointed weapon is +4 to hit for 1 turn (50% chance to be Resin)	400	2,000
88	Oil or Resin of Sharpness	anointed weapon is +2 damage for 1 turn (50% chance to be Resin)	200	1,000
89	Oil or Resin of Pain	anointed weapon is +3 damage for 1 turn (50% chance to be Resin)	300	1,500
90	Oil or Resin of Savagery	anointed weapon is +4 damage for 1 turn (50% chance to be Resin)	400	2,000
91	Oil or Resin of Death	anointed weapon is +5 damage for 1 turn (50% chance to be Resin)	500	2,500
92	Oil of Hardening	anointed weapon gives AC +2 for 1 turn	200	1,000
93	Oil of Imperviousness	anointed weapon gives AC +3 for 1 turn	300	1,500
94	Oil of Immunity	anointed weapon gives AC +4 for 1 turn	400	2,000
95	Oil of Skill	grants proficiency in the anointed item to anyone holding the item for 1 turn	200	1,000
96	Oil of Fortitude	repairs any damage to an item	200	1,000
97	Blacksmith's Oil	gives +4 to item saving throws for 1 turn	300	1,500
98	Oil of Permanence	permanently makes an item indestructible	600	3,000
99	Oil of Enchantment	permanently changes weapon's type (roll new d20+40 on Base Item Table)	700	3,500
00	Monstrous Body Part	roll d12 for type; for power roll again on this table, if second roll is 00 then roll twice more		as above
	1	Heart		
	2	Brain		
	3	Jawbone		
	4	Eye		
	5	Ear		
	6	Horn		
	7	Tail		
	8	Fang		
	9	Quill		
	10	Scalp		
	11	Spleen		
	12	Soul		

## Side Notes

All score increases are stackable (rings work with armor, for example). However, no PC may have an ability score over 25.

Multiple potions, herbs, and elixirs can be ingested without any miscibility effects.

Fighters and other Warriors roll exceptional Strength if items raise their Strength to 18.

Initiative scores cannot be lowered below 1.

Priest spells include Order of the Light spells.

Wizard spells include Sorcerer, Necromancer, and Order of the Arrow Spells.

## CHAPTER FOUR: DIABLO MONSTERS

If there's one thing you can count on in the DIABLO game, it's that there's always at least one more monster around the corner. Chances are, there are ten or twelve.

### OH MY GOD, THAT'S A LOT OF MONSTERS

Here, at long last, are more than 100 AD&D monster entries for some of the least friendly denizens of the underworld. Not one of them is interested in coming over for a Sunday barbecue, unless your PCs are on the menu.

Each monster has a main type, like "Magma Demon." Each main type has at least four different varieties, so the Magma Demon entry has stats for the magma demon, the blood stone, the hell stone, and the lava lord. The main types are in alphabetical order, while the varieties of each type are in order from weakest to strongest. Keeping the different varieties straight can be the difference between life and death for the PCs.

For each monster, all the relevant combat information is in the statistical block. The descriptions are used to flesh out the monsters. The monster statistics have less information than a typical Monstrous Compendium entry, because these monsters have a lot in common. Each stat block has the same elements.

**CLIMATE/TERRAIN:** Places you don't want to be

**FREQUENCY:** Common enough here

**ORGANIZATION:** What the Prime Evil says, they do

**ACTIVITY CYCLE:** All the time

**DIET:** Player characters

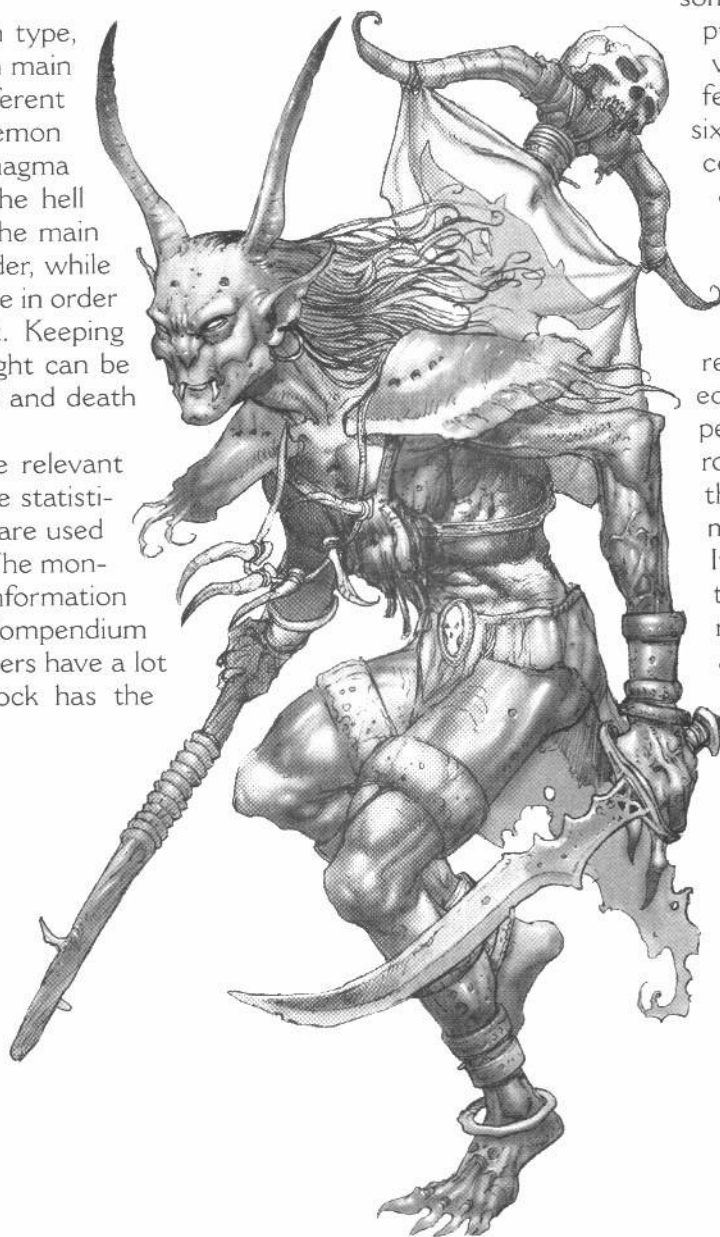
**TREASURE:** Roll on the DIABLO Treasure Table

**ALIGNMENT:** Lawful Evil, and we mean *evil*

Now that the soft stuff's out of the way, the hard material's presented for your killing pleasure. You know how to use most of it, though Resistances could use some explanation. In the computer game, monsters have varying resistances to different kinds of attacks. The six types of attacks are: acid, cold, fire, lightning, mind control, and poison.

Under Resistances, we list the monster's percentage resistance to these attacks, if any. If a resistant monster is subjected to that type of attack, roll percentile dice. If the number rolled is equal to or less than the percentage listed, the monster ignores the attack. If an attack type isn't listed, the monster has 0 percent resistance to that type of attack. If a monster is listed as immune to an attack, the attack never affects the beast.

So don't just stand there. There's slaying to be done!



# ACID BEAST

	Acid Beast	Poison Spitter	Pit Beast	Lava Maw
<b>No. Appearing:</b>	3-8 (1d6+2)	3-8 (1d6+2)	3-8 (1d6+2)	3-8 (1d6+2)
<b>Armor Class:</b>	4	4	3	3
<b>Movement:</b>	18	18	18	18
<b>Hit Dice:</b>	3	4	6	12
<b>THAC0:</b>	17	17	15	9
<b>No. Attacks:</b>	1	1	1	1
<b>Damage/Attack:</b>	1d6 + 1d4 acid	2d4 + 1d6 poison	2d6 + 1d8 acid	2d8 + 1d10 lava
<b>Special Attacks:</b>	spit acid 2d4	spit poison 2d6	spit acid 2d8	spit lava 2d10
	_____victim makes Dexterity check or suffers spit damage on next round_____			
<b>Special Defenses:</b>	none	none	none	none
<b>Resistances:</b>	immune to acid	immune to poison	mind control 30%, immune to acid	mind control 50%, immune to fire
<b>Size:</b>	M	M	M	M
<b>Intelligence:</b>	Semi- (2)	Semi- (2)	Semi- (3)	Semi- (4)
<b>Morale:</b>	Elite (13)	Elite (13)	Elite (14)	Elite (14)
<b>XP Value:</b>	270	420	1,400	7,000

Acid Beasts are quadruped scavengers. Their armored backs are festooned with scales and ridges, and they move with insidious agility.

The Acid Beasts have their origin in an ancient conflict. After an especially violent battle, the demon lord Baal enjoyed celebrating with his brothers by holding a disgusting feast of blood, human flesh, and other hellish delights. These terrors are descendents of doglike creatures that were transformed after feeding upon the remains of Baal's nightmarish meal. The vile substances that the creatures consumed, along with their close proximity to the Lord of Destruction, twisted and warped the viscera of these hounds of hell.

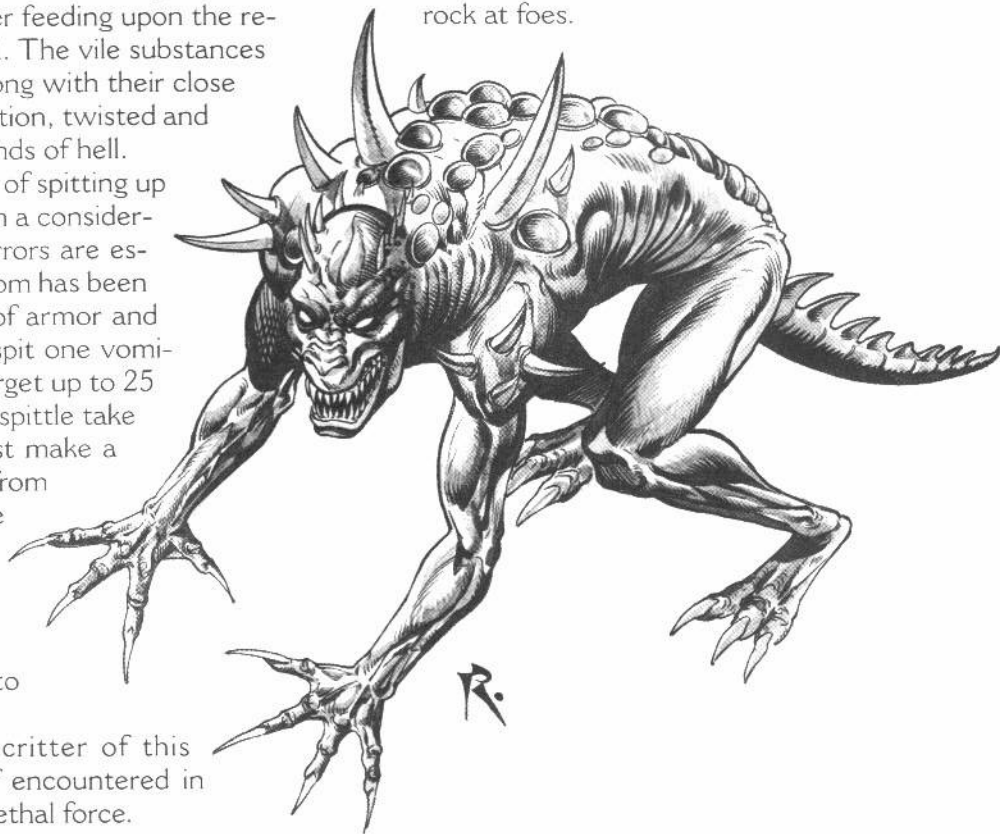
This diabolic species is capable of spitting up caustic fluids and projecting them a considerable distance. Packs of these terrors are especially devastating, as their venom has been known to ravage the strongest of armor and the most hearty of men. They spit one vomitous glob per round, striking a target up to 25 feet away. Targets struck by the spittle take the damage indicated, then must make a Dexterity check to jump away from the residue, or suffer damage again in the subsequent round. Armor or other objects exposed to the venom must be cleaned within a half-hour or need a saving throw vs. acid to avoid being destroyed.

**Acid Beasts** are the base critter of this "family" of monsters, though if encountered in any numbers, they can prove a lethal force.

**Poison Spitters** resemble Acid Beasts in size and temperament; however, they spit globules of virulent contact poison.

**Pit Beasts** are hulking, meaner versions of acid beasts. The acid globules they produce are larger and more dangerous than are those of their smaller cousins.

**Lava Maws** enjoy the powers of their hellish progenitors to the fullest, and so spew globs of glowing molten rock at foes.



# BALRÖG

	Slayer	Guardian	Vortex Lord	Balrog
<b>No. Appearing:</b>	1 or 2-8 (2d4)	1 or 2-8 (2d4)	1 or 2-8 (2d4)	1 or 2-8 (2d4)
<b>Armor Class:</b>	-1	-2	-3	-8
<b>Movement:</b>	9, fly 15 (B)	9, fly 15 (B)	9, fly 15 (B)	9, fly 15 (B)
<b>Hit Dice:</b>	10	11	12	15
<b>THAC0:</b>	11	9	9	5
<b>No. Attacks:</b>	2	2	2	2
<b>Damage/Attack:</b>	2d8/2d8	2d10/2d10	2d12/2d12	3d10/3d10
<b>Special Attacks:</b>	_____inferno for 1d6/HD fire damage (save to half) to all in 5' wide, 20' long line_____			
<b>Special Defenses:</b>	_____balrog has +3 AC if not attacking_____			
<b>Resistances:</b>	_____mind control 50%, immune to fire_____			
<b>Size:</b>	H	H	H	H
<b>Intelligence:</b>	Very (12)	Highly (14)	Exceptional (16)	Genius (18)
<b>Morale:</b>	Fanatic (17)	Fanatic (17)	Fearless (19)	Fearless (20)
<b>XP Value:</b>	8,000	10,000	11,000	14,000

Balrogs are archetypal demons spawned from the hottest fires of the netherworld, born with no other purpose than as a scourge to mortal souls. Terrifyingly loathsome to behold, scarlet-hued Balrogs tower 12 feet tall.

often found in conjunction with important tomes of evil, unholy artifacts, or guarding vital thoroughfares.

**Vortex Lords** are the natural leaders of lesser demons, including

members of their own balrog clan. Though their tactical minds are important for Hell's war, Vortex Lords are lethal warriors in

their own right, second only to the "blessed" true Balrogs.

**Balrogs** are supremely fearsome, having had the unique honor of contact with one of the very Lords of Hell. Imparted with unholy power far above that even of the Vortex Lords, the true Balrogs are one of Hell's greatest weapons in the fight over the mortal realm.

Enormous leathery wings and knife-sharp horns are threatening, but more so are their claws and fiery breath.

**Slayers** are the weakest balrogs, and are often sent by their greater brethren to scout areas of potential interest, especially as regards to the activities of mortal-kind.

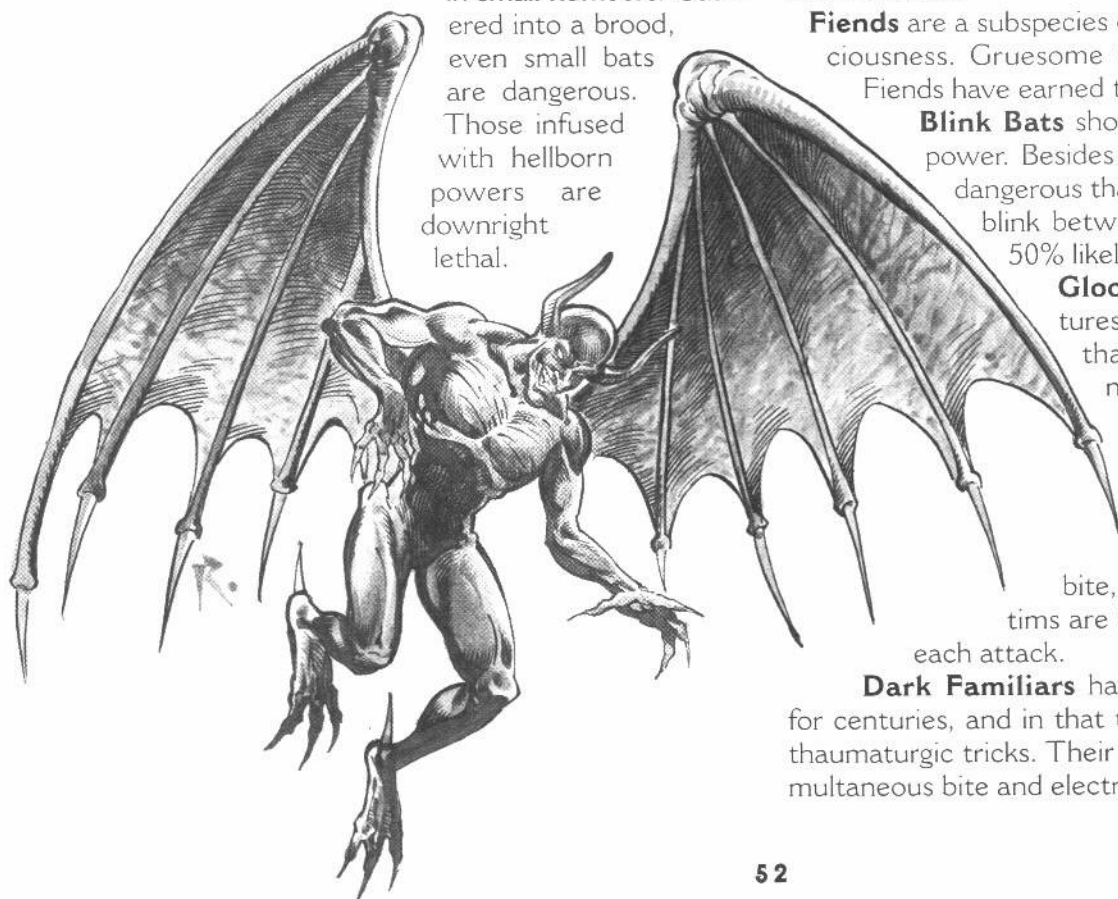
**Guardians** are fearsome creatures devoted to the hellish plans of the superiors, and through them, the Prime Evils. Guardians are



# BAT DEMON

	Desert Wing	Fiend	Blink Bat	Gloom	Blood Diver	Dark Familiar
<b>No. Appearing:</b>	2-8 (2d4)	2-8 (2d4)	1-6	1-6 or 2-20 (2d20)	1-6 or 2-20 (2d20)	1-6 or 2-20 (2d20)
<b>Armor Class:</b>	6	5	4	3	2	1
<b>Movement:</b>	fly 12 (B)	fly 12 (B)	fly 12 (B)	fly 12 (B)	fly 12 (B)	fly 12 (B)
<b>Hit Dice:</b>	2	3	4	5	6	8
<b>THAC0:</b>	19	17	17	15	15	13
<b>No. Attacks:</b>	1	1	1	1	1	1
<b>Damage/Attack:</b>	1d6+1	2d4	1d10	2d6	2d8	2d8
<b>Special Attacks:</b>	none	+2 to AC if fiend hits that round	<i>blink</i> (as spell) every round	swoop for +2 to hit on first attack	hit drains 1 Strength for 2d4 rounds	<i>shocking grasp</i> for 1d10 lightning damage on hit
<b>Special Defenses:</b>	none	none	none	-2 AC vs. missiles	none	none
<b>Resistances:</b>	none	none	none	none	lightning 20%	mind control 20%, lightning 50%
<b>Size:</b>	T	T	T	T	S	S
<b>Intelligence:</b>	Semi- (2)	Semi- (2)	Semi- (3)	Semi- (4)	Low (5)	Low (6)
<b>Morale:</b>	Unreliable (3)	Unsteady (5)	Average (8)	Average (8)	Average (8)	Steady (11)
<b>XP Value:</b>	65	175	270	650	1,400	2,000

Bats are natural denizens of caves, crypts, abandoned dungeons, and even Hellmouths. Able to find their niche in any environment, bats of all types are annoying in small numbers. Gathered into a brood, even small bats are dangerous. Those infused with hellborn powers are downright lethal.



**Desert Wings** are abnormally large bats with a taste for blood. Timid singly, in swarms of more than six, desert wings have been known to overpower overconfident delvers.

**Fiends** are a subspecies of Desert Wings bred for viciousness. Gruesome in their feeding habits, the Fiends have earned their name many times over.

**Blink Bats** show the taint of otherworldly power. Besides being larger and even more dangerous than their lesser kin, Blink Bats blink between dimensions, and so are 50% likely to avoid any melee attack.

**Gloom Bats** have become creatures of darkness in truth. More than mere camouflage, darkness is a real component of their flesh, enhancing their offensive and defensive capabilities.

**Blood Divers** are known for their terrible bite, which is so virulent that victims are actually weakened following each attack.

**Dark Familiars** have served demonic masters for centuries, and in that time, have picked up several thaumaturgic tricks. Their favorite attack involves a simultaneous bite and electrical discharge.

# BLOODHAWK

	Foul Crow	Bloodhawk	Black Raptor	Cloud Stalker
<b>No. Appearing:</b>	3-6 (1d4+2)	3-6 (1d4+2)	3-6 (1d4+2)	3-6 (1d4+2)
<b>Armor Class:</b>	9	8	5	3
<b>Movement:</b>	3, fly 24(B)	3, fly 18(B)	3, fly 15(B)	3, fly 15(B)
<b>Hit Dice:</b>	1	2	3+3	5
<b>THAC0:</b>	19	19	17	15
<b>No. Attacks:</b>	1	1	1	1
<b>Damage/Attack:</b>	1d4	1d6	1d8	2d6
<b>Special Attacks:</b>	swoop on initial attack for +2 to hit and +2 damage			
<b>Special Defenses:</b>	none	none	none	none
<b>Resistances:</b>	none	none	none	fire 20%, lightning 60%
<b>Size:</b>	M	M	M	M
<b>Intelligence:</b>	Semi- (2)	Semi- (2)	Semi- (3)	Semi- (4)
<b>Morale:</b>	Average (8)	Average (8)	Average (9)	Average (10)
<b>XP Value:</b>	35	65	175	270

Bloodhawks are natives to the mountain regions. They are winged predators with large, fang-toothed maws and razor-sharp claws and are extremely protective of their nests. Some sages state that their recent aggressiveness may be blamed upon the presence of Diablo and the other Prime Evils, who have further twisted the ugly carrion foul.

All breeds of Bloodhawk build nests of wattle and the regurgitated flesh and fur of their prey. When a nest is encountered, a new Bloodhawk appears every other round. Up to ten Bloodhawks may lair in a single communal nest. If caught within their nest, the Bloodhawks can be easily burned.

**Foul Crows** are the lesser of the two major species in the area, a dark bird with glowing reddish eyes. They feed primarily at night.

**Bloodhawks** have more of a reddish hue to their feathers and are extremely territorial. Their terrible cries and foul feeding habits are characteristic of the entire class of related birds.

**Black Raptors** are bigger, meaner, and darker versions of the reddish Bloodhawk. In any gathering of lesser carrion feeders, they are accorded first scavenging rights.

**Cloud Stalkers** are rare birds that have been personally raised by the hand of a demonic master. Fed of the sweet flesh of man since they were hatchlings, cloud stalkers defy nature with their abominable size and cruel visage.



# CORRUPT ROGUE

	Dark Hunter	Vile Hunter	Dark Stalker	Black Rogue	Flesh Hunter
<b>No. Appearing:</b>	1-4	2-5 (1d4+1)	3-6 (1d4+2)	4-7 (1d4+3)	5-8 (1d4+4)
<b>Armor Class:</b>	9	8	7	6	-2
<b>Movement:</b>	12	12	12	12	12
<b>Hit Dice:</b>	1	2	3	4	1
<b>THAC0:</b>	19	19	17	17	13
<b>No. Attacks:</b>	1	1	1	1	1
<b>Damage/Attack:</b>	sword 1d6	sword 1d6	spear 1d8	spear 1d8	spear 1d8+8
<b>Special Attacks:</b>	bow 1d6	bow 1d6	bow 1d8	bow 1d8	bow 1d8+8
<b>Special Defenses:</b>	none	none	none	none	physical attacks do -20% damage
<b>Resistances:</b>	none	none	poison 20%	poison 60%	poison 60%
<b>Size:</b>	M	M	M	M	M
<b>Intelligence:</b>	Average (8)	Average (8)	Very (11)	High (13)	High (14)
<b>Morale:</b>	Elite (13)	Elite (14)	Champion (15)	Champion (16)	Fanatic (17)
<b>XP Value:</b>	35	65	175	650	3,000



The Corrupt Rogues are former members of the Sisterhood of the Sightless Eye who have been transformed through the agency of Diablo and now serve the Prime Evils through their Lesser Evil servant Andariel. They have been corrupted into believing that their actions are for the good and kill anyone that gets in their way.

Corrupt Rogues carry bows as well as their standard weapons and may fight easily with each.

**Dark Hunters** and **Vile Hunters** are armed with swords in addition to bows. Though the lowest rank of Corrupt Rogue, both Dark and Vile Hunters are rightly feared when they appear in mortal lands.

**Dark Stalkers** and the **Black Rogues** carry spears as well as bows and can charge their opponents. If they move two squares in a straight line, they inflict double damage on their target when they hit on that round (afterwards, they fight normally). In addition, the Dark Stalkers and Black Rogues are more resistant to poison.

**Flesh Hunters** have achieved ultimate corruption and feed upon the flesh of mortals whom they've slain. A steady influx of flesh and demonic influence grants Flesh Hunters terrible strength, and the ability to shake off damage that would fell a lesser creature.

# COUNSELOR

	Counselor	Magistrate	Cabalist	Advocate
<b>No. Appearing:</b>	1-8	1-8	1-8	1-8
<b>Armor Class:</b>	10	10	10	10
<b>Movement:</b>	12	12	12	12
<b>Hit Dice:</b>	7	8	10	12
<b>THAC0:</b>	13	13	11	11
<b>No. Attacks:</b>	1	1	1	1
<b>Damage/Attack:</b>	1d4	1d4	1d4	1d4
<b>Special Attacks:</b>	_____fire bolt or charged bolt each round for 1d6 hp per Hit Die (save to half)_____			
<b>Special Defenses:</b>	_____blink once per round for +8 AC and -4 to opponents' saves that round_____			
<b>Resistances:</b>	mind control 50% lightning 50%, fire 50%	mind control 50%, lightning 50%, immune to fire	mind control 50%, fire 50%, immune to lightning	fire 50%, immune to lightning and mind control
<b>Size:</b>	M	M	M	M
<b>Intelligence:</b>	_____Exceptional (16)_____			
<b>Morale:</b>	_____Champion (15)_____			
<b>XP Value:</b>	3,000	4,000	6,000	8,000

Counselors are a special breed of demon that have developed their hellborn thaumaturgy over pure brute force. Hell is rife with war, both external and internecine, and demonic Counselors rise quickly in power and influence due to their magical abilities and secret lore. Competent in spells of destruction and decay, and resistant to the same, Counselors threaten wizards and warriors alike. However, warriors have a slight advantage if they can weather the magical barrage long enough to bring the fight to close quarters. Even then, most Counselors are apt to *blink* to a new location in order to prolong the conflict.

**Counselors** stand at the bottom of the pecking order for this class of sagelike demons; however, even the least Counselor has forgotten more sorcery than most mortal-born wizards ever learn.

**Magistrates** are Counselors who have shown above-average wisdom, for a demon. Thus, Magistrates are often required wherever a large collection of the hellborn are gathered in order to promote cooperation between various demonic personalities.

**Cabalists** have an advantage over others of their ilk in that they have discovered an ancient book of forgotten lore, a secret glyph, or some other piece of arcane magic. With their special knowledge, Cabalists have boosted their capabilities, and so serve important roles in the armies of Hell.

**Advocates** are counselors who have risen in the

hellish hierarchy, and so hold positions of authority on par with some Balrogs. In fact, Advocates answer only to Balrogs and the Prime Evils themselves!





## FALLEN ONE

	Fallen One ("Enraged")	Carver ("Demented")	Devilkin ("Deranged")	Dark One ("Depraved")	Warped One ("Warped")
<b>No. Appearing:</b>	3-12 (3d4)	3-12 (3d4)	3-12 (3d4)	3-12 (3d4)	3-12 (3d4)
<b>Armor Class:</b>	10 (9)	9 (8)	8 (7)	7 (4)	5 (3)
<b>Movement:</b>	12	12	12	12	12
<b>Hit Dice:</b>	½ (1)	1-1 (2)	1+1 (3)	2 (4)	4 (6)
<b>THAC0:</b>	20 (19)	20 (19)	19 (17)	19 (17)	17 (15)
<b>No. Attacks:</b>	1	1	1	1	1
<b>Damage/Attack:</b>	1d4 (1d6)	1d6 (1d6)	1d6 (1d8)	1d8 (2d4)	1d10 (2d6)
<b>Special Attacks:</b>	_____none (shamans can cast one <i>fire bolt</i> a round for 1d6/Hit Die, save to half)_____				
<b>Special Defenses:</b>	_____none (shamans can cast <i>raise dead</i> on an adjacent fallen one each round)_____				
<b>Resistances:</b>	none	none	none (fire 20%)	none (fire 60%)	none (fire 60%, mind control 20%)
<b>Size:</b>	S	S	S	S	S
<b>Intelligence:</b>	Low 5 (Ave (9))	Low 5 (Ave (9))	Low 5 (Very (11))	Low 5 (Very (11))	Low 5 (High (14))
<b>Morale:</b>	_____Unreliable (2), or Fanatic (17) when shaman is present (shamans are Elite (14))_____				
<b>XP Value:</b>	7 (35)	7 (65)	15 (120)	35 (270)	120 (975)

(Statistics in parentheses are for shamans.)

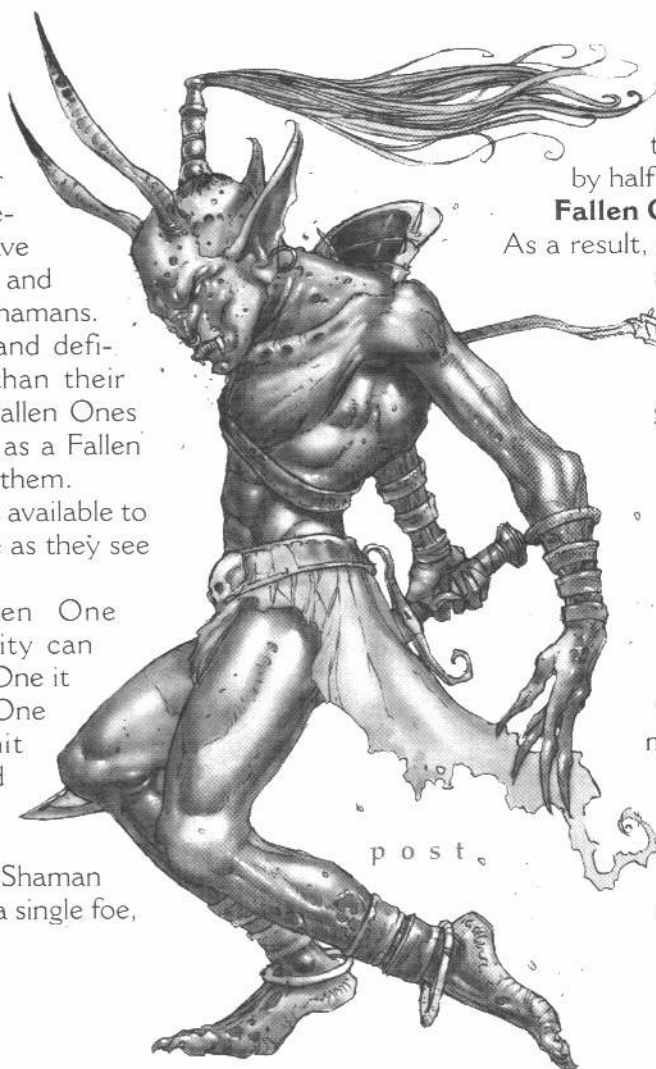
The grunts of the underworld, these demons are small, nasty, murderous creatures, courageous only in numbers; killing one of their group may demand an immediate morale check. They have a rough tribal organization and are ruled by more powerful shamans.

The Shamans are larger and definitely more authoritarian than their lesser brothers. The lesser Fallen Ones do not break or run as long as a Fallen One Shaman is present with them.

Shamans have two abilities available to them and may use either one as they see fit.

**Raise Dead:** The Fallen One Shaman that uses this ability can bring back to life any Fallen One it is adjacent to. The Fallen One restored to life has full hit points and may attack and function normally the next round.

**Fire Bolt:** The Fallen One Shaman may cast a flaming missile at a single foe,



inflicting a 1d6 points of damage per the Shaman's level. A successful saving throw reduces this to damage by half (round fractions up).

**Fallen Ones** are the lowest of the low. As a result, they tend to be bad-tempered and violent, attacking anything in their path.

**Carvers** are only mildly insane, but that insanity gives them a low cunning and dangerous attitude.

**Devilkin** are fully insane and attack in gibbering mobs, seeking to unnerve their foes.

**Dark Ones** think nothing of the safety of their fellow Fallen Ones and gladly push their fellows into battle if it means that they survive.

**Warped Ones** are the worst of a bad lot, and no task is too monstrous for them, if they are gathered in sufficient numbers.

# FETISH

	Rat Man	Fetish	Flayer	Soul Killer	Stygian Doll
<b>No. Appearing:</b>	2-20 (2d20)	2-12 (2d6)	2-12 (2d6)	2-12 (2d6)	2-12 (2d6)
<b>Armor Class:</b>	4	3	2	1	0
<b>Movement:</b>	18	18	18	18	18
<b>Hit Dice:</b>	3 (6)	4 (7)	5 (8)	7 (10)	8 (11)
<b>THAC0:</b>	17 (15)	17 (13)	15 (11)	13 (9)	13 (9)
<b>No. Attacks:</b>	1	1	1	1	1
<b>Damage/Attack:</b>	1d6 (1d6+2)	1d8 (1d8+2)	1d10 (1d10+2)	1d12 (1d12+2)	1d20 (1d20+2)
<b>Special Attacks:</b>	all fetishes surprise on 1-5				
	(a shaman in a stack is +2 to hit, damage, and morale per fetish)				
	(a shaman in a stack can cast one fire bolt per round)				
<b>Special Defenses:</b>	(a shaman can restore one destroyed fetish per round)				
<b>Resistances:</b>	none	none	none	none	none
<b>Size:</b>	S	S	S	S	S
<b>Intelligence:</b>	Low 5 (Ave 7)	Low 5 (Ave 7)	Low 5 (Ave 7)	Ave 9 (Very 11)	Ave 9 (Very 12)
<b>Morale:</b>	Low 7 (9)	Average 9 (11)	Very 11 (13)	Very 12 (14)	High 13 (15)
<b>XP Value:</b>	65 (975)	120 (1,400)	175 (2,000)	420 (4,000)	975 (6,000)

(Statistics in parentheses are for shamans.)

These quick, demonic voodoo dolls are found in Kurast and in jungle areas. Centuries past, some demon or sorcerer created the first Fetish. Now Fetish Shamans, marked by elaborate headdresses, create their own devil doll followers and lead them in wars of their own devising.

Fetishes stalk their prey, rushing to the attack from hiding and slashing with jagged hunting knives. If one or more fetishes are slain, the rest check morale, dashing to cover at high speed if they fail. Once hidden, they stop and begin to stalk their foes again.

**Fetish Stack:** Normal Fetishes within a move of a shaman can form a stack of Fetish warriors that resembles a deranged, walking totem pole, with the shaman on top. All participating Fetishes give up initiative for the round. At the end of the round, the Shaman can attack if close enough to a foe; thereafter the Shaman has normal initiative.

Only the Shaman of the stack can attack. It receives the Shaman bonus for *each* other fetish in the stack. Alternately, the Shaman can cast a *fire bolt* (1d4 points of damage per Hit Die, save vs. wand for half) to a range

of 10 feet per fetish. Thus, a Flayer Shaman on three Fetishes can cast a *fire bolt* up to 30 feet for 8d4 points of damage or strike at +6 for 1d10+8. Any hit on the stack is 20% likely per Fetish to tumble them all; killing a Fetish tumbles the rest immediately. All surviving Fetishes instantly regain their feet and can operate normally in the next round.

A Shaman Fetish can restore a slain nonshaman Fetish by touching it for an entire round, doing nothing else. The restored Fetish has full normal hit points and operates normally.

**Rat Men** have all the undesirable qualities of vermin. They inhabit the other's dwellings and hunt in packs.

**Fetishes** often serve evil witch doctors and tribal sorcerers, as well as their own Shaman Fetishes.

**Flayers** rip their victims to shreds even after they are dead.

**Soul Killers** are more cunning than the lesser Fetishes, attacking with strategy and guile.

**Stygian Dolls** might serve powerful demons as well as Shamans, witchdoctors and sorcerers. There are rumored to be millions of them assembled in Hell. A stygian doll shaman can revive any Fetish.



# GARGOYLE

	Winged Demon	Gargoyle	Blood Claw	Death Wing
<b>No. Appearing:</b>	2-7 (1d6+1)	2-7 (1d6+1)	2-7 (1d6+1)	2-7 (1d6+1)
<b>Armor Class:</b>	2	2	1	0
<b>Movement:</b>	3, fly 9(D)	3, fly 9(D)	3, fly 9(D)	3, fly 9(D)
<b>Hit Dice:</b>	6	8	11	13
<b>THAC0:</b>	15	13	9	7
<b>No. Attacks:</b>	1	1	1	1
<b>Damage/Attack:</b>	2d6	2d6	2d8	3d6
<b>Special Attacks:</b>	—————all get +2 to surprise chances when in stone shape—————			
<b>Special Defenses:</b>	—————assume stone shape for AC -10 and immunity to spells (cannot attack or move)—————			
<b>Resistances:</b>	immune to mind control, fire	immune to mind control, lightning	immune to mind control, fire	immune to mind control, lightning
<b>Size:</b>	L	L	L	L
<b>Intelligence:</b>	Low (6)	Average (9)	Low (7)	Average (10)
<b>Morale:</b>	Average (8)	Average (9)	Average (10)	Elite (13)
<b>XP Value:</b>	975	2,000	4,000	5,000

Carved figures, representing grotesque humans and animals, are sometimes corrupted and animated by evil.

Now possessed of horrid life, these stony horrors have flourished, and spread to many deep and dark parts of the world.

With no need for food or water, gargoyles stand motionless for days or weeks at a time; however, should a mortal draw near, they are quick to break even years of immobility, and attack!

**Winged Demons** are, like all gargoyles, capable of flight. Winged

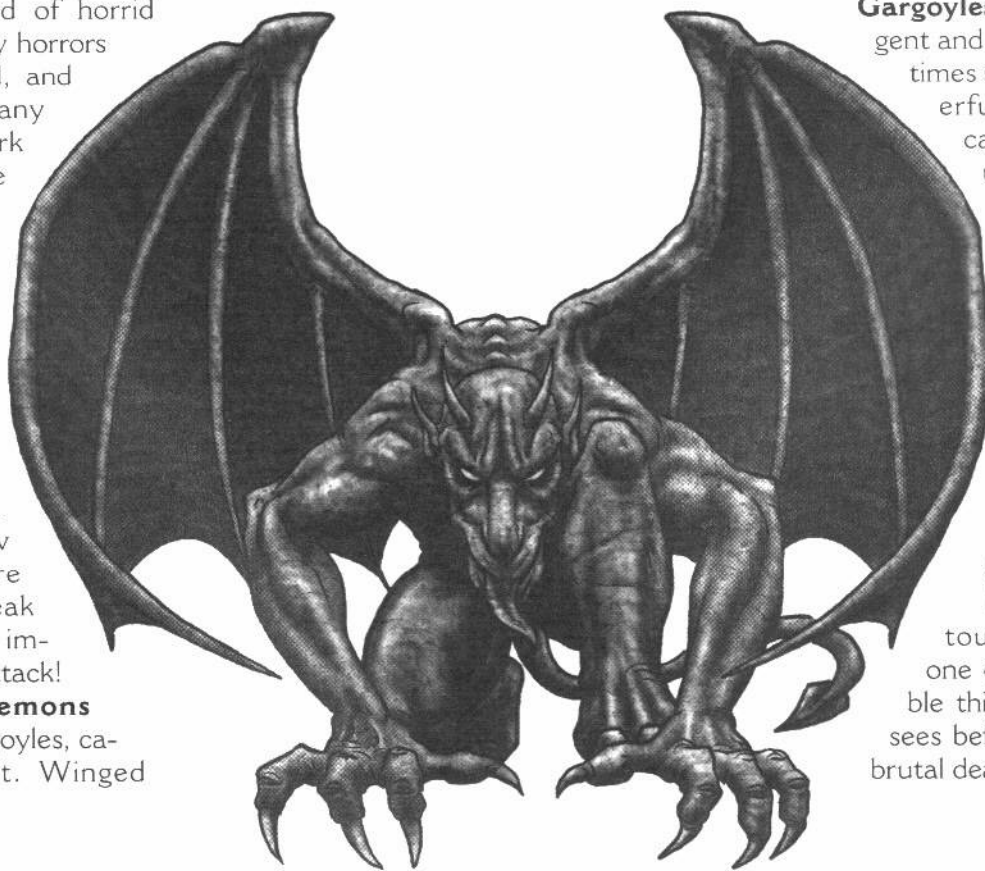
Demons make perfect guards, especially for noncritical areas of the Sin War.

