

TSR11548

Dungeons & Dragons

ADVENTURE GAME



DIABLO

EDITION

TABLETOP RPG:
NO COMPUTER REQUIRED



SYSTEM REQUIREMENTS

Paper, Pencil, and Your Imagination.
No computer required.

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CAUTION: Contains small parts.

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UFC

Dungeons & Dragons®

ADVENTURE GAME

DIABLO BREAKS OUT OF YOUR COMPUTER
WITH THE WORLD'S GREATEST ADVENTURE GAME!

Enter a world where evil has corrupted the land and shackled humanity into unholy slavery. Enter a world where you contend with the forces of ultimate evil.

The DUNGEONS & DRAGONS game takes DIABLO II into a new dimension—a live dimension.

You control the action. **You** build the dungeons that change with every adventure, holding deadly perils and great treasure! **You** take the role of a Necromancer, Barbarian, Sorceress, Amazon, or Paladin to wage war with the unholy hordes of the Lord of Evil. **You** become the Dungeon Master, bringing the adventure to life!

INCLUDES EVERYTHING
YOU NEED TO PLAY

The D&D® DIABLO II Adventure Game includes:

- Two Books ● a DM Screen
- Twelve Sheets of Dungeon-Building Tiles
- Five Hero Folders (right out of the computer game)
- and Six Dice.

There's no limit to the mysteries and magic with the DUNGEONS & DRAGONS Adventure Game. And there's no room for the weak of heart in the world of DIABLO II.

For 2 to 6 players.

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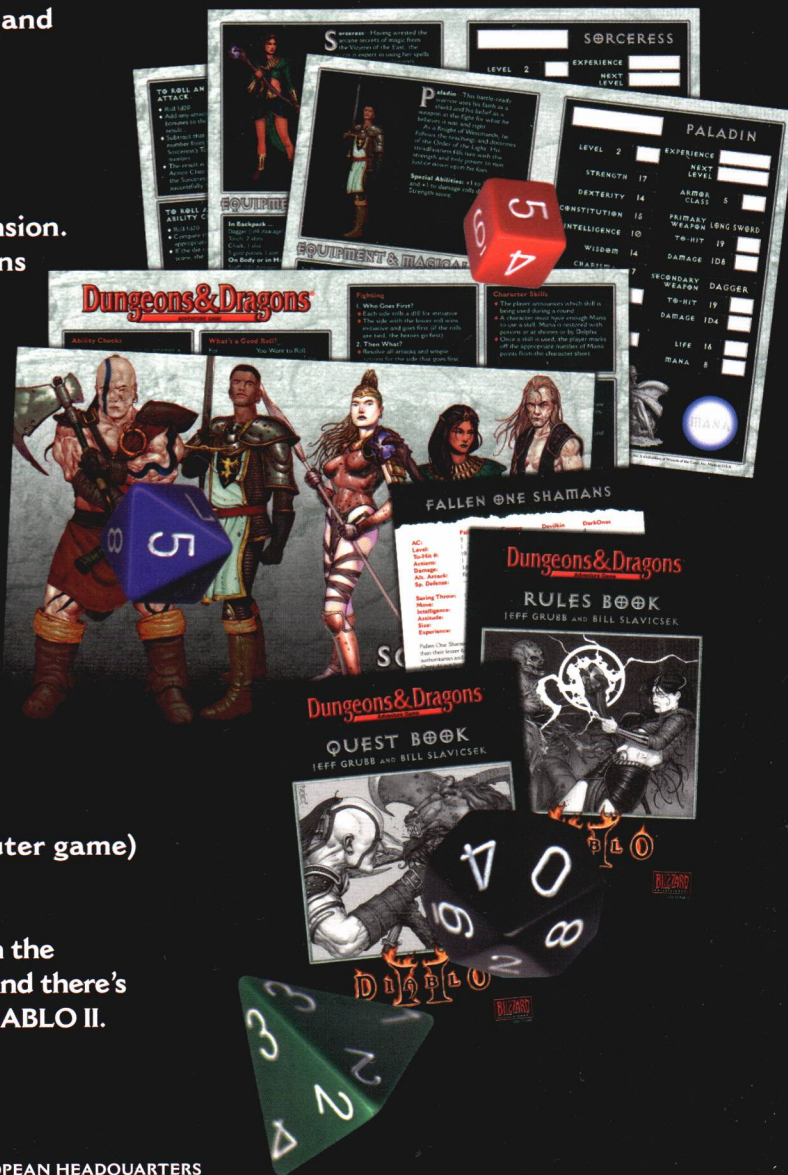


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ADVENTURE GAME DESIGN BY JEFF GRUBB & BILL SLAVICSEK

Diablo™ II Computer Game Design by **Blizzard Entertainment®**.
Original DUNGEONS & DRAGONS® Design: **E. Gary Gygax** and **Dave Arneson**

For 2 to 6 players of all ages



READ THIS FIRST!

This box contains everything you need to play the DUNGEONS & DRAGONS® DIABLO II® *Adventure Game*. Read this sheet before you check out the other stuff in the box.

What is the D&D® Game?

This fantasy adventure game provides the rules so that you and your friends can participate in interactive stories set in the dangerous world of DIABLO II. You get to be the Dungeon Master (or DM), controlling the pace of the story and refereeing the action as it unfolds. The other players take on the roles of the mighty heroes of DIABLO II—the Amazon, Sorceress, Paladin, Barbarian, and Necromancer. Everyone uses their imagination, the game rules, and the dice to determine the outcome of epic quests and deadly adventures.

What's in This Box?

Rules Book: Read it, learn it, live it. This teaches you how to play the game and be the best Dungeon Master you can be. It includes the game rules, plus lists of equipment and magical items. The DM should read this book, then teach the players the basics during the first adventure.

Adventures Book: Heroes need quests, and this book contains seven of the toughest quests new heroes have ever been sent on. Only the DM should read this book.

Hero and Monster Folders: There are five *Hero Folders*, each detailing a different character. Let the players read these and select a hero to play. The *Monster Folders* are for the DM, as they contain information on the enemies that will challenge the heroes over the course of their adventures.

DM Screen: This contains important charts and notes for the DM to use during play.

Adventure Tiles: Each quest is randomly generated using these dungeon tiles.

Hero and Monster Disks: These disks are used to show where the heroes and monsters are situated on the adventure tiles.

Adventure Dice: The dice used in the game. There are six dice of different shapes, each with a different number of sides—4, 6, 8, 10, 12, and 20.

WHAT SHOULD YOU DO FIRST?

- ◆ **Step One:** Select a Dungeon Master. Since you're reading this, we choose you.
- ◆ **Step Two:** The DM reads the *Rules Book* and Quest Zero in the *Adventures Book*.
- ◆ **Step Three:** Gather some friends or family members. Two to six can play, but the game works best with a DM and three or four other players.
- ◆ **Step Four:** The players each select a character from among the *Hero Folders*.
- ◆ **Step Five:** Start playing! Teach the rules as you play through Quest Zero, and most of all—have fun!

Did You Play the Fast-Play Game . . .

. . . that was included in the DIABLO II computer game box? If you did, this game is going to look a little different. Consider the Fast-Play to be the demo version. This is the real thing! It's got more rules, more options, special dice, dungeon tiles and counters, and more hero characters to choose from. The Fast-Play was just a taste of the D&D® game, a sample. Turn to the *Rules Book* to get a full game started.





DIII
SCREEN

Dungeons & Dragons®

ADVENTURE GAME

Ability Checks

When a character wants to attempt a physical or mental feat not covered by other rules, use an ability check.

To Roll an Ability Check:

- ◆ Roll 1d20
- ◆ Compare the result to the appropriate ability score
- ◆ If the die roll is lower than the score, the check succeeds

Examples of Ability Checks:

- ◆ Strength: Bashing a door open
- ◆ Dexterity: Picking a lock
- ◆ Constitution: Overcoming fatigue
- ◆ Intelligence: Recalling a legend
- ◆ Wisdom: Spotting a clue
- ◆ Charisma: Striking a deal

Saving Throws

Used when a character must resist something, like the effects of a spell or poison.

To Roll a Saving Throw:

- ◆ Roll 1d20
- ◆ Add any bonuses to or subtract any penalties from the result
- ◆ Compare that result to the saving throw number
- ◆ If the modified die roll is higher, the save succeeds

What's a Good Roll?

For . . .	You Want to Roll . . .
Ability checks	Low
Initiative	Low
To-Hit	High
Damage	High
Saving throw	High

Time and Actions

Move time along as necessary to get on to the "good parts" of the story. In combat situations, time is measured in rounds. The list of things a character can do in one round includes the following:

- ◆ draw a weapon from a scabbard
- ◆ retrieve a dropped weapon
- ◆ attack a monster
- ◆ cast a spell
- ◆ pick a lock
- ◆ use a magical item
- ◆ drink a potion
- ◆ move
- ◆ search a dead body

Movement

A character or monster can travel a number of squares on the tiles equal to its move rate each round, either straight or diagonally.

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Fighting

1. Who Goes First?

- ◆ Each side rolls a d10 for initiative
- ◆ The side with the lower roll wins initiative and goes first (if the rolls are tied, the heroes go first)

2. Then What?

- ◆ Resolve all attacks and simple actions for the side that goes first
- ◆ Repeat for the side that goes last

3. Go on to the Next Round.

- ◆ Repeat these steps every round until one side is defeated, runs away, or surrenders

To Roll an Attack:

- ◆ Roll 1d20
- ◆ Add any attack bonuses to the result
- ◆ Subtract that number from the attacker's To-Hit number
- ◆ The result is the Armor Class that the attacker has successfully hit

Melee Combat—Attacking enemies in an adjacent square (side-by-side or diagonally) with weapons like swords, maces, etc.

Missile Combat—Attacking enemies from a distance with weapons like bows and arrows, thrown daggers, etc.

Monster and Character Death

A character or monster that drops to 0 Life points or below is dead.

Healing

Characters can restore lost Life and Mana points by potions, visiting Delpha in Waystruck, or at shrines in the quests.

Character Skills

- ◆ The player announces which skill is being used during a round
- ◆ A character must have enough Mana to use a skill; Mana is restored with potions or at shrines or by Delpha
- ◆ Once a skill is used, the player marks off the appropriate number of Mana points from the character sheet

DM Laws

- ◆ The DM decides what happens, using the actions the players declare for their characters, the game rules, and the DM's imagination
- ◆ If in doubt, just make it up! It's better to keep the story moving and the game fun than to get bogged down in the details
- ◆ Use ability checks to determine success if the players want their characters to try things not covered by any other rules; if an action is just impossibly difficult or ridiculously easy, the DM can decide that it automatically fails or succeeds
- ◆ Remember that the DM isn't competing against the players; the DM is like a referee, helping to advance the story by deciding how the characters' actions influence each situation
- ◆ Above all else, the DM must always be fair



QUILL RATS

	Quill Rat	Spike Fiend	Thorn Beast	Razor Spine
AC:	9	7	7	5
Level:	1	1+2	2	4
To-Hit #:	19	19	19	17
Actions:	1	1	1	1
Damage:	1d4+1	2d4	1d6+2	2d6
Alt. Attack:	quills 1d4	quills 1d4+1	quills 1d6	quills 1d6+1
Sp. Defense:	—	—	—	—
Saving Throw:	17	17	17	16
Move:	3	3	3	3
Intelligence:	animal	animal	animal	animal
Attitude:	timorous	shy	defensive	sneaky
Size:	3' at shoulder	3' at shoulder	3' at shoulder	3' at shoulder
Experience:	35	65	65	175

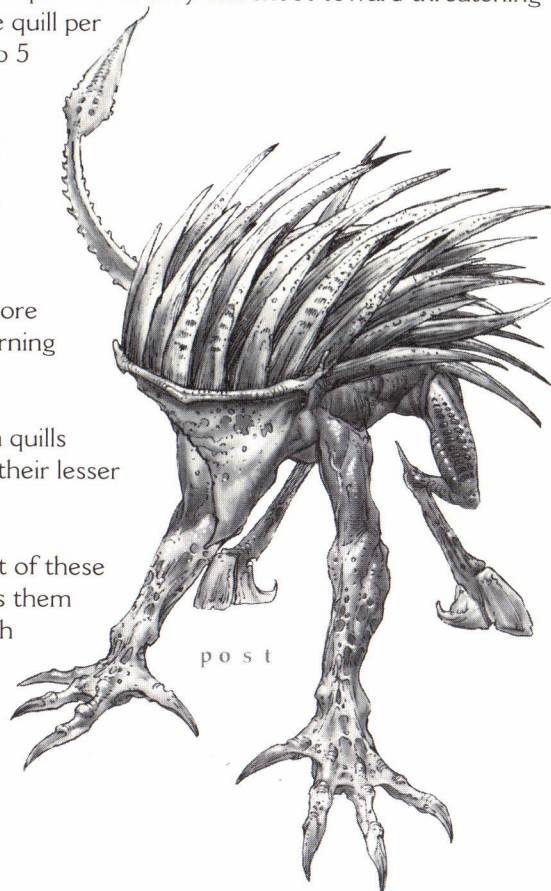
Quill Rats are quadruped scavengers found in the foothills of the land. Their armored backs are festooned with thick, daggerlike spines that they can shoot toward threatening predators or potential prey. They fire one quill per round and are able to strike a target up to 5 squares away.

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

Spike Fiends are slightly larger and more aggressive, often firing their quills as "warning shots" to deter opponents.

Thorn Beasts actively hunt prey with quills that inflict greater damage than those of their lesser cousins.

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



SKELETONS

	Skeleton	Bone Warrior	Corpse
AC:	10	9	9
Level:	1+1	2	3
To-Hit #:	19	19	17
Actions:	1	1	1
Damage:	1d4+1	1d6+1	1d6
Alt. Attack:	missile (1d6)	missile (1d8)	bow 1d6
Sp. Defense:	immune to poison	immune to poison, +2 saving throw vs. cold	immune to poison
Saving Throw:	17	17	16
Move:	3	3	2
Intelligence:	low	low	non-sluggish
Attitude:	relentless	tactical	sluggish
Size:	6' tall	6' tall	6' tall
Experience:	120	175	120

Skeletons are the animated forms of fallen warriors. These restless dead are brought back by demonic energies to be used as guards and watchdogs to the underworld.

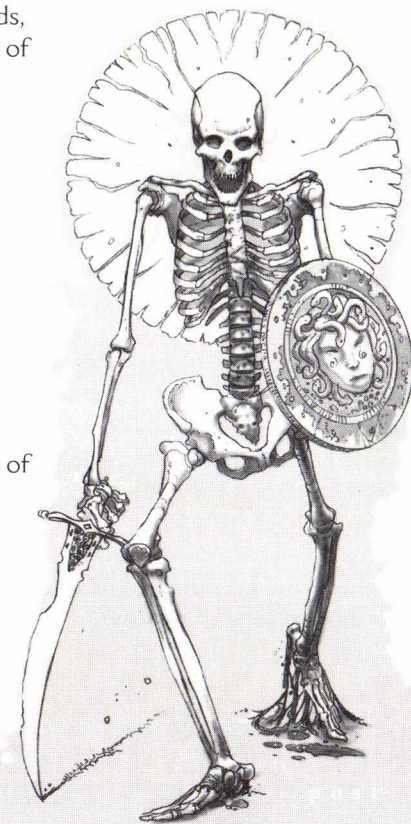
Skeletons are often armed with rusted swords, decaying maces, and corroded axes—remnants of the weapons that they wielded in life and were buried with. Half of those encountered carry bows and arrows. Those with melee weapons seek to close with living enemies and destroy them. Those with missile weapons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

Skeletons are the weakest of the three forms and show a relentless tenacity in their attacks.

Bone Warriors are a more dangerous form of Skeleton and, as such, are often used as guardians in eldritch temples and lost catacombs.

Corpses make greater use of weapons, including bows and swords. Corpses are often used as guards in long-abandoned tombs or crypts.

As legions of the unliving, Skeletons are immune to the effects of poison.



ZOMBIES

BLOODHAWKS

	Hungry Dead	Carcass	Ghoul
AC:	10	10	7
Level:	1	2	5
To-Hit #:	19	19	15
Actions:	1	1	1
Damage:	1d6	1d8	2d4
Alt. Attack:	—	—	—
Sp. Defense:		—immune to poison—	
Saving Throw:	17	17	14
Move:	2	2	2
Intelligence:	non-	non-	non-
Attitude:	shambling	shambling	malicious
Size:	6' tall	6' tall	6' tall
Experience:	35	65	175

Zombies are the animated corpses of slain humans whose foul malignancy in life did not allow them to rest in death.

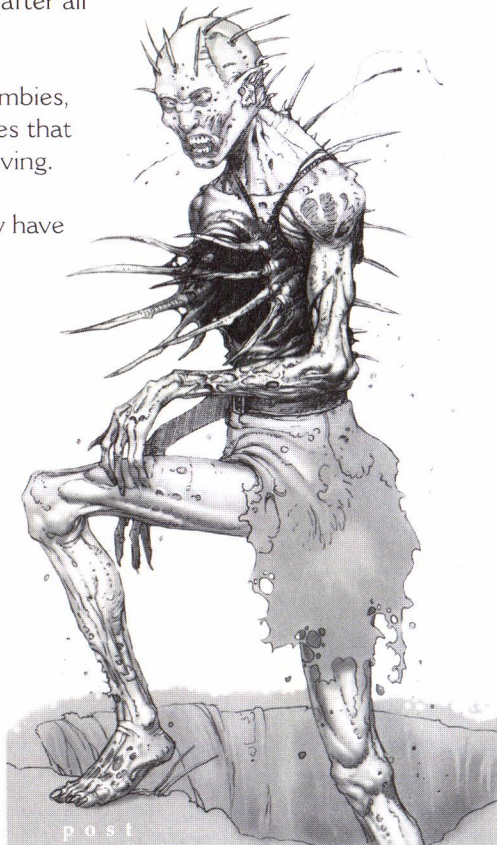
Zombies attack last in any combat round (after all player characters and all other monsters).

Hungry Dead are the weakest of the Zombies, being little more than animated, rotting bodies that mindlessly lust after the life-energies of the living.

Carcasses are slightly stronger and usually have all of their body parts intact. They use clenched, clublike hands in combat as well as rusted weapons.

Ghouls are the strongest of the Zombies and are most often found as the main guardians of rich tombs. Despite their slow speed, they do retain some knowledge of the battlefield tactics they employed in life.

All Zombies are immune to the effects of poison and poisonous attacks.



	Foul Crow	Bloodhawk
AC:	9	8
Level:	1	2
To-Hit #:	19	19
Actions:	1	1
Damage:	1d4	1d6
Alt. Attack:	—	—
Sp. Defense:	—	—
Saving Throw:	17	17
Move:	4	4
Intelligence:	semi-	semi-
Attitude:	hungry	territorial
Size:	4' wingspan	4' wingspan
Experience:	35	65

Bloodhawks are native to the mountain regions of the kingdom. While they are protective of their nests, the darkness that looms over the land has served to twist these animals into ugly, carrion feeding creatures. While Sages speculate that this recent aggressiveness may be caused by the presence of Diablo and the other Prime Evils, there is no denying that these winged predators with large, fang-toothed maws and razor-sharp talons are extremely dangerous.

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.

Both breeds of Bloodhawk build nests composed 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.



HELLHOUNDS

WRAITHS

	Misshapen	Disfigured	Tainted	Afflicted
AC:	8	7	5	4
Level:	2	3	5	7
To-Hit #:	19	17	15	13
Actions:	1	1	1	1
Damage:	1d6	1d6+3	1d8	1d10
Alt. Attack:	2d6	—lightning ball—		7d6
Sp. Defense:	—immunities to lightning (see below)—			
Saving Throw:	17	16	14	13
Move:	3	3	3	3
Intelligence:	low	low	low	low
Attitude:	shambling	lumbering	aggressive	hostile
Size:	7' tall	7' tall	7' tall	7' tall
Experience:	120	175	650	2,000

Hellhounds are large-headed reptilian creatures who can breathe lightning. The larger of these beasts are more empowered by the influence of their demonic masters.

Hellhounds discharge electricity in the form of 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 their saving throws against other lightning attacks.

Misshapen are the weakest of the Hellhounds and inflict 2d6 points of damage with their electrical discharge.

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.

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



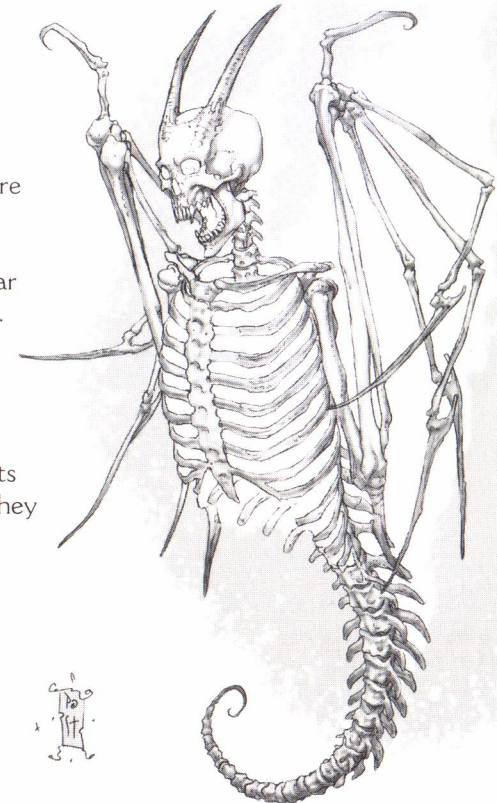
	Ghost	Wraith
AC:	5	2
Level:	4	5
To-Hit #:	17	15
Actions:	1	1
Damage:	2d6	1d12
Alt. Attack:	invisibility	invisibility
Sp. Defense:	immune to poison	immune to poison
Saving Throw:	16	14
Move:	3	3
Intelligence:	high	high
Attitude:	hostile	determined
Size:	6' tall	6' tall
Experience:	270	420

Ghosts and Wraiths are spectral creatures that are normally invisible to the human eye. When they reveal themselves to attack those in the mortal realm, they appear as skeletal, bat-winged monsters surrounded by an aura of eldritch energy. This means that 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.

Ghosts remain hidden in place and appear only when a character moves next to them. They will attack until either their victims or they have been defeated.

Wraiths close with their opponents and attack. Once they suffer more than 10 points of damage, they will retreat. If successful, they will become invisible again, regaining the advantage of surprise before returning to fight to the death.

As undead, both Ghosts and Wraiths cannot be affected by poison.



THE SLAYER

AC:	0
Level:	11
To-Hit #:	9
Actions:	1
Damage:	2d6, 3d6 with cleaver
Alt. Attack:	—
Sp. Defense:	+2 save vs. magic
Saving Throw:	10
Move:	4
Intelligence:	exceptional
Attitude:	diabolic
Size:	10' tall
Experience:	4,000

The demons known as Overlords were once the followers of the Seraphim Inarius. After Mephisto crushed their armies and took their leader captive, these followers of Light were transformed and fated to serve as the taskmasters of Hell. One of their numbers was particularly brutal, gaining the title of "The Butcher."

The Butcher made his gore-filled lair in the labyrinths that lay beneath the town of Tristram. There he carried out his loathsome purpose until he was discovered by a band of noble adventurers and was finally slain forever. . . .

In the realms of the underworld, however, new powers rise to take the place of the old. The Slayer now seeks the great and wicked cleaver of his predecessor, for only with this corrupt weapon may the bloodstained title of The Butcher be claimed to fulfill the dark desires of Diablo, the Lord of Terror.



BRUTES

	Gargantuan Beast	Brute	Yeti
AC:	9	8	6
Level:	5	7	12
To-Hit #:	15	13	9
Actions:	1	1	1
Damage:	1d4	1d6	1d8
Alt. Attack:	hug 2d6	hug 2d8	hug 1d20
Sp. Defense:	—	—	+2 saving throw vs. cold
Saving Throw:	14	13	10
Move:	3	3	3
Intelligence:	low	low	low
Attitude:	hulking	enraged	berserk
Size:	8' tall	8' tall	8' tall
Experience:	175	420	3,000

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

If a natural 19 or 20 is rolled when a Brute attacks, the Brute *hugs* its opponent, inflicting greater damage than normal.

Gargantuan Beasts are the weakest of the Brutes. Extremely territorial, they attack anything that they see as a threat to their power. Unfortunately, that is almost everything they encounter. . . .

Brutes are larger, broader beasts with a rolling, lumbering walk that resonates through the forests of Khanduras. Subtlety is not their strongest suit.

Yetis are identified by their snow-white fur and berserk disposition. Driven mad by their exodus from their frozen mountain lairs, they assault anything and everything that stands in their way.



FALLEN ONES

FALLEN ONE SHAMANS

	Fallen	Carvers	Devilkin	DarkOnes
AC:	10	9	8	7
Level:	½	1-1	1+1	2
To-Hit #:	20	20	19	19
Actions:	1	1	1	1
Damage:	1d4	1d6	1d6	1d8
Alt. Attack:	—	—	—	—
Sp. Defense:	—	—	—	—
Saving Throw:	17	17	17	17
Move:	3	3	3	3
Intelligence:	low	low	low	average
Attitude:	cowardly	craven	cunning	crafty
Size:	3' tall	3' tall	3' tall	3' tall
Experience:	7	7	15	35

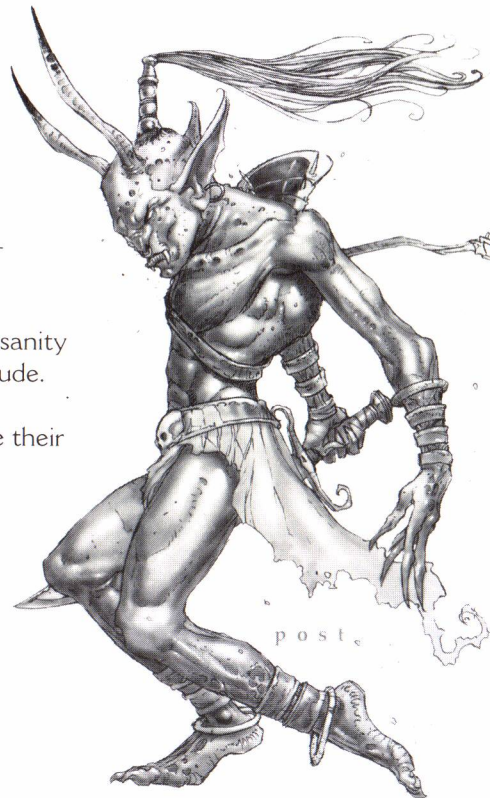
Considered the fodder of the underworld, these diminutive demons are nonetheless nasty and murderous creatures. The only reason their large numbers, rough tribal organization and powerful shamans have not secured them a higher place in the underworld is that Fallen gain courage only in numbers. Killing even one of their group causes the others to flee in terror (this effect lasts for 1 round).

Fallen 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 psychotic, seeking to unnerve their opponents by attacking in gibbering mobs.

DarkOnes think nothing of the safety of other Fallen Ones and will gladly push their brethren to the front of the battle if it means that *they* survive.



	Fallen	Carvers	Devilkin	DarkOnes
AC:	9	8	7	4
Level:	1	2	3	4
To-Hit #:	19	19	17	17
Actions:	1	1	1	1
Damage:	1d4	1d6	2d4	1d8
Alt. Attack:	fireball 1d6	fireball 2d6	fireball 3d6	fireball 4d6
Sp. Defense:	—	—	—	+4 saving throw vs. spells
Saving Throw:	17	17	16	16
Move:	3	3	3	3
Intelligence:	average	average	very	very
Attitude:	desperate	determined	devious	diabolical
Size:	3' tall	3' tall	3' tall	3' tall
Experience:	35	65	120	270

Fallen One Shamans are the leaders of the various tribes of Fallen Ones. Slightly larger than their lesser brethren, Shamans are more authoritarian and are natural leaders. Fallen Ones do not break or run as long as a Shaman is present.

Shamans have two spells available to them and may use either one as they see fit. If the Shaman suffers damage in the round it tries to cast a spell, that spell is lost.

Raise Dead. The Shaman that casts this spell can bring back to life any Fallen One to which it is adjacent. The Fallen One restored to life has full hit points and may attack and function normally in the next round.

Fireball. The Shaman may cast a flaming missile at a single foe, inflicting a number of d6 equal to the Shaman's level in damage. A successful saving throw reduces this to damage by half (round fractions up).



GOAT DEMON

CORRUPT ROGUES

	Night Clan	Blood Clan	Moon Clan
AC:	5	5	5
Level:	2	3	5
To-Hit #:	19	17	15
Actions:	1	1	1
Damage:	1d8	2d4	1d8
Alt. Attack:	bow 1d6	bow 1d6	bow 1d6
Sp. Defense:	—	+2 saving throw vs. magic	immune to lightning
Saving Throw:	17	16	14
Move:	4	4	4
Intelligence:	average	average	very
Attitude:	cunning	crafty	devious
Size:	6' tall	6' tall	6' tall
Experience:	65	175	420

These warriors of Hell are bred for strength, endurance, and cunning. Once battling for the amusement of the Prime Evils, they now war against all who would 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 being granted a boon from their dark lord.

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

The **Blood Clan** members are gray-skinned in appearance and gain a +2 to all saving throws against magic.

The **Moon Clan** member's flesh has a pale, luminous glow. It is rumored that they are tasked with tending the viscous Hellhounds, as the Goat Demons of the Moon Clan are unaffected by lightning or electrical attacks.



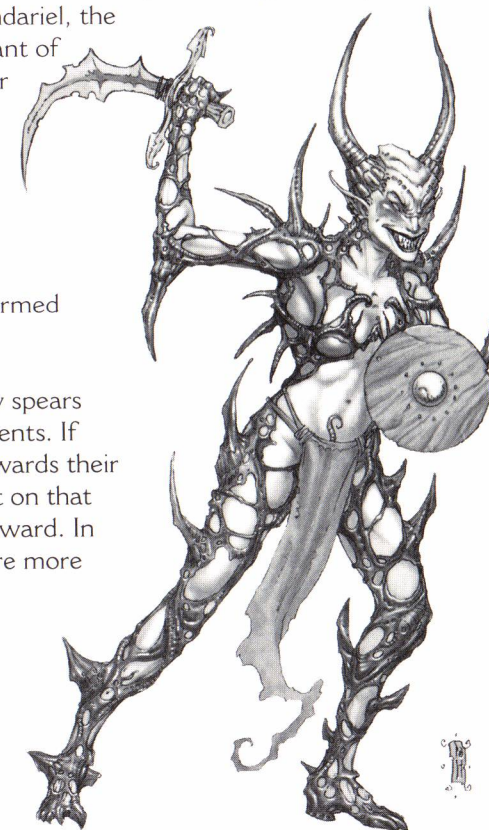
	Dark Hunter	Vile Hunter	Dark Stalker	Black Rogue
AC:	9	8	7	6
Level:	1	2	3	4
To-Hit #:	19	19	17	17
Actions:	1	1	1	1
Damage:	1d6	1d6	1d8	1d8
Alt. Attack:	bow 1d6	bow 1d6	bow 1d6	bow 1d6
Sp. Defense:	—	—	+2 saving throw vs. poison	+3 saving throw vs. poison
Saving Throw:	17	17	16	16
Move:	4	4	4	4
Intelligence:	average	average	very	highly
Attitude:	driven	committed	unrelenting	furious
Size:	6' tall	6' tall	6' tall	6' tall
Experience:	35	65	175	650

The Corrupt Rogues are former Sisters of the Monastery of the Sightless Eye who have been transformed by the dark powers of Andariel, the Maiden of Anguish. Corrupted by this servant of Diablo, they believe that their actions are for the greater good, ruthlessly slaying anyone who do not share their twisted vision.

Corrupt Rogues all 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.

Dark Stalkers and **Black Rogues** carry spears as well as bows and can charge their opponents. If they move two squares in a straight line towards their target, they inflict double damage if they hit on that round, fighting normally from that point forward. In addition, Dark Stalkers and Black Rogues are more resistant to poison.





Amazon—This powerful warrior was raised among the nomads of the South Sea plains. She is fiercely independent and skilled with bow, javelin, and throwing weapons.

A mercenary by trade, her renowned loyalty makes her greatly sought after by those who need a strong warrior at their side. She travels the land in search of adventure, seeking to drive evil back into the darkness from which it sprang while increasing her experience and reputation—as well as her cache of gold.

Special Abilities: +1 bonus to all damage rolls due to Strength score, -3 bonus to Armor Class due to Dexterity score.

EQUIPMENT & MAGICAL ITEMS

In Backpack ...

Long Bow (1d8 damage), 2 hands, 6 slots
 Arrows, 20, 2 slots
 Torch, 2 slots
 Rope, 50 feet, 4 slots
 Small sack, 2 slots
 5 gold pieces, 1 slot

On Body or in Hand ...

Javelin (1d6 damage), 2 hands, 3 slots
 Scale Mail Armor, 6 slots

Other Items

Body Slots (1 appropriate item in each)

Head	
Body	
Right Arm	
Left Arm	
Necklace	
Rings	
Belt	

Backpack Slots

AMAZON

LEVEL **2**

EXPERIENCE

STRENGTH **16**

NEXT LEVEL

DEXTERITY **17**

ARMOR CLASS **3**

CONSTITUTION **14**

PRIMARY WEAPON **JAVELIN**

INTELLIGENCE **12**

T_H-HIT **19**

WISDOM **13**

DAMAGE **1D6**

CHARISMA **16**

SECONDARY WEAPON **LONG BOW**

SAVING THROW **17**

T_H-HIT **19**

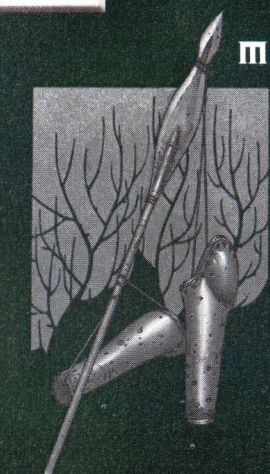
MOVE RATE **4**

DAMAGE **1D8**

GOLD

LIFE **14**

MANA **8**



AMAZON SKILLS

T♻️ ROLL AN ATTACK

- ◆ Roll 1d20
- ◆ Add any attack bonuses to the result
- ◆ Subtract that number from the Amazon's To-Hit number
- ◆ The result is the Armor Class that the Amazon has successfully hit

MELEE COMBAT

When the Amazon fights in direct contact with her enemies (in any connecting square to the one containing the Amazon), such as with her javelin.

MISSILE COMBAT

When the Amazon attacks her enemies from a distance, such as when she throws her javelin (up to 5 squares away).

T♻️ ROLL AN ABILITY CHECK

- ◆ Roll 1d20
- ◆ Compare the result to the appropriate ability score
- ◆ If the die roll is lower than the score, the check succeeds

T♻️ ROLL A SAVING THROW

- ◆ Roll 1d20
- ◆ Add any bonuses or subtract any penalties from the result
- ◆ Compare that result to the saving throw number
- ◆ If the modified die roll is higher, the save succeeds

The Amazon learns special skills with each new experience level. Select one skill at the start of the game and a new skill every time she gains a new experience level. Use of a special skill takes the place of any other action for a round and requires the expenditure of a certain number of Mana points, as described in each skill.

■ MAGIC ARROW

The Amazon enchants and fires an arrow surrounded by magical energy, giving it a +1 bonus to hit and a +1 bonus to damage.

Requires: Bow and arrows

Cost to Use: 2 Mana

■ FIRE ARROW

The Amazon enchants and unleashes an arrow imbued with magical flame, giving it a +2 bonus to hit and a +2 bonus to damage.

Requires: Bow

Cost to Use: 3 Mana

■ JAB

The Amazon focuses her energies to enhance her ability with any melee weapon. This allows her to attack four times in the same round, with a +1 bonus to both to hit and damage rolls.

Requires: Any melee weapon

Cost to Use: 5 Mana

GAINING NEW LEVELS

As the Amazon gains experience points, she eventually gains new levels. This improves her fighting skills, her Life and Mana scores, and her saving throw number. The chart below shows the numbers that change as the Amazon increases in level:

EXPERIENCE	LEVEL	T♻️-HIT	LIFE	MANA	SAVING THROW
2,000	2	19	14	8	17
4,000	3	18	18	10	16
8,000	4	17	24	15	15
16,000	5	16	30	18	14

■ POWER STRIKE

The Amazon enchants any weapon she is using to deliver a powerful jolt of lightning on her next successful hit. This inflicts 2d4 points of damage in addition to whatever else the weapon causes.