**Gargoyles** are fairly intelligent and evil, and so sometimes serve a more powerful master. In this case, the gargoyles usually act as special guardians or messengers.

### Blood

**Claws** make up for low intelligence with a pure ferocity. Though stony, Blood Claws relish a kill like the predators they are.

**Death Wings** are tough, smart, and one of the most horrible things a mortal ever sees before dying a swift, brutal death.



# GOAT DEMON

	Flesh Clan	Stone Clan	Fire Clan	Moon Clan	Night Clan	Blood Clan	Death Clan	Hell Clan
<b>No. Appearing:</b>	1-12	1-12	1-12	1-12	1-12	1-12	1-12	1-12
<b>Armor Class:</b>	5	5	5	5	3	-2	-2	-3
<b>Movement:</b>	12	12	12	12	12	12	12	12
<b>Hit Dice:</b>	2	3	4	5	5	13	14	15
<b>THAC0:</b>	19	17	17	15	15	9	9	5
<b>No. Attacks:</b>	1	1	1	1	1	1	1	1
<b>Damage/Attack:</b>	1d8	2d4	1d8	1d8	1d10	2d8	2d8	2d8
<b>Special Attacks:</b>	bow 1d6	bow 1d6	bow 1d6 (fire 1d6)	bow 1d6	bow 1d8 +2 to hit on 1st attack	bow 2d6 +2 damage to earlier hit foe	bow 2d6 1 foe/day must save or die	bow 2d6 combined SA of Night, Blood, Death
<b>Special Defenses:</b>	none	none	none	none	none	none	none	none
<b>Resistances:</b>	none	mind control 30%	fire 30%	immune to lightning	mind control 40%	mind control 60%	immune to mind control	immune to fire, mind control 60%
<b>Size:</b>	M	M	M	M	M	M	M	M
<b>Intelligence:</b>	Average (9)	Average (9)	Average (9)	Very (11)	Very (12)	High (13)	High (13)	High (14)
<b>Morale:</b>	Elite (13)	Elite (13)	Elite (13)	Elite (14)	Elite (14)	Fanatic (17)	Fanatic (17)	Fanatic (18)
<b>XP Value:</b>	65	175	270	420	650	7,000	9,000	12,000

Warriors of Hell, the Goat Demons once battled each other for the amusement of the Prime Evils. Now, they war against all that seek to stop their vile masters. These goat-headed humanoids are armed with curved blades, and half of them (50%) carry bows as well. The Goat Demons are broken into clans; the members of each possess their own boons from their dark lords.

The **Flesh Clan** is the weakest of the clans, and has no special abilities. Even so, its members are dangerous and crafty.

The **Stone Clan** Goat Demons are gray-fleshed in appearance and have no special abilities.

**Fire Clan** Goat Demons enjoy familiarity with fire, and they can fling small fireballs at enemies that burst in a 10' radius for 1d6 hit points.

The **Moon Clan** Goat Demons' flesh has a pale, luminous glow. They are unaffected by lightning or electrical attack. It is said the Moon Clan Goat Demons used to herd Hellhounds, as they are unaffected by the beasts' electrical discharges.

**Night Clan** Goat Demons blend with the darkness, and thus their first attack in any melee is at +2 to hit.

**Blood Clan** Goat Demons become fierce at first blood, and once they've done any damage at all to a specific foe, all further damage to that foe is at +2.

**Death Clan** Goat Demons are killers through and through, and they make one Death Attack per day against which foes must save vs. death magic or die.

## Hell Clan

Goat Demons are the ultimate terror of their kind. They have mastered the special attacks of the Night, Blood, and Death Clan Goat Demons, and few can stand against them.



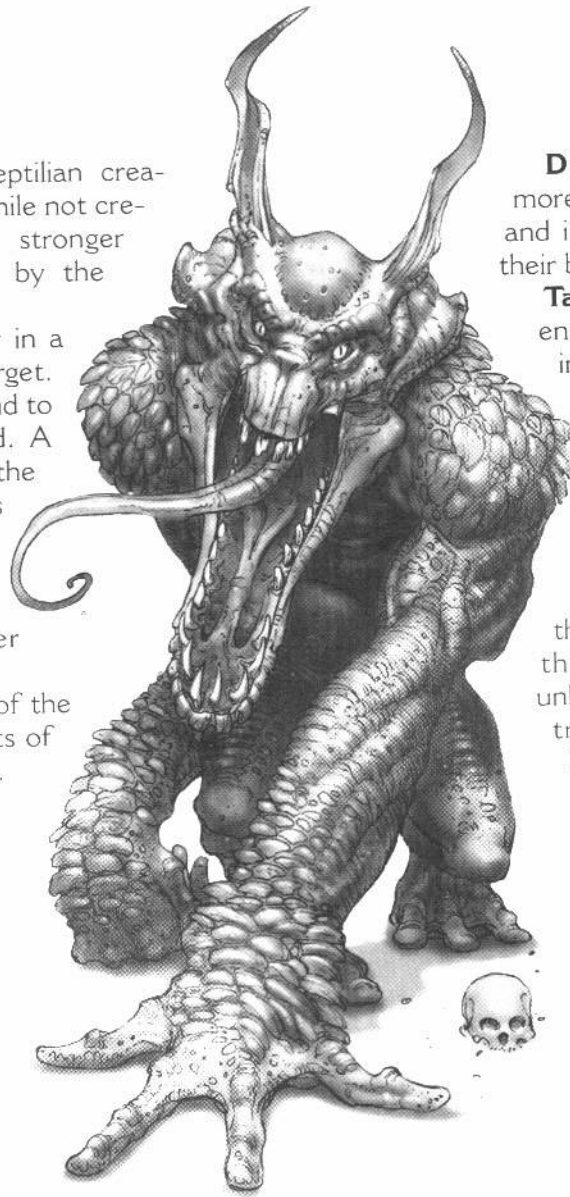
# HELLHOUND

	Misshapen	Disfigured	Tainted	Afflicted	Damned
<b>No. Appearing:</b>	1-4	2-5 (1d4+1)	3-6 (1d4+2)	4-7 (1d4+3)	5-8 (1d4+4)
<b>Armor Class:</b>	8	7	5	4	-1
<b>Movement:</b>	9	9	9	9	9
<b>Hit Dice:</b>	2	3	5	7	13
<b>THAC0:</b>	19	17	15	13	7
<b>No. Attacks:</b>	1	1	1	1	1
<b>Damage/Attack:</b>	1d6	1d6+1	1d8	1d10	2d8
<b>Special Attacks:</b>	lightning ball for 1d6 per Hit Die (save to half)				
<b>Special Defenses:</b>	none	none	none	none	none
<b>Resistances:</b>	lightning 20%	lightning 30%	lightning 40%	lightning 50%	lightning 80%
<b>Size:</b>	L	L	L	L	L
<b>Intelligence:</b>	Low (5)	Low (5)	Low (6)	Low (6)	Low (7)
<b>Morale:</b>	Elite (13)	Elite (13)	Elite (14)	Champion (15)	Champion (16)
<b>XP Value:</b>	120	175	650	2,000	7,000

Hellhounds are large-headed reptilian creatures who breathe electricity. While not creations of the Prime Evils, the stronger Hellhounds are more affected by the demons' influences.

Hellhounds breathe electricity in a bright ball that strikes a single target. Roll 1d6 per level of the Hellhound to determine the damage inflicted. A successful saving throw reduces the damage by half (round fractions up). Hellhounds are immune to their own breath weapons and gain a bonus equal to their level to saving throws against other lightning.

**Misshapen** are the weakest of the Hellhounds and inflict 2d6 points of damage with their lightning balls.



**Disfigured** Hellhounds have a more twisted visage and musculature and inflict 3d6 points of damage with their breath.

**Tainted** Hellhounds show the influence of their demonic masters and inflict 5d6 points of damage with their lightning balls.

**Afflicted** Hellhounds are both the most cunning and the most demonic of the breed and inflict 7d6 points of damage with their breath weapon.

**Damned** Hellhounds are those that have literally died, gone to hell, then been resurrected through unholy rites. As such, their abilities transcend even those of the Damned.

# HIDDEN

	Hidden	Stalker	Unseen	Illusion Weaver
<b>No. Appearing:</b>	2-8 (2d4)	2-8 (2d4)	2-8 (2d4)	2-8 (2d4)
<b>Armor Class:</b>	5	4	4	4
<b>Movement:</b>	6	6	6	6
<b>Hit Dice:</b>	2	3	4	6
<b>THACO:</b>	17	15	13	13
<b>No. Attacks:</b>	1	1	1	1
<b>Damage/Attack:</b>	1d6	2d4	3d4	4d4
<b>Special Attacks:</b>		automatic surprise when materializing from invisibility +2 to hit on 1st attack	50% chance remain invisible on 1st attack	cast <i>phantasmal killer</i> 1/day, <i>spectral force</i> at will
<b>Special Defenses:</b>		invisibility at will (must be visible to attack)	mind control 30%	mind control 50%, fire 50%
<b>Resistances:</b>	none	none	mind control 30%	mind control 50%, fire 50%
<b>Size:</b>	M	M	M	M
<b>Intelligence:</b>	Low (5)	Average (9)	High (13)	Very (12)
<b>Morale:</b>	Low (5)	Low (6)	Low (7)	Low (7)
<b>XP Value:</b>	120	175	420	2,000

The Hidden represent an assortment of horrid creatures cursed with partial immateriality. However, through the years, the Hidden have learned to use their curse as a weapon. Nothing is more terrifying than the sudden appearance of one of these doom-ridden souls moments before they attack. Worse, entire groups of the Hidden often delight in gathering invisibly in a particularly good ambush site, only to waylay hapless mortals as they walk into the invisible trap. The Hidden become visible just as they attack, though it's often too late for victims.

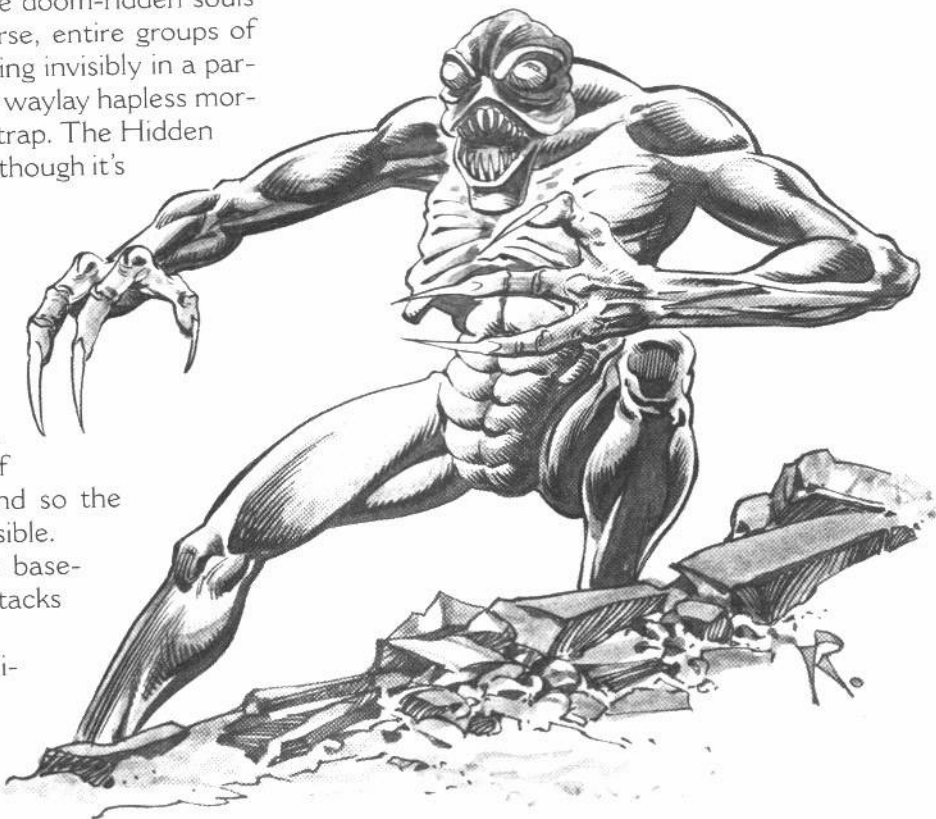
When visible, the Hidden appear as sexless humanoids, sometimes faintly glowing with infernal light.

The Hidden were banished to invisibility by the Prime Evils as punishment for a simple crime. Only during conflict is the curse of permanent invisibility broken, and so the Hidden seek it out whenever possible.

Stalkers have more skill than base-born Hidden, and thus launch attacks with subtlety and skill.

Unseen have honed their abilities so well that they are 50% likely to remain invisible after their first attack against an enemy, though they always become visible after the 2nd.

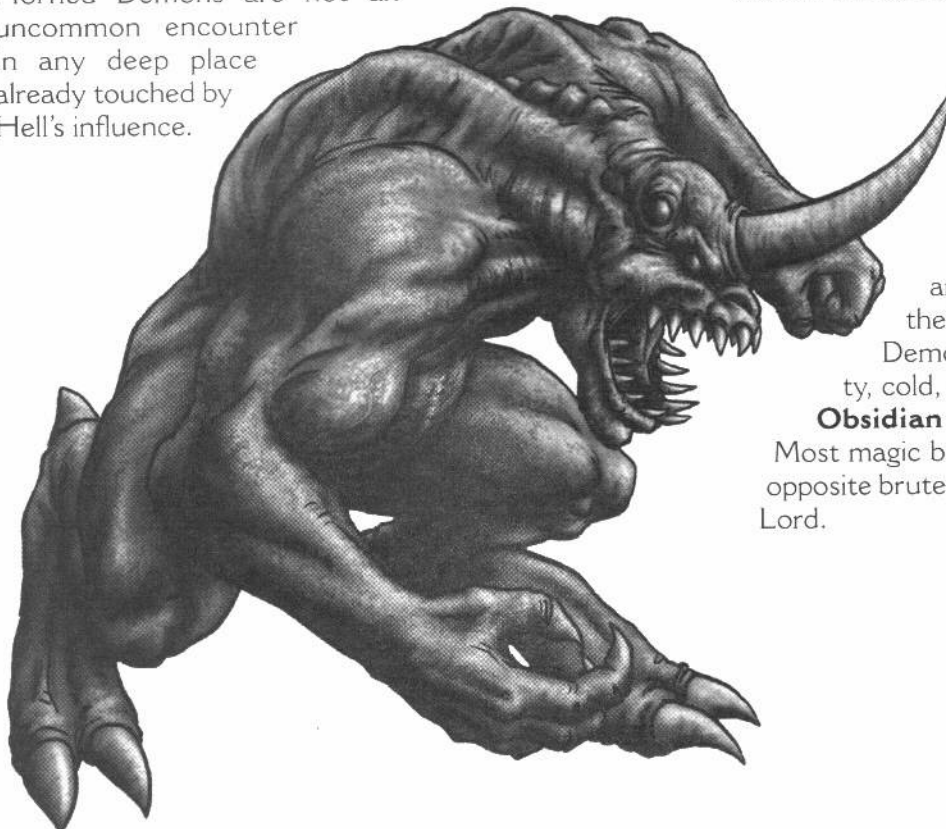
Illusion Weavers have learned to weft and warp light, and can weave *spectral forces* at will and launch a *phantasmal killer* at one foe once per day.



# HORNED DEMON

	Horned Demon	Mud Runner	Frost Charger	Obsidian Lord
<b>No. Appearing:</b>	1 or 3-6 (1d4+2)	2-8 (2d4)	2-5 (1d4+1)	2-8 (2d4)
<b>Armor Class:</b>	5	4	2	0
<b>Movement:</b>	9	9	9	9
<b>Hit Dice:</b>	4	9	10	13
<b>THAC0:</b>	17	13	11	9
<b>No. Attacks:</b>	1	1	1	1
<b>Damage/Attack:</b>	2d8	3d6	5d4	6d4
<b>Special Attacks:</b>	—————charge on initial attack to add demon's Hit Dice to damage—————			
<b>Special Defenses:</b>	none	none	none	none
<b>Resistances:</b>	none	immune to terrain penalties to move	lightning 50%, cold 50%, immune to mind control	lightning 70%, cold 70%, fire 70%, immune to mind control
<b>Size:</b>	L	L	L	H
<b>Intelligence:</b>	Low (5)	Low (6)	Low (6)	Low (7)
<b>Morale:</b>	Elite (13)	Elite (14)	Champion (16)	Fearless (20)
<b>XP Value:</b>	175	2,000	3,000	6,000

Horned demons are fearsome, terrible creatures, but interestingly enough, not demons despite their name. Of course, over 300 pounds of muscle tipped with a unicorn-like horn is nothing to sneer at, demonic or not. In fact, hellish overlords long ago captured and "domesticated" many of these beasts. As such, Horned Demons are not an uncommon encounter in any deep place already touched by Hell's influence.



The Horned Demon's favorite attack is an all-out charge, horn first. Victims unlucky enough to receive the sharp end of such a charge are violently introduced to the concept of "skewer."

**Horned Demons** are little more than vicious beasts, though they stand on two legs. The best way to deal with a Horned Demon is to stay out of the way.

**Mud Runners** have adapted to a wide variety of terrains. They can charge across mud, sludge, and even magma (though they take damage) without any loss of moment or decrease in the charge's effectiveness.

**Frost Chargers** are light colored, and so gained their name. However, their advantages over the lesser Horned Demons are their resistances to electricity, cold, and magic.

**Obsidian Lords** are big, mean, and fearless. Most magic bounces off their hide; only equal and opposite brute ferocity can take down an Obsidian Lord.

# KNIGHT

	Black Knight	Dark Guard	Doom Guard	Blood Guard	Steel Lord	Dark Knight	Blood Knight	Dark Paladin
<b>No. Appearing:</b>	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8
<b>Armor Class:</b>	0	-1	-2	-3	-4	-5	-6	-7
<b>Movement:</b>	12	12	12	12	12	12	12	12
<b>Hit Dice:</b>	14	15	16	17	18	19	20	22
<b>THAC0:</b>	5	5	5	3	3	1	1	0
<b>No. Attacks:</b>	2	2	2	2	2	2	2	2
<b>Damage/Attack:</b>	1d12+6/ 1d12+6	2d6+6/ 2d6+6	3d4+7/ 3d4-7	2d8+7/ 2d8+7	4d4+8/ 4d4+8	5d4+8/ 5d4+8	6d4+9/ 6d4+9	5d6+10/ 5d6+10
<b>Special Attacks:</b>	does double damage on a natural 20							
<b>Special Defenses:</b>	regenerates 3 hp/round until killed (exploding for 1d6 hp to those in melee combat)							
<b>Resistances:</b>	mind control 30%, lightning 30%	acid 30%	fire 40%, mind control 40%	acid 40%	immune to fire, mind control 50%, lightning 50%	acid 50%	fire 60%, immune to mind control and lightning	acid 60%
<b>Size:</b>	L	L	L	L	L	L	L	L
<b>Intelligence:</b>	Very (11)	Very (12)	High (13)	High (14)	High (14)	Exceptional (15)		
<b>Morale:</b>	Fearless (20)							
<b>XP Value:</b>	10,000	11,000	13,000	14,000	15,000	16,000	17,000	19,000

The souls of the most ruthless, hate-filled, and aggressive soldiers to die in mortal wars often come to reside in Hell. Forged in the fires of eternal punishment, some souls are reborn as hellish Knights: freshly minted demons of a particularly martial and dangerous nature.

**Black Knights** are fear incarnate, and those who escape them count themselves lucky, though nightmares persist long after.

**Dark Guards** bring darkness where Light is strongest.



**Doom Guards** attempt to fulfill the prophesied death of any so fated by chance, fate, or at the order of a Prime Evil.

**Blood Guards** are notorious for their ability to convert a living victim into so much bleeding gore with practiced, razorlike attacks.

**Steel Lords** are 20% likely to wield a +2 evil weapon.

**Dark Knights** are 30% likely to wield a +3 evil weapon.

**Blood Knights** are 40% likely to wield a +4 evil weapon.

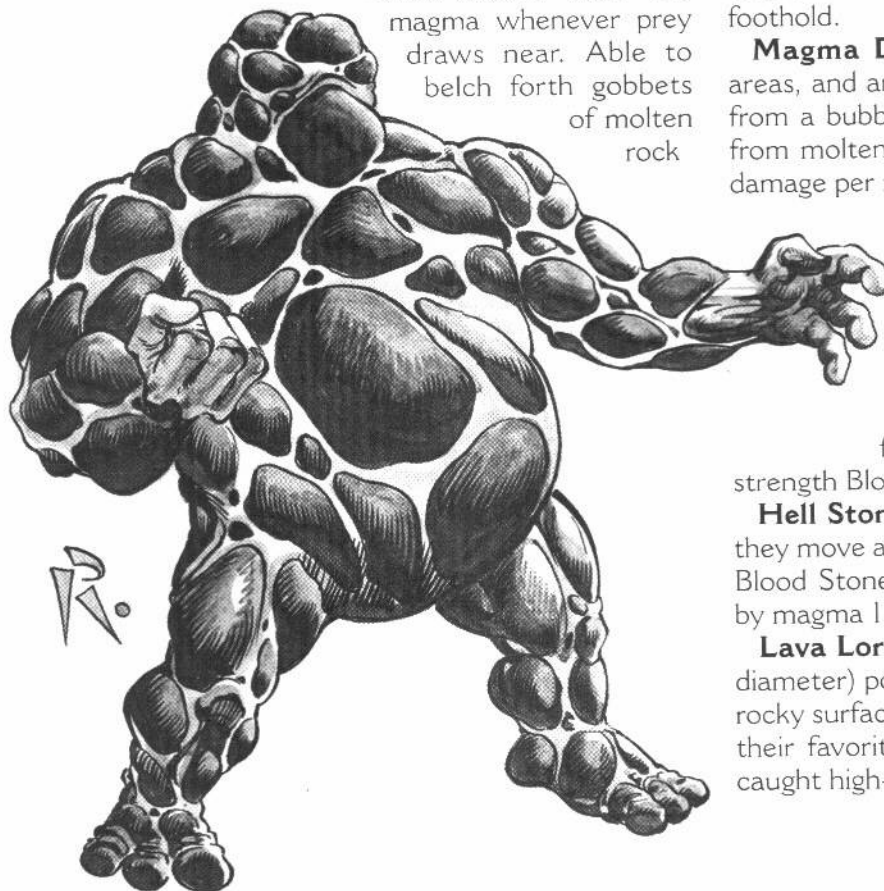
**Dark Paladins** have the favor of the Hell, and are 75% likely to wield a +5 evil weapon.



# MAGMA DEMON

	Magma Demon	Blood Stone	Hell Stone	Lava Lord
<b>No. Appearing:</b>	2-8	2-8	2-8	2-8
<b>Armor Class:</b>	5	4	3	2
<b>Movement:</b>	9, swim (magma) 9	9, swim (magma) 9	9, swim (magma) 9	9, swim (magma) 9
<b>Hit Dice:</b>	7	8	9	10
<b>THAC0:</b>	13	13	11	11
<b>No. Attacks:</b>	1	1	1	1
<b>Damage/Attack:</b>	1d10	2d6	2d8	2d10
<b>Special Attacks:</b>	magma bolt for 1d6 per 2 Hit Dice (save to half)			
<b>Special Defenses:</b>	contact causes the toucher damage equal to the demon's Hit Dice			
<b>Resistances:</b>	immune to fire, magma, and mind control			
<b>Size:</b>	L	L	L	H
<b>Intelligence:</b>	Low (5)	Low (6)	Low (6)	Average (9)
<b>Morale:</b>	Champion (15)	Champion (15)	Champion (16)	Fanatic (18)
<b>XP Value:</b>	2,000	3,000	4,000	5,000

Magma Demons swim the molten rivers of hell like piranha, swiftly descending on any morsel of food that chances to fall within their fiery territory. Not content to wait for food to come to them, Magma Demons often swarm from the magma whenever prey draws near. Able to belch forth gobbets of molten rock



at distance, and demonically slash victims in melee with their fire-hardened claws, these demons illustrate what it means to be a demon. Thus, Magma Demons are included in every campaign of Hell, and so are often encountered in the mortal realm where Hell has a foothold.

**Magma Demons** are the most affected by cool areas, and are never seen farther than a 30 to 40 feet from a bubbling pool of magma. If 50 feet or farther from molten stone, Magma Demons suffer 1 point of damage per round.

**Blood Stones** can range 50 feet or farther from magma, however, if they do so, they slowly turn to stone, suffering 1 point of damage per round. Once turned completely to stone, they are impervious to normal attacks. Should a source of molten stone erupt within 50 feet of their location, they molt into a full-strength Blood Stone over the course of 10 rounds.

**Hell Stones** can range 150 feet from magma, but if they move any farther, they slowly solidify to stone like Blood Stones. Like Blood Stones, they are revitalized by magma 150 feet.

**Lava Lords** possess the ability to call up a small (5' diameter) pool of magma once per day in any earthy or rocky surface. Thus, Lava Lords rarely suffer for lack of their favorite element, but should they somehow be caught high-and-dry, they suffer like Hell Stones.

# ⊕OVERLORD

	Overlord	Mud Man	Toad Demon	Flayed One
<b>No. Appearing:</b>	1 or 3-6 (1d4+2)	2-8 (2d4)	2-5 (1d4+1)	2-8 (2d4)
<b>Armor Class:</b>	2	0	-1	-2
<b>Movement:</b>	9	9	9	9
<b>Hit Dice:</b>	6	8	10	12
<b>THACO:</b>	15	13	11	9
<b>No. Attacks:</b>	1	1	1	1
<b>Damage/Attack:</b>	2d6	4d4	4d4	2d10
<b>Special Attacks:</b>	none	none	none	none
<b>Special Defenses:</b>	none	none	none	none
<b>Resistances:</b>	none	none	immune to mind control	mind control 50%, immune to fire
<b>Size:</b>	L	L	L	L
<b>Intelligence:</b>	Average (8)	Average (8)	Low (7)	Low (7)
<b>Morale:</b>	Elite (13)	Elite (14)	Champion (15)	Champion (16)
<b>XP Value:</b>	270	650	2,000	5,000

The demons known as Overlords were once the followers of the Seraphim Inarius and have been corrupted by Mephisto to serve as Hell's taskmasters. One of their numbers is particularly bloody and brutal, and gained the nickname "The Butcher." The Butcher makes his lair in the labyrinths beneath the town of Tristram. He currently preys on those adventurers foolish enough to face him. Perhaps some day a stalwart band of heroes can vanquish him and stop his depredations!

**Overlords** relish their fallen status, and particularly delight taunting those who still serve the Light with all the bloody delights of serving Hell.

**Mud Men** disgust their victims with horrible belches that smell of brimstone and carrion. Disgust soon turns to terror as Mud Men move in with their bloodstained claws.

**Toad Demons** bear some resemblance to toads, but in truth, their froglike demeanor reveals the taint of bestial demons from distant, chaotic regions of hell.

**Flayed Ones** have paid the ultimate price in pain for ultimate personal power. Skinless, Flayed

Ones constantly grunt and groan in pain, but their savage attacks are all the more terrifying and final thereby.



# RED STORM

	Red Storm	Storm Rider	Storm Lord	Maelstrom
<b>No. Appearing:</b>	1-8	1-8	1-8	1-8
<b>Armor Class:</b>	5	4	3	2
<b>Movement:</b>	9	9, fly 15 (B)	9, fly 15 (B)	9, fly 15 (B)
<b>Hit Dice:</b>	11	12	13	15
<b>THAC0:</b>	13	13	11	11
<b>No. Attacks:</b>	2	2	2	2
<b>Damage/Attack:</b>	2d4/2d4	2d6/2d6	3d4/3d4	4d4/4d4
<b>Special Attacks:</b>	none	lightning bolt for 1d6 per	Hit Die (save to half)	control weather 1/day
<b>Special Defenses:</b>	none	none	none	control weather 1/day
<b>Resistances:</b>	none	mind control 50%, immune to lightning	none	none
<b>Size:</b>	L	L	L	L
<b>Intelligence:</b>	Low (7)	Average (10)	Very (11)	High (13)
<b>Morale:</b>	Champion (15)	Champion (15)	Champion (16)	Champion (16)
<b>XP Value:</b>	5,000	6,000	7,000	9,000

Long ago, a canny demon made a pact with captured air elementals. In return for release, the elementals granted this demon virtual immunity to the thunderbolts of the skies. In the fullness of time, the demon gained a facility to channel said electricity, and discharge it in devastating bolts of destruction. As demons are wont to do, this one bred with other wights of Hell, and



birthed a new class demons forevermore known as Red Storms.

Those Red Storms that can fly cannot take off unless they have at least 30 feet of ceiling clearance. Thus they tend to be limited to terrestrial attacks underground.

**Red Storms** delight in preparing their next meal through the practiced application of several hundred thousand volts of raw electrical energy.

**Storm Riders** have learned the art of flight. Flying freely through storm-blackened clouds these demons are nightmares made flesh for any caught out in the storm too far from shelter.

**Storm Lords** heave lightning volleys, competing with the raw discharges of the storm they love. When pressed into service of Hell Storm Lords strike with special fury at all who cross them, wrathful at their separation from the sky.

**Maelstroms** are true masters of wind, rain, and lightning. Not content merely to mimic storm Maelstroms can call them forth. Maelstroms can *control weather* once per day as a 15th level caster.

# SCAVENGER

	Scavenger	Plague Eater	Shadow Beast	Bone Gnasher
<b>No. Appearing:</b>	2-16 (2d8)	2-12 (2d6)	1-8	1-8
<b>Armor Class:</b>	8	7	6	6
<b>Movement:</b>	18	18	18	18
<b>Hit Dice:</b>	1/2	1	2	2+2
<b>THAC0:</b>	20	19	19	19
<b>No. Attacks:</b>	3	3	3	3
<b>Damage/Attack:</b>	1d2/1d2/1d3	1d2/1d2/1d4	1d3/1d3/1d4	1d4/1d4/1d6
<b>Special Attacks:</b>	—————rend (if both front claws hit, two back claw attacks for same damage)—————			
<b>Special Defenses:</b>	none	none	none	none
<b>Resistances:</b>	none	none	none	mind control 30%
<b>Size:</b>	S	S	S	S
<b>Intelligence:</b>	Semi- (2)	Semi- (2)	Semi- (2)	Semi- (2)
<b>Morale:</b>	Average (10)	Average (10)	Average (10)	Average (10)
<b>XP Value:</b>	15	35	65	120

Scavengers are the scourge of the land. Hunted to nigh unto extinction several centuries past, the hardiest survivors of this foul breed of carrion-eater bred amongst themselves in secret places, and renewed the species. Now, several varieties of the Scavenger prowl the land. Scavengers of all types prefer to move in packs and, moreso than the common carrion-eater, will attack still-living prey *en masse*. Prey that puts up a good fight, however, sometimes gives pause to these disgusting horrors.

**Scavengers** are the least of the various types, a crouched and debased humanoid form with glowing reddish eyes. They feed primarily at night.

**Plague Eaters** have more of a reddish hue to their unwashed fur, and are extremely territorial. Plague eaters often appear in areas where disease or plague creates a bounty of potential carrion.

**Shadow Beasts** blend with the darkness like shadows. More cautious than other Scavenger varieties, Shadow Beasts are all the more dangerous.

**Bone Gnashers** fear few things. Emboldened by the numbers in their pack, Bone Gnashers routinely descend in numbers upon their selected prey, even in full daylight. The only way to disperse the pack is to kill every member dead.



# SKELETON

	Skeleton	Corpse	Bone Warrior	Burning Dead	Horror	Hell Horror
<b>No. Appearing:</b>	3-12 (3d4)	3-12 (3d4)	3-12 (3d4)	3-12 (3d4)	3-12 (3d4)	3-12 (3d4)
<b>Armor Class:</b>	10	9	8	6	5	3
<b>Movement:</b>	9	9	12	12	12	15
<b>Hit Dice:</b>	1+1	1+2	2	4	6	8
<b>THAC0:</b>	19	19	17	15	15	13
<b>No. Attacks:</b>	1	1	1	1	1	1
<b>Damage/Attack:</b>	1d4+1	1d6	1d6+1	2d4	2d6	4d6
<b>Special Attacks:</b>	_____captains get +1 hit point per die, +2 to hit and +2 to damage_____					
	_____mages cast poison spell for 1d6 damage per base hit die each round (save to half)_____					
	bow 1d6	bow 1d6+1	bow 1d8	bow 1d8+1, 1d2 fire damage on melee attack	bow 2d8	bow 2d12
<b>Special Defenses:</b>	_____all suffer half damage from edged weapons_____					
<b>Resistances:</b>	_____all are immune to poison, cold, and mind control_____					
<b>Size:</b>	M	M	M	M	M	M
<b>Intelligence:</b>	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
<b>Morale:</b>	_____never needs to check morale_____					
<b>XP Value:</b>	120 (270)	120 (270)	175 (420)	270 (650)	650 (1,400)	4,000 (6,000)

(Statistics in parentheses are for mages.)

Skeletons are the animate remnants of the dead, given new life by necromantic rites and the spells of demons.

Skeletons are often armed with the weapons that they held in life (and were buried with): rusted swords, decaying maces, and axes. Half of those encountered (50%) carry bows and arrows. Those with melee weapons seek to close with living enemies and destroy them. Those with missile weapons let others rush forward and engage their foes, while they hang back and fire arrows into the melee.

Rarely, a Skeleton band is nominally led by a Skeleton Mage of the appropriate type. In truth, a Skeleton Mage is no smarter than a normal Skeleton. Its only additional power is a lethal blast of poison shot from its fingertips. Skeleton Mages do not carry weapons, so if a poison-immune character fights a Skeleton Mage, the monster is nearly helpless.

Troops of each skeleton type are often led by a Skeleton Captain of the same type. Captains have the base abilities of the appropriate skeleton type, but are +2 to hit, do an extra die of damage on a successful attack, and possess 2 extra die of hit points.

All the Skeleton varieties turn according to their HD value on the Turning Undead table in the Player's Handbook.

**Skeletons** are the weakest of the skeletal varieties, but show a relentless tenacity in their attacks.

**Corpses** are only distinguishable from others of their ilk by rotting bits of remaining flesh that still cling to their undead bones.

**Bone Warriors** are a more dangerous form of Skeleton and are often used as guardians in eldritch temples and lost tombs.

**Burning Dead** were killed in hellish conflagrations. As reanimate skeletons, the fires of their death continue to burn their undead flesh; the burning dead cast a flickering red radiance wherever they go.

**Horrors** bear the final rictus of pure terror that killed them. Through torture and fright, horrors are grim manifestations of all that is worst in the world.

**Hell Horrors** are the personal servants of Counsellers. They circle their opponents at high speeds before attacking, gaining a +4 bonus to their Armor Class when defending.

# SPIDER

	Arach	Sand Fisher	Poison Spinner	Flame Spider	Spider Magus
<b>No. Appearing:</b>	1-6	1-6	1-6	1-4	1-3
<b>Armor Class:</b>	4	3	3	2	1
<b>Movement:</b>	6, web 6	9, web 9	6, web 6	6, web 6	9, web 12
<b>Hit Dice:</b>	2	3	4	5	5
<b>THAC0:</b>	19	17	17	15	15
<b>No. Attacks:</b>	1	1	1	1	1
<b>Damage/Attack:</b>	1d4+1	1d6	1d8	2d4	2d4
<b>Special Attacks:</b>	bite requires save vs. poison or the bite's damage is doubled				
	surprise on 1-5, surprise attack may be web (equivalent to web spell)				
			hit does +1d4	2d6 charged bolt	every round
			fire damage		
<b>Special Defenses:</b>	immune to entangling attacks and webs				
<b>Resistances:</b>	none	none	none	none	none
<b>Size:</b>	M	M	M	M	M
<b>Intelligence:</b>	Semi- (4)	Low (5)	Low (5)	Low (5)	Average (8)
<b>Morale:</b>	Average (8)	Average (10)	Average (10)	Average (10)	Low (7)
<b>XP Value:</b>	270	420	650	975	1,400

These terrifying arachnids are not to be confused with the non-intelligent oversized spiders of other worlds. They are named "Evil" Spiders because they are cunning and cruel. They slash with their swordlike mandible, delight in sucking the blood out of their prey, and use the carcasses as incubators for their young.

These Spiders crawl on the ceiling, spinning and dropping sticky webs on anyone so unfortunate as to be below. They are unaffected by any entangling attack, including their own webs.

These creatures have a virulent poison bite, which causes double damage if a saving throw vs. poison is failed. They can be affected by any poison, including their own.

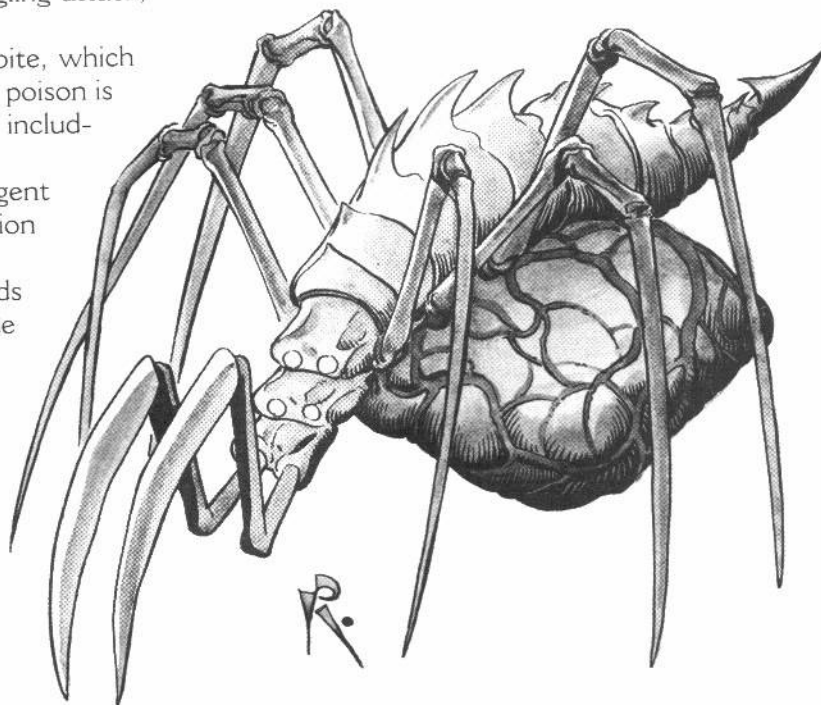
**Arachs** are not that much more intelligent than most oversized Spiders. They eat carrion as well as live prey.

**Sand Fishers** hunt animals and humanoids in the desert and underground, and can hide both in dungeons and sand.

**Poison Spinners** lay nests in dungeons, often sleeping on ceilings so that they remain hidden from adventurers until they attack.

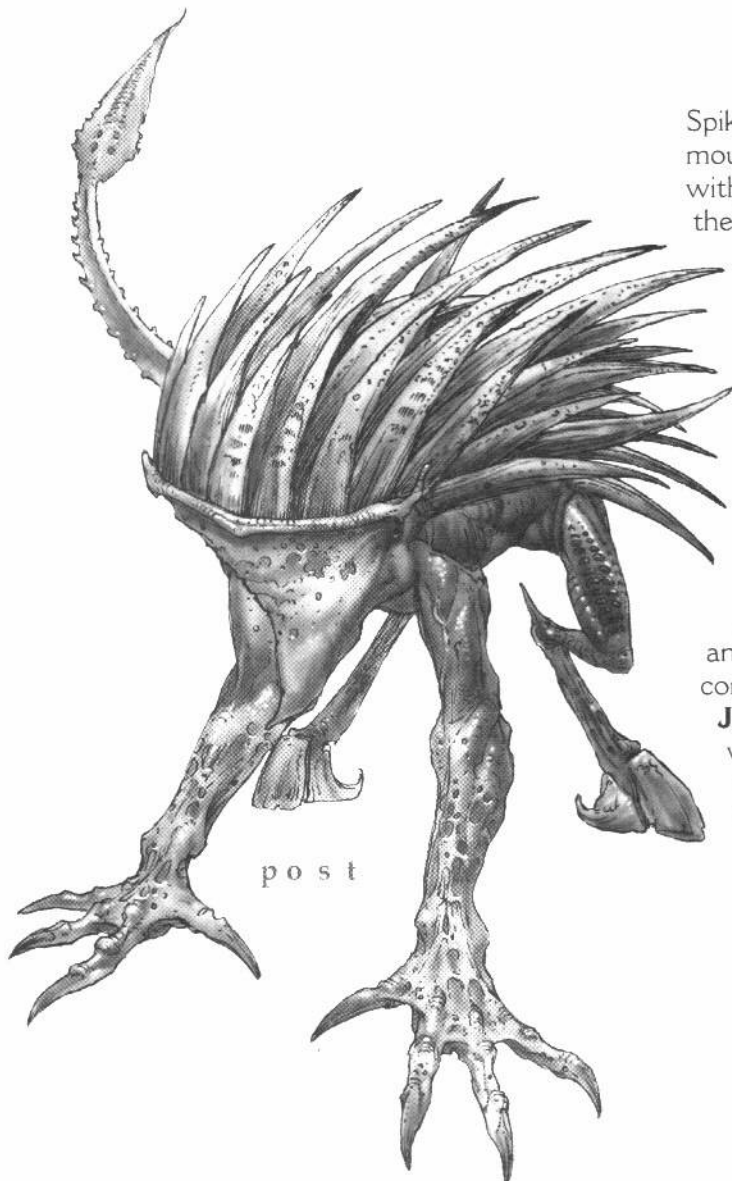
**Flame Spiders** can suffuse a glow of fire, burning those they touch. Their webs are immune to normal fire and fire-based spell of less than 3rd level.

**Spider Magi** appear to be spellcasters with their bolts of energy, though they hardly know what spells are. Their morale is lower than the other spiders because they're smart enough to consider options other than fighting to the death.



# SPIKE FIEND

	Quill Rat	Spike Fiend	Thorn Beast	Razor Spine	Jungle Urchin
<b>No. Appearing:</b>	2-5 (1d4+1)	2-5 (1d4+1)	2-5 (1d4+1)	2-5 (1d4+1)	1-2
<b>Armor Class:</b>	9	8	5	3	-2
<b>Movement:</b>	9	9	9	9	9
<b>Hit Dice:</b>	1	1+2	2	4	9
<b>THAC0:</b>	19	19	17	15	11
<b>No. Attacks:</b>	1	1	1	1	1
<b>Damage/Attack:</b>	1d4+1	1d6+1	1d6+2	2d6	4d6
<b>Special Attacks:</b>	quills 1d4	quills 1d4+1	quills 1d6	quills 1d6+1	quills 3d6
<b>Special Defenses:</b>	attacker in melee takes 1d2 damage for each successful hit on a quill rat				
<b>Resistances:</b>	none	none	none	none	none
<b>Size:</b>	S	S	S	S	S
<b>Intelligence:</b>	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Semi- (2)
<b>Morale:</b>	Unsteady (2)	Unsteady (3)	Average (8)	Steady (11)	Steady (12)
<b>XP Value:</b>	35	65	65	175	2,000



Spike Fiends are quadruped scavengers found in the mountain regions. Their armored backs are festooned with thick, daggerlike spines. Spike Fiends can arch their backs and fire their quills at potential prey or threatening predators. They fire one quill per round, able to strike a target up to 50 feet away.

**Quill Rats** are the most common and least powerful of this family of monsters, and they often flee, firing their spines only if approached or threatened.

**Spike Fiends** are slightly larger and nastier and fire their quills as warning shots to deter opponents.

**Thorn Beasts** hunt their prey with their quills and inflict greater damage with their spines.

**Razor Spines** are the most unpleasant of these animals and possess a cunning that allows them to corner their prey and pepper them with spines.

**Jungle Urchins** were merely a legend, until a few who encountered them actually survived to tell of the hellish volley of thorny spikes these creatures are capable of throwing.

# SUCCUBUS

	Succubus	Snow Witch	Hell Spawn	Soul Burner
<b>No. Appearing:</b>	2-8 (2d4)	2-8 (2d4)	2-8 (2d4)	2-8 (2d4)
<b>Armor Class:</b>	3	1	0	-2
<b>Movement:</b>	9, fly 12(B)	9, fly 12(B)	9, fly 12(B)	9, fly 12(B)
<b>Hit Dice:</b>	12	14	16	18
<b>THAC0:</b>	9	7	5	3
<b>No. Attacks:</b>	1	1	1	1
<b>Damage/Attack:</b>	1d12	2d8	2d10	2d12
<b>Special Attacks:</b>	blood star 12d6 (save to half)	ice blast 14d6 (save to half)	fire bolt 16d6 (save to half)	blood star 18d6 (save to half) <i>symbol of fear or pain</i> once per day at 15th level
<b>Special Defenses:</b>		gets +4 AC bonus if not attacking		
<b>Resistances:</b>	mind control 50%	lightning 50%	mind control 50%, immune to lightning	mind control 50%, lightning 50%, immune to fire
<b>Size:</b>	M	M	M	M
<b>Intelligence:</b>			Exceptional (16)	
<b>Morale:</b>			Champion (16)	
<b>XP Value:</b>	8,000	10,000	13,000	16,000

Succubi are beautiful and seductive, and so tempt mortals into evil and death. A Succubus's perfect figure and smooth, milky skin is often marred by demonic bat wings, and bold, thorny dress. Succubi prefer to seduce mortals with subtle machinations, only to kill them and drag their souls into Hell. Yet they also possess lethal magic. Gathered in a clutch, a Succubi pack can send nigh inexhaustible streams of destructive magic sufficient to overcome most foes.

**Succubi** prefer to charm their way into a mortal's heart, then use poison, a dagger in the dark, or some other easy betrayal to separate soul from flesh.

**Snow Witches** enjoy the chase, and are more given to use hell-brewed love potions to capture slaves of the opposite sex. When in doubt, a Snow Witch reads a handy slave's entrails as an augury.

**Hell Spawn** know no other pleasure than the delivery of a screaming soul to the nether pits. Birthed in pain, Hell Spawn do their level best to make all others suffer as they do.

**Soul Burners** have mastered the essence of terror and pain. Once per day, they are able to project *symbol of fear* or a *symbol of pain* on a foe at the 15th level of effect.

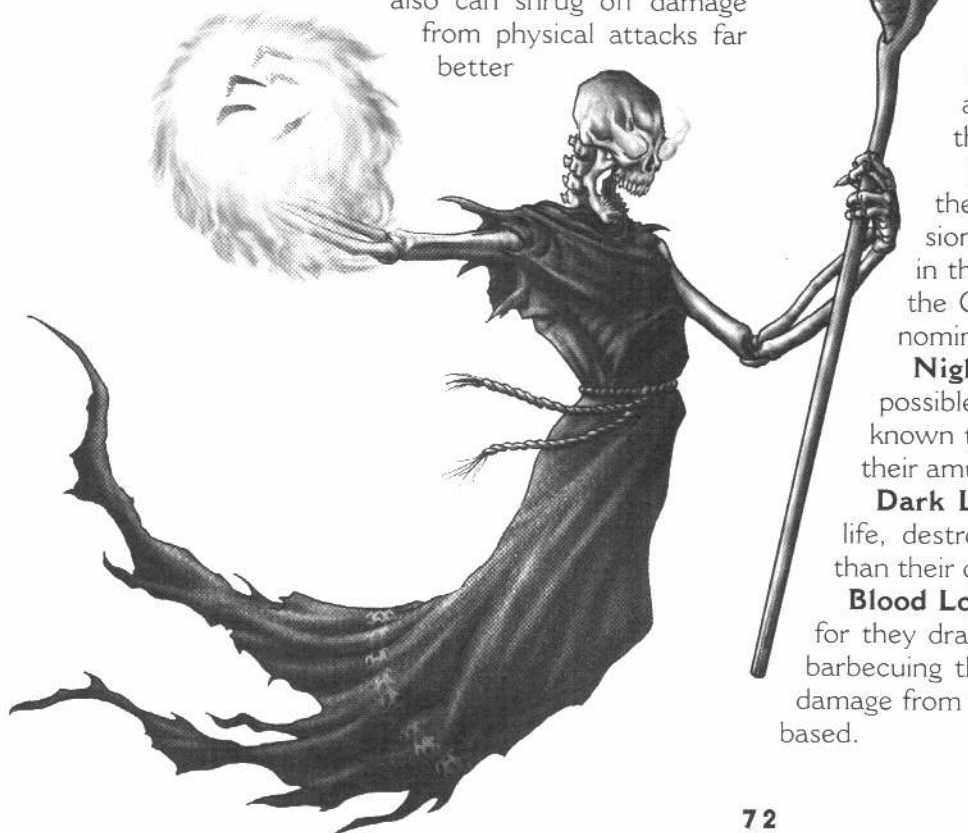




# VAMPIRE

	Banished	Ghoul Lord	Night Lord	Dark Lord	Blood Lord
<b>No. Appearing:</b>	1-3	1-3	1-3	1-3	1-3
<b>Armor Class:</b>	5	3	1	0	-1
<b>Movement:</b>	9, fly 15 (B)	9, fly 15 (B)	9, fly 15 (B)	9, fly 15 (B)	9, fly 15 (B)
<b>Hit Dice:</b>	3	6	8	9	10
<b>THAC0:</b>	17	15	13	11	11
<b>No. Attacks:</b>	1	1	1	1	1
<b>Damage/Attack:</b>	1d8 fire	1d10 fire	1d12 fire	2d8 fire	1d10 + 1d10 fire
<b>Special Attacks:</b>	_____touch causes magical fire damage_____				
<b>Special Defenses:</b>	_____create either meteors (1/HD) or wall of fire once per three rounds_____				
<b>Resistances:</b>	_____any hit on vampire has a 25% chance to inflict no damage_____				
<b>Size:</b>	_____immune to poison and mind control, cold 50%_____				
<b>Intelligence:</b>	M	M	M	M	M
<b>Morale:</b>	Very (11)	Very (12)	High (13)	High (14)	High (14)
<b>XP Value:</b>	Steady (12)	Elite (13)	Elite (14)	Champion (15)	Champion (16)
	2,000	4,000	7,000	9,000	11,000

DIABLO Vampires are quite unlike those found in traditional AD&D worlds. These hellspawn were first summoned by the wizard Horazon to his Arcane Sanctuary. They are undead possessed of a demonic fire that burns throughout their unlife. Their burning touch is potent, and once every third round, they can blast their vengeful fire across a room or create a defensive *wall of fire*. DIABLO Vampires also can shrug off damage from physical attacks far better



than other beings of their equivalent power. With all this said, adventurers from other realms may find that the vampire of DIABLO may be different than those they know, but assuredly not less fearsome.

All DIABLO vampires turn as their appropriate Hit Dice on the Turning Undead table, not as "Vampires." They can be affected by spells that affect either undead or demonic creatures.

**Banished** still retain some desire to return to the state of life, though they are usually consumed with rage against the living.

**Ghoul Lords** are more detached than the Banished, killing with a merciless precision. When Ghouls (see Zombie entry) are in the presence of Ghoul Lords, they follow the Ghoul Lords' commands blindly, even if nominally controlled by another force.

**Night Lords** desire the maximum carnage possible at their fiery hands. They have been known to torch their own surroundings just for their amusement.

**Dark Lords** seek the elimination of light and life, destroying all sources of illumination other than their own fires.

**Blood Lords** are closest to traditional vampires, for they drain the blood of their opponents before barbecuing them to crisps. The first 1d10 points of damage from their attack is physical rather than fire-based.

# VIPER

	Tomb Viper	Claw Viper	Salamander	Venom Spitter	Serpent Magus	Cave Viper	Fire Drake	Gold Viper	Azure Drake
<b>No. Appearing:</b>	2-9 (1d8+1)	2-9 (1d8+1)	2-9 (1d8+1)	2-9 (1d8+1)	2-9 (1d8+1)	2-9 (1d8+1)	2-9 (1d8+1)	2-9 (1d8+1)	2-9 (1d8+1)
<b>Armor Class:</b>	3	2	1	1	1	0	0	-1	-2
<b>Movement:</b>	9, jump 3	9, jump 3	9, jump 3	9, jump 3	9, jump 3	6, jump 3	6, jump 3	6, jump 3	6, jump 3
<b>Hit Dice:</b>	5	6	7	8	9	11	13	15	17
<b>THAC0:</b>	15	15	13	13	11	9	7	5	3
<b>No. Attacks:</b>	1	1	1	1	1	1	1	1	1
<b>Damage/Attack:</b>	1d4	1d6	2d4	2d4	2d4	3d4+6	4d4+7	5d4+8	6d4+9
—————damage bonus when using scimitar only—————									
<b>Special Attacks:</b>	—————slashing pounce for 2d6-HD bite damage if Viper has 30' of jumping room—————								
		<i>fire bolt</i> for 3d4		<i>poison bolt</i> 3d4		<i>lightning bolt</i> 4d4			<i>color spray</i> in light
<b>Special Defenses:</b>	—————never surprised by attacks from behind—————								
<b>Resistances:</b>		fire 60%		fire 20%, poison 60%		fire 60%, poison 20%, mind control 60%		immune to mind control	
						fire 40%	lightning 50%	lightning 60%	fire 60, lightning 60%
<b>Size:</b>	L	L	L	L	L	L	L	L	L
<b>Intelligence:</b>	Low (6)	Low (7)	Average (8)	Average (9)	High (13)	Very (11)	Very (12)	High (13)	High (14)
<b>Morale:</b>	Elite (13)	Elite (13)	Elite (13)	Elite (13)	Elite (13)	Elite (13)	Elite (13)	Elite (14)	Champion (15)
<b>XP Value:</b>	975	1,400	2,000	2,000	4,000	5,000	8,000	10,000	14,000

Vipers are hideous snakelike creatures with arms and other faint humanoid characteristics. Some Vipers claim they descend from horribly cursed humans, and so degraded to their current state. Others feel they began as simple serpents that fell afoul of agents of the netherworld. Regardless of their origin, Vipers are demonic monstrosities, and serve the legions of Hell well. The first five Vipers are smaller than the next four, and the last two types rarely accept each other's company.

**Tomb Vipers** are the weakest of the lot, constantly suffering the brutality of their serpentine kin.

**Claw Vipers** prefer the slashing attack of claws to biting. Though tougher than Tomb Vipers, they too are bullied by other Vipers.

**Salamanders** live in fiery lakes, and have the power to project fire from their claws. They are prone to reckless action.

**Poison Spitters**, on the other hand, are crafty beasts, choosing the proper moment to spit their viscous venoms.

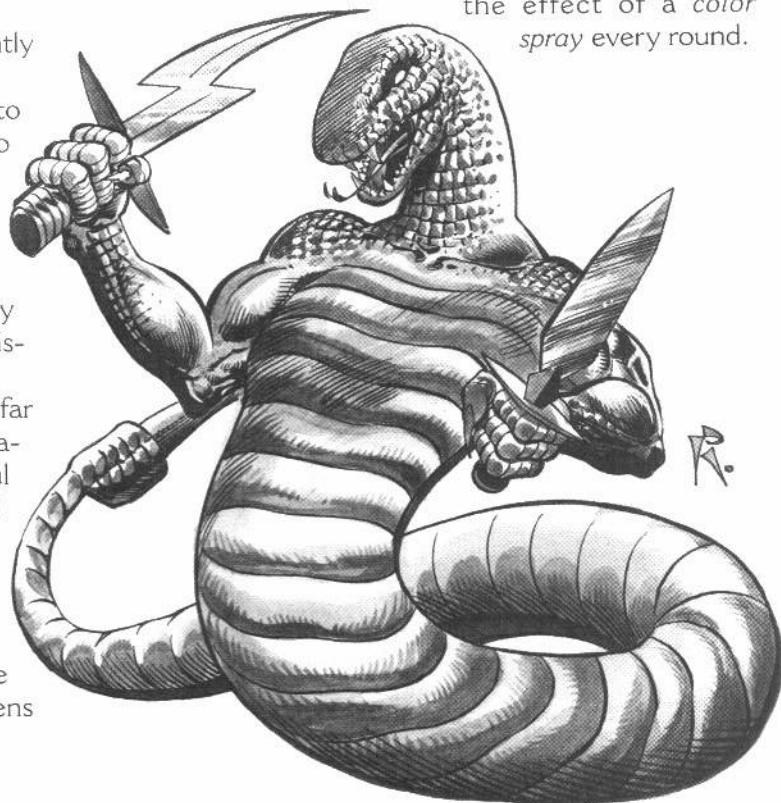
**Serpent Magi** lead the lesser Vipers. They are far smarter than their brethren, so they enforce the separation between the lesser and the more powerful Vipers. The greater Vipers hardly care, but the Magi spread fear among their underlings.

**Cave Vipers** delight in straightforward group tactics. Few can withstand their coordinated flashing scimitars (also used by the next three Viper types).

**Fire Drakes** have gained partial immunity to fire and heat, due to constant congress with fiery denizens of the world-below.

**Gold Vipers** are resplendent with their golden scales. Though more deadly than lesser Viper varieties, Gold Vipers are worth the risk, as the hide of one of these creatures can fetch double its weight in gold among blacksmiths who prize it.

**Azure Drakes** bear glistening scales that reflect the colors of the rainbow. Though beautiful, Azure Drakes are too deadly to hunt, as those who look at them suffer the effect of a *color spray* every round.



# WENDIGO

	Gargantuan Beast	Brute	Yeti	Crusher	Wailing Beast
<b>No. Appearing:</b>	1-2	1-2	1-2	1-2	1-2
<b>Armor Class:</b>	10 (9)	9 (8)	8 (7)	7 (4)	5 (3)
<b>Movement:</b>	9	9	9	9	9
<b>Hit Dice:</b>	5	7	12	14	16
<b>THAC0:</b>	15	13	9	7	5
<b>No. Attacks:</b>	1	1	1	1	1
<b>Damage/Attack:</b>	1d4	1d6	1d8	2d6	1d10
<b>Special Attacks:</b>	hug 2d6	hug 2d8	hug 1d20	hug 3d10	hug 2d12 wail stuns all in 10' for 1d4 rounds (Con check for no effect)
<b>Resistances:</b>	none	none	cold 20%	mind control 60%	fire 20%, mind control 60%
<b>Size:</b>	L	L	L	H	H
<b>Intelligence:</b>	Low (5)	Low (5)	Low (6)	Low (6)	Low (7)
<b>Morale:</b>	Fanatic (17)	Fanatic (17)	Fanatic (17)	Fanatic (18)	Fanatic (18)
<b>XP Value:</b>	175	420	3,000	7,000	10,000

Wendigos are a family of huge bipedal, apelike creatures that make their lairs in the mountains. The recent activity of demonic creatures such as the Fallen and the Corrupt Rogues have driven these great beasts into the warmer and more populated regions.

On a natural 19 or 20 when a Wendigo attacks, the Wendigo *hugs* its opponent, inflicting greater damage than normal.

**Gargantuan Beasts** are the weakest of the Wendigo class. Extremely territorial, Beasts attack anything that they see as a threat to their power, which is pretty much everything they encounter.

**Brutes** are larger, broader beasts with a rolling, lumber-

ing walk that resonates through the halls. Subtle they are not.

**Yetis** are best identified by their snow-white fur and berserk manner. Driven mad by their exodus into the valleys, they assault anything in their way.

**Crushers** are monstrous brutes whose mighty meleehugs can crush the strongest foe. Creatures who fall into a crusher's grip do not escape alive.

**Wailing Beasts** are almost as large as Crushers, and they have developed their horrible roars into an ululating scream that can stun unsuspecting foes. As foes stand dazed, the Wailing Beast moves in with its claws.



# WRAITH

	Ghost	Wraith	Specter	Apparition	Dark Shape
<b>No. Appearing:</b>	1-8	1-8	1-8	1-8	1-8
<b>Armor Class:</b>	5	2	1	0	-2
<b>Movement:</b>	9	9	9	9	9
<b>Hit Dice:</b>	4	5	7	8	10
<b>THAC0:</b>	17	15	13	13	11
<b>No. Attacks:</b>	1	1	1	1	1
<b>Damage/Attack:</b>	1d12	2d6	2d8	1d20	2d10
<b>Special Attacks:</b>	_____ automatic surprise when materializing from invisibility _____ _____ hit against a spellcaster drains a spell of the caster's choice _____ _____ cause 1 round <i>fear</i> in foes who fail save _____ _____ cause 2d4 rounds <i>fear</i> in foes who fail save _____				
<b>Special Defenses:</b>	_____ invisibility at will (must be visible to attack) _____				
<b>Resistances:</b>	_____ immune to poison and mind control _____				
<b>Size:</b>	M	M	M	M	M
<b>Intelligence:</b>	Very (11)	Very (12)	High (13)	High (14)	High (14)
<b>Morale:</b>	Elite (13)	Elite (13)	Elite (14)	Champion (15)	Champion (16)
<b>XP Value:</b>	270	420	1,400	3,000	6,000

Ghosts and Wraiths are spectral creatures that are normally invisible but appear as skeletal, bat-winged monsters surrounded by an aura of eldritch energy when they reveal themselves to attack. In game terms, this means that the Wraiths cannot be seen (or placed on the board) until they attack or a character moves next to one. Because of this, they gain a free attack that round. After they attack, they remain visible as long as they are in combat. Note that these creatures are distinct from undead of the same names but different types described in the *MONSTROUS MANUAL* tome.

Like all undead, Ghosts and Wraiths are unaffected by poison, *charm*, and all related mind control effects.

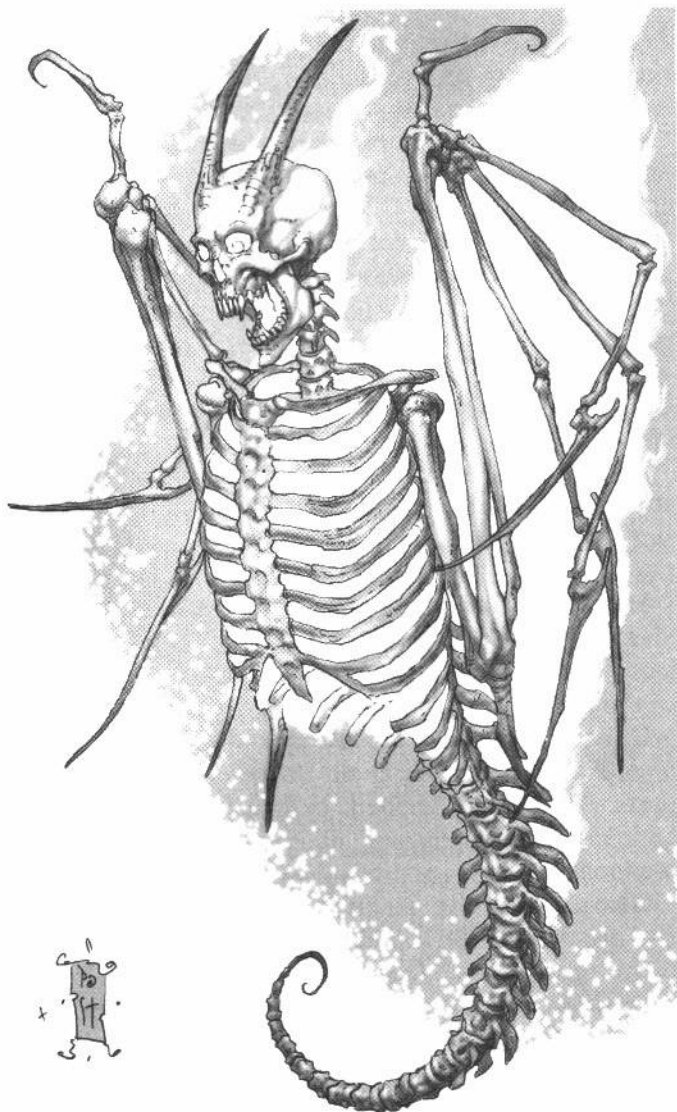
**Ghosts** tend to remain in place and appear when a character moves next to them, attacking until either they or the character has been defeated. Ghosts turn as 4-HD undead on the Turning Undead table.

**Wraiths** close with their opponents and attack. Once they suffer more than 10 points of damage, they try to retreat, leaving the battle and becoming invisible again. Then they return and fight to the death. Wraiths are turned as 5-HD undead on the Turning Undead table.

**Specters** haunt the most desolate and deserted of places. They hate all life and light. Specters turn as 7-HD undead on the Turning Undead table.

**Apparitions** carry the cold of the grave with them more powerful than lesser ghosts. Their very presence can strike *fear* into the hearts of foes that fail a saving throw vs. spells.

**Dark Shapes** are the fear of death made semi-material, and foes that fail their saving throws vs. spells stand in terror for 2d4 rounds.



# ZOMBIE

	Zombie	Hungry Dead	Rotting Carcass	Ghoul	Black Death	Plague Bearer	Drowned
<b>No. Appearing:</b>	3-12 (3d4)	3-12 (3d4)	2-12 (2d6)	2-8 (2d4)	1-6	1-6	1-6
<b>Armor Class:</b>	10	10	9	7	6	5	3
<b>Movement:</b>	6	6	6	6	6	6	6
<b>Hit Dice:</b>	1	2	3	5	7	11	13
<b>THAC0:</b>	19	19	17	15	13	9	7
<b>No. Attacks:</b>	all have 1 attack per round, striking last in every round						
<b>Damage/Attack:</b>	1d6	1d8	1d8	2d4	2d6	2d8	4d4
<b>Special Attacks:</b>	none	none	none	none	disease on hit (save allowed)	save or 1d6 disease damage/hit	drowning (see below)
<b>Special Defenses:</b>	none	none	none	none	none	none	physical attacks do -20% damage
<b>Resistances:</b>	all are immune to poison and mind control						
<b>Size:</b>	M	M	M	M	M	M	M
<b>Intelligence:</b>	Non	Non	Non	Non	Non	Non	Non
<b>Morale:</b>	never needs to check morale						
<b>XP Value:</b>	35	65	120	175	975	2,000	5,000

Zombies are animated corpses, former humans whose foul malignancy in life did not allow them to rest in death.

Zombies attack last in any combat round (after all player characters and other monsters).

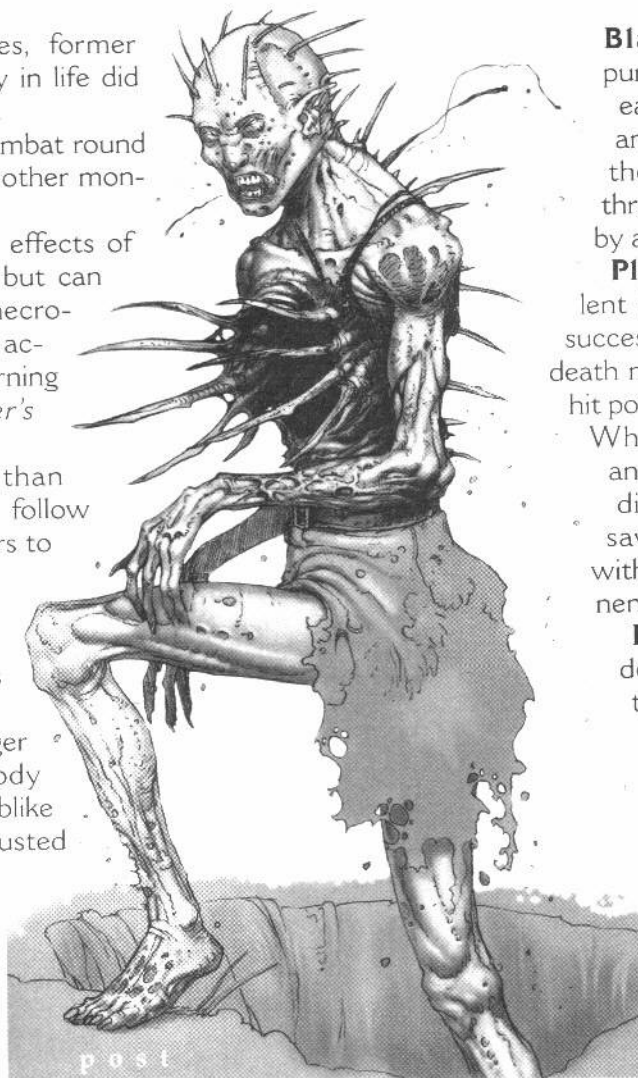
Zombies are immune to the effects of poison and poisonous effects, but can be turned by a priest (or a necromancer with *rebuke* or *dismiss*) according to their HD on the Turning Undead table in the *Player's Handbook*.

**Zombies** are little more than shambling automatons, which follow simple orders from their masters to the letter.

**Hungry Dead** are animated and rotting bodies that mindlessly lust after the life-energies of the living.

**Carcasses** are slightly stronger and usually have all their body parts. They use clenched, clublike hands in combat as well as rusted weapons.

**Ghouls** are the strong, and are most often found as tomb guardians. Despite their slow speed, they retain some knowledge of tactics.



**Black Deaths** are bloated, purple things, swollen with disease and pestilence. Following any combat with a Black Death, the living must make a saving throw vs. magic or be affected as by a *cause disease* spell.

**Plague Bearers** are more pestilent than Black Deaths. On every successful hit, a victim must save vs. death magic or lose an additional 1d6 hit points from flesh-eating bacteria. When combat is concluded, anyone who suffered this extra disease damage must make a saving throw vs. death magic with a -3 penalty to avoid permanently losing 1 point of Charisma.

**Drowned** lost their lives in the depths. With the evidence of their gasping deaths so clearly saturating them, the Drowned force victims to save vs. death magic following any combat where a Drowned scored a hit. Those that fail smother and drown over the course of the next 1d6 rounds, as if held beneath water.

## Monster Index

Monster types are listed in bold. Individual monsters are listed in normal type with the type in parentheses. Leader-types are given in italics.

<b>Acid Beast</b>	<b>50</b>	<i>Depraved (Fallen One Shaman)</i>	56	Obsidian Lord (Horned Demon)	62
Acid Beast (Acid Beast)	50	<i>Deranged (Fallen One Shaman)</i>	56	<b>Overlord</b>	<b>65</b>
Advocate (Counselor)	55	Desert Wing (Bat Demon)	52	Overlord (Overlord)	65
Afflicted (Hellhound)	60	Devilkin (Fallen One)	56	Pit Beast (Acid Beast)	50
Apparition (Wraith)	75	Disfigured (Hellhound)	60	Plague Bearer (Zombie)	76
Arach (Spider)	69	Doom Guard (Knight)	63	Plague Eater (Scavenger)	67
Azure Drake (Viper)	73	Drowned (Zombie)	76	Poison Spinner (Spider)	69
<b>Balrog</b>	<b>51</b>	<i>Enraged (Fallen One Shaman)</i>	56	Poison Spitter (Acid Beast)	50
Balrog (Balrog)	51	<b>Fallen One</b>	<b>56</b>	Quill Rat (Spike Fiend)	70
Banished (Vampire)	72	Fallen One (Fallen One)	56	Rat Man (Fetish)	57
<b>Bat Demon</b>	<b>52</b>	<i>Fallen One Shaman</i>	<b>56</b>	<i>Rat Man Shaman (Fetish)</i>	57
Black Death (Zombie)	76	<b>Fetish</b>	<b>57</b>	Razor Spine (Spike Fiend)	70
Black Knight (Knight)	63	Fetish (Fetish)	57	<b>Red Storm</b>	<b>66</b>
Black Rogue (Corrupt Rogue)	54	<i>Fetish Shaman (Fetish)</i>	57	Red Storm (Red Storm)	66
Black Raptor (Blood Hawk)	53	Fiend (Bat Demon)	52	Salamander (Viper)	73
Blink Bat (Bat Demon)	52	Fire Clan (Goat Demon)	59	Sand Fisher (Spider)	69
Blood Clan (Goat Demon)	59	Fire Drake (Viper)	73	<b>Scavenger</b>	<b>67</b>
Blood Claw (Gargoyle)	58	Flame Spider (Spider)	69	Scavenger (Scavenger)	67
Blood Diver (Bat Demon)	52	Flayed One (Overlord)	65	Serpent Magus (Viper)	73
Blood Guard (Knight)	63	Flayer (Fetish)	57	Shadow Beast (Scavenger)	67
Blood Knight (Knight)	63	<i>Flayer Shaman (Fetish)</i>	57	<b>Skeleton</b>	<b>68</b>
Blood Stone (Magma Demon)	64	Flesh Clan (Goat Demon)	59	Skeleton (Skeleton)	68
<b>Bloodhawk</b>	<b>53</b>	Flesh Hunter (Corrupt Rogue)	54	<i>Skeleton Captain (Skeleton)</i>	68
Bloodhawk (Blood Hawk)	53	Foul Crow (Blood Hawk)	53	<i>Skeleton Mage (Skeleton)</i>	68
Bloodlord (Vampire)	72	Frost Charger (Horned Demon)	62	Slayer (Balrog)	51
Bone Gnasher (Scavenger)	67	Gargantuan Beast (Wendigo)	74	Snow Witch (Succubus)	71
Bone Warrior (Skeleton)	68	<b>Gargoyle</b>	<b>58</b>	Soul Burner (Succubus)	71
<i>Bone Warrior Captain (Skeleton)</i>	68	Gargoyle (Gargoyle)	58	Soul Killer (Fetish)	57
Brute (Wendigo)	74	Ghost (Wraith)	75	<i>Soul Killer Shaman (Fetish)</i>	57
Burning Dead (Skeleton)	68	Ghoul (Zombie)	76	Specter (Wraith)	75
<i>Burning Dead Captain (Skeleton)</i>	68	Ghoul Lord (Vampire)	72	Spider Magus (Spider)	69
<i>Butcher (Overlord)</i>	65	Gloom (Bat Demon)	52	<b>Spider</b>	<b>69</b>
Cabalist (Counselor)	55	<b>Goat Demon</b>	<b>59</b>	<b>Spike Fiend</b>	<b>70</b>
Carcass (Zombie)	76	Gold Viper (Viper)	73	Spike Fiend (Spike Fiend)	70
Carver (Fallen One)	56	Guardian (Balrog)	51	Stalker (Hidden)	61
Cave Viper (Viper)	73	Hell Clan (Goat Demon)	59	Steel Lord (Knight)	63
Claw Viper (Viper)	73	Hell Horror (Skeleton)	68	Stone Clan (Goat Demon)	59
Cloud Stalker (Blood Hawk)	53	<i>Hell Horror Captain (Skeleton)</i>	68	Storm Lord (Red Storm)	66
Corpse (Skeleton)	68	Hell Spawn (Succubus)	71	Storm Rider (Red Storm)	66
<b>Corrupt Rogue</b>	<b>54</b>	Hell Stone (Magma Demon)	64	Stygian Doll (Fetish)	57
<b>Counselor</b>	<b>55</b>	<b>Hellhound</b>	<b>60</b>	<i>Stygian Doll Shaman (Fetish)</i>	57
Counselor (Counselor)	55	<b>Hidden</b>	<b>61</b>	<b>Succubus</b>	<b>71</b>
Crusher (Wendigo)	74	Hidden (Hidden)	61	Succubus (Succubus)	71
Damned (Hellhound)	60	<b>Horned Demon</b>	<b>62</b>	Tainted (Hellhound)	60
Dark Familiar (Bat Demon)	52	Horned Demon (Horned Demon)	62	Thorn Beast (Spike Fiend)	70
Dark Guard (Knight)	63	Horror (Skeleton)	68	Toad Demon (Overlord)	65
Dark Hunter (Corrupt Rogue)	54	<i>Horror Captain (Skeleton)</i>	68	Tomb Viper (Viper)	73
Dark Knight (Knight)	63	Hungry Dead (Zombie)	76	Unseen (Hidden)	61
Dark Lord (Vampire)	72	Illusion Weaver (Hidden)	61	<b>Vampire</b>	<b>72</b>
Dark One (Fallen One)	56	Jungle Urchin (Spike Fiend)	70	Venom Spitter (Viper)	73
Dark Paladin (Knight)	63	<b>Knight</b>	<b>63</b>	Vile Hunter (Corrupt Rogue)	54
Dark Shape (Wraith)	75	Lava Lord (Magma Demon)	64	<b>Viper</b>	<b>73</b>
Dark Stalker (Corrupt Rogue)	54	Lava Maw (Acid Beast)	50	Vortex Lord (Balrog)	51
Death Clan (Goat Demon)	59	Maelstrom (Red Storm)	66	Wailing Beast (Wendigo)	74
Death Wing (Gargoyle)	58	Magistrate (Counselor)	55	<i>Warped (Fallen One Shaman)</i>	56
<i>Demented (Fallen One Shaman)</i>	56	<b>Magma Demon</b>	<b>64</b>	Warped Fallen (Fallen One)	56
<b>Demon see</b>		Magma Demon (Magma Demon)	64	<b>Wendigo</b>	<b>74</b>
Bat Demon	52	Misshapen (Hellhound)	60	Winged Demon (Gargoyle)	58
Goat Demon	59	Moon Clan (Goat Demon)	59	<b>Wraith</b>	<b>75</b>
Horned Demon	62	Mud Man (Overlord)	65	Wraith (Wraith)	75
Magma Demon	64	Mud Runner (Horned Demon)	62	Yeti (Wendigo)	74
Toad Demon (Overlord)	65	Night Clan (Goat Demon)	59	<b>Zombie</b>	<b>76</b>
Winged Demon (Gargoyle)	58	Night Lord (Vampire)	72	Zombie (Zombie)	76

## DIABLO DUNGEON ENCOUNTER TABLES

The rest of this book describes the town and dungeon found in the classic *DIABLO* game. However, you're not limited to that dungeon, or even what's listed on each dungeon level. If you want to use the *Diablo* monsters in your game set somewhere other than Tristram, just use this random monster table to put some fear into your players.

You can even use this table to run the same dungeon twice. If you're playing in Tristram, random monsters can be used to restock a dungeon level for a new group of adventurers. Roll a lot of random encounters before play for each dungeon level you expect the players to explore. Then, when they would normally encounter a monster as indicated on the map, substitute the prerolled random monster for that type instead.

### How to Use These Tables

To use these tables, first go to the Dungeon Matrix Table. Find the row that matches the dungeon level. Roll 1d20 and read across the row until you find the number range that contains the roll. Look up to the column heading to see which subtable the encounter is rolled on. The subtable requires a 1d10 roll. The exact monster is listed, with a name in parentheses that identifies the general type of creature.

In some cases, two monsters are listed; in this case, just pick one. If both monsters are of the same type, the first one listed is the least powerful and the second one is more powerful.

For example, if the adventurers are on dungeon level 2, find the *equivalent dungeon level* entry: "2nd-3rd." Assuming the 1d20 roll is "17" you will find that the encounter is to be rolled on the "Level III" Table. Assuming a 1d10 roll of "6", the encountered creature is the "Arach," which is a subtype of "Spider."

### How Many Monsters?

The DM can always choose the number of monsters encountered, based on how strong the party is. In general, you can use the following guidelines if the party is near full strength:

1. If the monster's Hit Dice are equal to the level of the dungeon, the basic encounter size is 2d4.
2. For every level that the monster Hit Dice are less than the level of the dungeon, add 1d4 creatures. (Treat 1 HD as 1 HD and ½ HD as one level less than Level 1.)
3. If the monster's Hit Dice are greater than the dungeon level, then only 1 is encountered.
4. For an easier setting, use only half the normal number of monsters (round up); for Nightmare setting, add more creature for every 2d4 encountered. For Hell setting, double the normal number of monsters.
5. Skeletons may have Captains and Mages; Fallen Ones and Fetishes may have Shamans. If at least 4 of the creatures are encountered, they have a 3-in-10 chance for a leader. If 8 or more creatures are encountered there will definitely be one such leader for every four normal monsters.

### Dungeon Matrix Table

Equivalent Dungeon Level	Monster Level Table Consulted									
	I	II	III	IV	V	VI	VII	VIII	IX	X
1st	1-16	17-19	20	—	—	—	—	—	—	—
2nd-3rd	1-12	13-16	17-18	19	20	—	—	—	—	—
4th	1-5	6-10	11-16	17-18	19	20	—	—	—	—
5th	1-3	4-6	7-12	13-15	17-18	19	20	—	—	—
6th	1-2	3-4	5-6	7-12	13-16	17-18	19	20	—	—
7th	1	2-3	4-5	6-10	11-14	15-16	17-18	19	20	—
8th	1	2	3-4	5-7	8-10	11-14	15-16	17-18	19	20
9th	1	2	3	4-5	6-8	9-12	13-15	16-17	18-19	20
10th-11th	1	2	3	4	5-6	7-9	10-12	13-16	17-19	20
12th-13th	1	2	3	4	5	6-7	8-9	10-12	13-18	19-20
14th-15th	1	2	3	4	5	6	7-8	9-11	12-17	18-20
16th & down	1	2	3	4	5	6	7	8-10	11-16	17-20

Monsters in *italic* may have leaders (see Monster Leaders).