Requires: Any weapon

Cost to Use: 6 Mana

■ EXPLODING ARROW

The Amazon enchants and launches an arrow that explodes in a ball of fire in a target square and inflicts damage on all characters and monsters in that square and all connected squares. The attack automatically hit its target and explodes for 1d8+8 points of damage.

Requires: Bow and arrows

Cost to Use: 8 Mana



Necromancer—This mysterious figure comes from the steamy recesses of the southern swamps. His spells utilize the powers of death, and he can summon and control undead creatures to accomplish his will.

Although he is aligned with the forces of Light, his is the power of nightmares, causing many to shun him for his use of dark powers. Long hours of study in dim and dank tombs have made his skin pale, giving him an eerie appearance, not unlike that of the corpses he controls.

EQUIPMENT & MAGICAL ITEMS

In Backpack ...

Dagger (1d4 damage), 2 slots
Torch, 2 slots
Chalk, 1 slot
5 gold pieces, 1 slot

On Body or in Hand ...

Short Sword (1d6 damage), 3 slots
Robes, 6 slots
Belt, 1 slot
Belt Pouch, 1 slot

Body Slots (1 appropriate item in each)

Head	<input type="text"/>
Body	<input type="text"/>
Right Arm	<input type="text"/>
Left Arm	<input type="text"/>
Necklace	<input type="text"/>
Rings	<input type="text"/> <input type="text"/>
Belt	<input type="text"/>

Backpack Slots

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Other Items

NECROMANCER

LEVEL **2**

EXPERIENCE

NEXT LEVEL

STRENGTH **12**

ARMOR CLASS **10**

DEXTERITY **14**

CONSTITUTION **12**

PRIMARY WEAPON **SHORT SWORD**

INTELLIGENCE **17**

TO-HIT **20**

WISDOM **14**

DAMAGE **1D6**

CHARISMA **13**

SECONDARY WEAPON **DAGGER**

SAVING THROW **12**

TO-HIT **20**

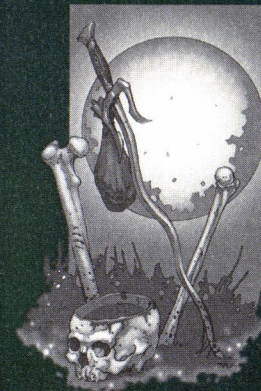
MOVE RATE **4**

DAMAGE **1D4**

GOLD

LIFE **6**

MANA **14**



TO ROLL AN ATTACK

- ◆ Roll 1d20
- ◆ Add any attack bonuses to the result
- ◆ Subtract that number from the Necromancer's To-Hit number
- ◆ The result is the Armor Class that the Necromancer has successfully hit

MELEE COMBAT

When the Necromancer fights in direct contact with his enemies (in any connecting square to the one containing the Necromancer), such as with his short sword.

MISSILE COMBAT

When the Necromancer attacks his enemies from a distance. The Necromancer doesn't start with any missile weapons.

TO ROLL AN ABILITY CHECK

- ◆ Roll 1d20
- ◆ Compare the result to the appropriate ability score
- ◆ If the die roll is lower than the score, the check succeeds

TO ROLL A SAVING THROW

- ◆ Roll 1d20
- ◆ Add any bonuses or subtract any penalties from the result
- ◆ Compare that result to the saving throw number
- ◆ If the modified die roll is higher, the save succeeds

GAINING NEW LEVELS

As the Necromancer gains experience points, he eventually gains new levels. This improves his fighting skills, his Life and Mana scores, and his saving throw number. The chart below shows the numbers that change as the Necromancer increases in level.

EXPERIENCE	LEVEL	TO-HIT	LIFE	MANA	SAVING THROW
2,500	2	20	6	14	12
5,000	3	19	10	20	12
10,000	4	19	14	26	12
20,000	5	18	18	32	12

The Necromancer learns special spells with each new experience level. Select two spells at the start of the game and a new spell every time he gains a new experience level. Use of a special spell takes the place of any other action for a round and requires the expenditure of a certain number of Mana points, as described in each spell.

CURSE

The Necromancer inflicts a curse upon a single target, increasing the damage that target suffers for five rounds (tracked below). During that time, all damage inflicted on the target is doubled.

Cost to Use: 3 Mana



BONE ARMOR

The Necromancer calls forth a barrier of enchanted bones that spin protectively around his body, blocking the first two attacks (tracked below) that would otherwise hit.

Cost to Use: 4 Mana



REANIMATE

The Necromancer animates one dead enemy from the tile he occupies. The undead zombie has 8 Life and is controlled by the Necromancer until it is destroyed. Only one enemy can be reanimated at a time.

Cost to Use: 6 Mana

POISON BLADE

The Necromancer imbues any bladed weapon with a powerful poison that increases the damage it inflicts by +6 points. The poison works for five rounds (tracked below). Save to avoid poison damage.

Requires: Any bladed weapon

Cost to Use: 7 Mana



SUMMON DEAD

The Necromancer calls forth a small army of skeletons (1d4+1) that automatically appear in any open squares on the tile he occupies. The Necromancer controls these skeletons until they are destroyed. Only one summon dead spell can be in effect at a time.

Cost to Use: 10 Mana



Paladin—This battle-ready warrior uses his faith as a shield and his belief as a weapon in the fight for what he believes is just and right.

As a Knight of Westmarch, he follows the teachings and doctrines of the Order of the Light. His steadfastness fills him with the strength and holy power to rain justice down upon his foes.

Special Abilities: +1 to To-Hit rolls and +1 to damage rolls due to Strength score.

EQUIPMENT & MAGICAL ITEMS

In Backpack ...

Dagger (1d4 damage), 2 slots
 Flint and steel, 1 slot
 Lantern, 4 slots
 Holy symbol of the Light, 1 slot
 5 gold pieces, 1 slot

On Body or in Hand ...

Long sword (1d8 damage), 3 slots
 Chain mail armor, 6 slots
 Belt and Belt Pouch, 2 slots

Body Slots (1 appropriate item in each)

Head	<input type="text"/>
Body	<input type="text"/>
Right Arm	<input type="text"/>
Left Arm	<input type="text"/>
Necklace	<input type="text"/>
Rings	<input type="text"/>
Belt	<input type="text"/>

Other Items

Backpack Slots

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PALADIN

LEVEL **2**

STRENGTH **17**

DEXTERITY **14**

CONSTITUTION **15**

INTELLIGENCE **10**

WISDOM **14**

CHARISMA **17**

SAVING THROW **17**

MOVE RATE **4**

GOLD

EXPERIENCE

NEXT LEVEL

ARMOR CLASS **5**

PRIMARY WEAPON **LONG SWORD**

TO-HIT **19**

DAMAGE **1D8**

SECONDARY WEAPON **DAGGER**

TO-HIT **19**

DAMAGE **1D4**

LIFE **16**

MANA **8**



PALADIN SKILLS

TO ROLL AN ATTACK

- ◆ Roll 1d20
- ◆ Add any attack bonuses to the result
- ◆ Subtract that number from the Paladin's To-Hit number
- ◆ The result is the Armor Class that the Paladin has successfully hit

MELEE COMBAT

When the Paladin fights in direct contact with his enemies (in any connecting square to the one containing the Paladin), such as with his long sword.

MISSILE COMBAT

When the Paladin attacks his enemies from a distance. The Paladin doesn't start with any missile weapons.

TO ROLL AN ABILITY CHECK

- ◆ Roll 1d20
- ◆ Compare the result to the appropriate ability score
- ◆ If the die roll is lower than the score, the check succeeds

TO ROLL A SAVING THROW

- ◆ Roll 1d20
- ◆ Add any bonuses or subtract any penalties from the result
- ◆ Compare that result to the saving throw number
- ◆ If the modified die roll is higher, the save succeeds

The Paladin learns special skills with each new experience level. Select one skill at the start of the game and a new skill every time he gains a new experience level. Use of a special skill takes the place of any other action for a round and requires the expenditure of a certain number of Mana points, as described in each skill.

■ SACRIFICE

The Paladin draws upon his spiritual strength to improve his move by +2, his To-Hit by +1, and his damage by ×2. This increase lasts for two rounds (tracked below).

Cost to Use: 2 Mana and 2 × Level of Life



■ PRAY

The Paladin invokes the holy powers of Light to heal himself, restoring 1d4+1 points of Life.

Cost to Use: 3 Mana

■ BESTOW

The Paladin invokes the holy powers of Light to heal another character, restoring 1d6+1 points of Life.

Cost to Use: 3 Mana

GAINING NEW LEVELS

As the Paladin gains experience points, he eventually gains new levels. This improves his fighting skills, his life and mana scores, and his saving throw number. The chart below shows the numbers that change as the Paladin increases in level.

EXPERIENCE	LEVEL	TO-HIT	LIFE	MANA	SAVING THROW
2,250	2	18	16	8	17
4,500	3	17	22	10	15
9,000	4	16	28	15	15
18,000	5	15	34	18	13

■ HOLY BOLT

The Paladin summons a bolt of holy energy that delivers a powerful attack against a single undead monster anywhere in the same tile. The missile automatically inflicts 1d6+4 points of damage against the undead.

Cost to Use: 5 Mana

■ ZEAL

By channeling the fervor of his beliefs, the Paladin single-mindedly attacks and advances against his opponents. While he is focused, the Paladin receives a +3 to hit, all damage rolls are doubled, and his Armor Class improves by -3. This holy zeal lasts for five rounds (tracked below).

Cost to Use: 8 Mana





Sorceress—Having wrested the arcane secrets of magic from the Vizjerei of the East, the sorceress is expert in using her spells to command the very elements themselves. She calls forth the powers of fire, ice, and lightning to do her bidding.

She understands the struggle between Order and Chaos and knows that she is a warrior in this eternal battle. Utilizing her fierce combative magic for both offense and defense, she is a valued member of any adventuring party.

Special Abilities: -1 bonus to Armor Class due to Dexterity score.

EQUIPMENT & MAGICAL ITEMS

In Backpack ...

Dagger (1d4 damage), 2 slots
Torch, 2 slots
Chalk, 1 slot
5 gold pieces, 1 slot

On Body or in Hand ...

Staff (1d6 damage), 2 hands, 6 slots
Robes, 6 slots
Belt, 1 slot
Belt Pouch, 1 slot

Other Items

Body Slots (1 appropriate item in each)

Head	<input type="text"/>
Body	<input type="text"/>
Right Arm	<input type="text"/>
Left Arm	<input type="text"/>
Necklace	<input type="text"/>
Rings	<input type="text"/> <input type="text"/>
Belt	<input type="text"/>

Backpack Slots

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SORCERESS

LEVEL 2

EXPERIENCE

NEXT LEVEL

STRENGTH 11

ARMOR CLASS 9

DEXTERITY 15

PRIMARY WEAPON

STAFF

CONSTITUTION 10

TØ-HIT

20

INTELLIGENCE 16

DAMAGE

1D6

WISDOM 13

CHARISMA 17

SECONDARY WEAPON

DAGGER

SAVING THROW 12

TØ-HIT

20

MOVE RATE 4

DAMAGE

1D4

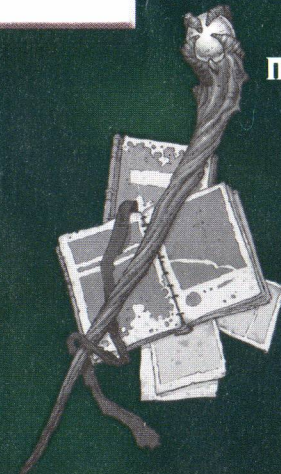
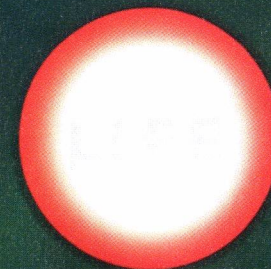
GOLD

LIFE

8

MANA

12



SORCERESS SKILLS

TO ROLL AN ATTACK

- ◆ Roll 1d20
- ◆ Add any attack bonuses to the result
- ◆ Subtract that number from the Sorceress's To-Hit number
- ◆ The result is the Armor Class that the Sorceress has successfully hit

MELEE COMBAT

When the Sorceress fights in direct contact with her enemies (in any connecting square to the one containing the Sorceress), such as with her staff.

MISSILE COMBAT

When the Sorceress attacks her enemies from a distance. The Sorceress doesn't start with any missile weapons.

TO ROLL AN ABILITY CHECK

- ◆ Roll 1d20
- ◆ Compare the result to the appropriate ability score
- ◆ If the die roll is lower than the score, the check succeeds

TO ROLL A SAVING THROW

- ◆ Roll 1d20
- ◆ Add any bonuses or subtract any penalties from the result
- ◆ Compare that result to the saving throw number
- ◆ If the modified die roll is higher, the save succeeds

GAINING NEW LEVELS

As the Sorceress gains experience points, she eventually gains new levels. This improves her fighting skills, her Life and Mana scores, and her saving throw number. The chart below shows the numbers that change as the Sorceress increases in level.

EXPERIENCE	LEVEL	TO-HIT	LIFE	MANA	SAVING THROW
2,500	2	20	8	12	12
5,000	3	19	12	18	12
10,000	4	19	16	24	12
20,000	5	18	20	30	12

The Sorceress learns spells with each new experience level. Select two spells at the start of the game and a new spell every time she gains a new experience level. Use of a spell takes the place of any other action for a round and requires the expenditure of a certain number of Mana points, as described in each spell.

■ FIRE BOLT

The Sorceress casts a bolt of fire from her fingertips, automatically striking a single target in the same tile for 1d4+2 points of damage.
Cost to Use: 2 Mana

■ CHARGED BOLT

The Sorceress casts three bolts of lightning from her fingertips, automatically striking a single target in the same tile as the Sorceress for 3d4 points of damage.
Cost to Use: 5 Mana

■ FROZEN ARMOR

The Sorceress shrouds herself in a protective sheath of ice that provides a -3 bonus to her Armor Class. This protection lasts for five rounds (tracked below).
Cost to Use: 3 Mana

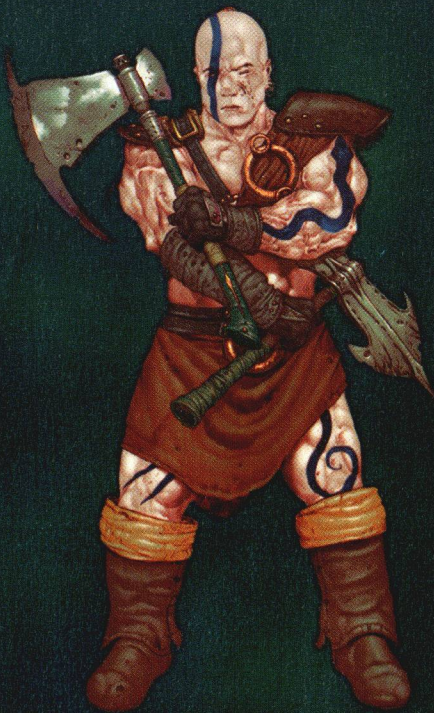


■ STATIC FIELD

The Sorceress calls forth a field of crackling lightning that delivers a powerful jolt to all monsters and characters in a target square and all connected squares. Everything in these squares receives 2d4+4 points of damage.
Cost to Use: 8 Mana

■ FIRE BALL

The Sorceress calls forth a ball of fire that explodes in a target square and inflicts damage on all characters and monsters in that square and all connected squares. The attack automatically hits its target and explodes for 2d8+8 points of damage.
Cost to Use: 12 Mana



Barbarian—Raised among the tribes that wander the fringes of civilization, this sturdy and powerful warrior has learned to survive in even the most hostile wilderness.

He identifies with the animal spirits that fill the world, and his shamanistic beliefs grant him related powers. These beliefs have led him to Waystruck, where he hopes to destroy the unnatural evil that threatens to destroy the land.

Special Abilities: +1 to To-Hit rolls and +2 to damage rolls due to Strength score; -1 bonus to Armor Class due to Dexterity score.

EQUIPMENT & MAGICAL ITEMS

In Backpack ...

Sling (1d4 damage), 2 slots
Sling stones, 1 slot
Rations, 1 slot
Animal totem, 1 slot
2 gold pieces, 1 slot

On Body or in Hand ...

Hand ax (1d6 damage), 6 slots
Leather armor, 6 slots

Body Slots (1 appropriate item in each)

Head	<input type="text"/>
Body	<input type="text"/>
Right Arm	<input type="text"/>
Left Arm	<input type="text"/>
Necklace	<input type="text"/>
Rings	<input type="text"/> <input type="text"/>
Belt	<input type="text"/>

Backpack Slots

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Other Items

BARBARIAN

LEVEL **2**

STRENGTH **18**

DEXTERITY **15**

CONSTITUTION **16**

INTELLIGENCE **8**

WISDOM **9**

CHARISMA **10**

SAVING THROW **17**

MOVE RATE **4**

GOLD

EXPERIENCE

NEXT LEVEL

ARMOR CLASS **7**

PRIMARY WEAPON **BATTLE AX**

TO-HIT **19**

DAMAGE **1D8**

SECONDARY WEAPON **SLING**

TO-HIT **19**

DAMAGE **1D4**

LIFE **18**

MANA **8**



BARBARIAN SKILLS

T♣ ROLL AN ATTACK

- ◆ Roll 1d20
- ◆ Add any attack bonuses to the result
- ◆ Subtract that number from the Barbarian's To-Hit number
- ◆ The result is the Armor Class that the Barbarian has successfully hit

MELEE COMBAT

When the Barbarian fights in direct contact with his enemies (in any connecting square to the one containing the Barbarian), such as when using his battle ax.

MISSILE COMBAT

When the Barbarian attacks his enemies from a distance, anywhere in the same tile, such as with his sling.

T♣ ROLL AN ABILITY CHECK

- ◆ Roll 1d20
- ◆ Compare the result to the appropriate ability score
- ◆ If the die roll is lower than the score, the check succeeds

T♣ ROLL A SAVING THROW

- ◆ Roll 1d20
- ◆ Add any bonuses or subtract any penalties from the result
- ◆ Compare that result to the saving throw number
- ◆ If the modified die roll is higher, the save succeeds

GAINING NEW LEVELS

As the Barbarian gains experience points, he eventually gains new levels. This improves his fighting skills, his Life and Mana scores, and his saving throw number. The chart below shows the numbers that change as the Barbarian increases in level.