## Level I

### Id10

#### Roll Monster

1	Foul Crow (Bloodhawk)
2	Scavenger (Scavenger)
3	Plague Eater (Scavenger)
4	Quill Rat (Spike Fiend)
5	Fallen One (Fallen One)
6	Carver (Fallen One)
7	Dark One or Devil Kin (Fallen One)
8	Dark Hunter (Corrupt Rogue)
9	Corpse (Skeleton)
0	Zombie (Zombie)

## Level II

### Id10

#### Roll Monster

1	Bloodhawk (Bloodhawk)
2	Rat man or Fetish (Fetish)
3	Shadow Beast or Bone Gnasher (Scavenger)
4	Spike Fiend or Thorn Beast (Spike Fiend)
5	Misshapen or Disfigured (Hellhound)
6	Warped One (Fallen One)
7	Vile Hunter (Corrupt Rogue)
8	Hidden or Stalker (Hidden)
9	Skeleton (Skeleton)
10	Hungry Dead or Rotting Carcass (Zombie)

## Level III

### Id10

#### Roll Monster

1	Black Vulture or Cloud Stalker (Bloodhawk)
2	Fiend or Blink Bat (Bat Demon)
3	Flayer (Fetish)
4	Razor Spine (Spike Fiend)
5	Acid Beast (Acid Beast)
6	Arach (Spider)
7	Dark Stalker (Corrupt Rogue)
8	Stone Clan or Fire Clan (Goat Demon)
9	Bone Warrior or Burning Dead (Skeleton)
10	Ghoul (Zombie)

## Level IV

### Id10

#### Roll Monster

1	Gloom Bat (Bat Demon)
2	Soul Killer (Fetish)

3	Poison Spitter or Pit Beast (Acid Beast)
4	Sand Fisher or Poison Spinner (Spider)
5	Tainted (Hellhound)
6	Black Rogue (Corrupt Rogue)
7	Unseen (Hidden)
8	Moon Clan or Night Clan (Goat Demon)
9	Overlord or Mud Man (Overlord)
10	Wraith or Ghost (Wraith)

## Level V

### Id10

#### Roll Monster

1	Blood Diver (Bat Demon)
2	Winged Demon (Gargoyle)
3	Stygian Doll (Fetish)
4	Flame Spider or Spider Magus (Spider)
5	Gargantuan Beast or Brute (Wendigo)
6	Tomb Viper or Claw Viper (Viper)
7	Horned Demon (Horned Demon)
8	Mud Runner (Horned Demon)
9	Black Death (Zombie)
10	Specter (Wraith)

## Level VI

### Id10

#### Roll Monster

1	Dark Familiar (Bat Demon)
2	Gargoyle (Gargoyle)
3	Jungle Urchin (Spike Fiend)
4	Afflicted (Hellhound) or Yeti (Wendigo)
5	Venom Spitter or Salamander (Viper)
6	Illusion Weaver (Hidden)
7	Flesh Hunter (Corrupt Rogue)
8	Magma Demon or Blood Stone (Magma Demon)
9	Plague Bearer (Zombie)
10	Apparition (Wraith)

## Level VII

### Id10

#### Roll Monster

1	Blood Claw or Death Wing (Gargoyle)
2	Serpent Magus or Cave Viper (Viper)
3	Red Storm or Storm Rider (Red Storm)
4	Frost Charger or Obsidian Lord (Horned Demon)

5	Hell Stone or Lava Lord (Magma Demon)
6	Toad Demon or Flayed One (Overlord)
7	Counselor or Magistrate (Counselor)
8	Hell Horror (Skeleton) or Drowned (Zombie)
9	Dark Shape (Wraith)
10	Banished or Ghoul Lord (Vampire)

## Level VIII

### Id10

#### Roll Monster

1	Succubus (Succubus)
2	Lava Maw (Acid Beast)
3	Damned (Hellhound)
4	Crusher (Wendigo)
5	Fire Drake (Viper)
6	Storm Lord or Maelstrom (Red Storm)
7	Blood Clan or Death Clan (Goat Demon)
8	Cabalist (Counselor)
9	Slayer (Balrog)
10	Night Lord (Vampire)

## Level IX

### Id10

#### Roll Monster

1	Snow Witch (Succubus)
2	Advocate (Counselor)
3	Wailing Beast (Wendigo)
4	Gold Viper (Viper)
5	Hell Clan (Goat Demon)
6	Guardian (Balrog)
7	Vortex Lord (Balrog)
8	Black Knight (Knight)
9	Dark Guard (Knight)
10	Dark Lord (Vampire)

## Level X

### Id10

#### Roll Monster

1	Hell Spawn (Succubus)
2	Soul Burner (Succubus)
3	Azure Drake (Viper)
4	Balrog (Balrog)
5	Doom Guard (Knight)
6	Blood Guard (Knight)
7	Steel Lord (Knight)
8	Dark Knight (Knight)
9	Blood Knight or Dark Paladin (Knight)
10	Bloodlord (Vampire)



## UPGRADING MØNSTERS

The monster statistics in this section assume that your PCs start the adventure somewhere between 1st and 10th level. If your PCs start at higher levels, you can still use this adventure by "upgrading" the monsters. These creatures will be truly fearsome, but at that level so are your PCs. This method is also used to generate statistics for unique monsters even at low levels.

### SINGLE UPGRADE ("NIGHTMARE," 11th- to 15th-Level PCs):

To each monster, add:  
 +3 Hit Dice  
 +3 Armor Class  
 +3 damage per attack  
 +3 dice of damage per ranged attack

### DOUBLE UPGRADE ("HELL," 16th- to 20th-Level PCs):

To each monster, add:  
 +6 Hit Dice  
 +6 Armor Class  
 +6 damage per attack  
 +6 dice of damage per ranged attack

### TRIPLE UPGRADE (only for unique monsters when using "Hell upgrade")

To each monster, add:  
 +9 Hit Dice  
 +9 Armor Class  
 +9 damage per attack  
 +9 dice of damage per ranged attack

For experience points, use the following table:

Stated XP Value	Single Upgrade	Double Upgrade	Triple Upgrade
7	65	270	975
15	120	420	1,400
35	175	650	2,000
65	270	975	3,000
120	420	1,400	4,000
175	650	2,000	5,000
270	975	3,000	6,000
420	1,400	4,000	7,000
650	2,000	5,000	8,000
975	3,000	6,000	9,000
1,400	4,000	7,000	10,000
2,000	5,000	8,000	11,000
3,000	6,000	9,000	12,000
4,000	7,000	10,000	13,000
5,000	8,000	11,000	14,000
6,000	9,000	12,000	15,000
7,000	10,000	13,000	16,000
8,000	11,000	14,000	17,000
9,000	12,000	15,000	18,000
10,000	13,000	16,000	19,000
11,000	14,000	17,000	20,000
12,000	15,000	18,000	21,000
13,000	16,000	19,000	22,000
14,000	17,000	20,000	23,000
15,000	18,000	21,000	24,000
16,000	19,000	22,000	25,000
17,000	20,000	23,000	26,000
18,000	21,000	24,000	27,000
19,000	22,000	25,000	28,000
20,000	23,000	26,000	29,000



## DEMONS, DEMONS, AND MORE DEMONS!

### Options for Running Large Encounters

Gaze too long into the keyed DIABLO dungeon levels, and you quickly notice extreme monster density. ("There're twenty demons in this room!") Even with the DIABLO-specific kits presented in this product, an average group of player characters may find themselves hard pressed to stand the assault of ten demonic Advocates all simultaneously casting *fire bolt*. The DM's plight is compounded when too many monster aggressors appear at once. A few options detailed below can make dungeon delving easier on both PCs and DMs.

### Frontage

An encounter in a constricted space allows only a limited number of monsters "frontage" with the first rank of PCs. Dungeon Masters can keep track of actual position of monsters and PCs accurately by using miniatures, dice, or even marks on paper. This allows them to determine the monsters who get a melee attack and those who do not. Of course, many monsters have ranged magical attacks, but keep in mind that most monsters do not possess immunity to their own ranged attacks. Thus, even monsters in the middle or the rear ranks are constrained from cutting loose with their full firepower, or else they risk decimating their own ranks. Of course, in a larger, unconstricted space, monster "frontage" can increase dramatically, in which case PCs should consider other options.

### Trains

Large rooms with dense demon populations can be lethal to PCs. A useful PC tactic is to attempt to draw out a subset of all the monsters assembled in a particular area, and so deal with a more manageable threat, possibly in an area more amenable to the PCs (see Frontage).

Heroes can initiate a "train" on purpose or by accident. One or more PCs who come upon a room that contains an overabundance of monsters can choose to fight or run. When PCs run, a subset of the total number of monsters in the given room forms up behind the fleeing PCs. The PCs at the lead and monsters following are sometimes called a "train." Of course, to draw a train of monsters out of a room, the PCs must come to the attention of the assembled monsters. Once a train forms, the monsters making up the train follow PCs until any PC turns to fight, the monsters catch at least one of the PCs, or all PCs elude the

train. When a train catches up to any or all of the PCs, a conflict ensues. Monsters not killed or who lose PCs return to their original room.

**Base chance to form train = 80%.** Alerted monsters who do not send a train after fleeing PCs instead prepare an ambush, if possible, in anticipation of the PCs return to the room.

**No. of monsters in train = (total number of room monsters) divided by 2d4 (round up).**

### Streaming

Trains can trigger a phenomenon called "streaming," at the DM's option. PCs who successfully draw off a subset of monsters in a keyed room still run the risk of fighting all the original monsters at the original location, but not all at once. Simply put, an entire room of remaining monsters are roused after the departure of a train, and they may continue to send reinforcements after the initial train, at a specific rate, until all the monsters in a room are active.

**Base chance for streaming = 40%.** Check for streaming only if a train has already departed keyed area.

**Base Rate:** 1d4 monsters every 1d4 rounds (beginning 4 rounds after train's departure).

### Cutting the Stream

Streaming ends if all PCs at the site of conflict successfully disengage and elude the current trained or streamed monster foes. Streaming also ends if PCs kill all trained or streamed monsters before the next 1d4 monsters appear (see Base Rate above). Finally, when a total number of monsters involved in the train and in subsequent streaming equals the number of monsters originally keyed, streaming also ceases.

**NOTE:** The percentages and numbers provided are base values, and the DM may modify them based on the situation. For instance, if the PCs cast *taunt* or otherwise use a particularly flagrant method to get the monsters' attention, the chance to form a train could increase to 100%. The number of train participants could also rise (by rolling only 1d4 instead of 2d4 to divide the total room population). Likewise, flagrant, loud, or other noteworthy actions on the part of the PCs also increase the chance for streaming. The remaining demons recognize the PCs as a real threat, and so they are more likely to continue to send reinforcements. On the other hand, if PCs take special pains to quietly dispatch a train, streaming is less likely (say, 20%), and at a reduced progress rate, which is determined by the DM.

# CHAPTER FIVE: TRISTRAM

The hamlet of Tristram is situated on the river Talsande. Tristram's town center contains only of a few structures, plus a communal spring. Farmers from miles around gather a few times a year to barter goods and socialize at the Tavern. What separates Tristram from other small hamlets of the same modest size are the monastery and the Evil hidden therein. When the DM is ready to begin the adventure, he or she should introduce the PCs to this deceptively peaceful little hamlet.

## A BRIEF HISTORY OF TRISTRAM

An old Horadric Monastery squats at the edge of Tristram. The wizardly Horadrim Order created the monastery several hundred years ago; however, as the Horadrim Order waned in favor of the Vizjerei mage-clan, the monastery fell into disuse and was finally abandoned. All save a few have forgotten the original purpose of the monastery, though all remember the brief occupation by King Leoric.

A foreign king named Leoric seized the monastery as his seat of power. The presence of Leoric's household, advisors, and army awakened some evil hidden deep beneath the monastery in the deepest catacomb. The army dispersed, and evil overcame Leoric and his entire household.

The quiet monastery on Tristram's edge erupted with undead and the rumor of infernal creatures! The moans of tortured spirits, the creaking bones of undead, and the horrible cries of manifest demons echo from broken monastery windows. Now, Evil walks the monastery and the catacombs below it.

Adventurers, do-gooders, and paladins of the Light soon arrived from many lands. Many died outright, and others finally gave up before reaching the source of the evil in the bottom-most catacomb. Despite the failure of all who've come before, or perhaps because of it, more adventurers are drawn to Tristram every year. Though no one has yet breached the bottommost catacomb, the Evil remains contained within the monastery walls.

And so Tristram is more than a mere farming hamlet. When adventurers are in town, which is often, it serves as the perfect base of operations, free from Hell's influence. Molded by the special needs of adventuring, the services offered by Tristram are first rate, and they include an inn and tavern, a healer, a blacksmith, a loremaster, and the occasional market of arcane artifacts retrieved from the monastery's catacombs by adventurers.

## The Real Story

As Hell's forces gained ascendancy in the mortal realm, the disparate and often mutually unfriendly mage-clans realized that divided they would surely fall. Thus, the Horadrim Order, a collection of smaller mage-clans, formed. They united to put an end to Hell's plans.

Despite their power, the Horadrim were mortal, and they faltered before the infernal advance. A gift from Heaven turned the tide: the *Soulstones*. *Soulstones* can entomb the spirit of any entity, even the raging spirit of a Prime Evil. So armed, the Horadrim captured a seemingly unprepared Mephisto in a *Soulstone*. The Horadrim split into two groups, each led by one accounted mighty in the arcane arts: Jered Cain set out after Diablo, Tal-Rasha after Baal.

In 1103, Jered Cain's Band of Horadrim captured Diablo in the country of Khanduras in a conflict so terrible that all but Cain died in the effort. Cain buried the stone near the river Talsande, and he had a Horadric Monastery built over the site.

During the monastery's ascendancy, Horadric monks filled the structure. Over the years, they tunneled several layers of catacombs beneath it. The small Hamlet of Tristram soon formed near the monastery. For a time, the Horadric monks and the good folks of Tristram lived in harmony.

As the years wore on, it seemed that Hell's threat was vanquished. The Horadrim Order began to fade as splinter mage-clans and new religions flourished. Eventually, people abandoned the monastery entirely, boarded it up, and forgot its existence.

As is generally known, King Leoric united Khanduras, and used the abandoned monastery as his seat of power. What isn't known is that in 1241, Archbishop Lazarus, an advisor of King Leoric, found his way into the deepest catacomb where the *Soulstone* was secreted. Waiting for just such an opportunity, Diablo extended his corrupting influence to his utmost, and so snared the archbishop. Now a pawn of Diablo, Lazarus returned to the surface, whereupon he ultimately arranged for the kidnapping of the crown prince, Albrecht, by Diablo's forces. With his son missing, and through the secret influence of Diablo and Lazarus, King Leoric went mad, and Lachdanan, a former trusted friend, took it upon himself to slay his leader.

In the darkness and silence of the deepest catacomb, the *Soulstone* containing Diablo pulsed with malice. Unwatched and unrecorded, Diablo extended his malefic influence into the upper catacombs. The innocently ensconced dead rose to Diablo's bidding, and the monastery festered in secret evil, buried and boarded up.

## TRISTRAM: KEYED ENTRIES

Locations of note within Tristram are described below. Player characters might find it useful to visit most of the important locations on a regular basis for rest, healing, information, and special equipment. Furthermore, many of the named NPCs possess special information that could provide the PCs with short-term goals.

**Special Influence:** Tristram enjoys a secret enchantment of calm (see Elder Cain under "5. Town Center"). Anyone who attempts to make a melee attack or cast an offensive spell must make a saving throw vs. spells at a -10 penalty. On a failed saving throw, no aggressive behavior is allowed, and no further attempts may be made for 24 hours. On a successful saving throw, that attack and all subsequent attacks proceed normally for the perpetrator. Anyone who is attacked by another creature may defend normally without making a saving throw.

### 1. Smithy

The sharp tang of heated iron issues from beneath a wide awning attached to a larger building. Inside sits a massive furnace forge, several anvils and hammers of varying size, and many barrels filled with a variety of raw materials and water. Bench tops and wall rocks hold metallic armor and weapons in various stages of completion.

Griswold the blacksmith runs the smithy. Griswold occupies a small room just off the main smithy, and so heroes can find him on the premises more often than not. In addition to Griswold, three young apprentices also live at the smithy, working bellows, stoking the furnace, or quenching iron.

**Interaction:** Griswold is a balding man in his mid-forties, but a lifetime of smithwork shows in his hulking shoulders and bulging biceps. He is friendly, especially to adventurers who have the coin to pay for his services.

**Mundane Services:** Griswold has on hand (or can forge in 1d4 days) any mundane armor or weapon item listed in the *Player's Handbook*, for the same price listed in that book. He also repairs mundane or magical armor or weapons for 10% of the item's full cost. Furthermore, Griswold also buys unbroken armor or weapons offered by the heroes, but only at a quarter of each item's full value. Griswold keeps a strongbox hidden in his smithy, which at any given time contains 1d10 × (1,000 gp) × (average party level).

**Arcane Services:** Griswold is also a purveyor of arcane magical armor and weapons that other adventuring groups have brought up out of the Catacombs in return for cash. Adventurers can sell these items for one quarter of their full gold piece value to Griswold, if

they've first identified the items. Otherwise, Griswold offers only 1 gold piece. The blacksmith is also more than ready to sell items to the heroes looking to upgrade; however, he sells each item at its full gold piece value.

Griswold's inventory of arcane weapons and armor fluctuates as he buys and sells from other adventuring parties and as he packs off especially interesting items in the many trade caravans that come through Tristram. Each time the heroes speak with Griswold (but not more than once every four days), Griswold is 25% likely to have 1d4 magical weapons on hand, and 25% likely to have 1d4 magical armors (including shields and helms) on hand. To determine item type(s), if any are indicated, roll on the *DIABLO* Magic Item Table for armor or weapon, adjusting the roll based on the highest dungeon level number that they've breached. Once specific items are noted as being in stock, they stay in stock for four days.

**Special Information:** Griswold deals with many adventurers, and he has learned a few things about specific sites of interest in the nearby catacombs. Each time the heroes speak with Griswold (but not more than once a day), Griswold is 25% likely to divulge a lead from his rumors table. The blacksmith doesn't check to divulge a lead unless the heroes resolve a previously divulged lead.

**Griswold, human male, F7:** AC 4 (*awesome* (+4) *leather*); MV 12; hp 58; THAC0 14 (10 with enhanced Strength from *mighty warhammer*); #AT 3/2 (*mighty warhammer*); Dmg 1d8+7 (enhanced Strength from *mighty warhammer*, Str bonus); SZ M (5'11" tall); ML elite (13); Str 18/51 (19), Dex 10, Con 15, Int 12, Wis 13, Cha 11; AL LG.

*Special Equipment:* *mighty warhammer* (increases Str by 1), *awesome leather* (*leather armor* +4)

*Quote:* "Well, what kin I do fer ya?"

### Rumors: Griswold (1d6)

**1:** "I have a story you might find interesting. A caravan passed through here supposedly carrying a piece of the Heavens that had fallen to earth! The caravan was ambushed by cloaked riders just north of here. I searched the wreckage for this sky rock, but it was nowhere to be found. If you should find it, I believe that I can fashion something useful from it."

**2:** "A man who returned from the labyrinth told me about a mystic anvil that he came across during his escape. His description reminded me of legends about the burning Hellforge where powerful weapons of magic are crafted. Deep within the Hellforgerested the Anvil of Fury! This anvil

contained within it the very essence of the demonic underworld! Find the anvil for me, and I may be able to make you a weapon capable of defeating even the darkest lord of Hell!"

**3:** "I saw what Farnham calls the Butcher as it swathed a path through the bodies of friends. He swung a cleaver, hewing limbs and cutting down brave men as they stood. I was separated from the fray by a host of small screeching demons and somehow found the stairway leading out. I never saw that hideous beast again, but his bloodstained visage haunts me to this day."

**4:** "I made many of the weapons and most of the armor that King Leoric used to outfit his Knights. I even crafted a huge two-handed sword of the finest mithril for him, as well as a field crown to match. I still cannot believe how he died, but it must have been some sinister force that drove him insane!"

**5:** "The armor known as Valor could be what tips the scales in your favor. Many have looked for it, including myself. Arkaine hid it well, my friend, and it will take more than a bit of luck to unlock the secrets that have kept it concealed oh, lo these many years."

**6:** "I was there when Lazarus led us into the labyrinth. He spoke of holy retribution, but when we started fighting those hellspawn, he did not so much as lift his mace against them. He just ran deeper into the dim, endless chambers that were filled with the servants of darkness!"

**Apprentices, human males, FI:** AC 8 (leather); MV 12; hp 8, 7, 6; THAC0 20; #AT 1 (warhammer); Dmg 1d8; SZ M (5'8" tall); ML average (9); Int average (10); AL LG.

## 2. Rising Sun Inn & Tavern

Snatches of song and laughter and the clink of glassware emanate from a comfortable-looking building. Above the door, a sign shows a rising sun above a tankard of ale.

Ogden runs the Rising Sun Inn & Tavern, though a fair share of the work falls upon Gillian the barmaid. Ogden occupies one of the inn's private chambers, and heroes can find him on the premises more often than not. In addition to Ogden the stableboy Wirt, the cook, and Gillian the barmaid often work in or near the inn during daylight hours. Additionally, 1d10+6 other patrons frequent the tavern or occupy a room at any given time, though Farnham the drunk never leaves. Farnham's a former soldier who saw his captain and contingent die (or worse) in the bowels of the monastery in unspeakable ways. Now, he drinks to forget.

**Interaction:** Ogden is a gangly fellow in his thirties with a full head of chestnut hair. He is obsequious to all potential and current guests, never failing to compliment them or inquire if he can provide any aid. Gillian is in her late teens, and she works at the inn in hopes of saving enough money to buy passage to Khanduras City. Wirt the stableboy lost a leg to the Butcher's minions, but the crafty Griswold fashioned him a wooden leg. Though some call him "the peg-leg boy," Wirt is polite to those who need their horses stabled, but sometimes privately accosts adventurers in an attempt to sell them stolen merchandise (see Wirt's stats). If Farnham's drunken reverie is disturbed, he reacts in a surly manner.

**Mundane Services:** Ogden provides room and board, as well as rations, for the rates described in the *Player's Handbook*. Gillian, Wirt, and the cook (called "Cookie") aid Ogden in the day to day functions normal to an inn and tavern. Ogden keeps a strongbox hidden in his inn, which at any given time is filled with 1d10 × (100 gp).

**Special Information:** Ogden deals with many adventurers, and he has learned a few things about specific sites of interest in the nearby Catacombs. Each time the heroes speak with Ogden (but not more than once a day), the tavern keeper is 25% likely to divulge a lead from his rumors table. The tavern keeper doesn't check to divulge a lead unless the heroes resolve a previously divulged lead.

**Ogden, male human F7:** AC 6 (Dex bonus); MV 12; hp 51; THAC0 16; #AT 3/2 (longsword); Dmg 1d8; SZ M (6' tall); ML champion (15); Str 13, Dex 18, Con 15, Int 11, Wis 10, Cha 9; AL CG.

*Quote:* "Greetings, good master. Welcome to the Tavern of the Rising Sun."

### Rumors: Ogden (1d4)

**1:** "All was peaceful until the dark riders came and destroyed our village. Those who took up arms were slain or dragged away to become slaves—or worse. The monastery at the edge of town has been desecrated and is being used for dark rituals. The screams that echo in the night are inhuman, but some of our townsfolk may yet survive."

**2:** "Some months ago, King Leoric's son, Prince Albrecht, was kidnapped. The king blamed innocent townsfolk for the boy's disappearance and had them brutally executed. Less than half of us survived his insanity. The king's knights and priests were forced to kill him. With his dying breath the king called down a terrible curse upon his former followers. He vowed they would serve him in darkness forever."

Now, our former king has risen from his eternal slumber and commands a legion of undead minions within the labyrinth. His body was buried in a tomb three levels beneath the cathedral. Please, put his soul at ease by destroying his cursed form."

**3:** "I have a strange experience to relate. I was awakened during the night by a scraping sound just outside my tavern. When I looked out, I saw the shapes of small demonlike creatures in the inn yard. They ran off, but not before stealing the sign to my inn. I don't know why the demons would take the sign but leave my family in peace. 'Tis strange, no?"

**4:** "Lazarus was the archbishop who led many of the townspeople into the labyrinth. I lost many good friends that day, and Lazarus never returned. I suppose he was killed with most of the others."

**Gillian, human female 0-level:** AC 10; MV 12; hp 4; THAC0 20; #AT 1 (dagger); Dmg 1d4; SZ M (5'6" tall); ML average (9); Str 6, Dex 14, Con 11, Int 10, Wis 9, Chr 12; AL LG.

*Quote:* "Good day! How may I serve you?"

#### Rumors: Gillian

Gillian doesn't know much, despite working in the Rising Sun throughout the demon invasion. She gossips a lot about her fellow townspeople and her mother, Garda. If pressed, she does know one bit of useful information about the Anvil of Fury:

"Griswold's father used to tell us about a giant anvil that was used to make mighty weapons. He said that when a hammer was struck upon this anvil, the ground would shake with a great fury. Whenever the earth moves, I always remember that story."

**Wirt, human male T1:** AC 8 (Dex bonus); MV 6 (peg-leg); hp 5; THAC0 20; #AT 1 (dagger); Dmg 1d4; SA thieving abilities, backstab x2; SZ S (4' tall); ML steady (12); Str 11, Dex 16, Con 12, Int 8, Wis 7, Cha 6; AL LN.

*Special Equipment:* 10% chance each day that Wirt has filched a weapon from Ogden. Once gained, Wirt holds the item until he can find a buyer for one-quarter full price.

*Thieving Abilities:* PP 15, OL 45, F/RT 5, MS 30, HS 15, DN 15, CW 60.

*Quote:* "Psst . . . over here. . . ."

#### Rumors: Wirt

Wirt's information focuses entirely upon himself and what he can steal. When he talks of his fellow townsfolk, it is usually in terms a juvenile delinquent

would use for the authorities. His most useful comments are about the leg he lost to the Butcher:

"I know more than you'd think about that grisly fiend. His little friends got a hold of me and managed to get my leg before Griswold pulled me out of that hole. I'll put it bluntly: Kill him before he kills you and adds your corpse to his collection."

**Farnham, human male F6:** AC 8 (Dex bonus); MV 12; hp 45; THAC0 13 (Str bonus and specialization); #AT 3/2 (longsword); Dmg 1d8+3 (Str bonus, specialization); SZ M (6'5"); ML unsteady (8); Str 17, Dex 16, Con 13, Int 10, Wis 10, Cha 7; AL CG.

*Quote:* "Can't a fella drink in peace?"

#### Rumors: Farnham

Farnham is always intoxicated, mostly to forget the pain. He gibbers about anything from flowers and free booze to horrible demonic imagery. Here is an example concerning Farnham's run-in with the Butcher:

"Big! Big cleaver killing all my friends! Couldn't stop him, had to run away, couldn't save them, trapped in a room with so many bodies . . . so many friends . . . Nooooooooooooooooo!"

**Patrons, human males and females 0-level (1d10+6):** AC 10; MV 12; HD 1; hp 3 (average); THAC0 20; #AT 1 (dagger); Dmg 1d4; SZ M (5'6" tall); ML average (9); Int average (9-12); AL varied.

### 3. House of Healing

This simple house is clean and well kept. Healing herbs grow in profusion in the well-tended garden patch behind the house.

Pepin the healer was one of the high ranking Priests under the corrupt Archbishop Lazarus. As the wind shifted, the good Pepin decided to hide out in the town after Lazarus and Leoric turned towards the darkness. Now, he helps whom he can as best he can with his healing arts.

Pepin the healer has made Tristram his home ever since the vile Hellmouth opened beneath the monastery. Putting his healing talents to the best use possible in the face of the threat from Hell, he offers free healing to all comers. He has remodeled an old building to serve both as his domicile, a clinic, and workspace where Pepin can concoct his incredibly potent healing elixirs from the herbs he keeps in back of the house.

**Interaction:** Pepin is wizened old priest in his mid-sixties. He is polite but solemn to all those who seek his healing, which he dispenses freely (to the limit of his memorized healing spells per day).

**Arcane Services:** Though he provides healing for free, Pepin charges for elixirs and healing potions. He must, otherwise he could not purchase the unique healing ingredients from the caravans that come through town. These ingredients complement the herbs Pepin already grows in his small garden. Pepin's weekly inventory includes a subset of the Perishable Items from the DIABLO Magic Item Table at the price listed. Once a week's worth of stock in a particular item is bought up, 1d4 days pass before Pepin can restock. Pepin always carries *healing*, *detox*, *antidote*, *rejuvenation*, and *restoration* potions (10 of each).

Additionally, Pepin carries other items from the Perishable Items table, save for a few specific exceptions. Each time the heroes speak with Pepin (but not more than once every four days), Pepin is 25% likely to have 2d4 magical perishables on hand. To determine type(s), if any are indicated, roll on the DIABLO Magic Item Table for Perishable Items. Once specific items are noted as being in stock, they stay in stock for four days.

Pepin keeps a strongbox hidden in his house, which at any given time is filled with 1d10 × (500 gp) × (average party level).

**Exceptions:** Pepin never carries potions or herbs that allow spell recovery (except *rejuvenation*), or items that could be used to attack another. If such an item is indicated, reroll.

**Special Information:** Pepin deals with many adventurers, and he has learned a few things about specific sites of interest in the nearby Catacombs. Each time the heroes speak with the healer, Pepin is 25% likely to divulge a lead from his rumors table. The good cleric doesn't check to divulge a lead unless the heroes resolve a previously divulged lead.

**Pepin the Healer, human male, C10:** AC 5 (*holy bracers*); MV 12; hp 47; THAC0 13 (*bronze mace of craftsmanship*); #AT 1 (*bronze mace of craftsmanship*); Dmg 1d6+2; SA spells, turn undead; SZ M (6'1" tall); ML unsteady (6); Str 13, Dex 13, Con 13, Int 16, Wis 17, Cha 13; AL LG.

*Special Equipment:* *holy bracers* (AC 5), *bronze mace of craftsmanship* (+1 to hit, +1 damage), 3 vials holy water, access to his healing inventory.

*Spells* (6/6/4/3/2): 1st—*cure light wounds* (×3), *detect evil*, *detect magic*, *sanctuary*; 2nd—*detect charm*; *hold person* (×3), *know alignment* (×2); 3rd—*dispel magic* (×2), *feign death*, *locate object*; 4th—*cure serious wounds* (×2), *neutralize poison*; 5th—*cure critical wounds*, *dispel evil*.

*Quote:* "What ails you, my friend?"

### Rumors: Pepin (1d6)

**1:** "Our wells have become brackish and stagnant, and some of the townspeople have become ill drinking from them. Our reserves of fresh water are quickly running dry. I believe that there is a passage that leads to the springs that serve our town. Please find what has caused this calamity, or we all will surely perish."

**2:** "By the Light, I know of this vile demon they call the Butcher. There were many that bore the scars of his wrath upon their bodies when the few survivors crawled from the cathedral. I don't know what he used to slice open his victims, but it could not have been of this world. It left wounds festering with disease, and even I found them almost impossible to treat. Beware if you plan to battle this fiend."

**3:** "The loss of his son was too much for King Leoric. I did what I could to ease his madness, but in the end it overcame him. A black curse has hung over this kingdom from that day forward, but perhaps if you were to free his spirit from his earthly prison, the curse would be lifted."

**4:** "Please help me search for the brain of a demon. This will assist me in creating an elixir which should be of great value to the many who are injured by those foul beasts, if I can just unlock the secrets I suspect that its alchemy holds. If you can remove the brain of a demon when you kill it, I would be grateful if you could bring it to me."

**5:** "I am perplexed by the possible existence of a 'golden elixir.' I have never concocted a potion of that color before, so I can't tell you how it would affect you. As a healer, I strongly advise that should you find such an elixir, do not try to use it."

**6:** "When the townsfolk attacked the cathedral, I was shocked when I heard of their plans. I thought that of all people, Lazarus would have had more sense than that. He was an archbishop, and always seemed to care so much for the townsfolk of Tristram. So many were injured, and I could not save them all."

## 4. Witch's Shack

A ramshackle hut stands apart from Tristram proper. Its boards are weathered and split, and obscure debris litters the yard. However, the shack is not abandoned—a cauldron sits before the door, boiling day and night, while strange glows seep from every seam and crack in the shack's walls.

Adria was once a member in good standing with the Vizjerei mage-clan, but she was outcast and labeled a witch for reasons she has not divulged. With the appear-

ance of the Hellmouth, Adria saw an opportunity both to indirectly strike a blow against the legions of hell, and to profit in gold and magical artifacts in the bargain. Adventurers who spend any time at all below the monastery come to find Adria's magical trade indispensable.

**Interaction:** Adria is a raven-haired woman in her late thirties. She is direct and to-the-point with all visitors; she doesn't have time for the merely curious. About her former affiliation with the Vizjerei, she says not a word, nor responds if questioned on the topic.

**Arcane Services:** Adria is in tune with the ebb and flow of magic, and the concentration of arcane power in the monastery doesn't hurt. Thus, she's always boiling up potent elixirs, oils, and saturated herbs. Adria's weekly inventory includes a subset of the Perishable Items from the DIABLO Magic Item Table at the price listed. Once the heroes buy a week's worth of stock in a particular item, 1d4 days pass before Adria restocks. Adria always carries all kinds of mana enhancing potions (20 of each).

Adria is a purveyor of magical artifacts that other adventuring groups have brought up out of the Catacombs in return for cash (except for weapons and armor). Adventurers can sell magical items for 25% of their full gold piece value to Adria, if they've first identified the items. The witch is also more than ready to sell items to the heroes looking to upgrade; however, she sells each item at its full gold piece value.

Adria's inventory of artifacts fluctuates as she buys and sells from other adventuring parties, and as she packs off especially interesting items in the many trade caravans that come through Tristram. Each time the heroes speak with Adria (but not more than once per four days), she is 25% likely to have 2d4 magic artifacts on hand. To determine item type(s), if any are indicated, roll on the DIABLO Magic Item Table, adjusting the roll based on the party's average experience level (as if it were the dungeon level where the item was found). Reroll any weapons or armor. Once specific items are noted as being in stock, they stay in stock for four days.

Adria keeps a strongbox hidden in her hut, which at any given time is filled with 1d10 × (1000 gp) × (average party level).

**Special Information:** Adria deals with many adventurers, and she has learned a few things about specific sites of interest in the nearby catacombs. Each time the heroes speak with the witch, she is 25% likely to divulge a lead from her rumors table. Adria doesn't check to divulge a lead unless the heroes resolve a previously divulged lead.

**Adria the Witch, human female W11 (sorcerer):**  
AC 2 (*awesome cloak of the stars, modified Dex bonus*);  
MV 12; hp 28; THAC0 17; #AT 1 (*angel's staff of*

*lightning*); Dmg 1d6; SA spells; SZ M (5'5" tall); ML average (9); Str 10 (13); Dex 17 (20); Con 9 (12); Int 14 (17); Wis 13 (16); Cha 12 (15); AL N.

**Special Proficiencies:** Spellcraft, Elemental Resistance, Mastery, Recharge.

**Special Equipment:** *awesome cloak of the stars* (cloak of protection +4, +3 to all ability scores), *angel's staff of lightning* with 97 charges (fires lightning bolts at caster's level of ability), and access to her inventory.

**Spells** (5/5/5/4/4): 1st—*blaze* (x3), *enchant*, *frost*; 2nd—*berserk*, *ice bolt* (x3), *inferno*; 3rd—*charged bolt* (x2), *ice blast*, *meteor* (x2); 4th—*energy shield*, *flame wave*, *lightning wall*, *mana shield*; 5th—*flash*, *glacial spike*, *town portal*.

**Quote:** "I sense a soul in search of answers."

### Rumors: Adria (1d4)

1: "The dead who walk among the living follow the cursed king. He holds the power to raise yet more warriors for an ever-growing army of the undead. If you do not stop his reign, he will surely march across the land and slay all who still live here."

2: "Keep your eyes open for a black mushroom. It should be fairly large and easy to identify. If you find it, bring it to me, won't you?"

3: "The healer is looking for the brain of some demon or another so he can treat those have been afflicted by their poisonous venom. I believe he intends to make an elixir from it. If you help him find what he needs, please see if you can get a sample of the elixir for me."

4: "There is a dark place within called the Chamber of Bone. You will become an eternal servant of the Dark Lords should you perish within this cursed domain. Enter the Chamber of Bone at your peril."

## 5. Town Center

The main cluster of village buildings skirt the edge of a wide clearing. A wide stone fountain occupies the very center of the clearing, pervading the air with the pleasant sound of running water. The earth is marked with the scars of past use, including tent bazaars and the ruts of caravan carts.

The town center serves many functions, including an open-air market and a depot for passing caravans. It is here, near the fountain, that Cain the Town Elder likes to spend his days, listening to the sound of the falling water. In fact, it is from this position that Cain concentrates upon a calming ward that protects the town against the depredations of evil (he initiated the ward



with a carefully worded *limited wish* and must maintain its effects every day through several hours of meditation).

**Interaction:** Cain appears to be a hale and vigorous fifty-year-old. He is unfailingly helpful, friendly, and fatherly. He has assumed a position of leadership in the town, though he arrived only a few years ago. He willingly discusses the new Hellmouth with adventurers who have pledged to plumb it. Furthermore, he obligingly demonstrates an encyclopedic knowledge of magical artifacts, and he is willing to identify any object brought out of the catacombs, for a gift of 100 gold pieces (which Cain gathers to send to a charitable organization in the capital city).

Though he doesn't reveal this immediately, Cain is descended from the same Cain of legend who is responsible for the building of the monastery and the placement of the *Soulstone* in its lowest recess. Thus, Cain is of the Horadrim Order, and he possesses the pooled knowledge of many disparate mage-clans, as well as an accurate knowledge of history and the nature of the Prime Evils. If a party of adventurers actually clears the first fifteen levels from Diablo's influence, Cain reveals his true nature, explains some of the cosmology presented in this product, and introduces the party to the next fight against the Prime Evils.

**Deckard Cain, human male W24 (sorcerer):** AC -6 (modified Dex bonus, *holy cape*, *grand skull cap*, *awesome gloves*); MV 12; hp 62; THAC0 13 (8 with *king's staff*); #AT 2 (*king's staff*); Dmg 1d6+5; SA casts spells, *identify item* at will; MR 20% (innate); SZ M (6'1" tall); ML fanatic (17); Str 12 (16); Dex 16 (20); Con 15 (19); Int 19 (28); Wis 14 (18); Cha 12 (16); AL LG.

*Special Equipment:* *fortified ring of wizardry* (+5 Int and when user casts spell, there is a 1 in 4 chance that it restores itself in memory), *holy cape* (+5 AC), *grand skull cap* (+2 AC), *awesome gloves* (+4 AC), *ring of the heavens* (+4 to all ability scores), *king's staff* (+5 to hit, double base damage on a natural roll of 12-20), *prismatic ring* (+3 on all saves), and *plentiful wand of static field* (157 charges).

*Spells* (6/6/6/6/6/6/5/3): 1st—*blaze*, *enchant*, *frost*, *frozen armor*, *shivers*; 2nd—*berserk*, *fire bolt* (x2), *ice bolt*, *inferno*, *knock*; 3rd—*charged bolt* (x3), *fireball*, *ice blast*, *meteor*; 4th—*energy shield* (x2), *flame wave* (x4), *lightning wall* (x2), *mana shield* (x2), *warp* (x2); 5th—*flash*, *glacial spike* (x3), *immolation* (x3); *static field* (x2), *teleport*, *town portal* (x2); 6th—*blood star* (x2), *elemental*, *guardian*, *thunder storm*; 7th—*finger of death*, *golem*, *limited wish*, *mass invisibility*, *prismatic spray*, *stone curse*; 8th—*demand*, *frost nova*, *hydra*, *mind blank*, *nova*; 9th—*apocalypse*, *imprisonment*, *meteor swarm*.

*Quote:* "Hello, my friend. Stay awhile, and listen!"

### Rumors: Cain (Id10)

**1:** "The tragic fall of Leoric was a harsh blow to this land. The people always loved the king, and now they live in mortal fear of him. The question that I keep asking myself is how he could have fallen so far from the light. Leoric had always been the holiest of men. Only the vilest powers of Hell could so utterly destroy a man from within."

**2:** "Griswold speaks of the Heaven Stone that was destined for further study in an enclave in the east. This stone glowed with an energy that somehow granted vision beyond that which a normal man could possess. I do not know what secrets it holds, but finding this stone would certainly prove most valuable."

**3:** "Legends speak of a pedestal carved from obsidian and a pool of boiling blood atop its bone-encrusted surface. There are allusions to stones of blood that will open a door that guards an ancient treasure. It is said that the hero Arkaine placed the holy armor Valor in a secret vault. He was the first mortal to turn the tide of the Sin War and chase the legions of darkness back to the burning hells. It is said that when this holy armor is again needed, a hero will arise to don Valor once more."

**4:** "A chamber of bone is mentioned in archaic writings that I studied in the libraries of the east. These tomes inferred that when the lords of the underworld desired to protect great treasures, they would create domains where those who died in the attempt to steal the treasure would be forever bound to defend it. A twisted but strangely fitting end, no?"

**5:** "I remember a passage that may help. Let me think now, what was it? Oh yes. 'Darkness shrouds the hidden. Eyes of glowing unseen with only the sounds of razor claws briefly scraping to torment those poor souls who have been made sightless for all eternity. The prison for those so damned is named the Halls of the Blind.'"

**6:** "Griswold speaks of the Anvil of Fury, an artifact long searched for but never found. Crafted from the metallic bones of razor pit demons, the Anvil was smelt around the skulls of the five most powerful magi of the underworld. Any weapon or armor forged upon this anvil will be immersed into the realm of chaos, imbedding it with magical properties. It is said that the unpredictable nature of chaos makes it difficult to know what the outcome of this smithing might be."

**7:** "Lachdanan was a great hero during his life. He was an honorable and just man who served his king faithfully for years. Of those who were caught in the grasp of the king's curse, Lachdanan would be the least likely to submit to the darkness without a fight."

**8:** "A tale of a warrior is found within the ancient chronicles of the Sin War: 'Stained by a thousand years of war, blood and death, the Warlord of Blood stands upon a mountain of his tattered victims. His dark blade screams a black curse to the living, a tortured invitation to any who would stand before this executioner of hell. Although he was once a mortal who fought beside the legion of darkness during the Sin War, he lost his humanity to his insatiable hunger for blood.'"

**9:** "The Archbishop Lazarus goaded many of the townsmen into the labyrinth to find the king's missing son. He played upon their fears and whipped them into a frenzied mob. None of them were prepared for what lay within the cold earth. Lazarus abandoned them down there—left in the clutches of unspeakable horrors . . . to die. Now he must seek to sacrifice young Albrecht to his dark masters! The survivors of his 'rescue party' say that Lazarus was last seen running into the deepest bowels of the labyrinth. You must hurry and save the prince from the sacrificial blade of this demented fiend!"

**10:** "Know this, my friend: The evil that you move against is the Dark Lord of Terror. He is known to mortal men as Diablo. It was he who was imprisoned within the labyrinth many centuries ago, and I fear that he seeks to once again sow chaos in the realm of mankind. You must destroy Diablo before it is too late!"

## 6. Homes

Several small homes nestle within the hamlet of Tristram, and most are comprised of farm families who tenant farm nearby areas. With the opening of the Hellmouth, more families have moved closer to Tristram due to its protective ward. No more than 2d4 homes are occupied in Tristram at any given time, and each occupied home possesses a family of 1d6+3 members, of which half of that number are pure noncombatants (young children, grandparents), and the remainder (husband, wife, older children) are farmers first, and fighters second.

**Farmers, human males and females 0-level:** AC 10; MV 12; HD 1; hp 3 (average); THAC0 20; #AT 1 (dagger); Dmg 1d4; SZ M (5'6" tall); ML average (9); Int average (9-12); AL varied.

## 7. Cemetery

Tombstones of weathered stone stand or lie within the bounds of an eroded rock stockade adjacent to the ominous monastery. Whole generations of Tristram villagers are interred here. Amidst the simple stones tower a few larger mausoleums, though their sculpted designs are much worse for wear.

While the Horadric Monastery remained active, bodies were interred in the catacombs beneath it. However, with the structure's abandonment, Tristram's inhabitants renewed the tradition of the aboveground cemetery.

## 8. Monastery

A massive stone edifice, the monastery has endured for centuries. Despite its age, the strength of its foundation is apparent in its massive pilings and thick arches. More apparent still is the evil that infests it: blood-colored light shines from every crack, the cries of the tortured echo through the hollow nave, and Hell's miasma saturates the air.

The monastery entrance gapes wide. Those who enter find the aboveground levels completely barren, though a gibbous light shines balefully up from the wide stone stairs leading down into the first level of the catacomb. . . .

The first time the heroes approach the monastery, they encounter a wounded townsman. Many soldiers and townsmen were led into the catacombs to their doom, though some found themselves held for prolonged torture. This townsman was horribly tortured over many months, but recently escaped. He is in terrible shape, and without healing, he dies 2d4 rounds after gasping out his story to the heroes:

"Please, listen to me! The Archbishop Lazarus, he led us down here to find the lost prince. The bastard led us into a trap! Now, everyone is dead . . . killed by a demon he called the Butcher. Avenge us! Find this Butcher and slay him so that our souls may finally rest."

**Kael Rills, wounded human male 0-level:** AC 10; MV 3; HD 1; hp 0 (grievously wounded, soon to die); THAC0 20; #AT 1 (longsword); Dmg 1d8; SZ M (5'10" tall); ML elite (14); Int average (10); AL LG.

# CHAPTER SIX: DESCENT INTO HELL

After the PCs have left Tristram and decided to head down into the Dungeons, they begin a journey that will ultimately lead them into the depths of Hell. Dungeon Masters should review the section on how to read the descriptions for each level before play begins. When the players and their characters are ready, they can take the PCs down to face the evil that lurks beneath Tristram.

## HOW TO READ LEVEL DESCRIPTIONS

Each level begins with a brief description of the level's appearance. Four different types of levels exist in the sixteen levels of this game: Dungeon, Catacombs, Caves, and Hell. The descriptions tell your players that their PCs have come upon levels with new types of challenges.

### Quests

All the quests from the DIABLO computer game are included in this dungeon. The main text of each quest describes the AD&D version of the quest. However, to shake up those players who've memorized the computer game, we've included quest variations. If some players in the group have played the computer game, roll 1d4 when the PCs encounter the quest. (And wait till they see what happens at the finale.)

Each quest has a story experience point (XP) award, which is to be given to *each* PC in the group.

### Special Rooms

Unusual rooms without connection to the quests are listed under the Special Rooms section. They are listed by their compass point location in the level.

### Monsters

All of the monsters are shown on the level map. The abbreviations on the map are explained in the Monsters listing. For example, seeing "**BD**" on the map means a Black Death is in the room. A number before the abbreviation indicates multiple monsters of that type, so seeing "**3BD**" on the map means three Black Deaths are in the room.

When a monster is slain, roll on the Base Treasure Table to see if it carries something.

### Unique Monsters

There are two types of unique monsters: upgraded monsters and true uniques. Upgraded monsters are listed with a "+" sign and follow the upgrade rules (see that section), so an upgraded Black Death would be listed as "**BD+**". Some upgraded creatures have normal weapons that differ from the kind the rest of their kind usually carry. The damage for these weapons is listed next to these creatures for sake of convenience. Dungeon Masters should not forget to add in the upgraded creatures damage bonuses, though.

True uniques are major NPCs connected to quests. There are nine in the dungeon: The Butcher, King Leoric, Snotspill, Gharbad the Weak, Zhar the Mad, The Warlord of Blood, Lachdanan, Archbishop Lazarus, and Diablo. These characters have unique abbreviations. For example, Zhar the Mad is shown on the map as "**ZH**". These creatures all act intelligently, so if the PCs do something that's not covered in the NPC's description, DMs can play the NPC as if he or she were their own character.

Unique creatures always carry a magic item. Ignore any rolls on the Base Treasure Table that do not lead to a magic item.

### Treasure Sources

The initial levels contain many barrels, chests, and sarcophagi. When one is opened, roll 1d20:

Roll	Barrel	Small Chest	Large Chest	Sarcophagus
1-9	Empty	Empty	Empty	Empty
10-11	Explodes for 1d4	Arrow trap for 1d4	Arrow trap for 1d6	Contains a skeleton captain
12	Explodes for 1d6	Electric trap for 2d4	Electric trap for 2d6	Contains a bone captain
13-17	(d20xlevel) gp	(d20xlevel) + 50 gp	(d20xlevel) + 100 gp	(d20xlevel) + 150 gp
18-20	Contains an item (see the Base Treasure Table in the DIABLO Magic Item Table)			

## Unique Magic Items

Heroes do not find unique magic items randomly as they travel through the dungeon. Instead, the map contains their specific locations. Each description includes an XP value for acquiring such an item, as well as a gold piece exchange value.

## CONSTANT LEVEL FEATURES

As the heroes venture through the various levels of this game, several features are constant. Dungeon Masters should note the following details.

### Light Sources

Light is provided on each level, but to differing extents. On the Dungeon levels, only candlestands provide limited illumination. On the Catacombs levels, cresseted torches fulfill the same function. On the Cave levels, the soft glow of the lava pits gives near-complete illumination. On the Hell levels, illumination is total, as Diablo's magical light blasts away any shadows.

### Walls, Ceilings, and Floors

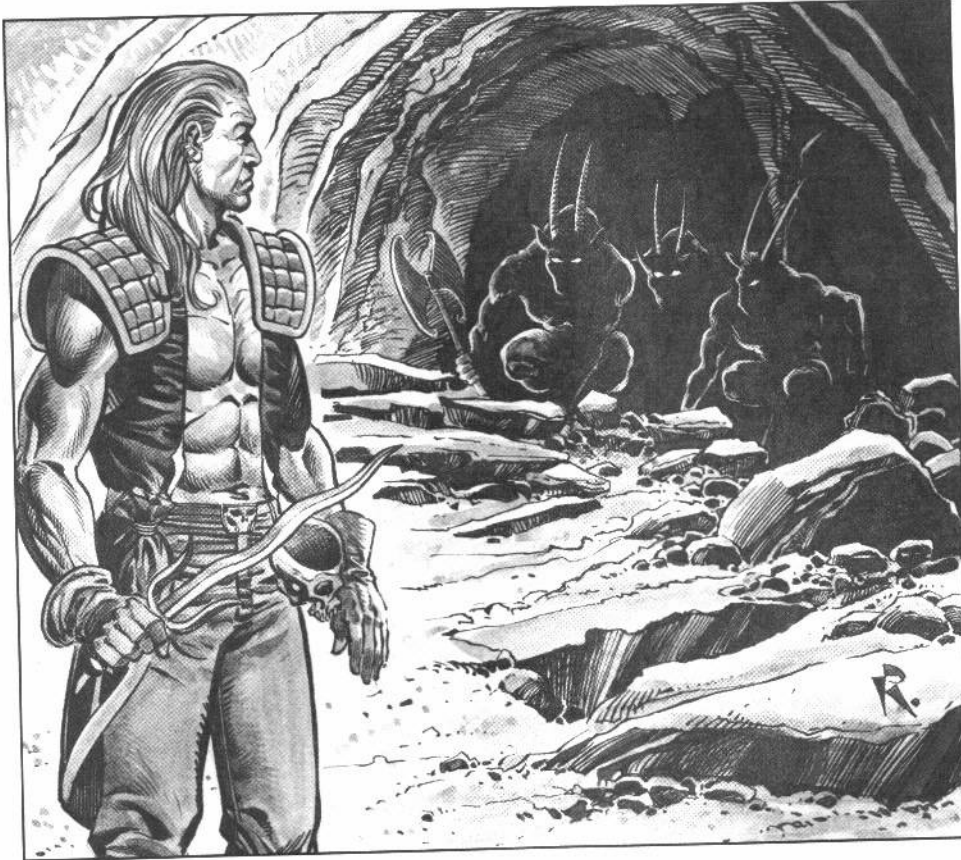
The walls between two adjacent rooms are usually about a foot thick. To penetrate them, 100+ points of damage or special spells such as *passwall* are required. If a wall has 10' or more thickness, it is immune to damage but can be affected by spells. Due to Diablo's magic, damage and spells or spell effects that normally allow a character to pass lower into the dungeon (even spells or items that allow Ethereal and Astral travel) can never affect floors. However, once a PC has penetrated a

level, such major magic effects allow passage upward, either from one level to another or from the dungeon to town.

### Shrines

Throughout the Dungeons and Catacombs, the heroes can find several shrines. Most of them are dedicated to good causes. Unfortunately, many have been perverted by the presence of the Lord of Terror's minions.

When PCs encounter a shrine, any single PC may pray at it. Roll 1d60 to determine its effect. A shrine can be used only once per day. If the PCs return to a previously used shrine, roll again on the table. All spells are cast at the level the shrine resides on. Each effect listed below affects the PC who prayed (or the items carried by the PC), unless it is otherwise noted in the description.



The effect lasts as long as the time given within parenthetical notes, unless the effect is instantaneous. In cases where the effect boosts or lowers a caster's level, only the spell effects are affected.

Roll	Ability	Solar Shrine
1	Charisma	—
2	Constitution	night (11 P.M. to 5 A.M.)
3	Dexterity	morning (5 A.M. to 1 P.M.)
4	Intelligence	evening (7 P.M. to 11 P.M.)
5	Strength	afternoon (1 P.M. to 7 P.M.)
6	Wisdom	—

The ability score bonus given from a solar shrine depends on what time of day it is.

Roll	Shrine	Effect
1	Abandoned Shrine	+1 to Dexterity ability score (one day)
2	Creepy Shrine	+1 to Strength ability score (one day)
3	Cryptic Shrine	restores all previously cast spells and casts <i>nova</i> spell on PC
4	Divine Shrine	restores full hit points and all previously cast spells, plus gives a <i>potion of life</i> and a <i>potion of mana</i>
5	Eerie Shrine	+1 effective caster level (one day)
6	Eldritch Shrine	any potions carried by PC become <i>potions of rejuvenation</i>
7	Enchanted Shrine	+1 effective caster level, except lightning spells at -1 effective level (one day)
8	Energetic Shrine	restores all previously cast spells
9	Fascinating Shrine	-1 effective caster level, except <i>fire bolt</i> at +1 effective level (one day)
10	Glimmering Shrine	identifies any unknown magic items carried by the PC as if the <i>identify</i> spell were cast by the PC
11	Gloomy Shrine	gives +1 AC bonus to any armor and -1 damage penalty to any weapon carried (one day)
12	Glowing Shrine	restores one previously cast spell, but subtracts 1,000 XP
13	Hidden Shrine	all items get +1 saving throw bonuses except one, which gets a -1 saving throw penalty (one day)
14	Holy Shrine	casts <i>phasing</i> spell on PC
15	Imposing Shrine	+2 to Dexterity ability score (one hour)
16	Magical Shrine	casts <i>mana shield</i> on PC
17	Mendicant Shrine	loses half of all gold carried and gain the lost amount in XP
18	Mystic Shrine	gains +1,000 XP per level of dungeon; however, all gold but one piece disappears
19	Mysterious Shrine	+2 to a random ability score* and -1 to all others (one day)
20	Oily Shrine	+1 to PC's prime requisite(s) (one day), but <i>firewall</i> instantly cast at PC
21	Ornate Shrine	-1 effective caster level, except <i>holy bolt</i> at +1 effective level (one day)
22	Quiet Shrine	+1 to Constitution ability score (one day)
23	Religious Shrine	all damage to all items is repaired
24	Sacred Shrine	-1 effective caster level, except <i>charged bolt</i> at +1 effective level (one day)
25	Secluded Shrine	PC knows the layout of this level, but not what's in the rooms (give player a rough map)
26	Shimmering Shrine	restores all previously cast spells
27	Solar Shrine	+1 to an ability score* (one day); ability depends on time of day (roll 1d4+1 if unsure)
28	Sparkling Shrine	gives 1,000 XP per dungeon level, but casts <i>flash</i> at PC
29	Spiritual Shrine	gives 100 gp per level of dungeon
30	Spooky Shrine	all other PCs are fully healed
31	Stone Shrine	all staves and wands recharged up to 100 (or maximum) charges
32	Supernatural Shrine	highest HD unique monster on level gains another upgrade
33	Tainted Shrine	PC receives +1 to random ability score*, but other PCs get -1 in that ability (one day)
34	Thaumaturgic Shrine	any opened chests on this level close and get a new roll for their contents
35	Town Shrine	casts <i>town portal</i> near PC
36	Weird Shrine	all weapons on person do +1 damage (one day)
37	Refill Shrine	restores full hit points and all previously cast spells
38	Health Shrine	doubles current hit points (up to one day), even if over maximum (cannot be regained)
39	Mana Shrine	adds a second copy of each memorized spell to memory (cannot be regained; up to one day)
40	Health Exchange	-50% current hit points, restores all previously cast spells
41	Mana Exchange	forget half of current spells, restores full hit points
42	Armor Shrine	+5 AC bonus (one day)
43	Combat Shrine	+5 bonus to hit and +5 damage bonus (one day)
44	Resist Fire Shrine	+4 bonus on saving throws against fire attacks for one day (no damage if save is made)
45	Resist Cold Shrine	+4 bonus on saving throws against cold attacks for one day (no damage if save is made)
46	Resist Lightning Shrine	+4 bonus on saving throws against lightning attacks for one day (no damage if save is made)
47	Resist Poison Shrine	+4 bonus on saving throws vs. poison for one day (no damage if save is made)
48	Skill Shrine	+2 bonus on all proficiency checks (one day)
49	Recharge Shrine	no rest needed before next spell memorization
50	Stamina Shrine	double effects of all healing (one day)
51	Experience Shrine	+1,000 XP per dungeon level
52	Shrine of Enirhs	PC's name is reversed; PC believes it was that way since birth
53	Portal to Unknown	teleports to a random level (roll 1d16)
54	Gem Upgrade Shrine	one gem on PC doubles in value
55	Storm Shrine	all PCs and monsters on this level lose 50% current hit points, <i>lightning bolt</i> strikes random PC
57	Warping Shrine	nearest non-unique monster gets upgrade
58	Exploding Shrine	PC gets 1d4+6 <i>explosive potions</i> , 5 <i>explosive potions</i> get tossed from shrine
59	Poison Shrine	PC gets 1d4+6 <i>poison rancid gas potions</i> , <i>ring of poison gas</i> extends from shrine
60	Wild Shrine	roll twice on this table

\* For shrines that affect random abilities, roll on the previous page's table to determine the ability.

## LEVEL ONE

The Dungeon is dank and smells of evil. Its crafted medieval stonework has an arched design. Doors consist of reinforced woodwork, and arched openings occasionally hold metal grills. Spartan support pillars, arranged in fours, stand equidistant from the corners in some rooms, and heroes might find statues imbedded in the walls of some areas. Candlestands vaguely illuminate the darkness. Stairwells start as square three-quarter-face entrances with even, rectangular stairs, and they empty out as five semicircular steps that extended from a similarly semicircular landing. Sarcophagi, large chests, and small chests fill the rooms.

### Quests

The PCs have no quests to complete on this level. This introductory level is full of low-level monsters and not much else. The wounded townsman that the PCs met outside the monastery refers to a Butcher who inhabits Level Two.

### Special Rooms

A library in the southeast corner contains books,

scrolls, a flagstand, and a pyre (perhaps for the demons to read by). Searching gains 0–2 rolls on the Inscribed Spells (81–90) part of the Base Item Table of the DIABLO Magic Items Table.

### Monsters

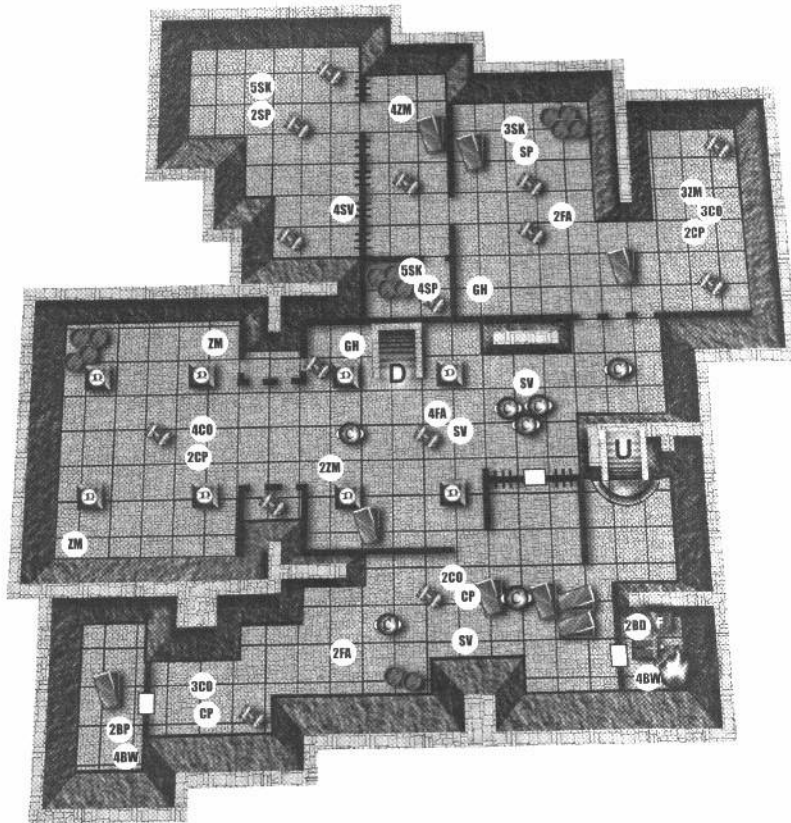
BP	=	Bone Captain
BW	=	Bone Warrior
CO	=	Corpse
CP	=	Corpse Captain
FA	=	Fallen One
GH	=	Ghoul
SK	=	Skeleton
SP	=	Skeleton Captain
SV	=	Scavenger
ZM	=	Zombie

### Unique Monsters

None of the monsters on this level are unique.

### Unique Magic Items

The PCs do not come across any unique magic items on this level.



Level One

## LEVEL TWO

Level Two is very similar to the level above it (see Level One). A dark passage leads to a cavernous area.

### Quests

The heroes can take part in two quests on this level: the Butcher and the Poisoned Water Supply. The Butcher's torture chamber is the south part of the level, while a dark passage leads to the water supply.

#### ●The Butcher (1,000 story XP each):

The wounded townsman's description of the horrors below should keep the adventurers on their toes in this level. They'll hear the screams and see blood spilling out of the door to the Butcher's chamber. He does not come out of his chamber no matter what he hears outside. But if the door is opened, the Butcher grins at the promise of fresh meat. He lays into any PC with his terrifying cleaver. If PCs lead him on a chase, they may learn that he is masochist as well as a sadist, for his constant



healthy, clear stream. Should they succeed at this quest, Pepin gives them the *Ring of Truth*.

#### Butcher Quest Variations

- 1 Nothing differs from the scenario above.
- 2 Five Carvers, anticipating the Butcher's demise, wait outside to pick off survivors.
- 3 Three soldiers are still alive (at 1 hit point), and the heroes can rescue them (+100 story XP per soldier rescued).
- 4 A clerical acolyte clinging to life can heal the group of 2d4+2 hit points a total of three times.

#### Poisoned Water Supply Quest Variations

- 1 Nothing differs from the scenario presented above.
- 2 The river does not clear for a week thereafter (-500 story XP each).
- 3 Drinking from the cleared river cures 1d6 points of damage.
- 4 A carver in an underwater air pocket must be removed before the water recovers.

torture has damaged his hands so that he cannot open doors. The Butcher's chamber contains dozens of impaled bodies, body parts, and reservoirs of blood.

#### ●Poisoned Water Supply (1,000 story XP each):

Pepin the Healer speaks of the water supply becoming brackish and stagnant, causing some villagers to become ill (see his rumor chart). On this level, four gold and silver marking pylons surround a ragged entrance to a stone mausoleum. Large chunks of stone litter the

floor, suggesting something big smashed its way out of the mausoleum. If the heroes enter the mausoleum, they see a rocky cave with occasional wooden shoring on the walls. Ten Carvers, eight Devilkin, and eight Flesh Clan Goat Demons (all non-unique) guard a small underground stream that their very presence has fouled. If the PCs kill all the monsters or bring them out of here, the water supply restores itself to a

healthy, clear stream. Should they succeed at this quest, Pepin gives them the *Ring of Truth*.

#### Special Rooms

In the northeast room, a book called *The Lands of Khanduras* rests on a stand. It is part five of the *Librarius ex Horadrim*. This book describes the splinter religion of the Light, called Zakarum, that is gaining many converts in the land of Westmarch north of Tristram. King Leoric of Westmarch invaded Khanduras and made a base in Tristram. He occupied the decrepit monastery of the Horadrim, proclaiming a renaissance of Light to his newly subjugated people. The people cautiously embraced their conqueror, fearful of what might lie ahead.

#### Monsters

CA	=	Carver
SV	=	Scavenger
DK	=	Devilkin
PE	=	Plague Eater
FL	=	Flesh Clan Goat Demon

CP = Corpse Captain  
 RC = Rotting Carcass  
 GH = Ghoul

TB = The Butcher, an upgraded Overlord with the *Butcher's Cleaver*  
 ZM+ = Rotfeast the Hungry, an upgraded Zombie  
 ZM+ = Soulpus, an upgraded Zombie

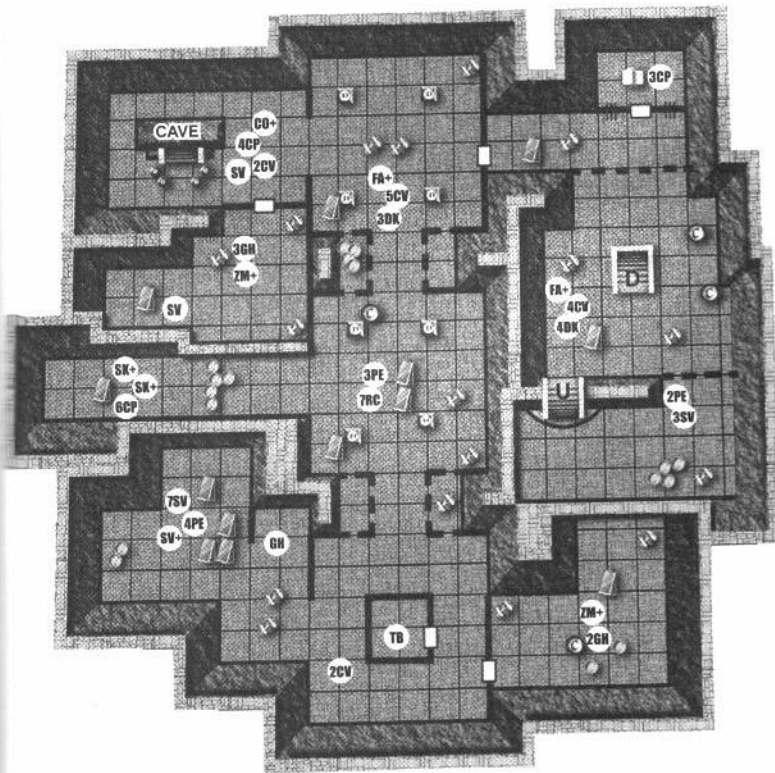
### Unique Monsters

CO+ = Bonehead Keenaxe, an upgraded Corpse with battle ax (1d8)  
 FA+ = Bladeskin the Cleaver, an upgraded Fallen One with scimitar (1d8)  
 FA+ = Pukerat the Unclean, an upgraded Fallen One with spear (1d6)  
 SK+ = Boneripper, an upgraded Skeleton with battle ax (1d8)  
 SK+ = Deadeye, an upgraded Skeleton with longbow  
 SV+ = Shadowbite, an upgraded Scavenger

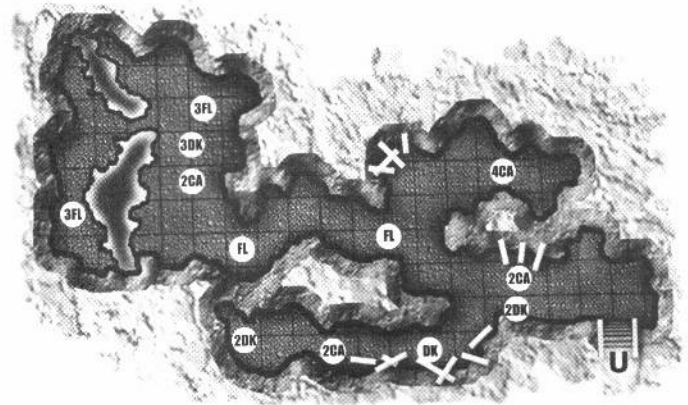
### Unique Magic Items

*Butcher's Cleaver*: The *Butcher's Cleaver* is a jagged great ax (2d6/2d6) that raises the user's Strength score by +1, but it breaks on a natural attack roll of 1. (1,000 XP/5,000 gp)

*Ring of Truth*: Pepin's *Ring of Truth* has all the normal effects of a normal *ring of truth*, and it also gives the user +5 hit points, absorbs 1 hit point of damage per attack, and adds +1 to all saving throws. (2,500 XP/12,500 gp)



Level Two



### THE LIBRARIUS EX HØRADRIM

There is no quest greater than the quest for knowledge, and in the Horadic Monastery, the heroes have ample opportunity to gain it. Among the many books in the monastery are nine that make up the *Librarius ex Horadrim* ("From the Library of the Horadrim"), an amazingly up-to-date holy text that speaks of Heaven and Hell, Diablo's return to the mortal plane, and the corruption of King Leoric and Prince Albrecht.

Assembling the text of the *Librarius ex Horadrim* gives more ammunition to those who stand against the legions of Hell. Thus, each of the nine sections gives a story bonus of 200 XP for each member of the recovering group, plus an extra 200 XP when all nine

books are assembled. The nine books, in order of publication, are the following:

- The Great Conflict* (level 4)
- The Sin War* (level 8)
- The Dark Exile* (level 4)
- The Binding of the Three* (level 12)
- The Lands of Khanduras* (level 2)
- The Awakening* (level 3)
- The Darkening of Tristram* (level 13)
- The Fall of the Black King* (level 14)
- The Reign of Diablo* (level 15)

Other books found in the dungeon do not grant an XP bonus unless noted in the text.



## LEVEL THREE

Level Three bears a strong resemblance to the first two levels when it comes to appearance. However, it contains a special area (marked "King Leoric's Tomb" on the map) that leads down to a more ornate stonework tomb.

### Quests

Heroes can participate in one quest on this level: King Leoric's Tomb. King Leoric fell to the might of Diablo, who manipulated his already frail mind away from the path of righteousness. He is now a skeleton king.

●**King Leoric's Tomb:** The stairs lead down to an antechamber. A short, grilled passage opens into a room with four candlestands, an arched passage across the way, and two doors. Behind each of the doors is a sarcophagus next to a stone lever. Pulling the northern lever opens a small adjacent room, while pulling the southern lever shifts the secret door to the northern room in the tomb.

A central metal bier dominates the tomb itself. Four metal pillars surround the bier, and three stone steps lead down to the base of the bier. This is King Leoric's resting place, though he is far from restful. Player characters can usually find him wandering the room.

Four sarcophagi, each of which rests in front of a crucified skeleton, anchor the tomb. Cutting down all four skeletons opens the secret door to the treasure room. The latter room contains four magic items selected randomly from the DIABLO Magic Items Table, plus two unique items, the *Fool's Crest* and the mace called *Civerb's Cudgel*.



### Special Rooms

The library in the south contains books, scrolls, and a torchstand, which illuminates the room. Searching gains 2-4 rolls on the Inscribed Spells (81-90) part of the Base Item Table of the DIABLO Magic Items Table. It also contains *The Awakening*, part

### King Leoric's Tomb Quest Variations

- 1 Nothing differs from the scenario above.
- 2 King Leoric rests in his bier instead of wandering the floor.
- 3 Cutting down the skeletons drops 10' stone blocks in front of the secret doors.
- 4 When Leoric is slain, his spirit enters his crown (+2 Intelligence if worn).

six of the *Librarius ex Horadrim*. This describes the possession of good King Leoric by the demon Diablo. Strong of will, Leoric hid the growing darkness in his soul from all his advisors save Archbishop Lazarus, who had also fallen under Diablo's sway. The citizens of Khanduras eventually noticed the changes in their king, and Leoric responded with uncharacteristic brutality against his citizens. As he sent his righteous general Lachdanan and many more of his closest friends into a fruitless war against his home nation of Westmarch, Leoric became known as the Black King.

### Monsters

BD	=	Black Death
DE	=	Burning Dead
DK	=	Devilkin
DP	=	Burning Dead Captain
FI	=	Fiend
GH	=	Ghoul
HI	=	Hidden
PE	=	Plague Eater
RC	=	Rotting Carcass

### Unique Monsters

CA+	=	Gutshank the Quick, an upgraded Carver with scimitar (1d8)
CP+	=	Bonehead Bangshield, an upgraded Corpse Captain
CO+	=	Skullfire, an upgraded Corpse with longbow
DK+	=	Bongo, an upgraded Devilkin with spear (1d6)
GH+	=	Rotcarnage, an upgraded Ghoul
HI+	=	Warpskull, an upgraded Hidden
KL	=	King Leoric, a Hell Horror with a massive sword (4d6/4d6) and the <i>Undead Crown</i>
RC+	=	Goretongue, an upgraded Rotting Carcass

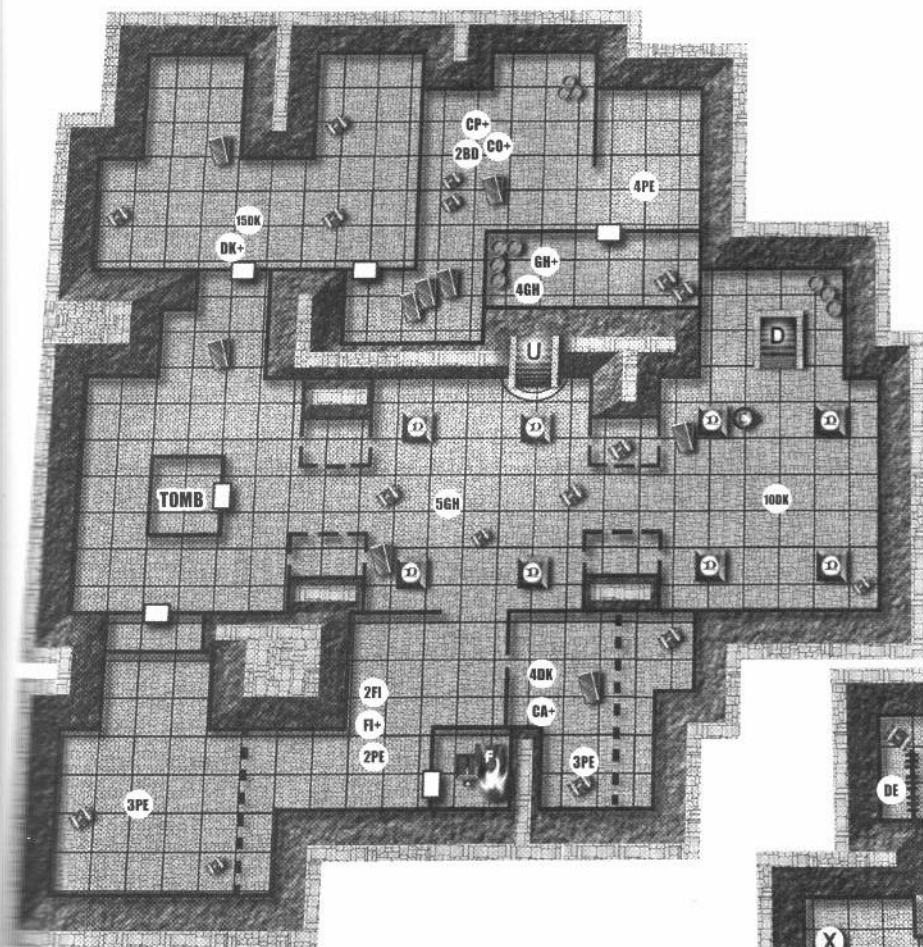
### Unique Magic Items

*Civerb's Cudgel:* *Civerb's Cudgel* is a mace named for a legendary priest of Light, and it subtracts 1 point of Dexterity and lowers the user's effective level by 1 for purposes of calculating his or her spell effects. However, its damage is doubled against all demons. (1,150 XP/5,750 gp)

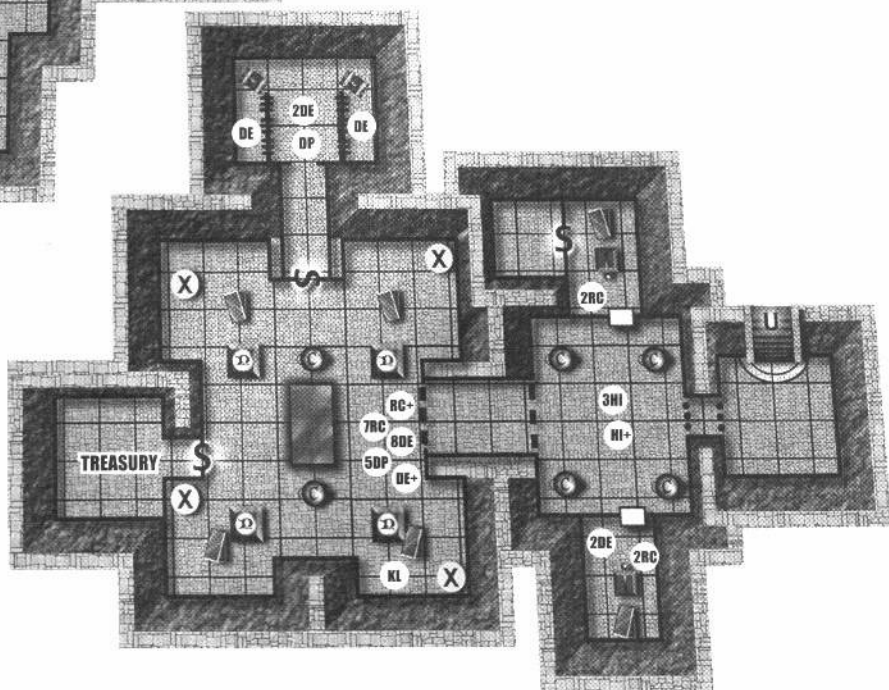
*Fool's Crest:* The helm known as the *Fool's Crest* provides +40 hit points to the wearer. However, it subtracts 1 from each of the user's six ability scores, causes the user 1d3 points of damage whenever he or she attacks, and adds 1d3 points of damage to any successful attack against the user. If the user takes off the crown, 40 hit points are immediately lost, regardless of the consequences. (750 XP/3,750 gp)

*Undead Crown:* The *Undead Crown* is a bone crown that provides AC 0 against called shots to the head. For

every 10 points of damage the wearer inflicts on a foe, it instantly heals the wearer of 1 point of damage, up to the wearer's normal maximum hit points. If the wearer is undead, the crown can animate a Burning Dead or Rotting Carcass once a round, assuming a corpse is available for the transformation and the wearer wants this effect to happen. Animating a corpse in this way can be done at the beginning of a round, and doing so does not take away the wearer's actions for that round. Anyone buried wearing the *undead crown* rises as a Hell Horror within a month. (3,250 XP/16,250 gp)



Level Three



## LEVEL FOUR

Level Four is similar in appearance to the first three levels. The piece in the center of this level involves several movable walls.

### Quests

Two bizarre minor quests are on this level: Gharbad the Weak and Ogden's Sign.

●**Gharbad the Weak (250 story XP each):** Gharbad is a Flesh Clan Goat Demon who has developed an inexplicable sense of self-preservation. When first met, he cowers in a corner, hoping that the PCs won't slay him. If given half a chance, he falls to his knees and begs in halting Common for his life ("Please! No hurt! No kill! Keep alive and next time bring good to you!"). If allowed to live, he sets about making a magic weapon for the heroes. He is a demonic blacksmith of some skill (roll a magic item without any level modifiers). If the PCs come back while he's making the item (about an hour), he urges them to leave him alone till he can finish.

When they return, Gharbad is reluctant to give up his creation. Roll a Quest Variation to see what Gharbad does. Note that if the PCs kill Gharbad while he's disposed to give them a bribe, they get no story XP bonus.

#### Gharbad the Weak Quest Variations

- 1 Gharbad fights to keep the weapon.
- 2 Gharbad gives the weapon freely.
- 3 Gharbad asks for safe passage to the surface world.
- 4 When the PCs return, Gharbad has ten Flesh Clan Goat Demons to fight for him.

●**Ogden's Sign (250 story XP each):** One of the oddest quests in the dungeon involves the innkeeper Ogden's tale of his stolen sign. Snotspill, a unique Dark One, spirited away the sign and stashed it behind some powerful Overlords. He expects someone to come looking for it, and then his fun begins.

The rooms in the center have two doors. Five Overlords live in the northern chambers (two in the western room, three in the eastern room). A chest in the eastern room contains 250 gp and Ogden's sign.