EXPERIENCE	LEVEL	T♣-HIT	LIFE	MANA	SAVING THROW
2,000	2	18	18	8	17
4,000	3	17	25	10	15
8,000	4	16	32	15	15
16,000	5	15	38	18	13

The Barbarian learns special skills with each new experience level. Select one skill at the start of the game and a new skill every time he gains a new experience level. Use of a special skill takes the place of any other action for a round and requires the expenditure of a certain number of Mana points, as described in each skill.

■ WHIRLWIND ATTACK

The Barbarian calls upon his totem spirit in order to make three attacks in a round instead of one.

Cost to Use: 4 Mana

■ LEAPING ATTACK

The Barbarian calls upon his totem spirit to spring forward and make a powerful airborne attack against any target on the same tile. The attack is -3 to hit and +3 damage.

Cost to Use: 3 Mana

■ WARCRY OF THE WOLF

The Barbarian calls upon the spirit of the wolf and unleashes a terrifying howl that paralyzes all enemies on the same tile for one round. During this round, the affected monsters can't move or attack.

Cost to Use: 2 Mana

■ WARCRY OF THE HAWK

The Barbarian calls upon the spirit of the hawk and unleashes a heartening screech that grants him and his allies with the following bonuses for three rounds (tracked below): -2 to hit, +2 damage, -2 Armor Class.

Cost to Use: 5 Mana

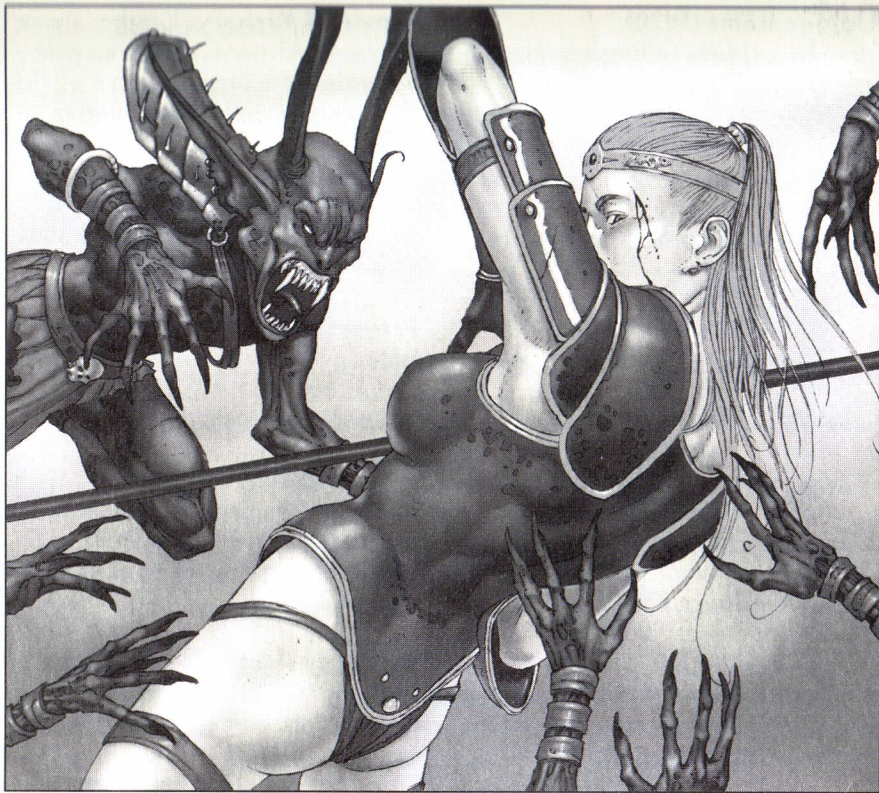


■ WARCRY OF THE BEAR

The Barbarian draws upon the power of the bear to call forth immense reserves of strength. For three rounds (tracked below) he makes powerful attacks with the following bonuses: -4 to hit, +4 damage.

Cost to Use: 6 Mana





Mace of Disruption: A mace that grants the user +3 To-Hit and damage bonuses against undead creatures.

Flamedart: A short bow that grants +2 To-Hit and damage rolls, ignites arrows as they are fired (inflicting double damage on cold-using creatures), and provides a +4 bonus to saving throw rolls against fire attacks.

Bow of Haste: A short bow with +2 To-Hit and damage bonuses that gives the user two attacks in a round and doubles tile movement each round.

Storm Spire: A war staff with +3 To-Hit and damage bonuses and a +4 bonus to saving throw rolls against lightning attacks.

Bag of Holding: A small sack that can actually hold 80 slots' worth of equipment, while only taking up 2 slots itself.

Dungeons & Dragons

Adventure Game

RULES BOOK

JEFF GRUBB AND BILL SLAVICSEK



DIABLO™



CREDITS

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Based on the original
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The Amazon leaps boldly . . . *through the cracked archway, ignoring the smell of brimstone and rotting flesh that hangs in the air like flies around a week-dead dog. She thrusts her javelin into the darkness ahead, expecting another Fallen One or Hungry Dead to attack the moment she lets down her guard.*

"Where are they?" she demands. "I want to send some more of those monsters to the deepest pits of hell!"

"Easy, friend," the Paladin cautions, moving into the chamber with his long sword drawn and ready. "I think those creatures are already familiar with hell's dark flames."

*The Sorceress snorts as a warm glow erupts atop her gnarled staff, pushing aside the closest shadows to reveal a place of torture and slow death. "Look around, my companions," she says in a hushed tone, letting her magical light fall across the blood and the stakes and the mutilated bodies. "I think **we've** just entered hell's inner sanctum. . . ."*

D&D® AND DIABLO II®!

You've played the exciting computer RPG. Now get ready to play the world's greatest adventure game! We've set this version of the DUNGEONS & DRAGONS® game in the dark, dangerous world of DIABLO II. It features the heroes and monsters from the DIABLO II computer game and translates them so you can experience the fun and excitement of playing *without* your computer.

All you need are a couple of friends, a comfortable place to get together, a few pencils and some paper, and the contents of this box. After that, the *Adventure Game* and your imagination do the rest.

THE DUNGEON MASTER

The D&D game has something that no computer game can match. It has a Dungeon Master—a living, breathing, highly imaginative, wickedly creative master storyteller who can react to any situation and improvise solutions on the spot.

There's no one more important to the D&D game than the Dungeon Master. If you're reading this, then you get to take on this essential and exciting role. The DM does everything that the AI does in computer RPGs, plus a whole lot more. You're the director, the narrator, and the special-effects studio wrapped up in one person.

The DM runs the Quests, referees the action, and portrays all of the monsters and characters the heroes meet over the course of their adventures. That's how the DM plays the game. The other players control a single hero each; the DM controls the rest of the fantasy world!

OTHER PLAYERS

One to five other people can play this game. The *Hero Folders* present five different characters from the DIABLO II world—the Amazon, the Paladin, the Sorceress, the Barbarian, and the Necromancer. Each player selects one character.

During a game session, the heroes are the players' interface to the world of DIABLO II. The DM describes what these characters see and hear as they explore the catacombs and caverns that snake beneath the ground, then the players describe how the heroes react to each situation.

It's kind of like acting, except everything happens around the gaming table. The players don't have to stand up and deliver lines or perform stunts. The DM just reads parts of the *Adventures Book* out loud, improvises added detail as desired, then lets the players describe what their characters are doing. When the outcome of an action isn't obvious (like when a hero attacks a monster), everybody rolls some dice.

This give-and-take, this interaction, is at the heart of every adventure. How does an adventure end? That's the best part about a D&D game—nobody knows how it's going to end until you reach the climax of the story!

GAME SESSION

Before we start explaining the rules, let's take a few moments to draw a mental picture of what a D&D game session is like. Let's pretend it's next weekend. You've already read through the *Rules Book* and the first couple of Quests in the *Adventures Book*, so you're ready to be the DM. You've invited a few friends to come over to play. What happens next?

First, make sure you have a good supply of beverages and snacks. This is a social game, and people like to eat and drink when they're being social. It's perfectly okay to ask your friends to contribute to the game-session snack stash.

Then, find a comfortable place with a flat surface to roll dice on. Any table works nicely. You sit at the head of the table with the DM screen in

front of you and the *Rules Book*, *Quest Book*, and *Monster Folders* set behind the screen so the players can't see them. Place the dice and the *Hero Folders* in the center of the table, where everyone can reach them, along with plenty of pencils and paper.

When your friends show up, give them a few moments to look over the *Hero Folders* and select characters. The players can speak "in character" ("I attack the Zombie") or refer to their heroes in the third person ("The Sorceress attacks the Zombie"). You should use different voices and sound effects when you run the monsters.

Those are the basics. We'll look at the particulars of a game session later on. Right now, let's look at the details of how to play the game. . . .



THE HEROES

Look at the five *Hero Folders*. You know these characters from the computer game, but you're about to use them in a whole new way. Unlike in a movie or a computer game, there's no script for the heroes to follow. The players make up what their characters are doing as the adventures unfold, so almost anything can happen—and it usually does!

Take a few moments to go over the *Hero Folder* details with your players at the start of your first game session.

Hero Folder Details, Page 1

The first page has a combination of filled-in boxes and blank boxes. At the top you'll see the name of the character (Amazon, Barbarian, Necromancer, Paladin, or Sorceress) and a blank box where the player can write his or her name, or make up a name for the hero and write that in—Tor the Barbarian, for instance.

Level measures a hero's relative training and expertise. All heroes start at Level 2 and can reach Level 5 over the course of the Quests in this game. Write new levels in the blank box.

Experience provides a place to record experience points a hero gains by completing the Quests. Page 2 of each *Hero Folder* shows how much experience a hero starts with and how many points the hero needs to reach the next level. Record that number in the **Next Level** box as a reminder.

Strength, Dexterity, Constitution, Intelligence, Wisdom, and **Charisma** are the character's **abilities**. Expressed as numbers, Ability Scores range from 3 (the lowest) to 18 (the best).

Armor Class is the character's defensive rating, which takes into account the hero's Dexterity score and the type of armor the hero is wearing. In D&D, the lower the AC, the better. Without any other considerations, a hero's AC would be 10. When you add in the hero's Dexterity bonus and armor, the AC gets lower and the hero is harder to hit.

Primary Weapon indicates what the hero uses to attack. The **To-Hit** number shows what the hero needs to roll to hit a target with an AC of 0. This gets better as the hero gains levels, so there's a blank box to record the improved number. **Damage** shows what die to roll when the hero makes a successful attack. See "The To-Hit Roll" on page 8 for more details.

Saving Throw shows the number the hero must roll to resist certain things, like the effects of a spell or poison.

Move Rate measures a hero's speed. The hero can move that number of squares or less on the tiles in a single round.

Life shows how much damage the hero can take before dying. When a hero's Life is reduced to 0, that hero dies. You can record damage in the **Life Orb** at the bottom of the sheet.

Mana indicates how much energy a hero has for using skills. If a hero doesn't have enough Mana to use a skill, that skill can't be used. Record used Mana points in the **Mana Orb**.

Gold provides a place to record the amount of gold a hero collects during Quests.

Hero Folder Details, Page 2

This page features a few reminders to help players during the game. There are quick rules references detailing how to roll an attack, describing melee and missile combat, and reminding how to roll an ability check and saving throw. There's also a section on gaining levels that lists how much experience a hero needs to go to the next level. It also shows which numbers improve when that new level is achieved—To-Hit, Life, Mana, and Saving Throw.

Hero Folder Details, Page 3

This page is devoted to a hero's skills. Players select one skill at the start of the first game session, and add a new one every time their heroes achieve a new level. (The Sorceress and Necromancer start with two skills.)

Skills require the use of Mana points. When all Mana points have been used up, skills can't be used until the Mana points are restored. Some skills last for more than one round for the Mana cost listed. Mark each checkbox every round until the skill runs its course.

Hero Folder Details, Page 4

The back page of the folder features an awesome illustration of the hero, some text describing the character and his or her place in the fantastic world of *DIABLO II*, and a few notes about the character's **Special Abilities**. Some bonuses, like To-Hit and damage rolls, increase the die rolls when a hero attacks or dishes out pain to the monsters. A bonus to Armor Class lowers the hero's AC; this has already been calculated for the players.

The fantasy world of *Diablo II* and the heroes we're talking about are imaginary. We make a big distinction between players and characters. They aren't the same! Your friends are the players. They describe the actions of an imaginary hero. In game play, the players may know things that the heroes don't, and vice versa. Keep the two separate for maximum fun and game clarity.

Equipment and Magical Items lists the useful items the hero carries around, like armor, weapons, and torches. This stuff is placed either in a backpack or on the body. Slots are marked off for every item. When all slots are filled, the hero has reached the limit of his or her carrying capacity.

THE RULES OF THE GAME

There really aren't a lot of rules involved in a D&D game. It all boils down to how characters move, fight monsters, use skills, and perform actions. For everything else, we have you, the Dungeon Master. If something happens that isn't covered by the rules, the DM decides what to do.

Dice

The D&D game uses dice to help determine the outcome of actions. Whenever the outcome of an action isn't a sure thing, such as when a hero attacks a monster (and vice versa), roll the dice!

Most actions require the roll of a twenty-sided die (d20). The other dice determine damage and the outcome of select actions, as described later.

If you have to roll more than one die, you'll see a notation like this: 2d4. In this situation, roll two four-sided dice and add the results together.

Sometimes you'll see this kind of notation: 2d4+3. In this case, roll two four-sided dice, add the results together, then add an additional 3 points to get the final result.

Time

Time in the game is very flexible and should be used to help advance the story. You can move time along as you see fit to get to "the good parts" of each adventure. Just use a narrative cutaway to express the movement of time—"Three days pass as you travel the road between Tristram and Waystruck," for example, or "Six hours have passed since you set up camp, and your rest is disturbed by a pack of marauding beasts."

In the underground complexes where each Quest plays out, time is measured in rounds. A character can perform one action in a round—attack a



d20



d10



d12



d4



d8



d6



monster, activate a skill, pick a lock, etc. You get to decide if a simple action takes one round (drinking a potion) or several rounds (examining a mysterious book), depending on the situation.

Moving

Characters and monsters have Move numbers that indicate how many tile squares they can move in a single round.

Fighting

Sometimes the only way to deal with hordes of skeletons and other horrors of the underworld is to resort to all-out battle. Players roll the dice when their heroes make attacks, and you (the DM) roll the dice for the monsters.

It's not your job to kill the heroes (although heroes sometimes do die over the course of adventures). It's your job as DM to fairly determine the consequences of the heroes' actions and use common sense to make the monsters behave in monstrous ways.

How does combat work? Let's imagine that the heroes are moving cautiously along a dark dungeon corridor. Suddenly, three small, spiny creatures with barbed tails rush out of the darkness straight toward the heroes!

Who Goes First? Each side rolls a d10. One player rolls for the heroes, you roll for the monsters. The side that rolls **lower** goes first. If the rolls are tied, heroes go first.

Then What? The side that goes first (it has the initiative) takes its actions. Let's assume that the heroes won the initiative. Ask each player around the table, in turn, what his or her character is doing and resolve the action.

After all attacks and actions are resolved for the side, the other side makes attacks and performs its actions.

Then you start over until one side or the other has been defeated.

The To-Hit Roll

Here's how to make an attack roll. Roll a d20. Subtract the die roll from the character's To-Hit number. If the result is less than or equal to the target's Armor Class, the attack hits.

For example, the Paladin rolls a 15 on the d20. His To-Hit number is 18. $18 - 15 = 3$. The Paladin hits his target if it has an Armor Class of 3 or worse (3, 4, 5, etc.).

If a character hits, then roll for damage. Every weapon and monster has a damage code. The Amazon's javelin, for example, has a damage code of 1d6. Plus, she has the special ability that adds +1 to all damage rolls. If she rolls a 4, she inflicts 5 points of damage on her enemy ($4 + 1 = 5$).

Heroes record damage inflicted on them in the Life Orb on their *Hero Folders*. As DM, you track damage inflicted on monsters on a piece of scrap paper.

When a hero or monster takes enough damage to reduce its Life number to 0, that character dies.

Death

Characters and monsters die. That's part of the D&D game. The potential for a hero to die provides a sense of drama and danger that gives meaning to every adventure.

When a hero or monster runs out of Life points, that character is dead. Some powerful magic might change fate, but otherwise dead is dead.

A dead hero can mean the end of an adventure for a player, but it's not the end of the game. A player can select another *Hero Folder* or change the name of the departed character and start over as a new hero.

Skills

DIABLO II characters have skills that set them apart from each other. Skills have an energy cost. To activate and use a skill, the character must spend the required number of Mana points. If the character doesn't have enough Mana, he or she can't use a skill.

An action is required to activate a skill, so it can be done in a round instead of performing another action. Some skills have an immediate effect that occurs in the round, while others last for several rounds.

Performing Actions

Characters and monsters can do almost anything you and the players can imagine. The only restrictions are common sense and that they only perform one action in a round.

Simple actions only require time, not dice rolls. So, drawing a weapon from a scabbard, retrieving a dropped weapon, drinking a potion, moving, or searching a dead body take a round each, but no dice rolls are necessary.

Ability Checks

Some actions can be handled by ability checks. To make an ability check, a player must roll less than or equal to her character's specific ability score on d20. With an ability check, you can determine if a hero succeeds at a physical or mental feat not covered by other rules.

Use common sense when calling for ability checks. If an action is just completely impossible (like leaping across a mile-wide chasm) or exceedingly easy (like walking across an empty room), then no roll is required. Tell the player who wants his character to make that leap that "Wow, that looks impossible to you." If he still wants the hero to attempt it, say "Okay, the hero makes a running jump . . . and falls far short of the other side. A few moments later, the hero slams into the rocky ground far below. It isn't a pretty sight."

Searching

Sometimes a character might want to search an area for hidden things. A searching hero might find a secret door, a partially buried clue, or a discarded bit of treasure. Searching takes time; it takes 10 rounds to search a 10-foot by 10-foot area. It can't be done in the middle of combat or with hostile creatures around. Each character can search an area once.

When a player declares that his character is searching, you secretly make a Wisdom check for the hero. You can modify the check according to the situation. Make the check even if there is nothing to find so that the players are never certain if their characters missed something important or not.