Solid walls bound Snotspill's lair, and behind the wall, a score of Dark Ones lurk around a staircase. When the PCs enter Snotspill's lair, he lispingly laughs at his triumph over the surface-dwellers. He has stashed the sign with the "uglies" (the Overlords in the adjacent rooms) and sends the PCs to fight them. His lisp comes from having his tongue pierced by the key that can unlock the walls, causing Dark Ones behind the walls to

swarm the PCs. If the PCs have gained the sign, he unlocks the walls himself to enact his revenge—whether or not they give it to him.

If the PCs return the sign to Ogden, he gives them a unique magic item that a traveler left in his inn: the *Harlequin's Crest*.

#### Ogden's Sign Quest Variations

- 1 Nothing differs from the scenario above.
- 2 Instead of Snotspill, Gharbad has the key to the walls.
- 3 An Overlord uses the sign as a weapon, shattering it on any natural roll of 1 or 2.
- 4 Snotspill trades the sign for any magic item and holds back his Dark Ones.

### Special Rooms

The heroes can find three major books on this level. *The Great Conflict*, part one of the *Librarius ex Horadrim*, is in the northeast room. *The Great Conflict* describes the beginning of a war between Darkness and Light, where angels attacked the Hellforge of the demons. After a stalemate wracked the skies for aeons, humanity's ascension gave the angels and demons a new front in their war. Whoever controlled humanity would win the war.

In the southwestern part of the level is a pedestal with part three of the *Librarius ex Horadrim*. *The Dark Exile* tells of the seven Prime Evils: Duriel, Lord of Pain; Andariel, Maiden of Anguish; Belial, Lord of Lies; Azmodan, Lord of Sin; Mephisto, Lord of Hatred; Baal, Lord of Destruction; and Diablo, Lord of Terror. These seven demon princes battled for control of Hell, the first four (the Lesser Evils) turning against the latter three (the Three Brothers). The Three Brothers turned their attention away from the war against Heaven and to the corruption of humanity, giving Azmodan and Belial the opportunity to strike. The two rose up in a great rebellion, exiling the Three Brothers to the mortal plane. Triumphant, Azmodan and Belial turned to bickering, and Hell once again erupted into endless war.

Finally, on a pedestal close to the stairs to Level Three, *The Realms Beyond* is a testament to the good works of Diablo—obviously written by an insane man. This work of babble is not part of the *Librarius ex Horadrim*, and it gains the finder no XP bonus.

### Monsters

BB	=	Blink Bat
BD	=	Black Death
BO	=	Bone Gnasher
DE	=	Burning Dead
DK	=	Devilkin
DO	=	Dark One
FL	=	Flesh Clan Goat Demon

OV = Overlord  
 SH = Shadow Beast

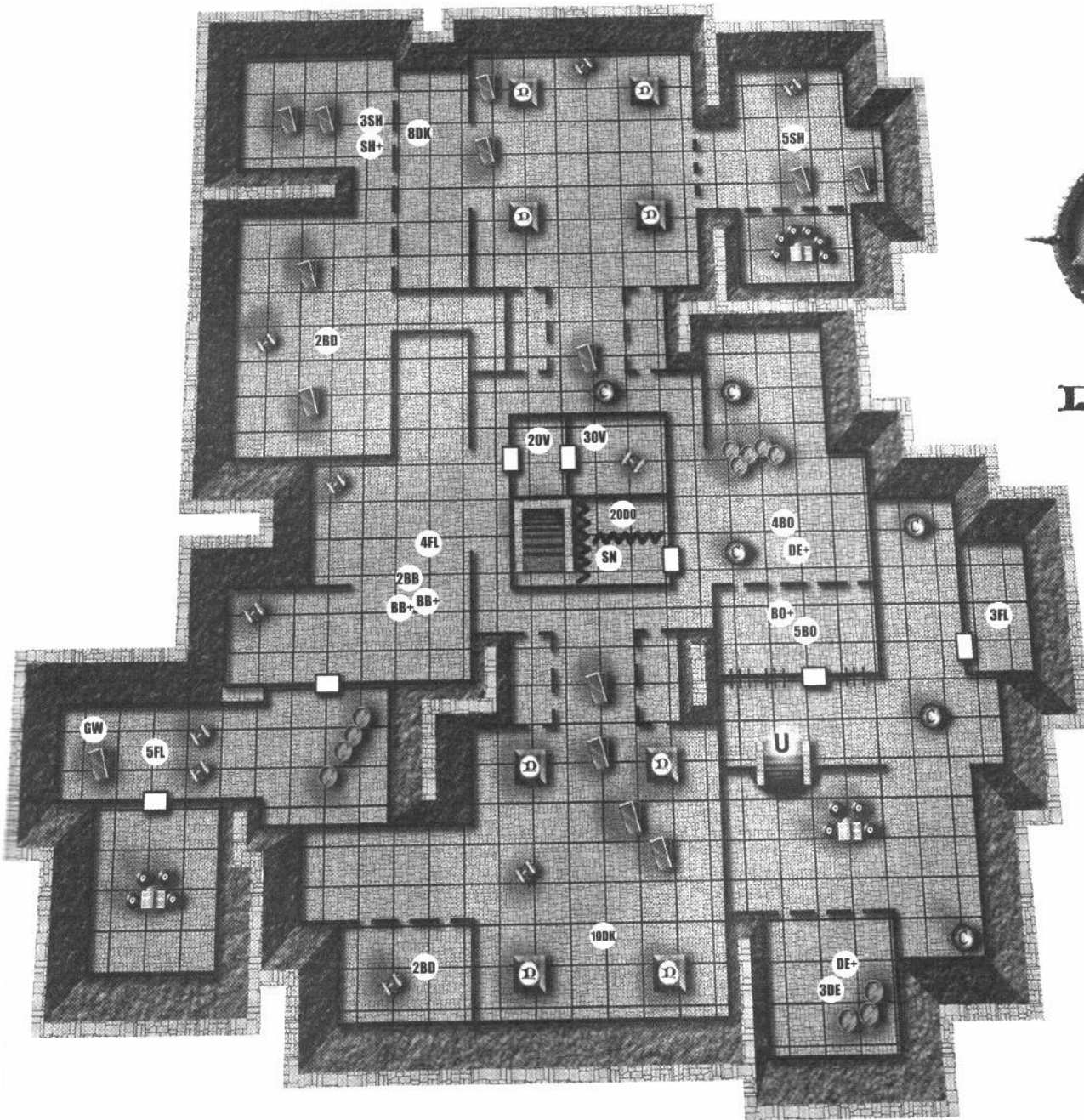
### Unique Monsters

BB+ = Moonbender, an upgraded Blink Bat  
 BB+ = Wrathraven, an upgraded Blink Bat  
 BO+ = Spineeater, an upgraded Bone Gnasher  
 DE+ = Blackash the Burning, an upgraded Burning Dead with longbow  
 DE+ = Madeye the Dead, an upgraded Burning Dead with battle ax (1d8)

GW = Gharbad the Weak, a normal Flesh Clan Goat Demon with blacksmithing proficiency  
 SH+ = Pulsecrawler, an upgraded Shadow Beast  
 SN = Spotspill, a Dark One shaman

### Unique Magic Items

*Harlequin's Crest*: The *Harlequin's Crest* is a cap that gives a +1 AC penalty, but it adds +1 to all ability scores, grants +4 hit points, and adds one caster level to the PC for purposes of calculating spell effects only. (3,150 XP/15,750 gp)



**Level Four**

## LEVEL FIVE

Level Five is the first level of the Catacombs. The Catacombs have brick basement walls illuminated by torches in cressets. Staircases spiral up and down. A pillar is built into each wall junction, and passage openings run flush against the ceiling. The tight corridors in these levels give the heroes ample opportunity for chasing monsters into cul-de-sacs. Or the monsters they sought out can chase the PCs instead.

### Quests

Two quests for artifacts are on this level: the *Magic Rock* and the *Armor of Valor*.

●**The Magic Rock (250 story XP each):** In one of the rumors that Griswold can tell the PCs, he describes a recent attack on a caravan that carried a magic rock that supposedly fell from the sky. As it turns out, the glowing rock, which weighs about 50 pounds, is sitting on a pedestal in the middle of the floor of Level Five. It feels cool to the touch, and it seems to be made of a metal the PCs have never seen.

If Griswold receives the *Magic Rock*, he can make an *Empyrean Band* out of it (see below). He gives it to the PC who brings him the rock.

#### The Magic Rock Quest Variations

- 1 Nothing differs from the scenario described above.
- 2 Anyone who holds the rock must succeed at a saving throw vs. poison every turn or suffer 1d6 points of damage.
- 3 While holding the rock in both hands, the holder is immune to mind control.
- 4 Both of the above effects described in 2 and 3 occur.

●**The Armor of Valor (250 story XP each):** The great paladin Arkaine was the first mortal to fight in the Sin War. The demons took possession of his holy splint mail, as Diablo believed it could aid those who thought to oppose him. Twelve Horned Demons protect the holy armor, though they dare not touch its holy fire.

The two secret doors do not exist until some conditions have been met. First, the PCs must enter the double doors and approach a pedestal to read the *Book of Blood* (which recounts Arkaine's life and death, and speaks of a champion who will come to claim his armor).

Second, the PCs must breach the inner chamber. This chamber, which has a solid wall across from the entrance, contains an obsidian pedestal whose bowl brims with boiling blood. Near the pedestal is a *bloodstone* (see below), which must be dropped into the

pedestal's bowl. This melts the stone and opens the western secret door.

Third, the PCs must enter the western door and recover the second *bloodstone*. This too must be dropped into the pedestal in the center room. This opens the eastern secret door.

Fourth, the PCs must enter the eastern room and take the third *bloodstone*. Again, this must be placed in the pedestal. When this occurs, the wall in the pedestal room vanishes, exposing the room containing *Arkaine's Valor* and five Horned Demons.

#### The Armor of Valor Quest Variations

- 1 Nothing differs from the scenario described above.
- 2 Each *bloodstone* starts to melt when touched and disintegrates in 10 rounds.
- 3 When a PC drops the third *bloodstone* in the pedestal, the party is fully healed.
- 4 Only someone of lawful good alignment can wear the armor.

#### Special Rooms

A **staircase** winds up to the mausoleum in the cemetery of Tristram. Before the PCs investigate this staircase, it ends 50' below the mausoleum. However, as a PC goes up, it triggers a magical effect that creates the rest of the stairwell.

The **purifying spring**, a crystal pool of water, has the effect of restoring a previously cast spell to anyone who drinks from it. If the liquid is carried out of its room, it becomes nonmagical.

The **fountain of tears**, a flowing spring of water, adds 1 to a random ability score and subtracts 1 from a different ability score. This will not cause a PC to lose his or her class should he or she drop below the prime requisites necessary to have taken the class during character creation, though. Again, the water is nonmagical outside its room. Roll twice on the following table to determine what shifts:

- 1 Charisma
- 2 Constitution
- 3 Dexterity
- 4 Intelligence
- 5 Strength
- 6 Wisdom

In the northwest corner is a room with a random shrine.

The room filled with Dark Ones in the south has five flaming pyres. At the base of one of the pyres is the *Constricting Ring* (see below).

## Monsters

DO	=	Dark One
FL	=	Flesh Clan Goat Demon
GM	=	Gloom
HD	=	Horned Demon
SC	=	Stone Clan Goat Demon
WD	=	Winged Demon

## Unique Monsters

DO+	=	Shadowcrow, an upgraded Dark One with scimitar (1d8)
FL+	=	Bloodskin Darkbrow, an upgraded Flesh Clan Goat Demon with longbow
GM+	=	Foulwing, an upgraded Gloom

## Unique Magic Items

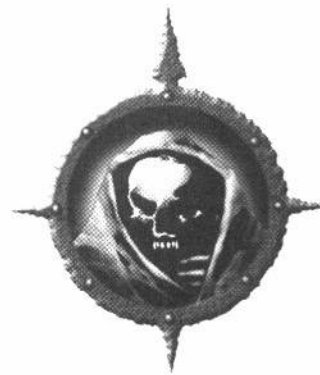
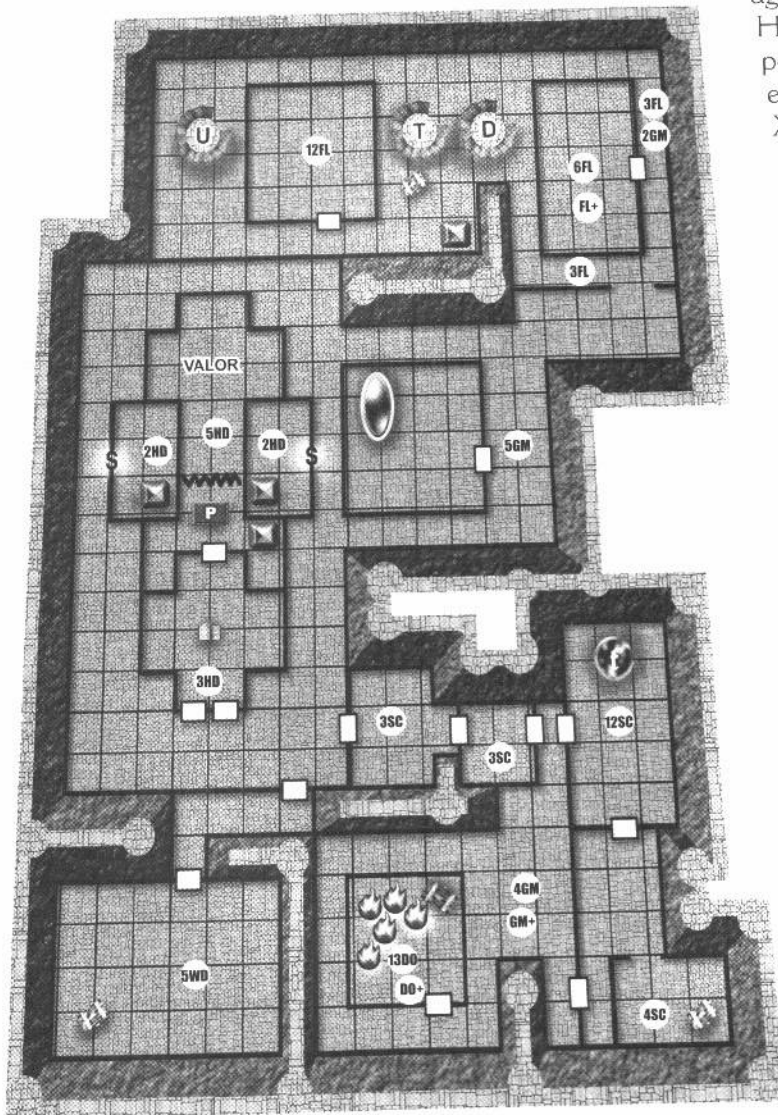
*Magic Rock:* The *Magic Rock* is a cooled fragment of meteorite that serves as the core ingredient of the *empyrean band*. (0 XP/500 gp)

*Empyrean Band:* The *Empyrean Band* is a huge ring that adds +1 to all six ability scores, gives +10' to the light radius of all light sources carried by the user, and absorbs half the damage from any trap. (4,000 XP/20,000 gp)

*Three Bloodstones:* Each of the rubies known as *bloodstones* produces the effect of a *cause light wounds* after each hour in which it is carried. (200 XP/1,000 gp each)

*Arkaine's Valor:* *Arkaine's Valor*, which provides the same basic protection as *splint mail +3* does, also bestows +1 Constitution and absorbs 3 points of damage per hit received. Only non-evil Warriors (single- or multi-classed) can wear it. In addition, no demon or undead creature can pick up the armor without suffering 10d6 points of damage per round. (4,000 XP/20,000 gp)

*Constricting Ring:* The *Constricting Ring* gives a +5 bonus to all saving throws. Should the wearer save against any attack, he or she suffers no damage. However, the wearer *permanently* loses one hit point when he or she puts it on *and* at the end of every turn in which it is worn. (4,000 XP/20,000 gp)



**Level Five**

## LEVEL SIX

Level Six has the same characteristics as the level above it. Pillared arches surround the spiral staircase to the Chamber of Bone (one of the quests on this level).

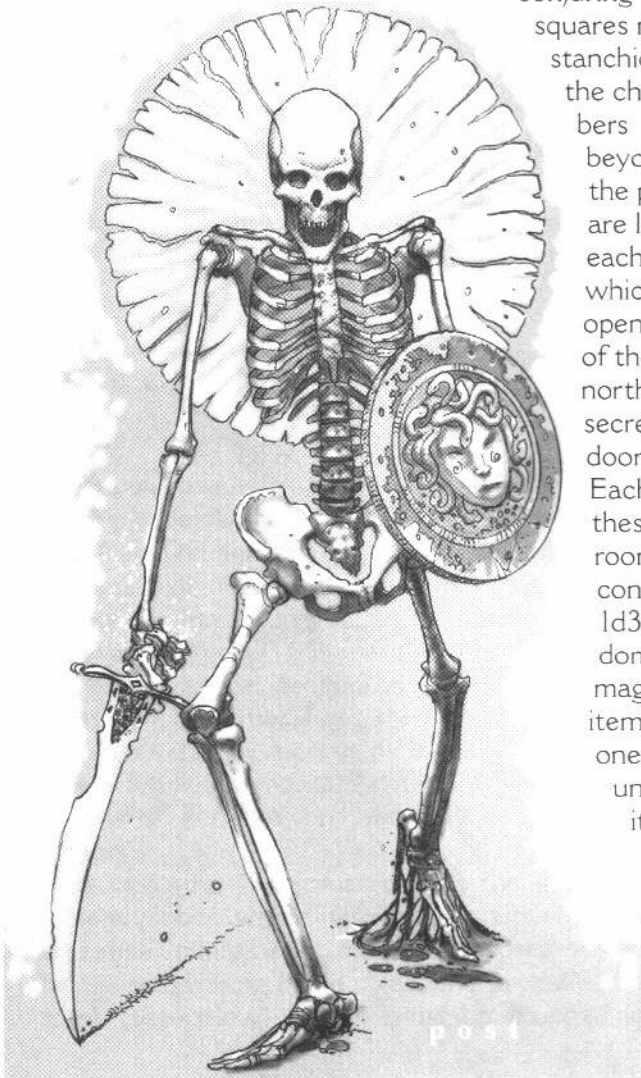
### Quests

The Chamber of Bone is the only quest on this level, and it poses a serious hazard to the PCs. Anyone who dies within this chamber becomes an undead in the service of Diablo.

●**The Chamber of Bone (750 story XP each):** Near the staircase leading down is the *Mystical Book*, which has only one inscribed page: "Beyond the Hall of Heroes lies the Chamber of Bone. Eternal Death awaits any who would seek to steal the treasures secured within this room. So speaks the Lord of Terror, and so it is written."

The pillared stairwell leads up to the Chamber of Bone, where Horrors, Unseen, and Horned Demons await. The Chamber of Bone itself resembles the rest of the level, except that bones cover the floor of the central room. The western room contains four brown

conjuring squares near stanchions. In the chambers beyond the pyres are levers, each of which opens one of the two northern secret doors. Each of these rooms contains 1d3 random magic items and one unique item. The ax



### The Chamber of Bone Quest Variations

- 1 Nothing differs from the scenario described above.
- 2 When a PC reads the book, a 6th-level guardian (as per the spell) rises from each square and attacks
- 3 Stepping on the squares causes 6d6 fire damage. A successful saving throw vs. spell halves the damage.
- 4 If any of the heroes touch the squares, all the Bone Captains rise up again, fully healed

*Stonecleaver* is in the western room, and the scimitar *Falcon's Talon* is in the eastern room.

The central room is one of the most challenging in the dungeon. Packed shoulder-to-shoulder in the bone-covered room are forty Bone Captains and four Unseen. Clever PCs can block the door and pick off one at a time, but if the heroes allow the skeletons to rush out, they may find themselves swarmed. Turning the foremost Bone Captains won't clear them out of the way, due to their brethren holding the line behind them. When the PCs clear the room, they find their way clear to the conjuration chamber.

The conjuration chamber contains five Horned Demons protecting a magical *book of guardian*. Four brown conjuration squares cover the floor, each near a corner stanchion.

Dying in the Chamber of Bone causes the PC to rise as a Bone Captain within one turn. The PC may be raised or transported out of the Chamber before that occurs, but if a turn elapses, the PC is lost forever (except maybe if the *golden elixir* is found on Level Fifteen).

### Special Rooms

Both **libraries** contain bookcases with stanchions in front, as well as pedestals with scrolls and books on them. In each such room, the DM should make 2-11 rolls (1d10+1) on the Inscribed Spells (81-90) table of the DIABLO Magic Items Table.

The goat shrine is an altar containing a pool of murky water. Each drink gives a random effect on the Shrines table and prevents the shrine from working for one full day.

### Monsters

AB	=	Acid Beast
BP	=	Bone Captain
DA	=	Dark Familiar
FC	=	Fire Clan Goat Demon
FL	=	Flesh Clan Goat Demon
GM	=	Gloom
HD	=	Horned Demon
HO	=	Horror

- HP = Horror Captain
- SC = Stone Clan Goat Demons
- ST = Stalker
- UN = Unseen

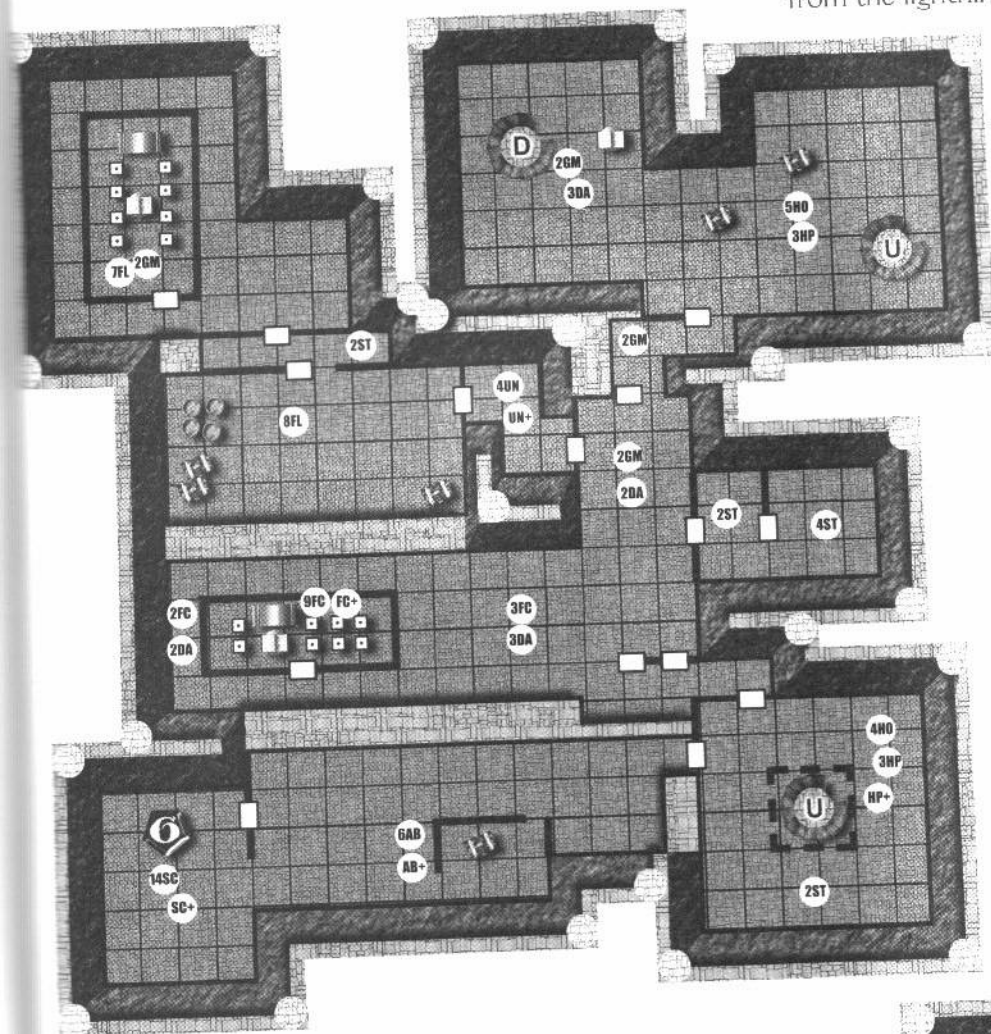
### Unique Monsters

- AB+ = Deathspit, an upgraded Acid Beast
- FC+ = Bloodgutter, an upgraded Fire Clan Goat Demon
- HP+ = Shadowdrinker, an upgraded Horror Captain
- SC+ = Deathshade Fleshmaul, an upgraded Stone Clan Goat Demon
- UN+ = Hazeshifter, an upgraded Unseen

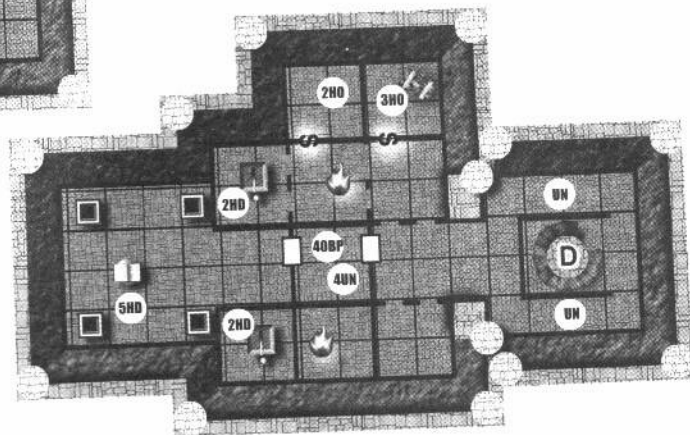
### Unique Magic Items

*Falcon's Talon:* Falcon's Talon is a scimitar that gives a +2 bonus to hit, raises the wielder's Dexterity by 1 point, and grants an extra attack each round. However, it inflicts only 0-7 points of damage on a hit, and Strength bonuses do not apply to damage. (1,250 XP/6,250 gp)

*Stonecleaver:* The broad ax known as Stonecleaver provides a +1 bonus to hit and +3 bonus to damage. It also gives the user +20 hit points when he or she wields the ax. Any damage suffered by the wielder first comes from the extra hit points. Stonecleaver also provides a +3 bonus to saving throws against lightning attacks, and if the saving throw succeeds, the user takes no damage from the lightning attack. (3,500 XP/17,500 gp)



Level Six





## LEVEL SEVEN

Level Seven looks very similar to the two levels above it.

### Quests

The Halls of the Blind are the figure-eight rooms in the northeast, and they appear to have smooth walls and no doors until the *Book of the Blind* is read. If the PCs have read the *Book of the Blind*, they can look at the wall with the secret door and see the entrance.

● **The Halls of the Blind (500 story XP each):** The figure-eight rooms have an open entrance that is masked by the spectral forces of eight Illusion Weavers. Heroes must succeed at eight separate saving throws vs. spell to find the entrance. Most likely, the quest in the halls cannot begin unless the PCs have either dispelled the illusion around the halls or read the *Book of the Blind*.

The *Book of the Blind* rests on a round stone pillar, which appears to have arms that support the book. The book contains an incantation that, if read aloud before the halls, dispels the Illusion Weavers' illusions over the entrance. The incantation is as follows:

*I can see what you see not  
Vision milky then eyes rot  
When you turn they will be gone  
Whispering their hidden song  
Then you see what cannot be  
Shadows move where light should be  
Out of darkness, out of mind  
Cast down into the Halls of the Blind*

If the PCs enter the exposed entrance, the eight Illusion Weavers in the figure eight attack in feints, keeping the PCs on their toes. When the last of the eight dies, the eight *spectral forces* over the door to room one fade.

Inside room one, four more Illusion Weavers lurk. Again, if the PCs destroy the weavers, the four *spectral forces* over the door to room two disappear.

Room two contains four more Illusion Weavers who guard the *Optic Amulet* (see below). When the PCs



slay the last Illusion Weaver, the *spectral forces* over the amulet fade as well.

### Special Rooms

The shrine near the *Book of the Blind* is a random shrine.

### Monsters

FC	=	Fire Clan Goat Demon
GA	=	Gargoyle
IW	=	Illusion Weaver
MM	=	Mud Man
NC	=	Night Clan Goat Demon
OV	=	Overlord
RS	=	Red Storm

### The Halls of the Blind Quest Variations

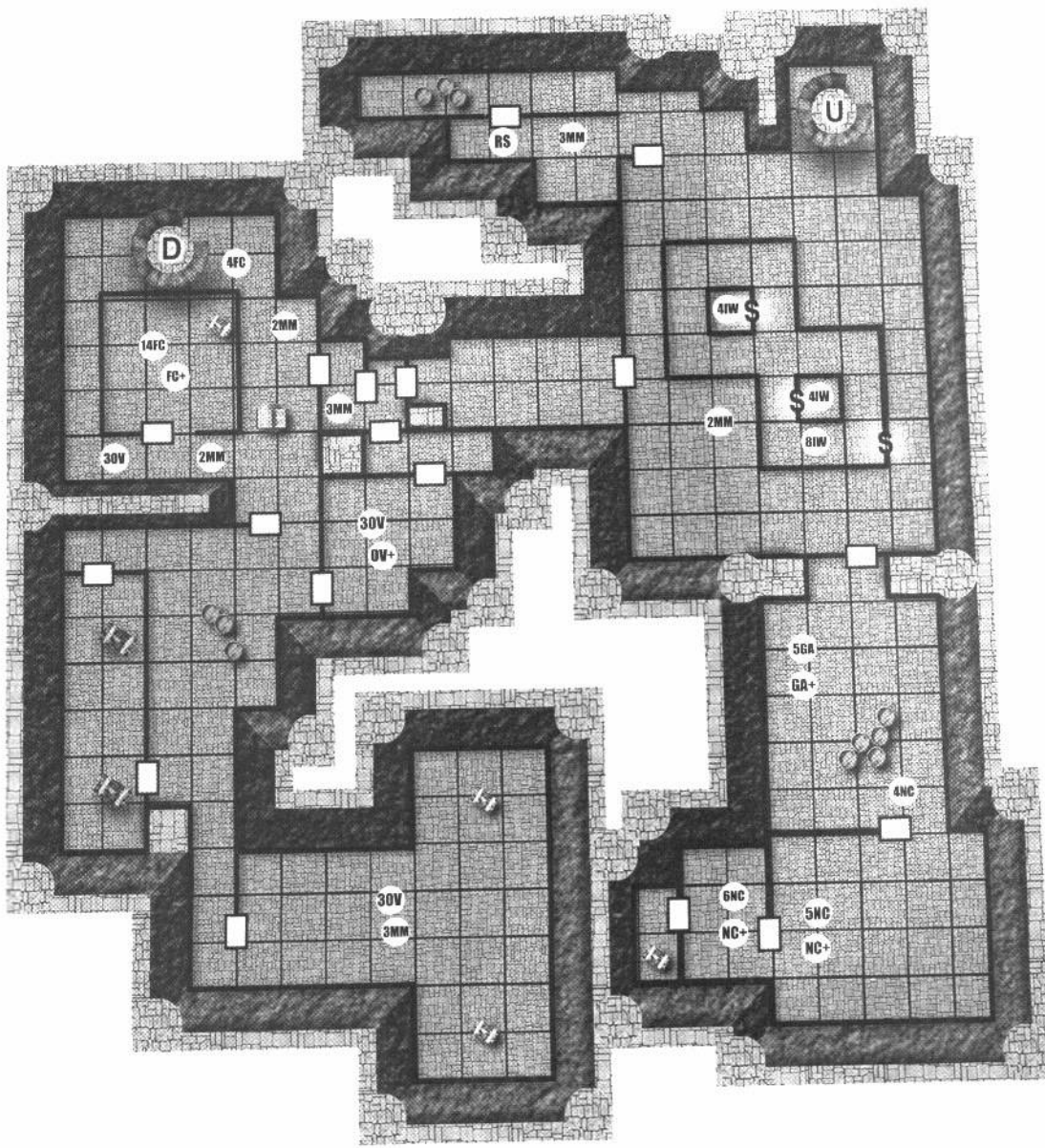
- 1 Nothing differs from the scenario presented above.
- 2 An Illusion Weaver creates the illusion of four Balrogs attacking through the secret door.
- 3 The *optic amulet* is invisible until worn about the neck.
- 4 One of the weavers wears the amulet and attempts to flee with it.

## Unique Monsters

- FC+ = Blightfire, an upgraded Fire Clan Goat Demon with longbow  
 NC+ = Blighthorn Steelmace, an upgraded Night Clan Goat Demon with mace (1d6+1)  
 NC+ = Gorestone Deatharrow, an upgraded Night Clan Goat Demon with longbow  
 OV+ = Bilefroth the Pit Master, an upgraded Overlord  
 RS+ = Glasskull the Jagged, an upgraded Red Storm  
 GA+ = Nightwing the Cold, an upgraded Gargoyle

## Unique Magic Items

*Optic Amulet:* The *optic amulet* is a nearly translucent amulet that gives all light sources carried +10' to their light radius, allows the user +1 saving throws vs. lightning attacks and absorbs 1 point of damage per hit. Additionally, it allows the user to memorize one extra 1-level spell per day, assuming the user can cast such spells. (1,900 XP/9,500 gp)



**Level Seven**

## LEVEL EIGHT

Level Eight closely resembles the three levels above it in the Catacombs. Additionally, the heroes can find several libraries and shrines in its cramped corridors.

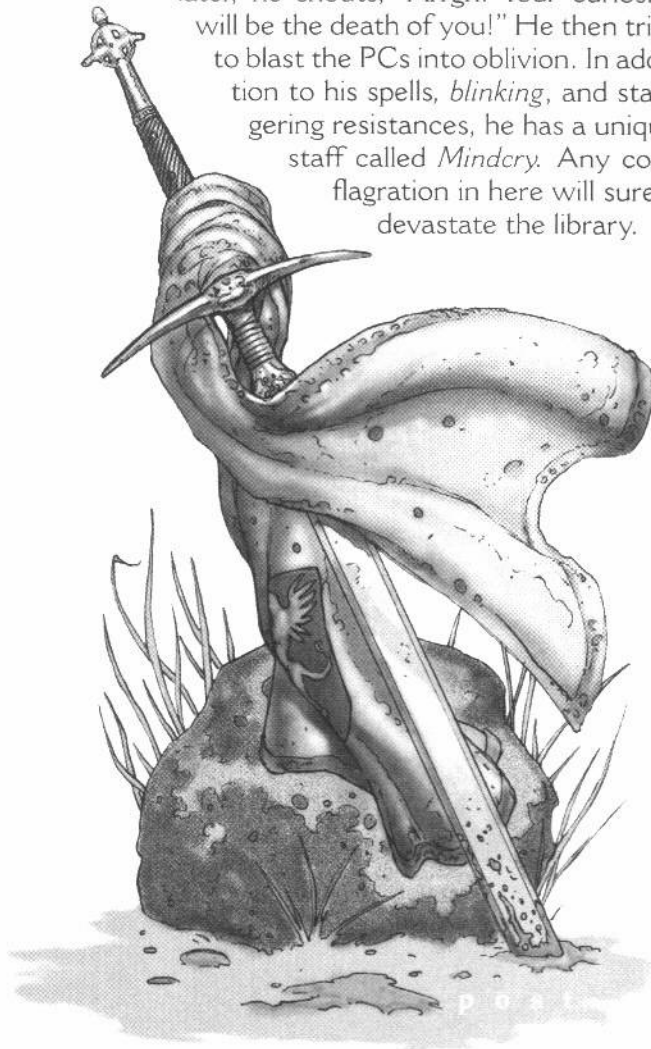
### Quests

Zhar the Mad is the only “quest” on this level. His quest is that the PCs leave him alone. Note that the PCs do not get the story XP bonus if they kill Zhar.

●**Zhar the Mad (500 story XP each):** Zhar is a Counselor who has left his brethren in Hell to study the books of the monastery. When the PCs enter his library, they see that he has ripped down most of the books from the shelves and devoured their contents—literally. The books he has read lay in pieces on the floor.

Zhar’s first reaction is to say in a slightly addled voice, “What?! Why are you here? All these interruptions are enough to make one insane. Here, take this and leave me to my work! Trouble me no more!” He then tosses the PCs a random spellbook.

If any PC stays in the library more than two rounds later, he shouts, “Arrgh! Your curiosity will be the death of you!” He then tries to blast the PCs into oblivion. In addition to his spells, *blinking*, and staggering resistances, he has a unique staff called *Mindcry*. Any conflagration in here will surely devastate the library.



### Zhar the Mad Quest Variations

- 1 Nothing differs from the scene described above.
- 2 Zhar demands the PCs return in a hour with a magic text or he teleports to them and attacks them.
- 3 When in danger, Zhar blinks all the way down to level 13 and warns the Counselors.
- 4 Zhar demands every book, staff, and scroll the PCs own before he allows them to leave.

In the bookcase is another random spellbook. If it’s not destroyed in the inferno, the PCs may take it after they deal with Zhar.

### Special Rooms

The **shrine** in the west produces a random result on the Shrines table.

The **goat shrine** in the east is a murky pool. Drinking from this shrine casts *infravision* on the imbiber for 1 turn.

Zhar has trashed two **libraries** in the northwest. Nonetheless, if the PCs search each room, the DM can make 2–9 rolls (1d8+1) on the Inscribed Spells (81–90) section of the **DIABLO** Magic Item Table.

The PCs can find three other books in this level. In the middle of the level is *The Sin War*, part two of the *Librarian ex Horadrim*. *The Sin War* introduces the instability of humanity into the Great Conflict. Angels and demons secretly influenced a few mortals to their causes. But soon, the demonic powers began to brutalize humanity into submission, and the angels came to humanity’s defense—equally brutally, of course. A few enlightened souls took sides in the war, proving capable of even more legendary deeds than the angels and demons themselves. Some mortals even bent demons to their will, such as the infamous dark lord called the Warlord of Blood.

In the southwest corner, a similar book, *The Wages of Sin are War*, stands on a bronze pedestal. This is listed as the last legacy of the Horadrim, so even though it is not part of the *Librarian ex Horadrim*, it is worth 200 story XP. This book serves as a warning to those mortals who would involve themselves in the Sin War. A cataclysm is coming that will embroil all of humanity, it warns, if those who seek the glories of angels persist in fighting the wars of Heaven and Hell.

Finally, near Zhar’s library is *The Tale of the Three*, a glorious testament to the wonders of Diablo and his brothers, Mephisto and Baal, who are imprisoned in tombs beneath the eastern sands. When the Three are reunited, the obviously insane writer predicts, the Sin War will consume the world.

## Monsters

BS	=	Blood Stone
MD	=	Magma Demon
MM	=	Mud Man
MR	=	Mud Runner
NC	=	Night Clan Goat Demon
PS	=	Poison Spitter
RS	=	Red Storm
TD	=	Toad Demon

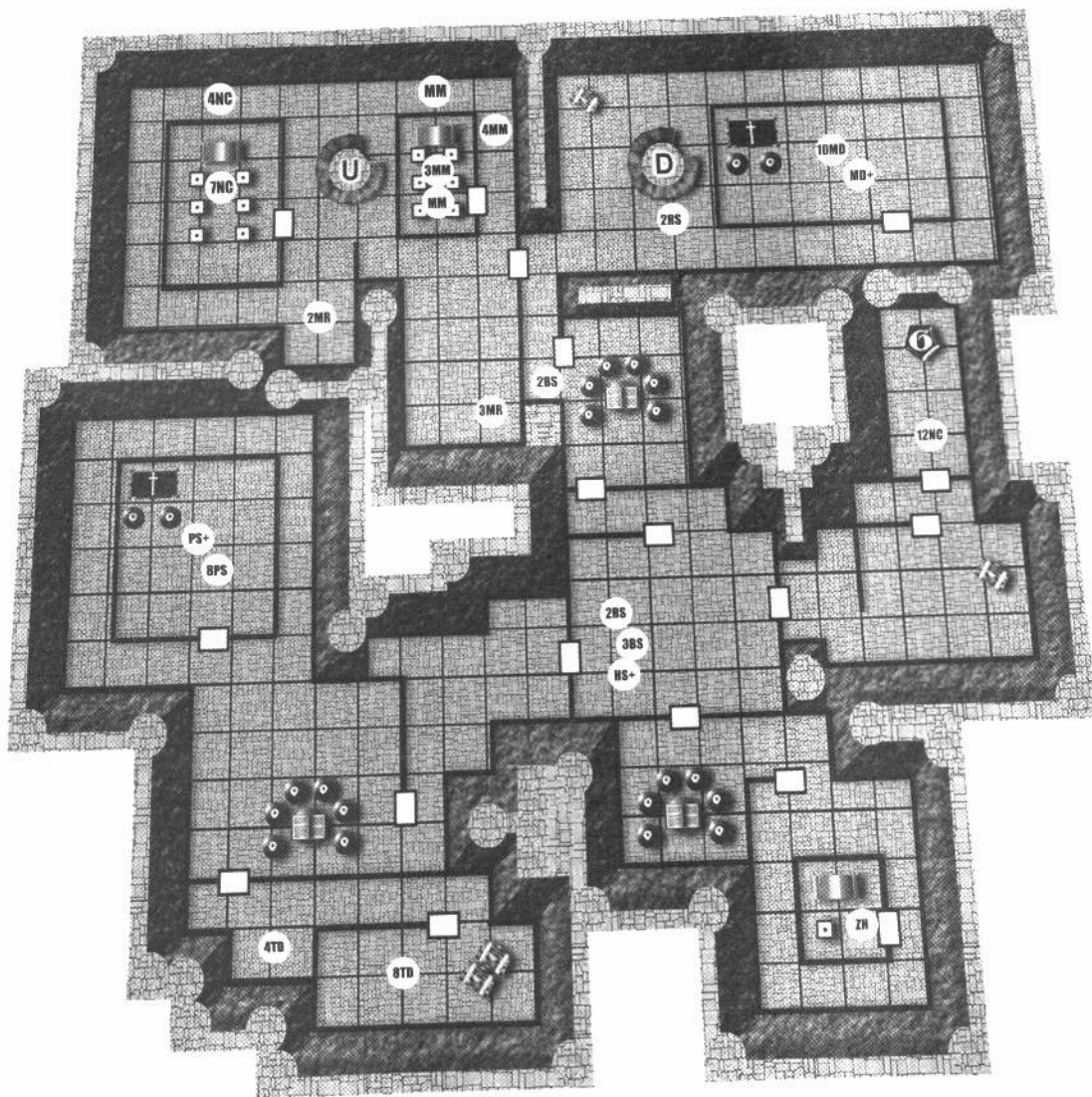
## Unique Monsters

MM+	=	Baron Sludge, an upgraded Mud Man
HS+	=	Bronzefist Firestone, an upgraded Hell Stone

PS+	=	Chaoscrawler, an upgraded Poison Spitter
MD+	=	Firewound the Grim, an upgraded Magma Demon
ZH	=	Zhar the Mad, a Counselor with the staff <i>Mindcry</i>

## Unique Magic Items

*Mindcry*: Usable only by spellcasters, this powerful battle staff gives a +2 bonus to saving throws, raises the user's effective casting level by +1 for calculating spell effects, and allows the wielder an extra 1st- or 2nd-level spell. And if that weren't enough, it has 69 charges of the *guardian* spell. (6,000 XP/30,000 gp)



Level Eight

## LEVEL NINE

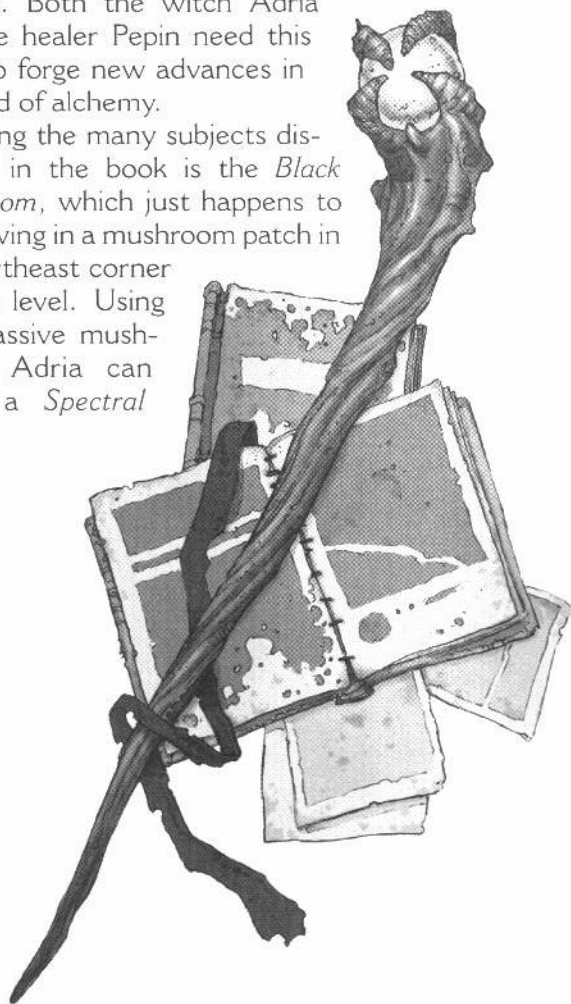
Level Nine is the first level of the Caves, which has a massively different appearance from the levels above it. The roughly hewn cavern walls are carved from green rock with occasional wooden shoring. Some rock formations resemble stalagmites; they don't reach the ceiling. Lava flows throughout the area in uneven and slow-moving rivers and pools, keeping the entire caverns dimly lit and very warm. Hardwood fences that are invulnerable to fire sometimes link to the walls of this level. These fences feature gates and have a significant amount of space between the horizontal planks. Stairs composed of straight stone steps are set into the rock, and the doors leading down are square mine shafts set into the rock walls.

### Quests

The only quest on this level is a strange one: the Black Mushroom.

●**The Black Mushroom (250 story XP each):** This multi-part quest may begin when the PCs find the *Fungal Tome* in the northeast corner. This book describes the making of many fungus-based poisons and potions. Both the witch Adria and the healer Pepin need this book to forge new advances in the field of alchemy.

Among the many subjects discussed in the book is the *Black Mushroom*, which just happens to be growing in a mushroom patch in the northeast corner of this level. Using this massive mushroom, Adria can make a *Spectral Elixir*.



### The Black Mushroom Quest Variations

- 1 Nothing differs from the scenario above.
- 2 Pepin's demon-brain concoction produces a random result from the Perishables table.
- 3 Adria's mushroom concoction produces a random result from the Perishables table.
- 4 If mixed together, Pepin's and Adria's elixirs have a permanent effect.

Coincidentally, Pepin realizes he can make an identical elixir from a demon brain, assuming that demon has been forged in the pits of lava. If the PCs can bring back the brain of a demon from the Caves, he can make this elixir.

### Special Rooms

The **lava** causes 3d6 points of damage per round to anyone who falls in.

A **stairwell** winds up to the caves near Wirt's pen. The cave entrance is blocked by 50 feet of immovable rock, which vanishes as the PCs mount the stairwell on this level.

A slain hero lies near the mushroom patch. He carries a random magic item that is rolled with a +3 level bonus beyond its normal bonus. The item must be usable by one of the PCs, or reroll the item. (This hero is one of the Order of the Gauntlet, as evidenced by his white steel gloves. He was a 6th-level fighter named Martyn. If one of the PCs casts *speak with dead* or *raise dead* upon him, the deceased can tell them that his companions have fallen before the might of the demons—all save two, a thief named Qarak and a sorceress named Aelissa, who were last seen escaping to Level 10. Martyn has no idea what became of them, but he presumes them slain.)

### Monsters

BC	=	Blood Claw
BS	=	Blood Stone
FR	=	Frost Charger
IW	=	Illusion Weaver
MD	=	Magma Demon
MR	=	Mud Runner
NC	=	Night Clan Goat Demon
SR	=	Storm Rider
TD	=	Toad Demon

### Unique Monsters

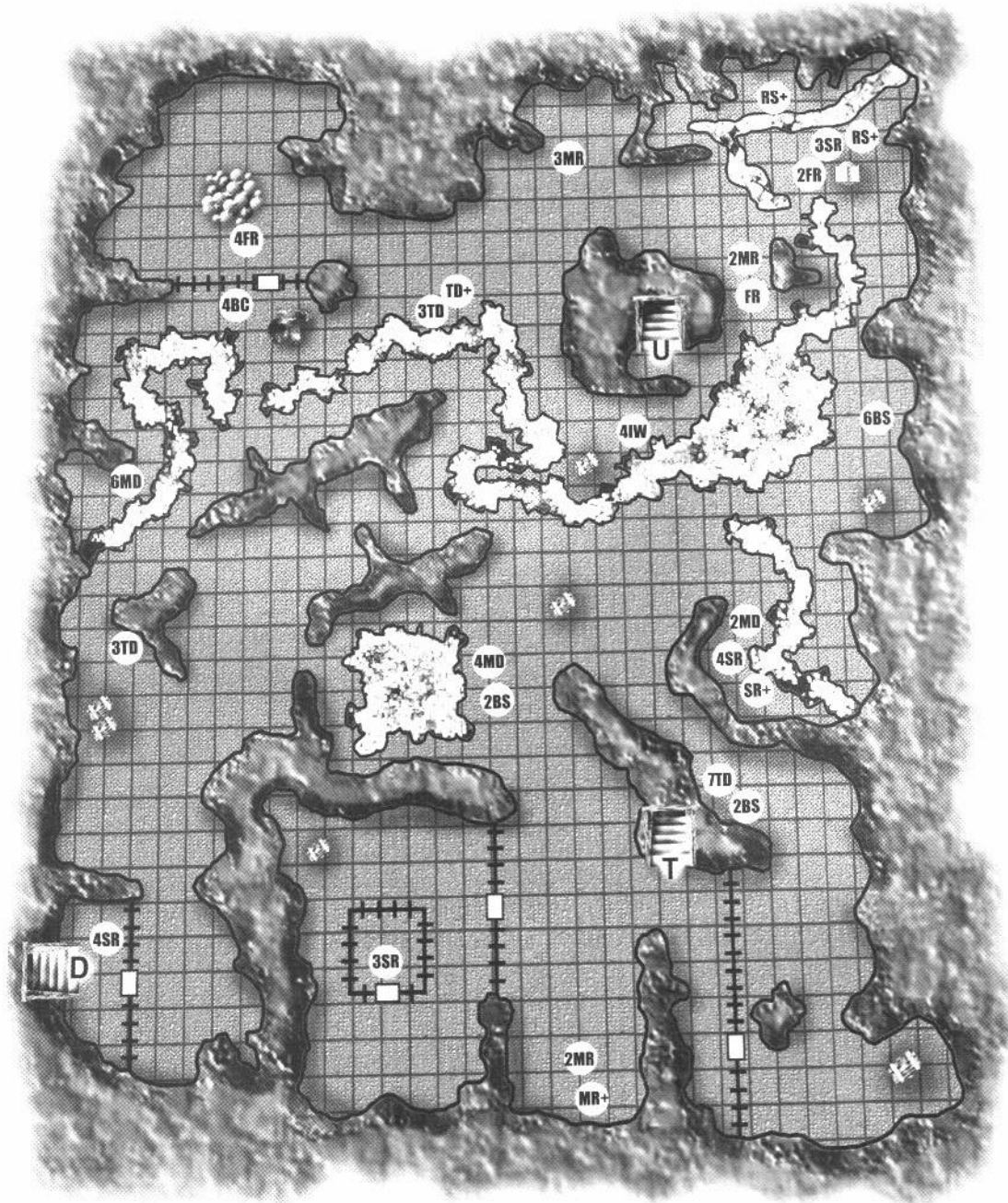
MR+	=	Breakspine the Cruel, an upgraded Mud Runner
RS+	=	Brokenstorm, an upgraded Red Storm
RS+	=	Devilskull Sharpbone, an upgraded Red Storm
SR+	=	Stormbane, an upgraded Storm Rider
TD+	=	Oozedrool, an upgraded Toad Demon

## Unique Magic Items

**Fungal Tome:** The *Fungal Tome* gives dozens of recipes for poisons and potions created with strange fungi. Only spellcasters with the Herbalism proficiency can use it. If a reader has an out-of-the-ordinary fungus (such as part of a shrieker or violet fungus), he or she can make a proficiency check to find a recipe that creates a random perishable using that fungus. (500 XP/2,500 gp)

**Black Mushroom:** The *Black Mushroom* is a massive mushroom that weighs 20 pounds and stinks to high heaven. It is usable only for making a *Spectral Elixir*. (50 XP/250 gp)

**Spectral Elixir:** Using the *Black Mushroom*, Adria can make a *Spectral Elixir* that gives a +1 bonus to all abilities for one day. (3,000 XP/15,000 gp)



**Level Nine**

## LEVEL TEN

Level Ten bears a resemblance to the level above it. However, the central area is much more regular than the other lava flows. At the central island amid the lava is the *Anvil of Fury*.

### Quests

The *Anvil of Fury* is the only quest on this level, and the PCs should find it a hard challenge to overcome.

●**The *Anvil of Fury* (500 story XP each):** On his rumor chart, Griswold speaks of a mystic anvil in which the fires of Hell burns. Legends suggest that powerful weapons of magic could be created from this hell-forge—if someone brought it to the surface. In the center of the island surrounded by lava rests the *Anvil of Fury*, as well as twenty Night Clan Goat Demons armed with bows. The Goat Demons relentlessly pepper anyone who approaches the shores of the lava river. With twenty arrows each round hitting the PCs, even the hardest of groups might try something other than a frontal assault.

If the PCs clear out the demons, they can take the anvil, assuming someone has a Strength score of 16 or higher, which is required to carry it.

### Special Rooms

The eastern **lava pool** is home to eight Lava Lords, all of whom wait until the PCs have entered the fenced area north of them to emerge and attack. They fire their lava blasts through the cage walls, with one of them blocking the door closed so that PCs cannot get out. If the Lava Lords believe that the PCs are more effective using missile weapons, they will abandon this strategy and burn open the door to get at the PCs.

Characters



### The Anvil of Fury Quest Variations

- 1 Nothing differs from the scenario presented above.
- 2 The anvil burns, inflicting 1d6 points of heat damage per round to anyone holding it.
- 3 The anvil is affixed to the cave floor, requiring 100+ points of damage to remove it.
- 4 A random magic item is inside the anvil (1d60 on base item type).

inside the chest room may discover that they are soon overwhelmed by the demons, with no exit in sight.

Each of the four chests in that room contains a unique magical item. The four items are a flail called the *Celestial Star*, a cape called *Nightscape*, a short bow known as the *Rift Bow*, and a tower shield called the *Stormshield*, all described below. All were made using the *Anvil of Fury*.

### Monsters

BC	=	Blood Claw
FR	=	Frost Charger
IW	=	Illusion Weaver
LL	=	Lava Lord
MR	=	Mud Runner
NC	=	Night Clan Goat Demon
OB	=	Obsidian Lord
PB	=	Pit Beast
SR	=	Storm Rider
TD	=	Toad Demon

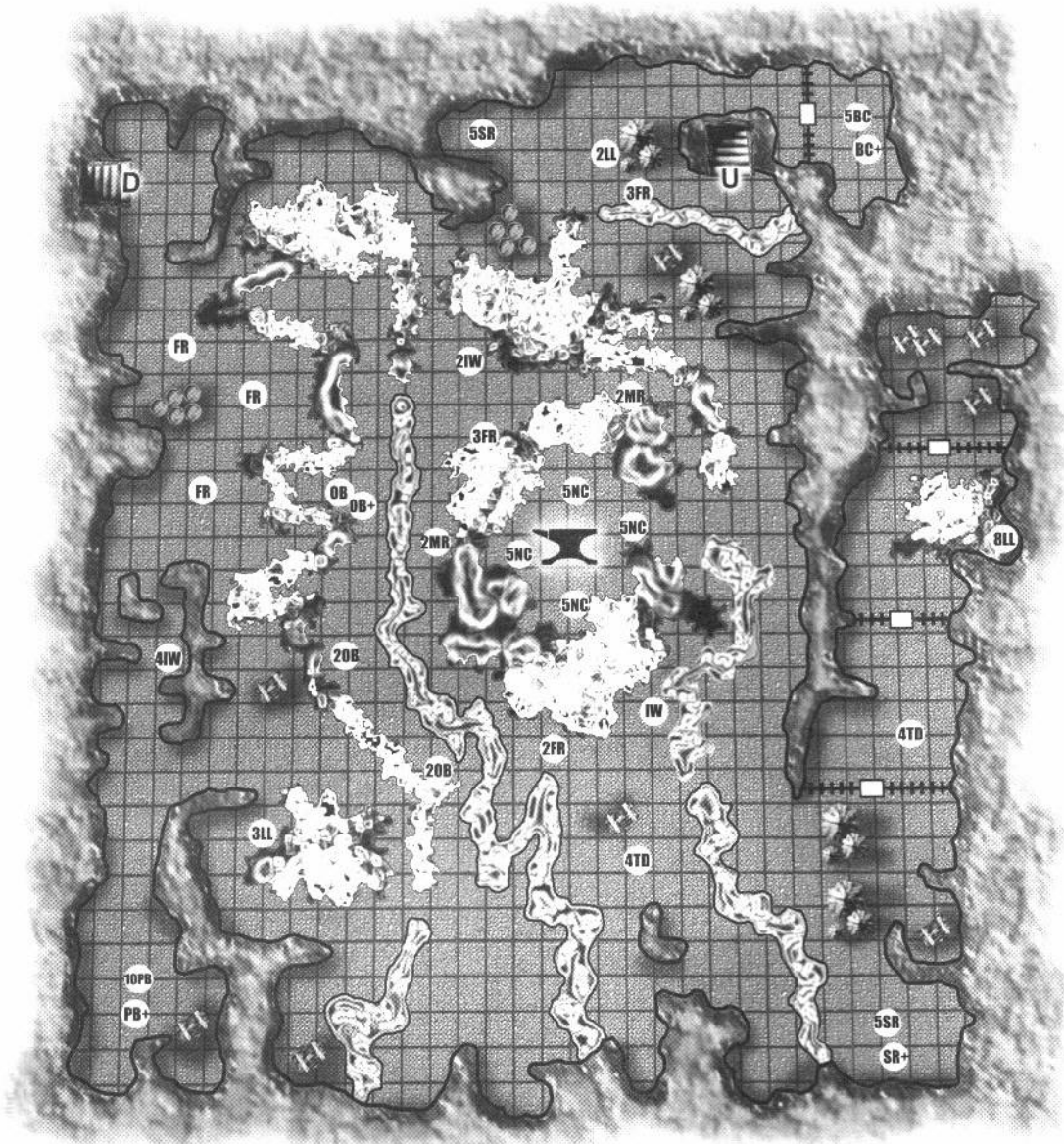
### Unique Monsters

BC+	=	Goldblight of the Flame, an upgraded Blood Claw
OB+	=	Blackstorm, an upgraded Obsidian Lord
PB+	=	Plaguewrath, an upgraded Pit Beast
SR+	=	The Flayer, an upgraded Storm Rider

### Unique Magic Items

*Anvil of Fury:* The hellacious anvil known as the *Anvil of Fury* can withstand even the most infernal of fires. Assuming the user is a proficient blacksmith, any magic item forged with it gets a +3 to its level bonus for determining its powers. If a person not proficient in the blacksmith skill tries to use it, any item created with it will shatter immediately. The anvil weighs 80 pounds. (3,000 XP/15,000 gp)

*Celestial Star:* This large, bright white flail appears to be much thicker and heavier than a normal flail. However, when picked up, it is as light as a feather. Assuming the wielder's class does not forbid the use of a flail, any wielder can use the weapon with proficiency, regardless of whether he or she could use any other flail. The *Celestial Star* does +3 damage on a hit, gives the wielder a +2



## Level Gen

Armor Class bonus, and radiates light in a 20-foot radius when held with two hands. (4,000 XP/20,000 gp)

*Nightscape:* This cape is so jet black, it is impossible to make out details on its surface. *Nightscape* reduces any light source carried by the wielder to at most a 10-foot radius of light. It cannot be worn with any armor, robe, or cloak, though the wearer can have any other protective device. Despite these limitations, *Nightscape* gives a base Armor Class of 6 and adds 1 to the wielder's Dexterity (this latter effect is not figured into the base Armor Class). Finally, *Nightscape* gives the wearer a +2 bonus to all saving throws. (4,000 XP/20,000 gp)

*Rift Bow:* The *Rift Bow*, an unremarkable-looking short bow, adds +1 damage to all arrows fired. It lowers the user's Dexterity by 1. But it often makes up for this by randomly altering the speed at which the user can fire arrows. Roll 1d6 at the start of any round in which the

user declares he or she is firing arrows and is capable of doing so. The user then can fire a number of arrows equal to the result of the roll minus 1 (on a roll of 1, no arrows this round).

The user cannot do any other action other than fire arrows when this roll is made. This effect overrules all other assumptions about the user's firing speed, including such effects as *haste* and *slow* spells. It does not alter those effects for any purpose other than number of arrows fired per round. (2,000 XP/10,000 gp)

*Stormshield:* This is a tower shield +4, making its total Armor Class adjustments +5 against melee attacks and +6 against missiles. In addition, it doubles any Dexterity adjustment to Armor Class. It absorbs 4 hit points from each successful attack against the user. It raises the user's Strength by 1. The *Stormshield* cannot be damaged or destroyed. (6,000 XP/30,000 gp)



## LEVEL ELEVEN

Level Eleven has the same characteristics as the two levels above it.

### Quests

The PCs do not have any quests to fulfill on this level.

### Special Rooms

The southwestern fenced-in area is home to four Balrogs, which can certainly provide the PCs with their toughest encounter yet. All keep a look-out for trouble, and if the heroes attack one, it alerts the other three. The Balrogs guard three unique weapons: the maul dubbed the *Cranium Basher*, the war staff called *Naj's Puzzler*, and the large ax called the *Mangler*.

On a small island in the northern lava pool is the unique *Ring of Engagement*. Heroes find it clutched by a white steel glove, clearly from the Order of the Gauntlet. (The sorceress Aelissa, one of the Order, died here. Her body fell into the lava and nothing else but the glove remains.)

### Monsters

CV	=	Cave Viper
DW	=	Death Wing
FD	=	Fire Drake
FR	=	Frost Charger
GU	=	Guardian
HS	=	Hell Stone
OB	=	Obsidian Lord
SY	=	Slayer

### Unique Monsters

FR+	=	Bluehorn, an upgraded Frost Charger
CV+	=	Fangspear, an upgraded Cave Viper

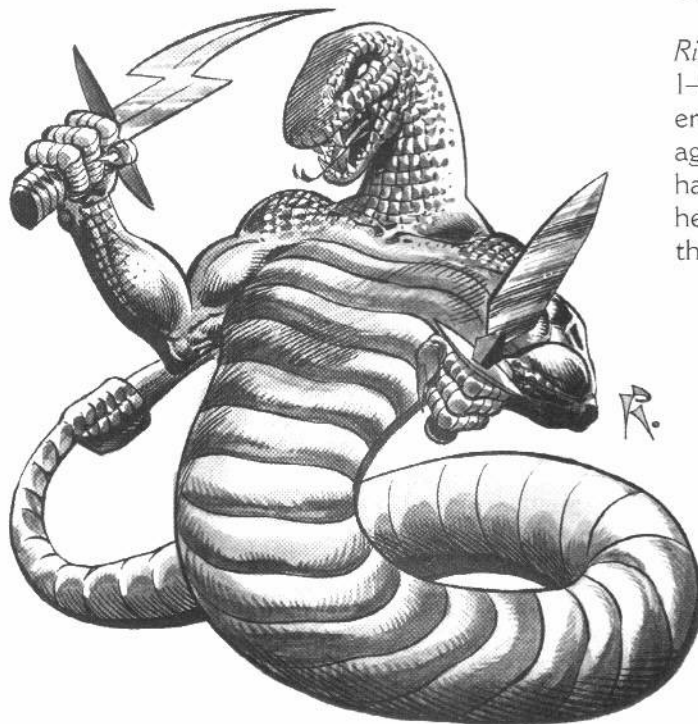
### Unique Magic Items

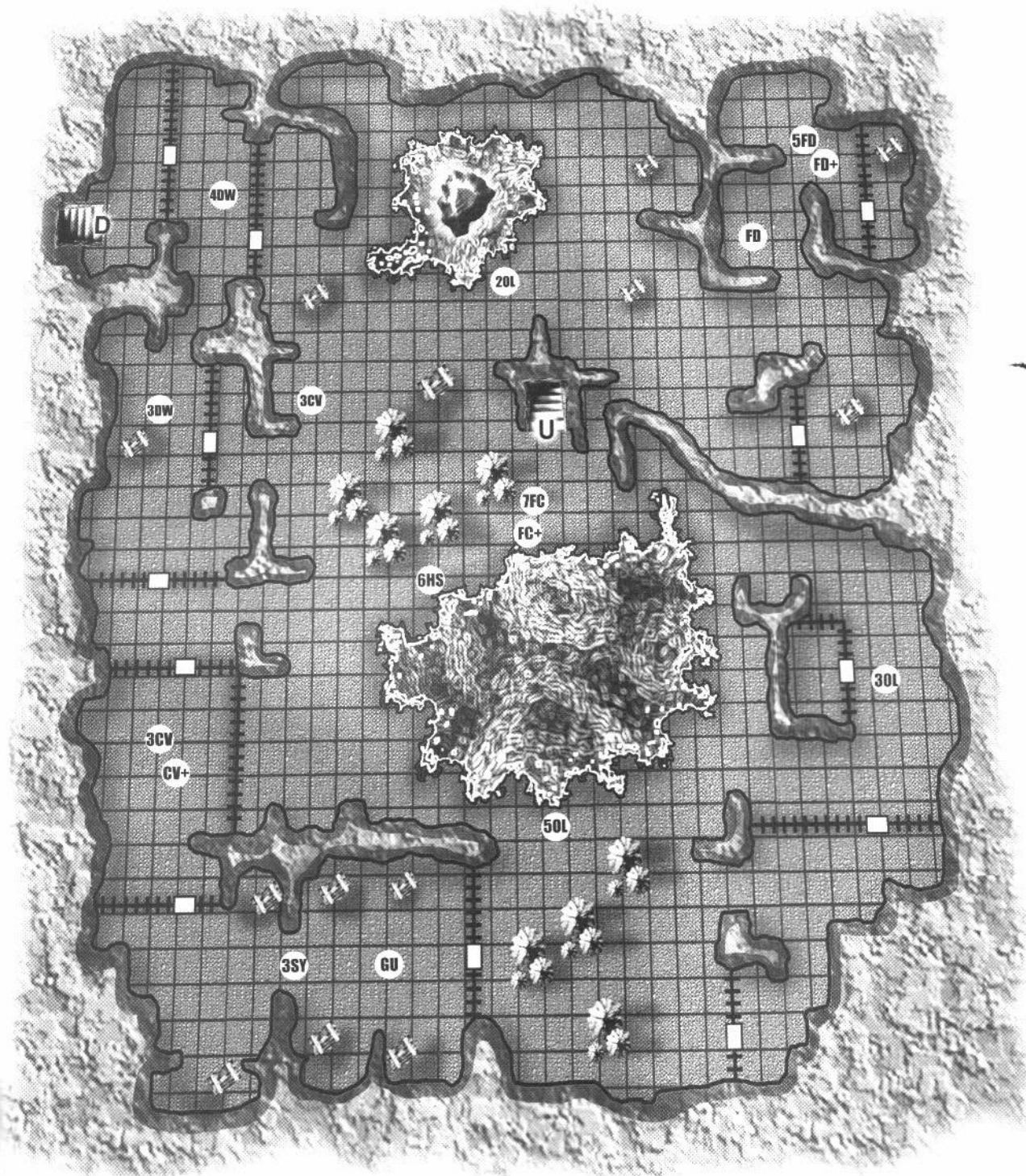
*Cranium Basher*: Like all mauls, the *Cranium Basher* requires a Strength score of 18 or higher to use. It grants a +5 magical bonus on damage only. In addition, it raises its user's Strength by +2 (assuming the user had an 18 Strength to start) and gives a +1 bonus on all saving throws. Its only downside is that the user loses all spells in memory as soon as it is hefted—a minor detraction for those who might be expected to use it. (3,500 XP/17,500 gp)

*Naj's Puzzler*: The war staff known as *Naj's Puzzler* has a maximum 57 charges of the *teleport* spell. It grants +2 caster levels to any spellcaster using it (for determining spell effects). Additionally, it adds +1 to his or her Dexterity score, and provides a +2 bonus to all saving throws. Its disadvantage is steep, though: The wielder loses 1 hit point per level when holding the staff. These points come back when the user no longer wields the staff. (6,000 XP/30,000 gp)

*Mangler*: The serrated large ax called *Mangler* inflicts triple base damage on every successful hit. However, it subtracts 1 point from the user's Dexterity score *and* effective spellcasting level (for purposes of determining effects and for figuring out spells per level). It also drains one memorized spell from the user's mind every time it is picked up. (2,000 XP/10,000 gp)

*Ring of Engagement*: The *Ring of Engagement* absorbs 1–2 points of damage per hit upon the wearer. Attackers in melee with the wearer suffer the absorbed damage due to thorns projecting from the ring, and they have their Armor Class penalized by that amount until healed of that damage. The ring also adds a –1 bonus to the wearer's Armor Class. (2,500 XP/12,500 gp)





# Level Eleven

## LEVEL TWELVE

Level Twelve has the same features as the three levels above it.

### Quests

This level has no special quests for the heroes to fulfill.

### Special Rooms

Right by the **entrance** to level 13 is a particularly nasty concentration of three unique monsters: an upgraded Succubus, an upgraded Black Knight, and an upgraded Counselor. All are armed with unique weapons. This is a rather deadly clutch, but if the PCs aren't powerful enough to get through them, they're in for a rough time on the Hell levels.

Incongruously, the PCs can find three books on this level. In the eastern part of the level is *The Binding of the Three*, which is part four of the *Librarius ex Horadrim*. When the Three Evils were exiled to humanity's world, they left ruin in their path. To combat them, the

archangel Tyrael formed the Horadrim. These magi somehow succeeded in imprisoning Mephisto and Baal within *Soulstones* in the eastern deserts. The battle against Diablo was far more costly, but resulted in his imprisonment in a fragmented *Soulstone* beneath a great monastery in the town of Tristram.

In the center of the level is *The Tale of the Horadrim*, a book that describes the orders and rituals of the mortal magi formed to battle the Prime Evils. A book written in conjunction with *The Binding of the Three*, it describes possibilities of Diablo's return. Theoretically, if Diablo were still in the monastery, he would seek to possess someone weak-willed, perhaps an old man or a child. This book is worth a 100 XP story award.

The book in the western part of the level is *The Black King*, yet another in the series of ravings about the good works of Diablo, but here the connection can be made to Archbishop Lazarus as the scribe. After the standard "Hail and sacrifice" mantra, Lazarus describes how King Leoric fell before Diablo, but was too frail to contain the demon. So Lazarus, knowing his demon lord needed an innocent to anchor his hold on world, brought forth the king's son Albrecht. Lazarus ends by saying he now awaits Diablo's rightful ascension to the rulership of the world.

### Monsters

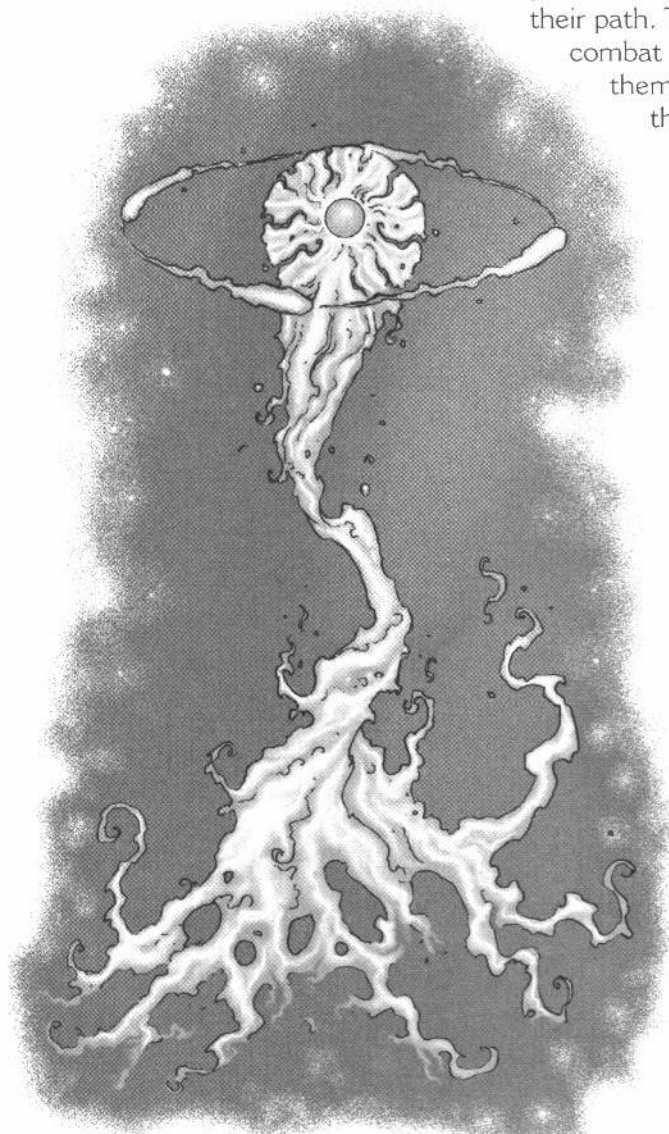
DW	=	Death Wing
FD	=	Fire Drake
FO	=	Flayed One
GV	=	Gold Viper
LM	=	Lava Maw
MA	=	Maelstrom
SL	=	Storm Lord
VO	=	Vortex Lord

### Unique Monsters

BK+	=	Lionskull the Bent, an upgraded Black Knight with the long sword <i>Inferno</i>
CU+	=	Blacktongue, an upgraded Counselor with the composite staff <i>Thundercall</i>
DW+	=	Viletouch, an upgraded Death Wing
FD+	=	Viperflame, an upgraded Fire Drake
GV+	=	Fangskin, an upgraded Gold Viper who can cast one 10d6 <i>lightning bolt</i> per turn
SU+	=	Witchfire the Unholy, an upgraded Succubus with the <i>Thinking Cap</i>

### Unique Magic Items

*Inferno*: *Inferno* is a longsword that adds +2d4 points of fire damage to each successful strike, gives a +20' light radius, adds +2 to the wielder's casting level (for purposes of determining spell effects only), and makes the user immune to fire. (6,000 XP/30,000 gp)





## LEVEL THIRTEEN

Level Thirteen is the first level of Hell. This environment is much cleaner than the Caves. The walls and stairwells are made from enormous bones, perhaps of from giant, fallen demons slain in the Sin War. The stairwells are especially disconcerting, since they appear to form some massive creature's ribcage. All walls have a motif that is either rising horns or jutting bones. Deadwood trees sprout from the floor in places, a surprising hint of life in this land of the dead. Worst of all, upon some of these deadwood trees rest the impaled corpses of victims.

### Quests

The Warlord of Blood is a demonic warrior who was a mortal thousands of years ago. Then known as Bartuc of the Vizjerei, the Warlord took the demons' side in the Sin War, becoming Evil's greatest warrior. He now calls this infernal level home. The entrance to the Warlord's room and the stairwell down is impassible until the *Steel Tome* is opened.

● **The Warlord of Blood (2,000 story XP each):** The quest can begin only when the PCs breach the Warlord's den. Unless the heroes use magic spells or effects to penetrate the walls, the only other way to begin this quest is to open the *Steel Tome*, which causes the secret entrance to fall into the floor. The *Steel Tome* makes a horrid creak when opened, exposing a single page which reads, "*The armories of Hell are home to the Warlord of Blood. In his wake lay the mutilated bodies of thousands. Angels and men alike have been cut down to fulfill his endless sacrifices to the Dark Ones who scream for one thing—blood.*"

When the secret entrance falls away, the PCs had best watch out. The Warlord of Blood and his ten Steel Lord minions come striding out looking for victims. They do not wait for the PCs to come to them. The eleven knights fight as a unit, backing each other up and

choosing simultaneous targets to kill. The Warlord fights at the front of his troops.

In the Warlord of Blood's den are four weapons racks and two armor stands, each of which holds a random magic item with +3 on the level bonus (ignore any non-magical results). Roll on the 01–10 table for the armor, and roll 1d40+25 on the Base Item Table for the weapons.

### The Warlord of Blood Quest Variations

- 1 Nothing differs from the description above.
- 2 The *Steel Tome* only holds the entrance open long enough for half the knights to come out.
- 3 The Warlord demands a PC as a sacrifice, and, if appeased, leaves the rest alone.
- 4 If the PCs come back to this level after killing the Warlord, he's fully healed.

### Special Rooms

A bone **stairwell** leads up to town. The long journey ends in a newly formed chasm to Hell—right in back of Pepin's house.

Heroes can find various **decapitated bodies** throughout Hell, and they can frisk each of them for (level × 1d20) + 150 gp. A northeastern room seems to be a collection room for these bodies.

The **cauldrons** each give the effect of a random shrine.

The **weapons rack** in the southwestern room is empty.

The book on the eastern side of the level is *The Darkening*



*of Tristram*, part seven of the *Librarius ex Horadrim*. In this account, Diablo assumes complete control over King Leoric, leaving him crazed and weakened. Frustrated, Diablo bade Lazarus to kidnap Leoric's only son, Prince Albrecht. The child's mind became filled with nightmares of demons and undead, until his will snapped. In this vessel of innocence, Diablo could truly thrive. The bounds of the mortal world melded at Diablo's beck, as the body of Albrecht transformed into the Lord of Terror. Now in full command of his powers, Diablo sought to free his brothers and destroy the mortal realm.

**Monsters**

- BK = Black Knight
- CU = Counselor
- DG = Doom Guard
- FD = Fire Drake
- GV = Gold Viper
- LM = Lava Maw
- SD = Steel Lord
- SU = Succubus
- SW = Snow Witch

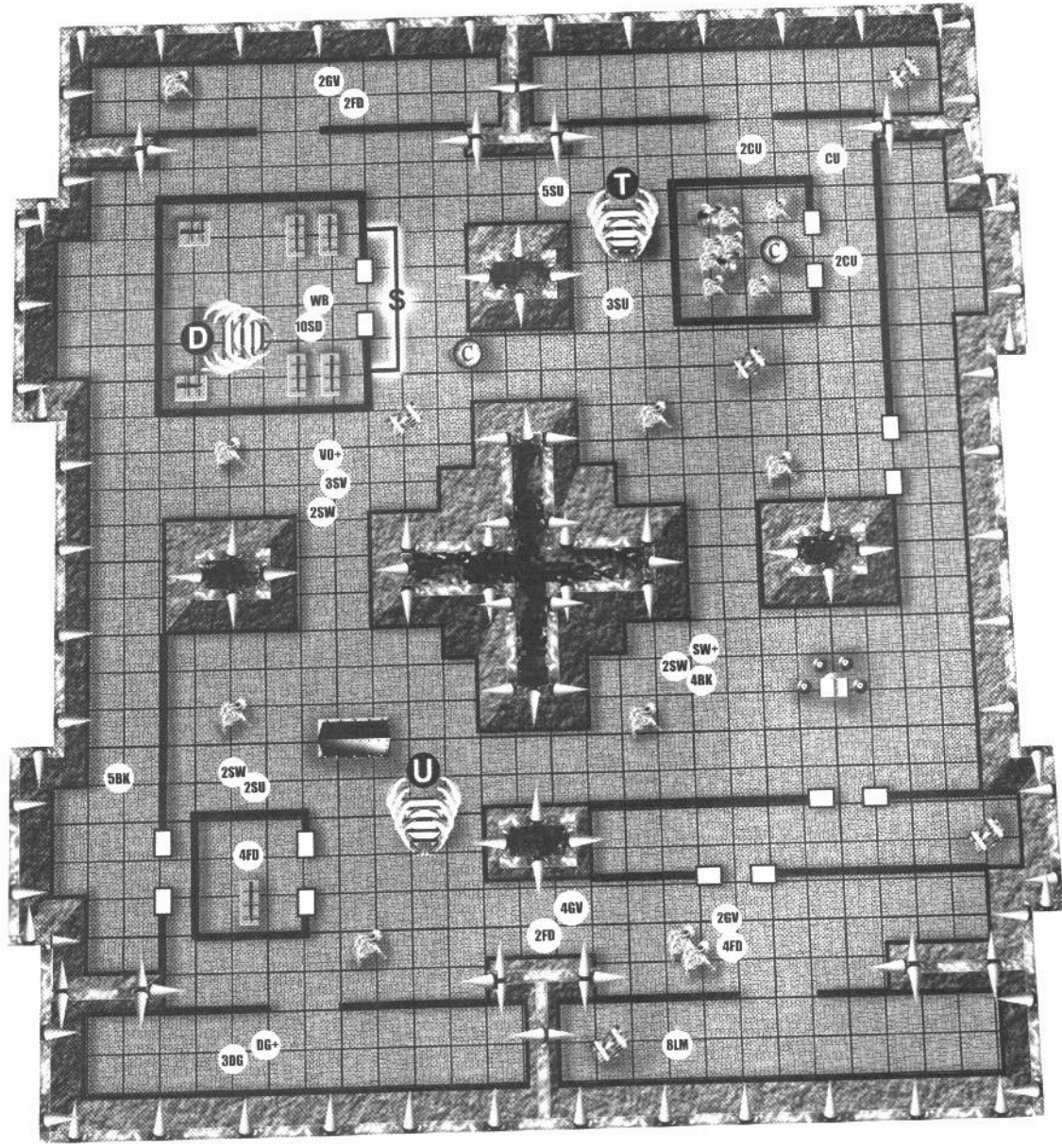
- VO+ = Gorefeast Angelkiller, an upgraded Vortex Lord
- WB = Warlord of Blood, an upgraded Steel Lord who ignores 10 hp per attack and uses the *Grizzly*

**Unique Monsters**

- DG+ = Rustweaver, an upgraded Doom Guard
- SW+ = Witchmoon, an upgraded Snow Witch

**Unique Magic Items**

*Grizzly*: The two-handed sword known as the *Grizzly* adds +2 to the wielder's Strength score, inflicts double the base damage of a normal two-handed sword, knocks a hit opponent 20' out of melee range at the end of the round, and can never be damaged or destroyed. (7,000 XP/35,000 gp)



**Level Thirteen**

## LEVEL FOURTEEN

Level Fourteen is very similar in appearance to Level Thirteen.