Saving Throws

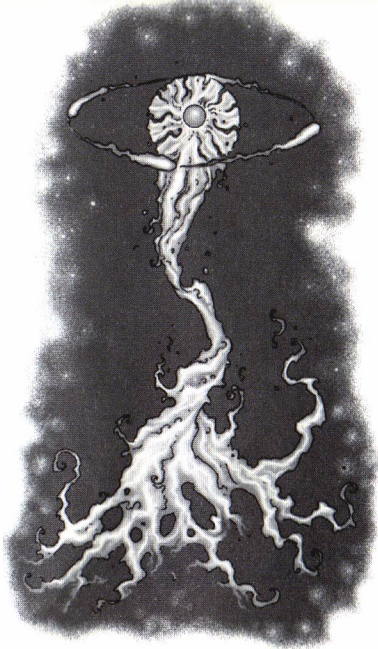
To avoid the effects of harmful spells or some monster attacks, characters get to make *saving throws*. Every character has a saving throw number. To make a saving throw, the character's player rolls a d20 and tries to get a number equal to or greater than the saving throw number.

Examples of Ability Checks:

Strength	Bashing a door open
Dexterity	Picking a lock
Constitution	Overcoming fatigue
Intelligence	Recalling a legend
Wisdom	Spotting a clue
Charisma	Striking a deal

What's a Good Roll?

For . . .	You Want to Roll . . .
Ability checks	Low
Initiative	Low
To-Hit	High
Damage	High
Saving throw	High



If a saving throw fails, the character receives the full effects of the spell or special attack. If a saving throw succeeds, the character either suffers no effects or receives half the total damage. See the spell or monster descriptions for complete details.

Note that saving throws don't work against all attacks. If a monster description states that no saving throw is allowed, then the target of that spell doesn't get to make a roll.

Healing

When the characters battle monsters, they're going to get hurt from time to time. After the fight, healing might be in order. There are a couple of choices for restoring Life and Mana points in the game.

Potions of *Healing*, *Full Healing*, *Mana*, *Full Mana*, *Rejuvenation*, and *Full Rejuve-*

nation all provide means of magically restoring some or all of a hero's Life points, Mana points, or both (see the Treasure Tables for more details). Also, Delpha, the priestess in the town of Waystruck, can provide free curative magic to the characters. Finally, there are shrines described in some of the Quests that restore Life and Mana.

Gaining Experience

Heroes gain experience by working together, defeating monsters, completing specific Quests, and coming up with good ideas that enhance the group's storytelling fun.

The Quests list the amount of experience the heroes gain. We provide additional guidelines later in this book.

Tell players to add the number of XPs gained in the latest adventure to experience points the character already has and write the new total on the character's *Hero Folder*. When the XPs equal or exceed the number listed for the next highest level, the hero goes up a level! With a new level, heroes gain more hit points, improve their To-Hit numbers and Life and Mana points, and they select a new skill. See the *Hero Folders* for more details.



BEING THE DM

Because of the presence of a Dungeon Master, the D&D experience is unlike any other game you'll ever play. The DM tells the players what their characters see and hear, determines the outcome of the heroes' actions, and keeps the adventure moving. Because of the DM, characters can try anything or go anywhere. The only limit in the D&D game is your imagination.

The most challenging, rewarding, and important role in a D&D game is that of the DM. You have to narrate the adventure, run all the monsters, and determine the course of the story by evaluating the actions and die rolls of the players.

Who Wins?

In D&D, everybody wins! The characters grow and improve together, and the players get to enjoy completing one adventure after another. The DM wins by challenging the players and helping them create a group story. Everyone has a fun and exciting time, and everyone wins!

DM Laws

Play fair, have fun, and stick to the rules of the game. Those are the primary laws a DM lives by.

If in doubt, make it up! That's the fallback position of every good DM. It's better to keep the story moving and the game fun than to get bogged down in the details.

D&D isn't just about rolling dice and following set encounters. Players are going to try things that aren't covered by the rules. That's okay. In fact, it's one of the best things about the game!

When a situation comes up that you don't have a set answer to, *make something up*. Be fair and consistent, and everything will turn out fine.

You can also use ability checks to wing it. The Paladin wants to pick up a dead Quill Rat and toss it at the Brute? Okay. Have his player make a Dexterity check to hit. What kind of damage does a thrown Quill Rat do? 1d4? Sure, that'll work!

Remember, the DM isn't competing against the players. Instead, the DM is like a referee, helping to advance the story by deciding how the actions the players declare for their characters influence each situation.

DM Basics

Read the rules and the first adventure before sitting down to play. In the adventure, you'll notice text that's intended to be read aloud to the players. This text sets the scene and provides a description of what the heroes see and hear.

Ask the players what their characters are going to do. Use the rules, the encounter secrets (the rest of the text not presented as a read-aloud), the actions of the heroes, and your own judgment and imagination to determine what happens.

When it comes time to reveal the monsters, follow the advice listed in the adventure, but be ready to react to what the players do. Do what feels right and have fun, and the story will come together like magic.

Narrating an Adventure

The read-aloud portions of each adventure provide information that the characters can see, hear, or smell at a particular point in the story. After you provide this information, the players may have Questions. Be careful not to

give away any secrets! For example, don't tell them what's on the other side of a closed door before the characters open it.

You might say, "There's a door at the end of the hall." The players might respond, "What kind of door?" Check the text following the read-aloud box to see if there are any obvious details you can share with the players. For example, the text may tell you that the door is made of iron, with no knob or keyhole. If the players ask, you can tell them this, as it's obvious their characters can see it. If it doesn't provide any additional details, you get to make something up. That's what DMs do; they're allowed to fill in the blanks and embellish the story to their heart's content.

Never reveal whether or not something is in the adventure or if you're making it up. Just don't get carried away or attempt to reveal too many details, and the players won't know if it's in the text or not. As long as you're fair and consistent, they won't even care!

Running the Monsters

The Dungeon Master gets to run the monsters that the heroes must face in the course of every adventure. A selection of monsters is described in the *Monster Folders*, and each monster has a listing of Intelligence and Attitude, providing details about a particular monster's (or group of monsters') goals, needs, and behavior.

Dumb monsters (Low Intelligence or below) just try to wade in and hit people. A random method for determining targets is best for them. Those with Average or better Intelligence have enough sense to concentrate on the targets that are the greatest danger, while those with High Intelligence know enough to coordinate attacks and team up to take down opponents one at a time. Monsters always lead with their best attack, and many try to flee if severely injured.

The DM also plays the roles of other characters the heroes meet. Townsfolk, such as Delphi, and villains, like The Slayer, allow you to do a little role-playing, too. Remember that just like the players, you must separate what you know as the DM from what your characters or monsters know.

ONSTERS

The dark places in the world of Diablo—crypts and caverns and corrupted monasteries—are filled with demons. They're the bad guys heroes need to defeat in order to gain experience and accomplish their goals. The monsters in these adventures have been taken from the *DIABLO II* game, but there are a few that may be familiar to players of the original *DIABLO*. The monsters are listed by general type, with individual variations shown within each group.

Each type of monster has these statistics:

- ◆ **AC** stands for Armor Class and is a measure of the beast's defense. Basically, this shows how hard it is for a character to hit the monster.
- ◆ **Level** is an indication of power. Roll 1d8 per Level of each monster before combat begins to determine how many Life points (the amount of damage it can suffer before falling over) it has. Sometimes, the Level has

a "+" or "-" attached to it, followed by a number. This works the same way as the dice notations; add the number after the "+" or "-" to the die-roll total. For example, a creature with a Level of 2+1 means you would roll 2d8 and add 1 point to the result. The Levels of some of the weaker creatures are listed as ½ (1d4). This means you would roll 1d4 instead of 1d8 for their hit points. These wimps are the pushovers. The heroes should crunch 'em while they can.

- ◆ **To-Hit #** is a reflection of the monster's attack capability. Figure out if the monster hits the same way you would figure it out for a player. Subtract the die roll of the monster from its To-Hit number; if the result is equal to or lower than its target's AC, the attack hits.
- ◆ **Actions** is the number of actions the monster can take in a combat round.
- ◆ **Alt. Attack** is short for Alternate Attack and describes another form of attack the monster can use.
- ◆ **Sp. Defense** is short for Special Defense and covers any unusual defensive capability the monster may have. Examples would be a monster's ability to regenerate Life points, or natural bonuses against particular types of attack.
- ◆ **Saving Throw** is a number rolled on 1d20 to protect against certain types of attack, including magic and poison.
- ◆ **Move** is how far the monster can move in a single round, counted in spaces on the tiles.
- ◆ **Intelligence** is a rating of how smart the creature is. Use this when determining the behavior of a creature.
- ◆ **Attitude** is how the creature deals with other creatures, usually the player characters. Quill Rats tend to be docile unless you get too close, while Brutes tend to attack first and think later.
- ◆ **Size** is the relative size of the creature, giving you an idea of how big the beast truly is.
- ◆ **Experience** is a relative value of how much the monster is worth in experience points. For multiple characters fighting multiple monsters, total the number of points for each monster, then divide by the number of characters to determine each character's share.

Note to D&D DMs: While the *DIABLO* monsters are a bit different from their D&D relatives with the same names, this can work to the advantage of a devious DM. Throw a Corpse Archer at your next group of regular D&D players and see how they react. . . .

SING THE TILES

The adventures in this book are set up to create a new "dungeon" each time you play. Each adventure has a common introduction and a common final goal. But what happens between those points is up to you, using this system.

How It Works

Each adventure starts with a section that is read aloud to the players. This provides the basic premise for the adventure (clean out the temple, kill the Fallen Ones, etc. . . .) There may be a couple of choices, mostly along the lines of “do we go or not?”

This is followed by a section on Beginning Play—the initial setup for the adventure area. Mix up the tiles and sort them by size. There are seven types: the small “special” rooms, short, medium, and long corridors, small and large rooms, and the final “Quest Rooms.” Pull out the Quest Room for the adventure you want to run.

The *Beginning Play* section may ask you to remove certain tiles from the mix. Remove the required tiles at random (just pull them out and set them aside). Finally, the *Beginning Play* section gives instructions as to which tile to use as the starting tile; this is where the heroes enter into the “dungeon.”

Moving Around

Whenever the heroes open a door to a new room, roll on the Tile Table to determine the type of tile they have found.

Tile Table

Roll 1d6	Tile Type
1	Short Corridor
2	Medium Corridor
3	Long Corridor
4	Small Room
5	Large Room
6	Special Room

Note: The Special rooms are the small tiles—the shrine, altar, and stairs rooms.

Pull the top tile from the appropriate pile. Fit it onto the map with the golden door as the entrance. Heroes enter a tile (including the first one) through the golden door marked on that tile. Every time the heroes move through a door into unexplored territory, roll for a new room.

There are going to be cases where the room will not fit into the plan. This may be because there is another room in the way or you just don't have room on the table. If the piece you've chosen does not fit, do the following:

- 1) Flip it over and see if it fits the other way.
- 2) If it does not fit the other way, then discard the tile; the door opens onto a blank wall. There is nothing beyond it.
- 3) The exception to #2 is if this is the ONLY way to go—the players have no other choice of direction. In that case, read the players the following:

You see a large vertical pool of solid blue, a gateway to elsewhere. You cannot see through the blue pool, and only by stepping through it may you discover what is on the other side.

Go to the Quest Room section.

Moving Around on the Tiles

Each hero has a counter. That marks where the hero is on the tile. Most of the time, this is important only when combat breaks out, so it's a good idea to call for a “marching order” before opening any doors.

Each hero (and monster, for that matter) has a Move number. That's how far it can move in a single round. The hero can move in any direction, including diagonally. You can also attack in any direction.

You can have only one (live) hero in a space at a time. You can have any number of monsters in a particular space, but only one can attack from a space; the others would have to “fan out” to attack. For that reason, fighting in doorways is often a good idea; it keeps the number of monsters that can clobber the heroes to a minimum. But let the players discover that on their own.

Encounters

Many of the tiles are marked with red spaces. Those spaces are where monsters and treasure can appear. When you lay down a tile, roll on the Encounter Table for that Quest. The Encounter Table dictates the number and type of monsters and the chance of treasure. For example, let's say you roll a “2” on the Quest One table, and it says: (see below).

Die Roll	Monster Encounter	Monster Stat Summary	Treasure Chance
1	No Encounter	None	None
2	1d4 Quill Rats	AC 9; Level 1; To-Hit 19; Damage 1d4+1; Alt. Attack Quills 1d3; XP 35 ea.	3 in 10

The monster *du jour* is Quill Rats, and there are 1–4 of them (roll 1d4). The stats are summarized next for your convenience, but you can check out the full monster write-up in the monster sheets (which also have an illo of the creature to show to the players).

The monsters appear on the square called for, or one space adjacent. Try to cover all the adjacent spaces, and stack the monster counters only if you have to; remember that only one monster can attack out of a space at a time (although attacks that affect a square affect *all* the monsters in that square).

Last, there is a chance of treasure. Treasure is awarded only if the monster is defeated (it's in the belly of the beast, or perhaps the creature is guarding it). In this case, there is a 3 in 10 chance of some treasure; roll a d10, and on a 1, 2, or 3, there is treasure present.

Treasures

Each Quest also has a Treasure Table for awarding players with gold and magical items. If a treasure is called for, then roll on the Treasure Table. The first time you roll a number, give that treasure and cross it off the list. The second time that number comes up, use the second column and cross that

treasure off. The third and following times you roll the same number, use the third column. That's just a shorthand way of keeping the number of cool swords to a minimum.

Special Rooms

There are three types of special rooms, which are described for that particular Quest. Not all the Quest Rooms appear in the adventure. Sometimes you as the DM are given the option of whether to place the special room as one type or the other. It's up to you. The special rooms are:

Shrine Rooms: The shrine tile is usually a good place for players to rest up and recover Mana and Life. If the heroes have been getting beaten up, it's a good idea to throw the shrine in their path.

Library Rooms: These rooms carry a large number of (usually damaged) books, with some useful information for the players. Again, if given a choice, and your players are interested in this sort of thing, then throw them the library.

Stairs: Stairs lead to another level of the underground complex. When you move to a new level, leave the current tiles in place, move over a little way, and start a new dungeon. Usually, you now add 1 to all Encounter and Treasure rolls. This is because the deeper you go, the tougher it gets.

The Quest Room

The Quest Room is the big finish, the final encounter for that particular Quest. It's time for the Quest Room when one of three things happens:

- 1) You don't have anyplace else to go, and the heroes are confronted by that big, vertical blue gateway (see above);
- 2) You've used all of a particular type of tile and the die roll requires you to use that tile again. If you roll a 6, and you've already played all three Special Tiles, then it's time for the Quest Room;
- 3) You've been going on for an hour or two, and you have to be someplace else in 15 minutes. It's time to wrap this sucker up, so go to the Quest Room.

Each Quest Room is unique for that adventure. Particular monsters appear at particular locations and have their own orders about what they do (some charge right in and attack, others may hang back with bows—there's one encounter where a pack of Fallen Ones are all hanging out at the arena, watching the heroes battle a particularly large Hellhound).

Wrapping Things Up

Usually, the Quest Room is the final task in that particular adventure; after that, all the other doors just open into blank walls (or can continue with more monsters, if that tickles your fancy). At this point, experience points are awarded for completing the Quest, and there may be a cool treasure item or two available.

That's about all you need to know. Get your friends, grab the character sheets and the dice, and give it a shot.

SESSION ONE IS JUST THE BEGINNING

The D&D game is designed to be played on an ongoing basis. When you reach the set ending time for the first game session, and it isn't the end of the adventure, have the players note the Life and Mana points and items their characters currently have. Put all the notes and books and *Hero Folders* back in the box so nothing gets lost between sessions. Then set a time for the next game session. And the one after that.

Awarding Experience

End the story portion of each game session about 15 minutes early so that you can award experience and the players can divide the treasure among their characters.

Experience point awards for monsters are listed in the monster entries and in the adventures. Monsters don't have to be killed for heroes to earn awards; they just have to be defeated or otherwise overcome.

Story awards are based on how well the players did in the adventure.

Individual awards include:

- ◆ Player has a clever idea (50–100 XP)
- ◆ Player has an idea that saves the group (100–500 XP)
- ◆ Player acts out his or her character well (100–200 XP)

Award experience for monsters and individual achievements at the end of a game session. Story awards should be saved until an adventure is completed.

When a hero achieves enough XP to gain a level, that hero must find someone to train him. A wizard character seeks out a wizard of a higher level, for example, and a fighter goes to a warrior of higher level for training. See the *Adventures Book* for more details.

Save The Dungeon!

There may be cases where you want to save the dungeon you've laid out. Perhaps your group didn't have time to finish the adventure over lunch, or everyone died and you want to see if they can beat it a second time, or you just think it's a cool layout.

Here's what you do. Grab a sheet of graph paper and sketch out the dungeon tiles before you take the complex apart. Map out the tiles, with one square of the tile equaling one square on the map sheet. Mark the doors and any monsters that are still wandering around. Next time you play, you can then lay out the map as the "story so far." (Alternatively, you can just start them randomly from the start again, if you want; it's your call.)

Eventually, you might want to start building your own dungeons, either using the tiles or just putting together rooms as you see fit. That's cool. In fact, that's one of the nice things about being a Dungeon Master; you can build your own dungeons and your own worlds. This is just a quick way to get started with your players. Where you go afterward is up to you.

BEYOND THE QUESTS

Your characters have passed through all the Quests. The Slayer lies defeated, and the great weapon of the Butcher is forever shattered. Is this the end?

It's only the beginning. You can use the tiles and tables within this book to create your own adventures! Here's how:

Choose how many tiles you want to use. For an evening's adventure, use all the tiles; for a shorter adventure, remove up to three large rooms and/or up to three long corridors.

Choose your starting tile. Pick a tile as your starting tile. The heroes enter on this tile. If the tile has monster starting locations, it's up to you if you want to start throwing monsters at them immediately.

Choose your Quest tile. Pick a final destination tile for your adventure from the six available.

Start Play. You can either use one of the encounter tables from the various Quests already played or use the one below. When you get to the final Quest tile, use the Quest tile table instead. Use the treasure tables provided on page 27–32 for determining the nature of any treasure found.

Awarding Experience: In addition to the experience for defeating the monsters, the heroes gain 1,000 XP for completing the adventure.

WHAT'S NEXT?

If you enjoyed the *DIABLO II* Roleplaying Game, you have a couple of options to choose from:

The *DUNGEONS & DRAGONS* Adventure Game is a complete boxed game with a set of characters, monsters, and adventures for you to play with, similar to this game.

Alternatively, if you think you really have the hang of being a DM, you may want to get into the full spectrum of the *ADVANCED DUNGEONS & DRAGONS* game. With the full AD&D game, you can create your own characters from scratch and invent complete adventures and game settings all on your own. Players will want to pick up a copy of the *Player's Handbook*. It goes into more detail and adds more spells and options to the game, as well as showing you how to create a character from scratch.

DMs will also want to pick up the *DUNGEON MASTER® Guide* and the *MONSTROUS MANUAL™* TOME. The first provides additional advice and more magical items for running the game, while the latter provides lots more monsters to add to your adventures.

FORGOTTEN REALMS® setting. After that, look for the *FORGOTTEN REALMS* campaign box. It provides a world to set your adventures in. The boxed set contains history, villains, and places that are ready to use.

Look for all these products and more to keep the adventure alive. You can find these fine products at game, book, and hobby stores near you. If you can't find them, check our website at www.tsr.com for more information. Enjoy!

CHARTS & TABLES

Table 1: Random Room Encounters

Die Roll	Monster Encounter	Monster Stat Summary	Treasure Chance
1	No Encounter	None	None
2	1d6 Thorn Beasts	AC 7; Level 2; To-Hit 19; Damage 1d6+2; Alt. Attack Quills 1d6; XP 65 ea.	3 in 10
3	1d8 Carcasses	AC 10; Level 2; To-Hit 19; Damage 1d8; XP 65 ea.	3 in 10
4	Chest	None	4 in 10
5	1d6 Carvers	AC 9; Level 1–1; To-Hit 20; Damage 1d6; XP 7 ea.	3 in 10
6	Trapped Chest	A Bone Warrior climbs out of the box and attacks. AC 9; Level 2; To-Hit 19; Damage 1d6+1; XP 175	5 in 10
7	1d3 Brutes	AC 8; Level 7; To-Hit 13; Damage 1d6; Alt. Attack hug 2d8; XP 420 ea.	5 in 10
8	1d6 Misshapen Hellhounds	AC 8; Level 2; To-Hit 19; Damage 1d6; Alt. Attack Lightning Ball 2d6; XP 120 ea.	6 in 10
9	1d8 Dark Stalkers	AC 9; Level 3; To-Hit 17; Damage 1d8; Alt. Attack Bow 1d6; XP 175 ea.	6 in 10
10	1d4 Carcasses	AC 10; Level 2; To-Hit 19; Damage 1d8; XP 65 ea.	7 in 10
11	1d3 Disfigured Hellhounds	AC 7; Level 3; To-Hit 17; Damage 1d6+3; Alt. Attack Lightning Ball 3d6; XP 175 ea.	8 in 10
12+	1d8 Skeletons w/swords	AC 10; Level 1+1; To-Hit 19; Damage 1d4+1; XP 120 ea.	9 in 10

Table 2: Random Quest Encounters

Die Roll	Monster Encounter	Monster Stat Summary	Treasure Chance*
1	2d6 DarkOnes	AC 7; Level 2; To-Hit 19; Damage 1d8; XP 35 ea.	10 in 10
2	1d6 Bloodhawks and Nest	AC 8; Level 2; To-Hit 19; Damage 1d6; XP 65 ea.	10 in 10
3	1d6 Razor Spines	AC 5; Level 4; To-Hit 17; Damage 2d6; XP 175 ea.	10 in 10
4	Chest (and roll again for Monster)	None	10 in 10
5	1d4 Ghosts	AC 5; Level 4; To-Hit 17; Damage 2d6; Alt. Attack Invisible; XP 270 ea.	10 in 10
6	1d8 Black Rogues	AC 6; Level 4; To-Hit 17; Damage 1d8; Alt. Attack Bow 1d6; XP 650 ea.	10 in 10
7	1d8 Blood Clan Goat Demons	AC 5; Level 3; To-Hit 17; Damage 2d4; Alt. Attack Bow 1d6; XP 175 ea.	10 in 10
8	2 Yetis	AC 6; Level 12; To-Hit 9; Damage 1d8; Alt. Attack Hug 1d20; XP 3,000 ea.	10 in 10
9	1d8 DarkOnes: 1d4 DarkOne Shamans:	AC 7; Level 2; To-Hit 19; Damage 1d8; XP 35 ea. AC 4; Level 4; To-Hit 17; Damage 1d8; Alt. Attack Fireball 4d6; XP 270 ea.	10 in 10
10	1d6 Moon Clan Goat Demons	AC 5; Level 5; To-Hit 15; Damage 1d8; Alt. Attack Bow 1d6; XP 420 ea.	10 in 10
11	1d4 Afflicted Hellhounds	AC 4; Level 7; To-Hit 13; Damage 1d10; Alt. Attack Lightning Ball 7d6; XP 2,000 ea.	10 in 10
12+	1d4 Wraiths	AC 2; Level 5; To-Hit 15; Damage 1d12; Alt. Attack Invisible; XP 420 ea.	10 in 10

* The Quest Rooms *always* have treasure in them. Roll four times on the Treasure Type Table.

The Town of Waystruck

Waystruck is a small town, little more than a collection of roughly hewn buildings in the saddle of two passes on the route to the Monastery of the Sightless Eye. There is very little here, just the basics for the adventurers. Much like in the computer version of *DIABLO*, there is little cause for combat in town—it is a place where heroes can recover from their adventures.

The Shrine is where the heroes normally find Delpha, who does most of the dealing with the heroes. She is willing to heal up wounded heroes free of charge, and she also has potions of Healing and Mana available for sale.

The Smithy is where the heroes find Taggart, the smith. He has a selection of weapons and armor as listed on the Equipment List (those without the asterisks). In addition, he buys armor and weapons the heroes are willing to sell. He pays half price for any armor or weapon brought out of the dungeons. He pays ten times that amount for any magical item (so magical plate mail of any type earns the seller 3,000 gp). A gruff, taciturn man, Taggart does not haggle, and material sold to him is shipped out down the trail (and therefore out of the game).

The Inn is a two-story building that serves as a stopover for travelers coming through the passes. It is run by a quiet woman named Gwen and her daughter Sophia. It is a good place for the heroes to crash and, if need be, to store their gear and treasure (as opposed to leaving it in piles out on the commons). The building is secure, and there is no danger of the heroes' equipment being stolen.

The Well occupies the center of town and is a common meeting spot.

Delpha is a major character, and the heroes can interact with her extensively. Taggart is important as well, in that if the heroes want to sell their swag, they'll be dealing with him. Gwen, Sophia, and the rest of the townsfolk aren't really that important for the adventure (save perhaps as hostages in one of the Quests), but the heroes might talk to them. What they know, and how they react to the player's heroes, is up to you. If the heroes have been performing good acts, like defeating the Fallen Ones, they will be treated with respect, even honor. If they have been trying to haggle with Taggart or giving Delpha a hard time, the townsfolk will be more circumspect. No combat statistics are provided for the other villagers, as they should not be in combat (though if the heroes suddenly go on a rampage, check out the sidebar "Oh, My God, They've Killed Delpha!" on page 20 of the Quest Book).

PRICE LIST

This is a list of the equipment available in Waystruck for the heroes. Weapons and armor are available from Taggart the smith. Magical items are available for sale from Delpha.

Item	Price	Slots
Backpack	2 gp	Has 40 slots
Belt	1 gp	1
Belt Pouch	1 gp	1
Blanket	1 gp	3
Bucket	1 gp	2
Candle (5 sticks)	1 gp	1
Chain	3 gp/foot	1/foot
Chalk (5 sticks)	1 gp	1
Chest, large	2 gp	10, has 40 slots
Chest, small	1 gp	5, has 20 slots
Flint and steel	1 gp	1
Glass bottle	10 gp	1
Holy symbol	25 gp	1
Ladder, 10'	12 gp	8
Lantern	4 gp	2
Map case	1 gp	1
Mirror, metal	10 gp	1
Oil	2 gp/flask	1/flask
Paper	2 gp/sheet	1/all sheets
Parchment	1 gp/sheet	1/all sheets
Rations (food)	3 gp/week	1
Rope	1 gp/50 feet	4/50 feet
Sack, large	2 gp	5, has 20 slots
Sack, small	1 gp	2, has 10 slots
Shovel	1 gp	4
Spikes, metal (6)	1 gp	1
Torch (6)	1 gp	2
Wine	1 gp/skin	1/skin

Armor	Price	AC benefit	Slots
*Banded mail	200 gp	AC 4	6
Chain mail	150 gp	AC 5	6
*Gothic Plate	1,000 gp	AC 2	8
Helm	10 gp	Does not affect AC	2
*Helm, Great	30 gp	Reduce AC by 1	4
Leather armor	5 gp	AC 8	6
*Plate mail	600 gp	AC 3	6
Ring mail	100 gp	AC 7	6
Robes	2 gp	AC 9	6
Scale mail	120 gp	AC 6	6
Shield	10 gp	Reduce AC by 1	4

Weapons	Price	Damage	Slots
Battle ax	5 gp	1d8	8
*Bow, long w/20 arrows	75 gp	1d8	6
Bow, short w/20 arrows	30 gp	1d6	4
Club	1 gp	1d4	6
Dagger	2 gp	1d4	2
Falchion	12 gp	1d6+1	3
Flail	15 gp	1d6+1	6
Mace	8 gp	1d6+1	3
Hand ax	1 gp	1d6	6
Javelin	1 gp	1d6	3
*Morning Star	20 gp	2d4	6
Sabre	13 gp	1d8-1	3
Scimitar	15 gp	1d8	3
Sling w/stones	1 gp	1d4	1
Spear	1 gp	1d6	4
Staff	1 gp	1d6	6
*Sword, broad	25 gp	2d4	3
*Sword, long	15 gp	1d8	3
Sword, short	10 gp	1d6	3
*Sword, 2-handed	50 gp	1d10	6
War hammer	2 gp	1d4+1	3
*War staff	10 gp	1d8	6

* Not available in Waystruck (it's a small town). The equipment's effects are presented for when the heroes discover them in the dungeon, and their prices are listed in case the heroes choose to sell the items to Taggart the smith. He is willing to purchase weapons at half the listed price.

Magical Items	Price	Slots
Potion of Healing	200 gp	1
Potion of Full Healing	500 gp	1
Potion of Mana	200 gp	1
Potion of Full Mana	500 gp	1
Potion of Rejuvenation	500 gp	1
Potion of Full Rejuvenation	1,000 gp	1
Healing at the Waystruck Shrine	FREE!	—
Identify Spell	100 gp/item	—
Identify Scroll	250 gp	1

Success in certain adventures results in Delpha presenting items to the characters as a reward. Taggart the smith charges for identifying items only if they are magical in nature. While both Taggart and Delpha are positively disposed toward the heroes, that does not mean they provide equipment or magical items on credit.

Equipment List

Holy symbol: A physical representation of a character's religion, usually made of metal or wood.

Spike: A slender piece of metal that can be driven into rock with a hammer for support while climbing.

Armor List

Banded mail: Armor made from heavy, overlapping strips of metal attached to leather.

Chain mail: Armor constructed from interlocking metal rings.

Gothic Plate: Armor constructed entirely from heavy pieces of solid metal plates.

Helm: A small metal cap that covers the top of the head.

Helm, Great: A larger version of the helm that covers the sides and back of the head and has a grate to protect the face.

Leather armor: Armor made from boiled and hardened pieces of leather.

Plate mail: Armor constructed from a combination of chain mesh and solid metal plates.

Ring mail: Armor made of small metal rings attached to leather backing.

Robes: Heavily padded armor that hangs loosely from the neck to the ankles.

Scale mail: Armor constructed of small, overlapping metal scales.

Shield: A shaped plate of metal or wood held with one hand to block an enemy's blows.

Weapons List

Battle ax: A stout wooden pole with a heavy half-moon-shaped blade attached.

Bow, long: A curved flexible wooden stave with a drawstring for shooting arrows that stands as tall as a man.

Bow, short: A curved flexible wooden stave with a drawstring for shooting arrows that is about 3 feet tall.

Dagger: A sharp, double-edged blade 9 to 18 inches long.

Falchion: A single-edged sword with a straight back and a slightly curved edge that broadens close to the tip.

Flail: A heavy metal rod or ball attached to a wooden handle by a short length of chain.

Mace: A wooden club with a heavy metal head on the end.

Hand ax: A smaller version of the battle ax that can also be thrown.

Javelin: A straight wooden pole about 4 to 6 feet long fitted with a short metal blade at one end and weighted for throwing.

Morning star: A wooden club topped with a spiked metal head.

Sabre: A long, curved, single-edged sword with a thin blade.

Scimitar: A curved, single-edged sword with a wide blade.

They Want to Buy an Elephant!

The above prices are for items that are (for the most part) readily available in Waystruck. As players get comfortable with the idea of roleplaying, they may have their own suggestions about what they can buy (early suggestions have included paint, pepper, and in one case, an elephant). As the DM, you have to decide whether these things are available and how much they cost. Things to keep in mind:

- ◆ Waystruck is a very small town, with most of the cool magical items being shipped to more powerful towns like Tristram. Note that not all the weapons and armor on the equipment list are available.
- ◆ Waystruck is in a dangerous area, so it makes sense that it has a lot of basic arms and equipment, but not a lot of esoteric items.
- ◆ The World of Diablo is medieval in technology level, which means no digital watches, internal combustion engines, or guns. (As a rule of thumb, if you can't imagine it in the computer game, it's not likely to be present here, either.)

If you decide that the item is available (like paint, for example), then look at the list to get an idea of how much it costs (it's probably more expensive than chalk; let's call it 2 gp) and how many slots it fills (let's say 2). That's the nature of being a DM, being able to conjure such things out of thin air.

Sling: A leather strap with a pouch in the middle that is swung rapidly in a circle to hurl stones.

Spear: A wooden pole about 5 to 7 feet long fitted with a short metal blade at one end.

Staff: A stout wooden pole about 6 to 9 feet long.

Sword, broad: A sword with a wide, double-edged blade about 3 feet long.

Sword, long: A sword with a slender, double-edged blade about 4 feet long.

Sword, short: A sword with a double-edged blade about 2 feet long.

Sword, Two-handed: A very heavy sword about 5 or 6 feet long that must be used with both hands.

War hammer: A very large, heavy hammer made entirely of metal.

War staff: A stout wooden pole about 6 to 9 feet long shod with metal plates at each end.

Magical Item List

Potion of Healing: When a single character drinks this small red potion, it restores 2d4+2 points of Life.

Potion of Full Healing: When a single character drinks this large red potion, it restores all Life points.

Potion of Mana: When a single character drinks this small blue potion, it restores 2d4+2 points of Mana.

Potion of Full Mana: When a single character drinks this large blue potion, it restores all Mana points.

Potion of Rejuvenation: When a single character drinks this small yellow potion, it restores 2d4+2 points of Life and 2d4+2 points of Mana.

Potion of Full Rejuvenation: When a single character drinks this large yellow potion, it restores all Life and Mana points.

Healing at the Waystruck Shrine: Any time a character prays at this shrine, it restores all Life and Mana points.

Identify Spell: When Delpha casts this spell, she is able to tell the heroes the name and exact properties of any one magical item.

Identify Scroll: This scroll functions exactly the same as Delpha's spell, identifying one magical item's name and properties; it can be used anywhere, including in the dungeon.

Using the Treasure Tables

Each of the **Treasure Tables** uses 1d20 to randomly generate a result, and here's how they work: First, roll on the **Treasure Type** table to determine whether the treasure is gold, a non-magical item, or a magical item. Go to the appropriate table. For nonmagical items, pick the subtable that corresponds to the level of the dungeon (or the Quest number) and determine what type of equipment is found.

For magical items, potions have their own table, and *Identify Scrolls* are identical to the ones the heroes can buy from Delpha in Waystruck. The minor and major magical items require several steps. First, you need to figure out what the item is, so go back to the **Nonmagical Items** table and roll there (using the table for the appropriate level). Then, roll on either the **Prefix** table, **Suffix** Table, or both tables to combine the terms together to get the name (and effects) of the item.

Here're a couple of examples: The DM rolls on the **Treasure Type** table and gets a 6. This gives a result of Gold, so he rolls on the **Gold** table, getting a 13. This treasure is 2d10 gold pieces. The next time he needs a treasure, the DM rolls an 18, indicating a magical item. Rolling a 19 on the **Magical Items** table, the DM sees that he has generated a major magical item (which has both a prefix and suffix). He goes back to the **Nonmagical Items** table and checks to see what piece of equipment he starts with (he's checking for level 2). He rolls a 7; the result is a dagger. Then, he checks on the **Prefix** table, getting a 6, which is "Iron" (he uses the **Weapons** subtable, since a dagger is a weapon). One more roll, this time on the **Suffix** table (again, using the **Weapons** subtable). He gets a 16, which is "the Bat." The DM has rolled up an *Iron Dagger of the Bat*, which gives the wielder a +1 bonus on To-Hit rolls and restores 1 point of Mana with every successful attack.