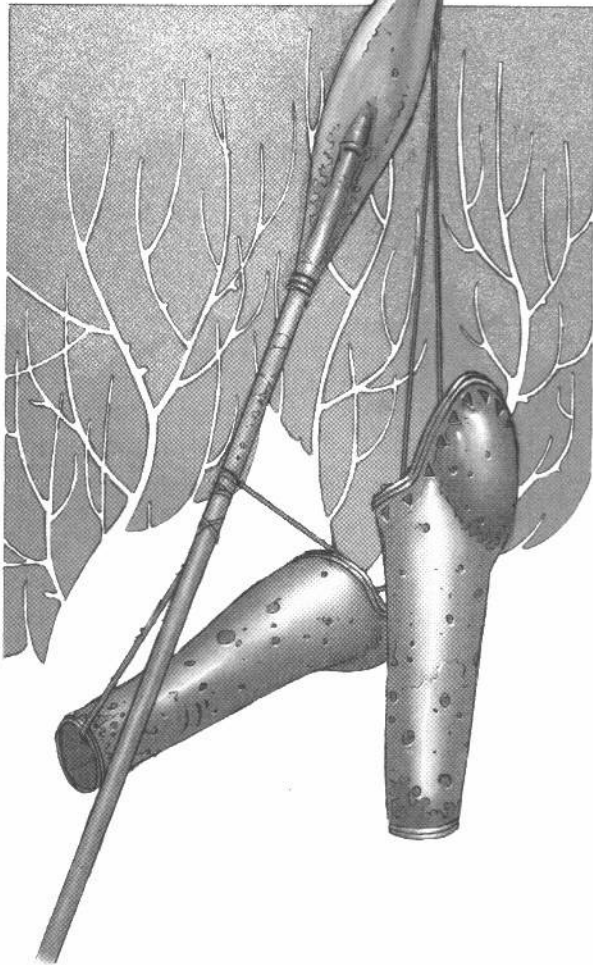
### Quests

Lachdanan, King Leoric's brave knight captain (until he killed the mad king out of necessity) died on this level. Diablo found cruel humor in Lachdanan's deep faith and holy essence, trapping him as a demonic Black Knight. Still lawful good in alignment, Lachdanan slowly roams this level searching for a "golden elixir" that will release him to his true afterlife. But he won't find it, because Diablo has placed the elixir on Level Fifteen and bound Lachdanan to this level or those above it.

●**Lachdanan (1,000 story XP each):** Near the center of the level, the PCs may meet Lachdanan in a grouping of demonic knights. He is the only knight not trying to kill the invaders. If attacked, he does not fight, as it takes all his remaining energy to hold onto his humanity. He is so weak (temporary Strength 4) that he can barely lift his mighty sword.

If not laid low, Lachdanan implores the PCs not to kill him:

"Please don't kill me, just hear me out. I was once the captain of King Leoric's knights, upholding



### Lachdanan Quest Variations

- 1 Nothing differs from the scene detailed above.
- 2 The *Golden Elixir* is in the southeastern area of Level Fifteen instead of the pentacle.
- 3 The *Golden Elixir* is in Archbishop Lazarus's possession instead of the pentacle.
- 4 Lachdanan can and will help the PCs fight.

the laws of this land with justice and honor. Then his dark curse fell upon us for the role we played in his tragic death. As my fellow knights succumbed to their twisted fate, I fled from the king's burial chamber, searching for some way to free myself. I failed . . .

"I have heard of a 'golden elixir' that could lift the curse and allow my soul to rest, but I have been unable to find it. My strength now wanes, and with it the last of my humanity as well. Please aid me and find the elixir. I will repay your efforts—I swear upon my honor."

Lachdanan cannot help the PCs fight their way through the dungeon, as Diablo's curse forbids him from attacking any other minion of Diablo. If asked if he knows of anywhere else the elixir could be, he states that he has checked all the levels above this one thoroughly. For some reason, he finds he cannot go down the stairwell to Level Fifteen.

If the PCs venture to Level Fifteen, they find the *Golden Elixir* in the red pentacle. If Lachdanan (or any other demon or undead creature) drinks the elixir, they are freed from this state of nonbeing. If freed, Lachdanan says:

"You have saved my soul from damnation, and for that I am in your debt. If there is ever a way that I can repay you from beyond the grave I will find it, but for now take my helm. On the journey I am about to undertake I will have little use for it. May it protect you against the dark powers below. Go with the Light, my friend. . . ."

Lachdanan then fades out, leaving only his helm and sword behind.

### Special Rooms

Aside from the area that Lachdanan occupies, this level has no rooms or areas of particular note.

### Monsters

AZ	=	Azure Drake
BA	=	Balrog
DG	=	Doom Guard
GV	=	Gold Viper
SD	=	Steel Lord
SU	=	Succubus
SW	=	Snow Witch

## Unique Monsters

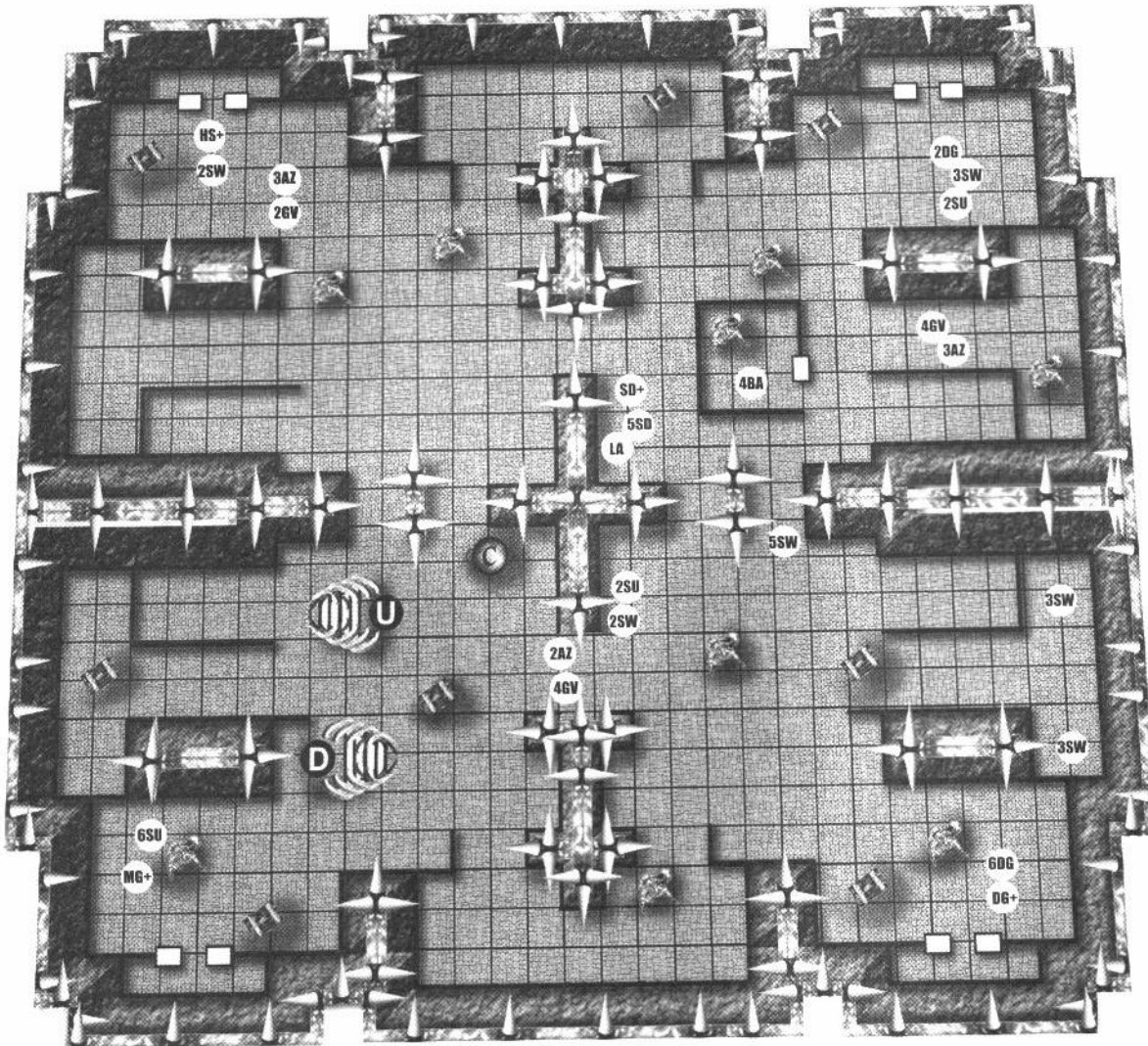
- DG+ = Graywar the Slayer, an upgraded Doom Guard  
 LA = Lachdanan, a lawful good upgraded Black Knight with the *Veil of Steel* and the *Grandfather*  
 MG+ = Dreadjudge, an upgraded Magistrate  
 HL+ = Stareye the Witch, an upgraded Hell Spawn  
 SD+ = Steelskull the Hunter, an upgraded Steel Lord

## Unique Magic Items

*Veil of Steel*: The great helm called the *Veil of Steel* provides AC -2 against called shots to the head, gives a +4

bonus on all saving throws, grants 3 additional points of Strength and Constitution, reduces any the light radius of a carried light source by -20%, and prohibits the user from casting spells above 3rd level. (6,000 XP/30,000 gp)

*Grandfather*: *Grandfather* is the name of a great sword that can be used only by those with a Strength score of 18 or greater, but it allows such a user to wield it one-handed (though the user must have a score of 18 *before* picking up the sword). It adds +1 to all six ability scores, grants a +3 bonus to hit, adds a +4 bonus to damage, and gives the user +15 hit points when wielded. (10,000 XP/50,000 gp)



**Level Fourteen**



## LEVEL FIFTEEN

Although Level Fifteen is mostly similar to the two levels above it, it has a huge blood-red pentacle painted on the floor in the northwestern section.

### Quests

On this level is the completion of Lachdanan's quest (see Level Fourteen), as the *Golden Elixir* is found in the center of the pentacle (or elsewhere if a quest variation came into play). However, the most important quest on this level is that of Archbishop Lazarus and the unspeakable sacrifice of a young boy.

●**Archbishop Lazarus (3,000 story XP each):** On a vile stand of oversized bones rests a staff—a pulsing red object of deepest evil. Known as the *Staff of Lazarus*, it opens a shimmering red portal to Archbishop Lazarus's lair, an area reminiscent of the Catacombs levels (5–8). Four Blood Knights stand guard around the archbishop's unholy weapon.

If the staff is held by anyone other than an evil cleric or priest, it is inert. However, anyone can make an Intelligence check at a –4 penalty to figure out that the ruby head of the staff can twist 90 degrees. (Cain the Elder knows this, and he can tell the PCs about it.) When the staff's head is turned, a glowing red portal opens up by the pentacle. Stepping through transports the PCs into Archbishop Lazarus's lair.

The PCs appear through the portal in front of a small red pentacle. Stepping through the door introduces the PCs to the first of many Hell Spawns they meet on this sublevel.

The rooms to the left and right of the portal room have portcullises protecting the three Hell Spawns in each pentacle room. Upon first encountering these rooms, the middle walls are intact, hiding four more Hell Spawns each.

The western and eastern areas contain (in addition to some Advocates and Hell Spawns) two copies of the *Book of Vileness* on lecterns in front of pentacles. Each book can be beneficial only to an evil priest, and each transports any other reader to the pentacle of the grilled room roughly to the north of the book. This brings down the middle wall and raises the portcullis in that Hell Spawn room, allowing the four hidden Hell Spawns and any others left alive to attack the PCs.

After the heroes trigger both books, the pentacle in the portal room becomes active. Stepping on that transports the PC onto a pentacle in the altar room and eliminates the two west-east walls in the southern half of the sublevel.

This opens up the PCs to attacks from Archbishop Lazarus, the unique succubi Red Vex (northeast) and Black Jade (southeast), another Advocate, and ten Hell Spawns. Lazarus stands behind a demonic stone altar,

upon which the blood drains out of a teenage boy—a sacrificial lamb to the evil that is Diablo. (This is not Prince Albrecht, but that shouldn't make the PCs feel any better.)

Unless the PCs attack right away, the demons do not attack while Lazarus taunts the PCs: "Abandon your foolish quest. All that awaits you is the wrath of my Master! You are too late to save the child. Now you will join him in Hell!" You should ask your PCs if they want to do anything while Lazarus speaks, such as flee down the corridor before they get blasted to death.

While his Advocates and Hell Spawns immolate the PCs, Lazarus uses spells such as *hold person* and *charm person and mammal*, unless he believes that the direct approach (his *staff of fire bolt*) would be more effective. He *blinks* every round because of the robe he wears.

If the heroes slay Lazarus, the PCs can return via the portal through which they came. As Lazarus dies, the pentacle in the main part of Level Fifteen glows red and opens to expose a shaft to the lowest level of Hell. The archbishop's death alerts Diablo to the PCs' presence, and he begins preparing for their doom.

### Archbishop Lazarus Quest Variations

- 1 Nothing differs from the scenario above.
- 2 The boy on the altar is alive at –5 hit points and can be healed (+500 story XP each).
- 3 Lazarus's death causes an explosion, inflicting 10d8 points of fire damage to all in the altar room.
- 4 Lazarus has set an Advocate in his place; he teleports in after the Advocate is slain.

### Special Rooms

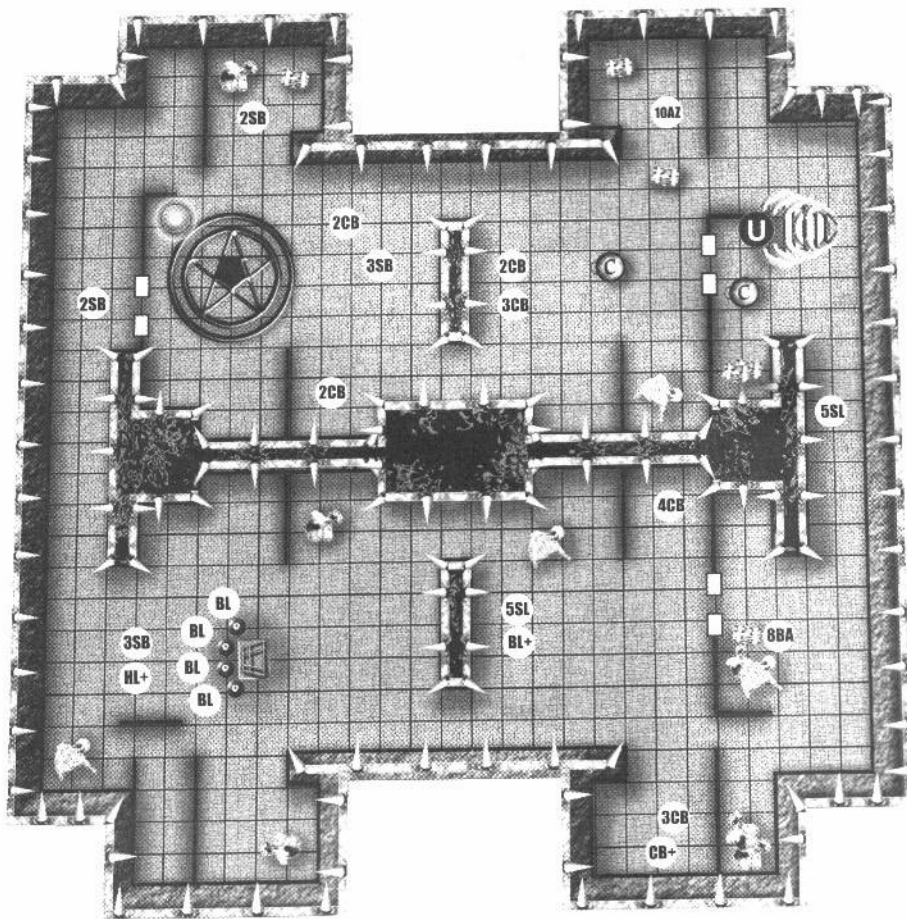
The heroes do not encounter any other special rooms aside from those presented in the quest for this level.

### Monsters

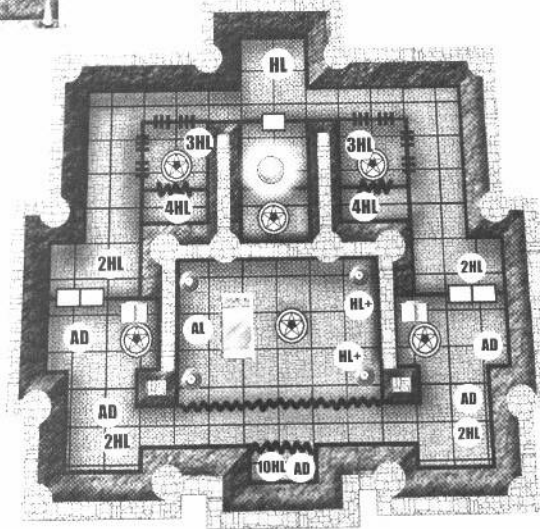
AZ	=	Azure Drake
AD	=	Advocate
BA	=	Balrog
BL	=	Blood Knight
CB	=	Cabalist
HL	=	Hell Spawn
SB	=	Soul Burner
SD	=	Steel Lord

### Unique Monsters

AL	=	Archbishop Lazarus (see sidebar)
BL+	=	Sir Gorash, an upgraded Blood Knight
CB+	=	The Vizier, an upgraded Cabalist
HL+	=	Black Jade, an upgraded Hell Spawn
HL+	=	Bloodlust, an upgraded Hell Spawn
HL+	=	Red Vex, an upgraded Hell Spawn



## Level Fifteen



### Unique Magic Items

**Golden Elixir:** The *Golden Elixir* is a potion that ends the unlife state of any undead creature or demon that drinks it. The undead creature gets a saving throw vs. death magic, though it may forgo that saving throw. At the end of one turn, the creature's soul goes on to its final reward if the effect succeeds. (2,000 XP/10,000 gp)

**Staff of Lazarus:** This pulsing red war staff known as the *Staff of Lazarus* adds +2 to the effective spellcasting

level (for purposes of determining spell effects only) and +2 to the Wisdom of any evil cleric or priest, but it causes 10 points of damage to the user each round while doing so. It does not function in any way, even as a melee weapon, for anyone else, except that anyone can twist the ruby head to open a portal to the Unholy Altar as long as Lazarus is still alive. (5,000 XP/25,000 gp)

**Book of Vileness:** The two copies of the *Book of Vileness* on this level can be studied over a month to grant one

experience level to an evil priest or cleric only. One book is useless without the other. Any character other than an evil cleric or priest reading the book teleports to the nearest source of demonic lifeforce. (2,500 XP/12,500 gp for the pair)

**Archbishop Lazarus, human male P14:** AC 0 (*holy chainmail of deflection*); MV 12; hp 100; THAC0 12; #AT 1 (*oracular staff of fire bolt*); Dmg 1d6; SA spells; SD resistant to acid (70%), resistant to cold (70%), resistant to fire (70%), resistant to lightning (70%), immune to mind control and poison; SZ M (6'1" tall); ML fanatic (17); Str 10; Dex 11; Con 16; Int 18; Wis 18; Cha 17; AL LE, XP 22,000.

*Special Equipment:* *prismatic robe of teleport* (allows 20' *blink* (as per spell) at beginning of every round), *oracular staff of fire bolt* (100 charges of *fire bolt*, constant *detect invisibility*), *holy chainmail of deflection* (+5 AC, +3 on all saving throws, -5 hp suffered from each attack), *dragon's ring* (+1 memorized 7th-level spell).

*Spells* (8/8/7/6/3/2/1): 1st—*cure light wounds* (x4), *detect*

*light, protection from good, purify food and drink, sanctuary*; 2nd—*charm person or mammal* (x4), *hold person* (x4); 3rd—*animate dead, create food and water, cure disease, dispel magic, protection from fire, remove curse, remove paralysis*; 4th—*cure serious wounds* (x3), *protection from evil 10' radius, protection from lightning, spell immunity*; 5th—*cure critical wounds, flame strike, true seeing*; 6th—*heal, word of recall*; 7th—*destruction*.

Archbishop Lazarus was King Leoric's most trusted advisor, which makes his depraved denouncement of the Light and his sly transition to the side of Diablo that much more revolting. When he was a good man, Lazarus arrived with Leoric when the king came to Tristram from Westmarch. His presence attracted the attention of Diablo, who was imprisoned beneath the monastery. Swayed by Diablo's taint, Lazarus began to work his influence on the king and thwart the prying of his royal advisors. He persuaded the delusional king to declare war on his native country of Westmarch, and sent the captain Lachdanan to the front. Unfettered by prying eyes, Lazarus executed an even baser plan.

As Diablo sought a more innocent and stronger host, Lazarus schemed to sacrifice the King's only son, Prince Albrecht. Deep in the labyrinth below Tristram, Diablo claimed the poor child, warping the underground lands and bringing forth legions of demons. When the armies of Khanduras returned to invade the monastery, Lazarus used his magics against the forces of good.

To crush any chance of resistance in Tristram, the silver-tongued Lazarus emerged from the catacombs to whip the citizens into a frenzy against the evils below. Pitchfork in hand, he led the soldiers of Tristram into Diablo's trap, supplying the demon lord with victims aplenty. The few survivors saw Lazarus's treachery at last, but it was far too late.

Lazarus now remains in the dungeons of Hell, serving Diablo's will. He is Diablo's most powerful living servant, and he will stand in the way of anyone who seeks to interfere. He is too far gone from the Light ever to be saved again.



## LEVEL SIXTEEN

The final level of Hell is very similar to the first three levels. When the PCs arrive, they hear some very loud and very deep demonic incantations. The rooms in the northeast, southwest, and southeast corner have solid walls that vanish when bone levers elsewhere in the level are pulled. Till then, the PCs cannot enter them by any means.

### Quests

There is only one quest that matters at this point of the adventure: the banishment of Diablo.

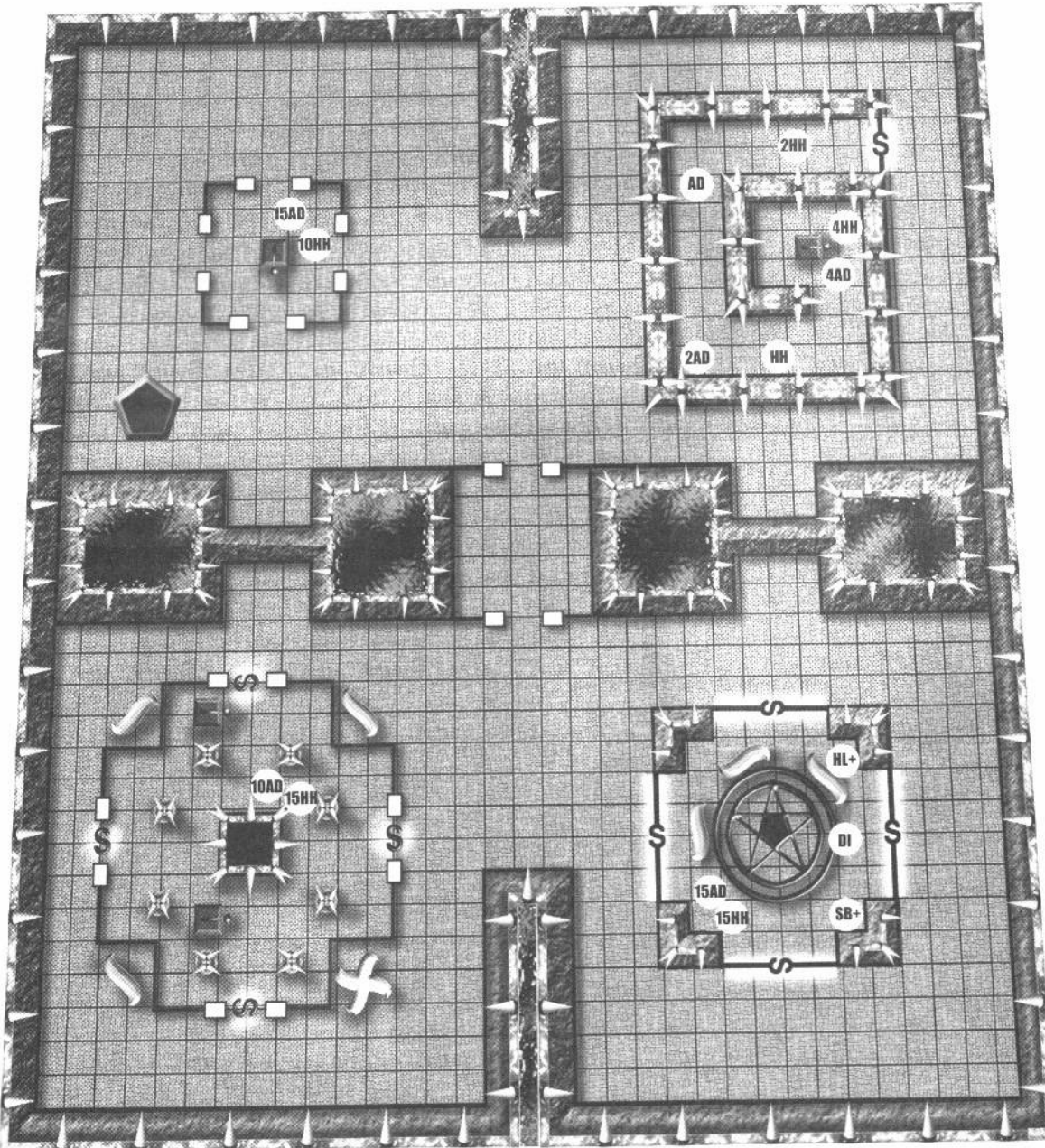
●**Diablo (10,000 story XP each):** Diablo stands

invoking demons in the southeastern pentagram. Four bone levers must be pulled before the PCs can reach Diablo—or before the Lord of Terror can reach them.

The first lever is in the middle of a clutch of Advocates and Hell Horrors in the northwest room. When pulled, the lever opens the northeast wall of the northeastern maze room.

After running that gauntlet, the PCs can pull the lever in the middle of that maze. This shifts the four centers of the walls of the southwestern room. Here, two levers need to be pulled (though not at the same time). This fateful act releases Diablo.

Diablo, two unique Succubi, and a host of Hell Horrors and Advocates stand in the pentacle room.



Level Sixteen

When the walls are released, the demons and undead fan out looking for blood. Diablo himself leads the way. When he sights a PC, he unloads *fireball* after *fireball* until he reaches a victim. Then he slashes at the PC with his razor claws.

Should Diablo be released, this draws out a potential ally for the heroes: the warrior/thief Qarak. He has seen all his compatriots in the Order of the Gauntlet slain, and because of his *stalking leather armor of the thief* he has eluded all the guardians of Hell to make it down here. Having discovered that Diablo awaits in the southeast room, he has hidden in the far southeastern corner of the level. When the PCs release Diablo, he considers whether to join them in their fight against the Prime Evil.

However, Qarak delays far too long for his own good. If the PCs actually drop Diablo, he leaps out to strike with his *meteoric sabre of speed*. As Diablo falls, Qarak dislodges the *Soulstone* from Diablo's head, falling victim to the shard's curse. Diablo metamorphoses back into the quivering form of Albrecht.

Should the PCs not stop him, Qarak uses his many gifts and items to avoid them until he can jam the *Soulstone* into his brain. This is not good news.

### Special Rooms

Aside from the rooms involved in the quest, the heroes encounter no special rooms on this level.

### Monsters

AD = Advocate  
HH = Hell Horror

### Unique Monsters

DI = Diablo, Lord of Terror (see sidebar)  
HL+ = Webwidow, an upgraded Hell Spawn

QA = Qarak, a fighter/thief (see below)  
SB+ = Fleshdancer, an upgraded Soul Burner

**Qarak, human male F9/T9:** AC 2 (*stalking leather armor of the thief, awesome helm of the mammoth*); MV 12; hp 54; THAC0 6 (Str bonus, *meteoric sabre of speed*); #AT 1 (*meteoric sabre of speed*); Dmg 1d4; SA backstabx4, thieving abilities; SZ M (5'5" tall); ML steady (12); Str 18 (32); Dex 17; Con 11; Int 12; Wis 8; Cha 8; AL LN, XP 4,000.

*Special Equipment:* *stalking leather armor of the thief* (invisibility while not moving, +33% Find/Remove traps and half damage from traps), *meteoric sabre of speed* (+5 to hit, always wins initiative), *awesome helm of the mammoth* (+4 AC, +20 hit points).

*Thief Abilities:* PP 20, OL 80, F/RT 65, MS 75, HS 70, DN 65, CW 70, RL 0.

### Unique Magic Items

*Soulstone:* The *Soulstone* is a flawless ruby that instantly imprisons a Prime Evil, destroying its mortal form and preventing the use of any of its powers except possession. Assuming a Prime Evil is not in possession of a host, it receives no saving throw or resistance against the effect of the *Soulstone*. If in a host, the Prime Evil is immune to the stone's effects. Once in a *Soulstone*, the Prime Evil cannot escape until the stone is shattered or it can cajole a possessed host to spike the fragment into his or her brain. Once there, the host can transform into demonic form and the Prime Evil is released. A fragmented *Soulstone* can still bind, but the Prime Evil receives a saving throw vs. spells each day unless a powerful (Wisdom 18+) mind takes possession of the stone and makes a successful saving throw vs. spells every day to contain the demon. (100,000 XP/500,000 gp)

# DIABLO (PRINCE ALBRECHT VERSION)

<b>No. Appearing:</b>	1
<b>Armor Class:</b>	-6
<b>Movement:</b>	15, fly 15 (B)
<b>Hit Dice:</b>	50 (333 hp)
<b>THAC0:</b>	5 (at +4 to hit)
<b>No. Attacks:</b>	2
<b>Damage/Attack:</b>	10d6/10d6
<b>Special Attacks:</b>	Always wins initiative, <i>possession</i> (save vs. spell each day or possessed), 20d6 <i>fireball</i> each round (50% chance to negate fire immunities/resistances)
<b>Special Defenses:</b>	Teleport at will, cannot be turned, requires magic or blessed weapons to hit, never surprised, 30' <i>fear</i> radius (those of less than 9th level must save vs. spell or flee), <i>gate</i> in 1d8 demons or undead of any type at will, resistances (acid 75%, cold 75%, fire 75%, lightning 75%), immune to mind control and poison
<b>Magic Resistance:</b>	See Special Defenses
<b>Size:</b>	H (18' tall)
<b>Alignment:</b>	Lawful Evil
<b>Intelligence:</b>	Godlike (24)
<b>Morale:</b>	Fearless (20)
<b>XP Value:</b>	60,000

Among the Prime Evils of Hell, none is more feared than Diablo, Lord of Terror. Together with his brothers—Mephisto, the Lord of Hatred, and Baal, the Lord of Destruction—he ruled Hell for countless eons. He marshaled the forces of darkness against the Heavenly host in many great victories. The Three Brothers even conquered Heaven for a time, though never for long.

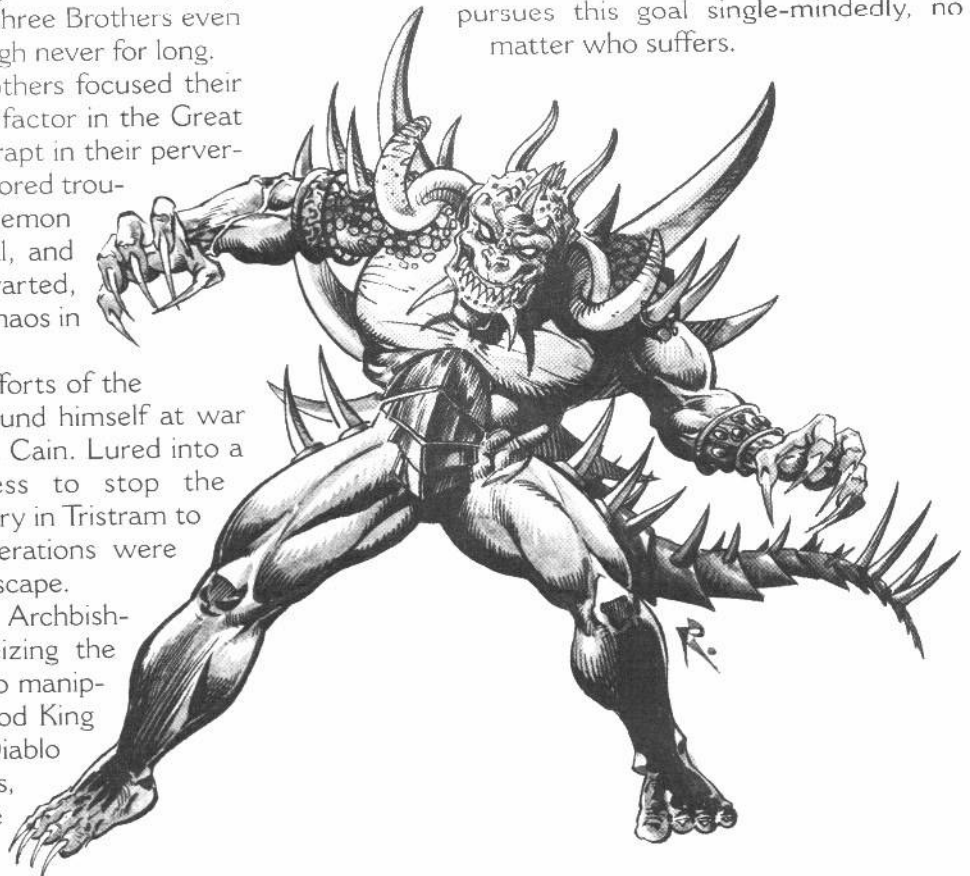
Millennia ago, Diablo and his brothers focused their efforts on humanity, the unknown factor in the Great Conflict. The Three became so enrapt in their perversion of humanity's will that they ignored trouble in their own house. Lesser demon lords arose and exiled Diablo, Baal, and Mephisto to the mortal plane. Thwarted, they wandered the earth, leaving chaos in their wake.

As his brothers fell before the efforts of the angel-backed Horadrim, Diablo found himself at war with the Horadrim forces of Jered Cain. Lured into a *Soulstone*, Diablo was powerless to stop the Horadrim from erecting a monastery in Tristram to entomb his ruby prison. As generations were born and died, Diablo plotted his escape.

The opportunity came when the Archbishop Lazarus entered Tristram. Seizing the mind of the powerful priest, Diablo manipulated him into serving up the good King Leoric for the demon lord's host. Diablo wracked the king's brain for years, destroying the heart of a noble man. When this host no longer

suited Diablo, he tossed the king aside and impelled Lazarus to offer Prince Albrecht as host. This satisfied the demon—for the time being.

Now, Diablo schemes to free his brothers and regain the throne of Hell for all eternity. He pursues this goal single-mindedly, no matter who suffers.



# Diablo II Key

	Impassable Area		Chest		Bookcase
	Portcullis		Barrel		Lava
	Door		Sarcophagus		Rock Obstruction
	Stairs Up		Pillars		Mushroom Patch
	Stairs Down		Flag		Fence
	Stairs Up (Rounded)		Fire		Candlestand
	Spiral Stairs Up		Pylon		Stalactites
	Spiral Stairs Down		Book		Armor Rack
	Spiral Stairs To Town		Anvil		Pedestal
	Cave Stairs Up		Crucified Skeleton		Weapons Rack
	Cave Stairs Down		Secret Door		Corpse
	Cave Stairs To Town		Movable Wall		Secret Wall
	Bone Stairs Up		Pool		Staff Stand
	Bone Stairs Down		Fountain		Cauldron
	Bone Stairs To Town		Shrine		Overhang
			Lever		Portal
			Scroll Stand		Pentacle
			Conjuration Square		Altar
			Goat Shrine		Magic Runes
					Gemstones / Magic Rock

## ONCE MORE INTO THE BREACH . . .

So what now? Diablo's bit the dust, and your adventurers hunger to slay more demons. But you're on the last page of this sourcebook, so you're out of luck, right?

If you've played the DIABLO II computer game, you know there's a lot more to the DIABLO setting than the good folks of Tristram. In Tristram, the good folks' days are numbered.

When Diablo falls, a couple of things can occur. First, you could end the

game and send the player characters back to wherever they came from, probably a whole lot tougher and richer. After all, they've spent quite some time in the depths of Hell, and they might now long for a little light amid the darkness. So Diablo dies, the sun comes out, birds chirp, flowers bloom, and everybody gets ale and donuts.

But let's say you haven't sated your thirst for the blood of demons. Your second option rests with Qarak, the thief stalking the nasties on level sixteen. If he seizes the opportunity to pop the *Soulstone* from the Lord of Evil's head, Diablo transforms back to Prince Albrecht. Qarak, possessed by madness, tries to elude the adventurers until he can spike the *Soulstone* into his forehead.

And then Qarak transforms into a much bigger version of Diablo.

Drop his Armor Class to -10, double his hit points and damage per attack, and send him crashing through the ceiling. Give the party a couple of minutes to rush to the surface entrance on level thirteen before bringing the monastery crashing down on itself. By the time the PCs reach the light of day, Tristram will be toast. And Diablo will be nowhere in sight.

You can then begin the quest to return Diablo to the pits of Hell. You can use the random monster and treasure tables in this book to generate the adventure, following the paths of the computer game.

And soon, you'll send your PCs through the rest of our highly lethal line of upcoming DIABLO II products. We'll cover all of the sites and denizens of the massive computer game, in glorious roleplaying fashion. Trust us, it'll be worth the wait.



DIABLO II and D&D 3rd Edition.  
December 2000.

**To Hell and Back.**





# DIABLO II: THE AWAKENING

Bruce R. Cordell and Mike Selinker

**YOUR PLAYER CHARACTERS ARE GOING TO HELL !**

**The two greatest fantasy games in history come together in a nonstop throwdown!**

**T**his action-packed epic takes the world of the DIABLO® II computer game and translates it into the ultimate AD&D® adventure. You can create AD&D heroes with a DIABLO twist or use heroes from any AD&D campaign, then send them off to challenge terrors once found only on a computer screen. The adventure starts in Tristram, the battleground of the original DIABLO game, where Diablo, Lord of Terror, rules a legion of demons. There, the heroes explore the mysterious Monastery—full of dangers and challenges pulled right from DIABLO but enhanced for your tabletop game!

**Everything you could ever imagine for DIABLO II is here for your AD&D adventures:**

- More than a dozen hellacious dungeon levels!
- Five new PC kits straight out of the computer game!
- More than 100 lethal new monsters, including dozens of death-defying demons!
- More than 100 new spells and proficiencies!
- And—get this—over 1,000,000 new magical items for the AD&D game!



U.S., CANADA  
ASIA, PACIFIC, & LATIN AMERICA  
Wizards of The Coast, Inc.  
P.O. Box 707  
Renton WA 98057-0707  
+1-800-324-6496



EUROPEAN HEADQUARTERS  
Wizards of the Coast, Belgium  
P.B. 2031  
2600 Berchem  
Belgium  
+32-70-23-32-77



[www.blizzard.com](http://www.blizzard.com)

Visit our website at [www.wizards.com](http://www.wizards.com)

DIABLO is a trademark and BLIZZARD ENTERTAINMENT is a trademark or registered trademark of Davidson & Associates, Inc. in the U.S. and/or other countries. All DIABLO characters, character names, and the distinctive likenesses thereof are trademarks owned by Blizzard Entertainment. ©2000 Blizzard Entertainment. All rights reserved. ADVANCED DUNGEONS & DRAGONS, AD&D, and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc. ©2000 Wizards of the Coast, Inc. All rights reserved. All Wizards of the Coast characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.