TREASURE TABLES

Treasure Type (1d20)

1-10	Gold
11-16	Nonmagical Item
17-20	Magical Item

Gold (1d20)

1-12	1d8 gold pieces (gp)
13-17	2d10 gp
18-20	3d12 gp

Nonmagical Items (1d20)

Roll on the column appropriate to the level of the dungeon the characters are exploring:

1d20	Level 1	1d20	Level 2	1d20	Level 3
1-2	Helm	1-2	Helm	1-2	Helm
3	Leather Armor	3	Leather Armor	3	Leather Armor
4-5	Ring Mail	4-5	Scale Mail	4-5	Chain Mail
6	Shield	6	Shield	6	Shield
7	Dagger	7	Dagger	7	Dagger
8-10	Short Sword	8-10	Falchion Sword	8-10	Sabre
11-12	Hand Ax	11-12	Hand Ax	11-12	Hand Ax
13-15	Club	13-15	Club	13-15	War Hammer
16-17	Sling	16-17	Sling	16-17	Short Bow
18	Staff	18	Staff	18	Staff
19-20	Javelin	19-20	Javelin	19-20	Spear

1d20	Level 4	1d20	Level 5	1d20	Level 6
1-2	Helm	1-2	Great Helm	1-2	Great Helm
3	Leather Armor	3	Leather Armor	3	Leather Armor
4-6	Banded Mail	4-6	Plate Mail	4-6	Gothic Plate
7	Shield	7	Shield	7	Shield
8	Dagger	8	Dagger	8	Dagger
9-10	Scimitar	9-10	Long Sword	9-11	2-Handed Sword
11-12	Long Sword	11-12	Broad Sword	12-13	Battle Ax
13	Hand Ax	13-14	Battle Ax	14-15	Morning Star
14-15	Mace	15	Flail	16-17	Long Bow
16-17	Short Bow	16-17	Long Bow	18	Staff
18	Staff	18	Staff	19-20	War Staff
19-20	Spear	19-20	War Staff		

Magical Items (1d20)

- | | |
|-------|------------------------------------------------------------------------------------------------------------------------------|
| 1-6 | Potion |
| 7 | Identify Scroll |
| 8-12 | Minor Magical Item—Roll on Nonmagical Items table, above, and then on the Prefix table, below |
| 13-17 | Minor Magical Item—Roll on Nonmagical Items table, above, and then on the Suffix table, below |
| 18-19 | Major Magical Item—Roll on Nonmagical Items table, above, and then on both the Prefix and Suffix tables, below |
| 20 | Unique Magical Item |

Potions (1d20)

- | | |
|-------|-----------------------------|
| 1-6 | Potion of Healing |
| 7-8 | Potion of Full Healing |
| 9-14 | Potion of Mana |
| 15-16 | Potion of Full Mana |
| 17-19 | Potion of Rejuvenation |
| 20 | Potion of Full Rejuvenation |

Prefixes

Roll on the appropriate table below, attaching the resulting prefix to the beginning of the item (for example, Fine Ring Mail, which provides the wearer with Armor Class 6 instead of 7):

Weapons (1d20)

- | | | |
|-------|----------------|-----------------------------------------------------|
| 1 | Brass | Provides a -1 penalty to the wielder's To-Hit rolls |
| 2-9 | Iron | Provides a +1 bonus to the wielder's To-Hit rolls |
| 10-14 | Silver | Provides a +2 bonus to the wielder's To-Hit rolls |
| 15-17 | Gold | Provides a +3 bonus to the wielder's To-Hit rolls |
| 18 | Platinum | Provides a +4 bonus to the wielder's To-Hit rolls |
| 19-20 | <i>Special</i> | <i>Roll on the Special Prefixes Table, below</i> |

Armor, Shields, and Helms (1d20)

- | | | |
|-------|----------------|---------------------------------------------------|
| 1 | Rusted | Provides a +1 penalty to the wearer's Armor Class |
| 2-9 | Sturdy | Provides a -1 bonus to the wearer's Armor Class |
| 10-14 | Strong | Provides a -2 bonus to the wearer's Armor Class |
| 15-17 | Grand | Provides a -3 bonus to the wearer's Armor Class |
| 18 | Glorious | Provides a -4 bonus to the wearer's Armor Class |
| 19-20 | <i>Special</i> | <i>Roll on the Special Prefixes Table, below</i> |

Special Prefixes (1d20)

- | | | |
|-------|-----------|-----------------------------------------------------------------|
| 1 | Frog's | Reduces the owner's Mana pool by 5 points while worn/used |
| 2-4 | Spider's | Increases the owner's Mana pool by 5 points while worn/used |
| 5-7 | Raven's | Increases the owner's Mana pool by 10 points while worn/used |
| 8-9 | Snake's | Increases the owner's Mana pool by 15 points while worn/used |
| 10 | Serpent's | Increases the owner's Mana pool by 20 points while worn/used |
| 11 | Glass | Provides a -1 penalty to the user's/wearer's saving throw rolls |
| 12-14 | Coal | Provides a +1 bonus to the user's/wearer's saving throw rolls |
| 15-17 | Jet | Provides a +2 bonus to the user's/wearer's saving throw rolls |
| 18-19 | Ebony | Provides a +3 bonus to the user's/wearer's saving throw rolls |
| 20 | Obsidian | Provides a +4 bonus to the user's/wearer's saving throw rolls |

Suffixes

Roll on the appropriate table below, attaching the resulting suffix to the end of the item name (For example, a *Short Sword of Slaying*, which inflicts 1d6+3 points of damage on each successful attack):

Weapons (1d20)

- | | | |
|-------|----------------|--------------------------------------------------------------------|
| 1-6 | quality | Inflicts +1 damage on each successful attack |
| 7-9 | maiming | Inflicts +2 damage on each successful attack |
| 10-11 | slaying | Inflicts +3 damage on each successful attack |
| 12 | fragility | The weapon breaks on a natural 1 on any To-Hit roll |
| 13 | brittleness | The weapon breaks on a natural 1 or 2 on any To-Hit roll |
| 14 | the leech | Every successful attack heals the wielder 1 Life |
| 15 | blood | Every successful attack heals the wielder 2 Life |
| 16 | the bat | Every successful attack restores 1 Mana to the wielder's Mana pool |
| 17 | the vampire | Every successful attack restores 2 Mana to the wielder's Mana pool |
| 18 | speed | The wielder always wins initiative rolls in combat |
| 19-20 | <i>Special</i> | <i>Roll on the Special Suffixes Table, below</i> |

Armor, Shields, and Helms (1d20)

1	tears	Damage from attacks against the wearer are increased by 1 point while this item is worn
2-3	health	Damage from attacks against the wearer are decreased by 1 point while this item is worn
4	protection	Damage from attacks against the wearer are decreased by 2 points while this item is worn
5	thorns	Successful nonmissile attacks made on the wearer inflict 1d4 points of damage on the attacker
6	ice	The wearer receives a +4 bonus to saving throws vs. cold attacks
7-8	fire	The wearer receives a +4 bonus to saving throws vs. fire attacks
9-10	lightning	The wearer receives a +4 bonus to saving throws vs. lightning attacks
11-12	magic	The wearer receives a +4 bonus to saving throws vs. magic attacks
13	poison	The wearer receives a +4 bonus to saving throws vs. poison attacks
14	the heavens	The wearer's Armor Class against demons ¹ is improved by 4
15	the heart	The wearer's Armor Class against undead ² creatures is improved by 4
16	the wind	The wearer's Armor Class against flying creatures ³ is improved by 4
17-18	the tower	The wearer's Armor Class against missiles is improved by 4
19-20	Special	Roll on the <i>Special Suffixes Table</i> , below

¹includes the fallen, corrupt rogues, hellhounds, goat demons, and Slayer

²includes zombies, skeletons, and wraiths

³includes bloodhawks and wraiths

Special Suffixes (1d20)

1-3	corruption	The wearer cannot have any Mana in his or her Mana pool while this item is worn
4-6	the vulture	The wearer reduces his or her Life total by 1d4 hit points while the item is worn
7-15	the fox	The wearer increases his or her Life total by 1d4 hit points while the item is worn
16-20	the jaguar	The wearer increases his or her Life total by 1d6 hit points while the item is worn

Unique Items (1d20)

1	Helm of Regeneration
2	Thinking Helm
3	Helm of the Giant
4	Rainbow Armor
5	Sparking Mail
6	Armor of Archery
7	Robes of Protection
8	Dragon's Breach
9	Wizardspike
10	Missile Deflector
11	Short Sword of Haste
12	Frost Brand
13	The Defender
14	Sharp Beak
15	Dreamflange
16	Mace of Disruption
17	Flamedart
18	Bow of Haste
19	Storm Spire
20	Bag of Holding

Helm of Regeneration: A helm that restores the wearer's lost Life points by 1 per 10 rounds.

Thinking Helm: A helm that increases the wearer's Mana by 10 and provides a +1 bonus to all saving throw rolls.

Helm of the Giant: A great helm that grants the wearer with +4 To-Hit and +4 damage bonuses.

Rainbow Armor: Ring mail that provides an Armor Class bonus of +1 as well as a +1 bonus to all saving throw rolls.

Sparking Mail: Chain mail with a +3 Armor Class bonus that also inflicts 1d10 points of lightning damage to creatures that attack and successfully hit the wearer (the victim of the lightning can roll a successful saving throw for half damage).

Armor of Archery: Leather armor with a +2 Armor Class bonus that also grants the wearer with a +2 To-Hit bonus when attacking with a bow.

Robes of Protection: Robes that grant a +3 Armor Class bonus and a +3 bonus to saving throw rolls.

Dragon's Breach: A shield that grants a +2 Armor Class bonus and a +4 bonus to saving throw rolls against fire attacks.

Wizardspike: A dagger with +1 To-Hit and damage bonuses that also increases the user's Mana by 5 and grants a +2 bonus to all saving throw rolls.

Missile Deflector: A shield with a +1 Armor Class bonus and a +4 Armor Class bonus against missiles.

Short Sword of Haste: A short sword with +2 To-Hit and damage bonuses that gives the user two attacks in a round and doubles tile movement each round.

Frost Brand: A long sword with +3 To-Hit and damage bonuses that double to +6 bonuses against fire-using creatures.

The Defender: A sabre that grants the user a +5 Armor Class bonus.

Sharp Beak: A battle ax that increases the user's Life by 10, decreases the user's Mana by 10, and grants a +1 bonus to saving throw rolls against magical attacks.

Dreamflange: A mace that increases the user's Mana by 10 and grants a +2 bonus to all saving throw rolls.



If The Slayer had The Butcher's Cleaver, she picks it up. Otherwise, she asks for it from the hero wielding it. If it is turned over (and this is not required of the hero), she grasps it firmly and snaps it in two, letting the shards fall among the viscous goo that had been the Overlord who thought to be the new Butcher.

Then the ghostly woman smiles at the players and says, "Thank you. If you see my daughter again, tell her that I perished fighting The Butcher, and now, thanks to you, I have had my revenge."

And then she is gone. The heroes gain 2,500 XP each for defeating The Slayer.

With the death of The Slayer, the other near-dead figures within the room expire as well. They are a combination of heroes, Corrupt Rogues, Fallen, and anyone else The Slayer took issue with. Among the debris, there is a great deal of treasure:

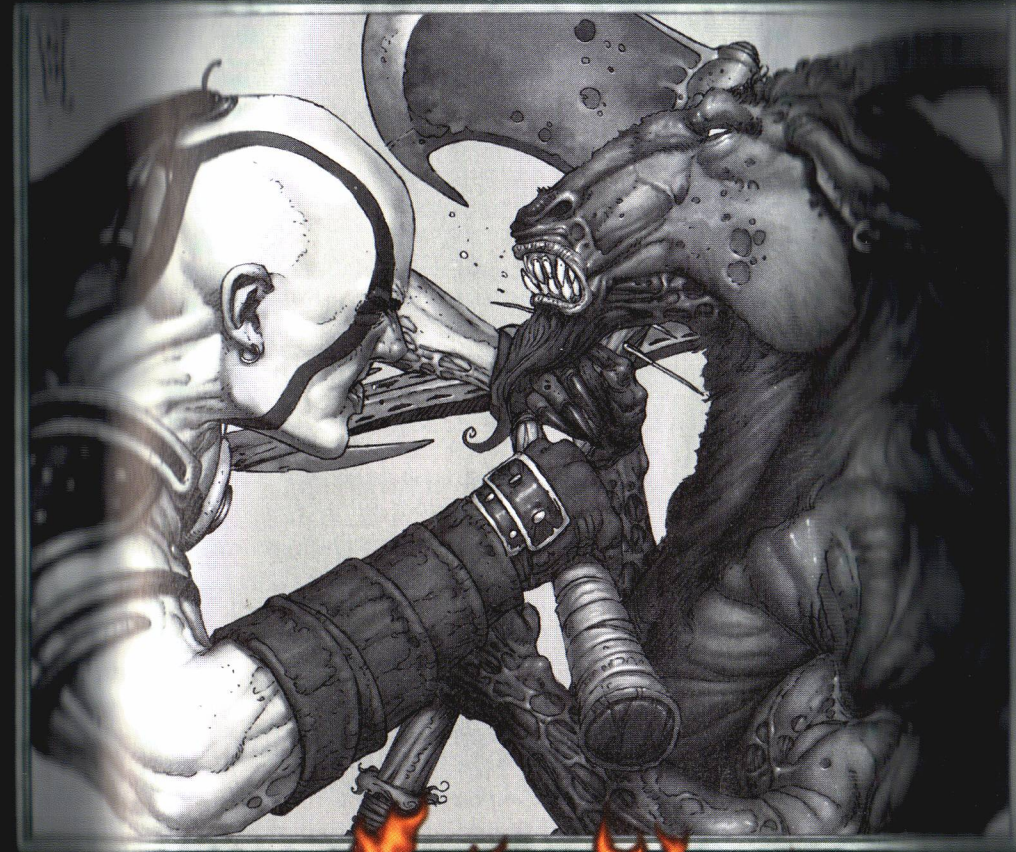
- ◆ 4,000 gp
- ◆ A major magical item for each character in the adventure.

Dungeons & Dragons

Adventure Game

QUEST BOOK

JEFF GRUBB AND BILL SLAVICSEK



DIABLO™



QUEST ZERO LAIR OF THE BEAST

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GETTING STARTED

This adventure is a walk-through, an introductory Quest to get the players used to playing their characters, interacting, rolling dice, and beating up monsters. It's an excellent way of introducing the players to the world of DIABLO II. You're going to be the DM, so you need to read this section in full before you start playing.

Let the players choose their characters. Usually, the ratio is one character per player, but if you have only one or two players (not counting the DM), let them run two characters each. Let the players choose from the available *Hero Folders*. Choose the appropriate counters for those characters. Let the players choose their own names for their heroes; someone could choose to run "Torv the Paladin," although we note him only as "the Paladin" on the *Hero Folder*.

Dig out the tiles that match the ones showed on the illustration on page 4. Set up the DM screen in front of you (it has useful information, hides the tiles from the players, and also hides your die rolls). Once you're all ready, read the following aloud to the players:

Your group of heroes has been traveling through the mountain passes, making for the Monastery of the Sightless Eye. There have been frightening rumors of great evil surrounding the monastery—of dire forces at work and demons raiding the area. There is a need for heroes, heroes such as yourselves. You have met the others along the road, and now as a group you follow the trail that leads to the monastery.

Now, as you move through an icy pass, you find the bodies of others that have preceded you. In a bloody divot in the snow lie the remains of two people, ripped to shreds. A third body has apparently been dragged off, leaving a long, bloody smear in the snow. Alongside the path of the dragged body are huge, apelike prints.

This is an opportunity for action; something has ambushed these travelers. What are your heroes doing?



The heroes can bypass the adventure entirely, but encourage them to follow up on the mystery or there won't be an adventure. They may check out the bodies or immediately follow the footprints.

There are two bodies at the ambush site, a spellcaster and a rogue. If the heroes choose to search the bodies, they find:

The rogue (female) has a broken bow and torn armor. She has a backpack with three red potions. They are *potions of Healing*, which restore 2d4+2 Life points to a character when drunk.

The spellcaster (male) has a magical staff (broken) and robes (ripped). Inside the robes the heroes find three blue potions. These are *potions of Mana*, which restore 2d4+2 Mana points to a character when drunk.

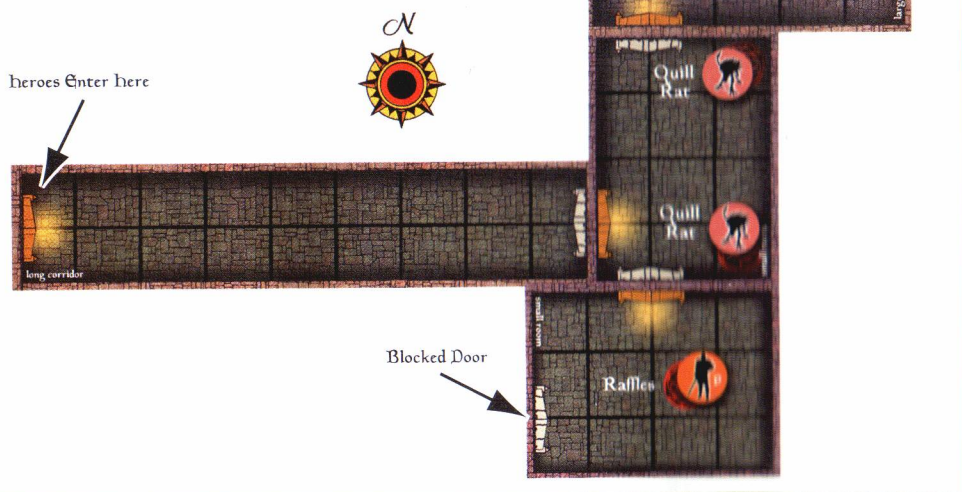
When the heroes start to follow the footprints, read the players the following:

The trail leads a few hundred yards to the south, over patches of bloody snow and stone, ending in the yawning mouth of a cavern. The bloody tracks lead into the darkness within.

When the characters proceed to the cavern opening, lay down the **Medium Corridor** tile, as shown. The heroes enter from the golden door. You can describe what they see as you lay it down. Feel free to add whatever embellishments you want. For example:

Quest O

Introductory Adventure Map



You enter the cavern to see a passageway running deeper into the mountainside. The passageway ends in a door. The bloody smear leads to that door.

Have the players set up a “marching order”—a quick sketch on a piece of paper that shows which heroes are where in the party. As a general hint, those with better (lower) Armor Classes and more Life (such as the Paladin or Barbarian) are better off in the front, and those who cast spells (like the Necromancer or Sorceress) do better in the back. This is important because some monsters (like the Gargantuan Beast later on) attack the heroes in the front of the party first. Have them put the counters for their characters on the chunk of medium corridor, near the door at the far end.

Note: There is nothing particularly interesting about the corridor; it's just a starting place.



FIGHTIER THAN THE QUILL

When the heroes choose to open the door at the far end, lay down the **Small Room** tile and read the following:

You open the door to reveal a small room with exits to the right and left. Within the room are a pair of odd-looking creatures that look like reptilian porcupines. These are called Quill Rats, and they are known

for their ability to fling their spiny quills. One of the Quill Rats waddles toward you menacingly, while the other hunches its back and hisses at you.

The Quill Rats appear on the two red spaces on the tile, one per space, as noted on the map. The one closest to the door runs up to the characters and beats on them (known as melee combat), while the other stays in the corner and fires quill-like missiles. This quill-firing Rat does so until someone comes up and hits it in melee combat. The Quill Rats have the following statistics:

Quill Rats: AC 9; Level 1 (6 Life); To-Hit 19; Damage 1d4+1; Alt. Attack Quills 1d3; Move 3; XP 35 ea.

The Quill Rats can be found in the monster folders; you can show the players what a Quill Rat looks like from those. Complete stats can also be found on those pages. (An explanation of the notation above is in the sidebar on the next page.)

The first thing you need to do is roll initiative; you roll 1d10, then one of the players rolls 1d10. The low roll gets to go first, then the other side gets to make its moves and attacks. If the result is a tie, the heroes go first. In the turn, a creature or hero can move up to the maximum number of squares listed for that hero or monster and also use a weapon. So if you as DM grab the initiative, then the Quill Rat nearest the door closes with the heroes and attacks one of them standing in the front, while the one in the far corner fires missiles at one target.

So who do the monsters attack? Well, the Quill Rats aren't very bright, so they attack one of the heroes at random. Choose among the targets available and roll randomly. Let's say there are three heroes in the party—two in the front, one in the back. The Quill Rat that runs up and beats on the front line has two targets, so roll 1d6, with 1–3 being one target and 4–6 being the other. The Quill Rat firing missiles, on the other hand, has three possible targets, provided it can see all three heroes. So roll 1d6 again, this time with 1–2 being one of the guys in the front row, 3–4 being his neighbor, and 5–6 being the one bringing up the rear.

After the heroes defeat the Quill Rats, read the following aloud:

The last Quill Rat twitches with a loud death-rattle, and the underground room falls silent save for your own breathing. You notice something shiny in the remains of the Quill Rat. There are doors to your right and your left. The bloody footprints lead to the door on your left.

The heroes have three things they can do right now: check out the dead bodies, open the door to the right, and open the door to the left. Here's a handy bit of dungeon exploration smarts that Diablo players should already know: It's always better to check for treasure first before opening any new doors.

What Do All Those Numbers Mean?

The line with all the gibberish is a shorthand method for presenting statistics—a measure of how strong, tough, and deadly the monster is. These are the same numbers that appear in the full descriptions on the *Monster Folders*, but they are listed again here in abbreviated form to make life easier for the DM. Here's a refresher for what the numbers mean. Running down the list:

AC is Armor Class. This is similar to the hero's Armor Class and shows how well protected the monster is. A low number is good. The Quill Rats only have a 9, which means they are pretty easy to hit.

Level is how tough the monster is. Quill Rats are Level 1, really minor league, though there are larger variants that inflict more damage. Normally, you must roll 1d8 for each Level to determine Life points, but we've already done that for you with the Quill Rats; they have 6 Life each.

To-Hit is the monster's attack number. This works the same way as it does for the heroes. The Quill Rats have a To-Hit number of 19. See the sidebar on the next page for a reminder of how to use this number.

Damage is the amount of damage the monster inflicts when it hits in melee combat. For the Quill Rat that's charging the party, if it hits, it inflicts 1d4 (the four-sided die) +1 additional point of damage (for 2–5 points total).

Alt. Attack appears only if the monster has some other method of attacking other than coming up and beating on folk. The Quill Rat in the far corner can fire missiles at its opponent that inflict 1d4 points of damage if they hit (the Quill Rat needs the same numbers to hit with a flung quill as it would to hit close up).

Move is the number of squares the monster can move in a round. The Quill Rats can move 3 spaces in a round, either straight or diagonally.

XP is the final number in the summary and shows how much the heroes get for killing the Quill Rats. Quill Rats are worth 35 XP each, and there are two of them, so offing the pair of them gains 70 XP. Divide that amount among the heroes in the game (rounding fractions down).

Checking for Treasure—One of the Quill Rats has had a nice last meal; the heroes find 10 gold pieces on the body, along with a magical *Dagger of Quality*. A *Dagger of Quality* inflicts 1d4+1 points of damage when a character hits with it, as opposed to the 1d4 points of damage a normal dagger inflicts. The other Quill Rat has nothing on it.

Opening the door to the right—When the heroes examine the door on the right, they notice that it is locked. The heroes can try to pick the lock (making a Dexterity ability check by rolling Dexterity or less on 1d20) or bash the door in (making a Strength ability check). They can try as many

times as they need to get it open. When they open the door, go to the section titled "Raffles."

Opening the door to the left—This is the door that the bloodstained footprints led to. The heroes should figure that *something* is behind the door—probably something *big*. Give them a chance to ready their weapons or possibly use a few of the *Potions of Healing* and *Mana*. Have them put

So How Does Combat Work, Again?

Let's suppose the characters rush into the room to fight the Quill Rats, a pretty standard (and properly heroic) option. First, both sides roll initiative (one of the players rolls for the group of heroes, and you roll for the Quill Rats), with the lower roll going first; if the rolls are tied, the heroes go first. We'll assume the heroes win initiative and attack first. Remember, moving is an action, so if none of the characters is already next to a Quill Rat, they have to move up during this round and attack during the next round. On the other hand, if a hero is attacking with a missile weapon, the hero can attack from across the room.

Once a hero can attack, the player rolls a d20, then subtracts it from the hero's To-Hit number. Since the Quill Rats have an Armor Class of 9, the result must be 9 or less in order for the hero to hit. Thus, the Amazon, Paladin, and Barbarian need a 10 or more to hit the Quill Rats, because:

$$19 \text{ (the heroes' To-Hit \#)} - 10 \text{ (the die roll)} = 9 \text{ (the Quill Rats' AC).}$$

The Sorceress and the Necromancer each need an 11 to hit, since their To-Hit number is 20. If any heroes hit, the players roll damage, which is subtracted from the Quill Rat's Life points (they have 6 each). Any Quill Rat that drops to 0 Life or below is dead.

Now it's time for the Quill Rats to attack. Since they each have a To-Hit number of 19, they need the following to hit each of the heroes:

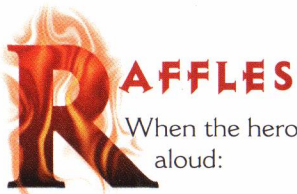
- ◆ the Amazon; 16 or more (because $19 - 3$ [Amazon's AC] = 16).
- ◆ the Paladin; 14 or more
- ◆ the Barbarian; 12 or more
- ◆ the Sorceress; 10 or more
- ◆ the Necromancer; 9 or more

If either of the Quill Rats hits, it inflicts damage in the hero it attacked (1d4+1 points for the one that charges forward, or 1d3 for the one that hangs back and flings quills).

Both sides have acted during the round, so now it's time to roll initiative again. Maybe this round, the Quill Rats will win. When one side or the other has died (or retreated, in the case of the heroes), the combat is over. If the characters were victorious, they earn the 70 XP that the Quill Rats are worth. Make a note of it for now and award the points later, during the game wrap-up.

their marching order back together. Take a deep breath, open the door, and go to the section after “Raffles” titled “The Brute.”

The players can do this in any order, and may ignore the door on the right entirely. That happens sometimes. What they are after is behind the other door, the one with the bloodstained trail.



RAFFLES

When the heroes open the door on the right, read the following aloud:

You open the door to reveal a small room, similar to the one that you are already in. Standing in the room is a man in tattered clothing. He holds a rock in one raised hand and has a panic-stricken expression on his face. His eyes are wide with fear. What are you doing?

The man is Raffles, a merchant traveling with the other three adventurers when they were assaulted by the Gargantuan Beast. A craven coward, he ran off when the adventurers were attacked and hid in the cave, not knowing it to be the Beast's lair. He accidentally locked himself in, and was afraid that the players' heroes were monsters coming to kill him.

The heroes don't know this; all they know is that they open the door and see a wide-eyed man with a big rock in his hand. Ask the players what their heroes are doing. The heroes have two real choices:

- 1) They can attack the man, fearing hostility. Not bad. The heroes automatically get the initiative if they attack. Raffles is a coward and drops the rock if attacked (or even threatened), curling up into a ball and pleading for mercy. Raffles has 8 Life. He does not attack. The heroes may kill Raffles; if they do, they don't get a warning about what waits behind the other door.
- 2) They can talk to the man, or wait for him to make the first move. Better. Raffles drops the rock and praises the heroes, telling them that he has been waiting for them to rescue him from the monster.

Ignoring (or even killing) Raffles is not a problem, only a missed opportunity. Raffles knows about the monster and the area the heroes are passing through. They get to know more as a result of rescuing Raffles than they would otherwise. See the Sidebar “Running Raffles” for what Raffles knows and how to play him.



THE BRUTE

When the heroes open the door on the left, read them the following aloud:

You've tracked the creature that ambushed the other heroes to its lair. It is a hulking brute with huge broad shoulders, long fur-covered arms,

and jutting fangs. You have disturbed it at mealtime, which seems to have been a warrior, now half-eaten. You notice that there is a chest in the room as well.

The creature gives a snarling bellow, throws aside the carcass of its former prey, and lumbers toward you, gorillalike arms outstretched.

Raffles, if he is with the heroes when this happens, gives a startled scream and runs in terror. It's up to the heroes now.

Put down the tile for the **Large Room** as shown in the diagram. The creature is a Gargantuan Beast, a type of Brute. Put the Brute counter on one of the red circles and put a chest counter on the other. The other two doors out of the room do not go anywhere; you can tell the players if they

Running Raffles

Raffles is a nonplayer character (or NPC), a character that the DM (you) runs and gives voice to. Some NPCs are monsters, and some are everyday people like Raffles. You get to flesh out Raffles's personality and let the heroes figure out what to do with him.

You know what Raffles can tell the heroes (“Thank the gods you've rescued me!”), as well as how he came to be in the dungeon (which he won't share unless asked; it is a bit embarrassing). How you do it is up to you. Raffles can be comical or just plain scared, irritating or worshipful. He can have an odd accent or a funny voice; it's up to you.

Raffles knows the monster in this lair is a Gargantuan Beast, one of the Brute family of monsters. He knows that it killed the others and dragged one to this lair. The others were traveling companions (he's a bit hesitant to admit that he ran out on them, but does if pressed). He can describe the Beast in frightening terms: “It's as big as a house! A huge, apelike monstrosity that shuts off the sun when it stands up! And it grabs its opponents in a mighty bear hug and squeezes the life out of them!”

A few more things that Raffles knows that the players might want to find out include: He and the others were heading in the opposite direction of the heroes. The town of Waystruck is about two days' march farther up the pass. He says that Delpha the Seer, Waystruck's leader, is a friend of his, and mentioning his name gets the heroes in good with the townsfolk.

Raffles would like nothing more than to leave the area immediately. If the heroes let him go, he escapes, hightailing it out of there. If the heroes convince him to come along, he runs away at the first sight of the Gargantuan Beast. In any event, he wants to continue on his way out of the mountains (and out of the heroes' lives).

ask that they look like they've been caved in and are useless. The Gargantuan Beast has the following stats:

Gargantuan Beast: AC 9; Level 5 (22 Life); To-Hit 15; Damage 1d4; Alt. Attack Hug 2d6; Move 3; XP 175.

The Gargantuan Beast has two things going for it: it has a lot of Life, and it has its special "hugging" attack. Check out the monster description; if it hits a target with a 19 or 20 on the To-Hit roll, it doesn't inflict a mere 1d4 points of damage, but rather 2d6—enough to ruin any adventurer's day.

Remember the "hug" if the beast rolls a 19 or 20 on the die!

It will be a bit of a struggle, but the heroes should be able to beat the Beast (see the sidebar titled "Oh, Great, A Hero Died. Now What?" if they don't). They may decide that discretion is the better part of valor and run away. They can outrun the Beast and it does not follow them. The next time they come into the caverns, though, they have to deal with two new Quill Rats that have taken up residence in the first room (though Raffles, if freed, is long gone; otherwise, he is still trapped in the locked room).

So, when the heroes kill the Beast, they are in a room with a dead Beast, the chewed remains of a warrior, and a chest. Checking out the body of the Brute, they find the creature had nothing of interest on him. Checking out

Oh, Great, a Hero Died. Now What?

Death Happens.

In a computer game, when a hero dies, you go to the last backup and run from there. Here, things are a little more permanent (not much, but a little).

In the *DIABLO II* Adventure game, when a character hits 0 Life points, the hero is dead. Defunct. Extinct. The player is out of the game for the moment, and his fellows must carry on without him.

When they get outside the caverns, he can join up as a "new character" of the appropriate type (at the starting level). Or, if they know of someone of sufficient power (Delpha the Seer comes to mind, but you'll meet her later), they can have the hero's broken body restored to life.

If everybody in a party dies (the Gargantuan Beast gets lucky and delivers a *big hug* to everyone), then you can start that quest again with the adventurers. Any gold and XP gained in the Quest is lost. The players get a fresh start and a new beginning.

And of course, the players have some idea of what is going to happen, and they're a *bit* more prepared. Now, all they need is luck to go with their skill. In the later Quests, the dungeons are different as well, and the monsters are just waiting for your heroes. . . .



the warrior, they find a map of the valley, and the town of Waystruck, about two days' journey ahead. And then there's the chest.

Ask who is opening the chest; some are trapped (this one isn't, but it's a good idea to get the players into that nice, paranoid feeling right away). Inside are 200 gold pieces and two *Potions of Rejuvenation*. These potions, when drunk by a character, restore 2d4+2 Life and 2d4+2 Mana; very handy after slaying Gargantuan Beasts.

Finally, the players get a "Quest Award" for killing the Quill Rats and the Gargantuan Beast, avenging the memories of the poor, dead adventurers who preceded them. They each gain 250 XP. This is awarded to each character who participated in the adventure (whether alive or not). If they freed Raffles (and did not kill him), award them an additional 100 XP.

So, the heroes have some potions, a minor weapon, and a map to the town of Waystruck, which is up the valley a bit. Now they're ready for the big time. Go to Quest One.

QUEST ONE THE BURIED TEMPLE

Read the following aloud to the players:

After a long day's march, you bed down for the night. The town of Waystruck is still another day ahead of you, and you find a suitable camping spot beneath the cedars. As you partake of a cold meal of jerky and dried fruit, the moon rises over the vale, casting huge shadows across the snowy landscape.

Suddenly, you notice you have been joined by another. She floats effortlessly above you, a shining, translucent woman with dark hair and piercing blue eyes, dressed in battered armor and wearing a swirling white cape. She has a sad expression on her face.

Give the players a chance to have their heroes react to the spirit's sudden presence. She is, for all intents and purposes, invulnerable to the heroes. The Barbarian senses the unworldly nature about her, the Sorceress feels powerful magic, and the Necromancer notes her status as one of the undead (though not one that he can control). The Amazon sees a strong woman, and the Paladin feels no sense of immediate threat from her.

After the players have decided what their heroes do (draw weapons, cast spells, or attempt to communicate with the specter), read the following:

The glowing female figure looks at you with a long, mournful expression. Then she raises a thin hand and points across the valley to the far wall of the pass. In the moonlight, the uneven rock face at the far side looks like the leering face of a demonic creature. It seems to silently mock both the glowing figure and yourselves.

The glowing figure lowers her arm, and she is suddenly gone, leaving only the night wind whispering where once she floated.

The players have a couple of choices; their characters can immediately go check out the rock structure where the woman pointed, wait for morning to check out the location, or ignore the visitation entirely and press on to Waystruck.

- ◆ If the heroes press on to Waystruck, let them go. They're missing out on the treasure and experience here, but they may come back later. Go to Quest Two.
- ◆ It makes no difference whether the heroes check out the far side of the vale this evening or the next morning. Go to the next section when they do.

When the characters decide to follow the ghostly apparition's directions and check out the far side of the vale, read the following aloud:

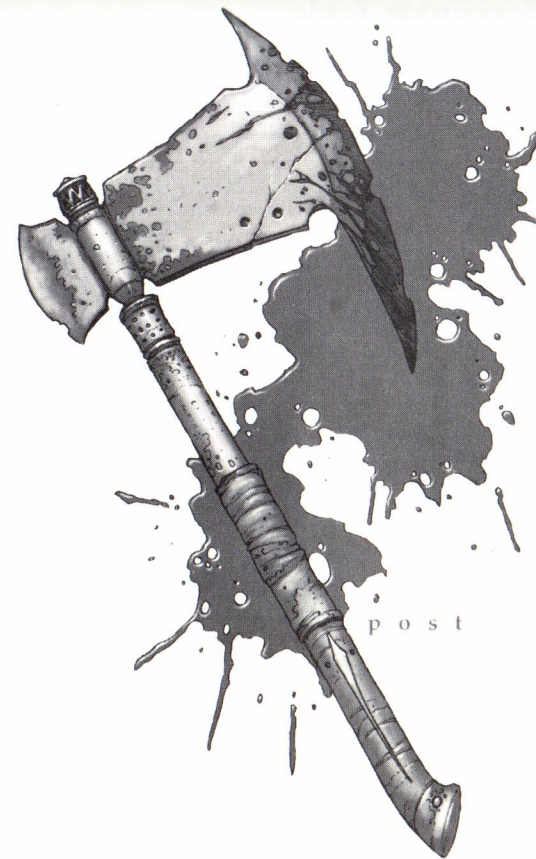
The demonic face among the rocks on the far side of the vale fades as you cross toward it, reduced to nothing more than a loose collection of cliffs and boulders.

However, you do see among the fallen rocks what appears to be a stubby circular building, its stonework crumbling and its roof shedding slate. The only thing within the tower is a staircase, spiraling down into the darkness.

BEGINNING PLAY

The adventure begins at the bottom of the stairs. Choose a **Long Corridor** as the starting piece and begin play. The heroes enter from the golden door. Remove three **Long Corridors**, three **Small Rooms**, and three **Large Rooms** from the mix and put them aside.

As the heroes move through the dungeon, they encounter random monsters from the table below. Once a room has been "cleared," it remains empty until the heroes leave the underground complex. If they leave the underground temple complex (to press on to Waystruck and heal up), and come back the next day, leave the map that has already been described in place, but roll for new encounters when they return.



Encounter Table

Die Roll	Monster Encounter	Monster Stat Summary	Treasure Chance
1	No Encounter	None	None
2	1d4 Quill Rats	AC 9; Level 1; To-Hit 19; Damage 1d4+1; Alt. Attack Quills 1d3; XP 35 ea.	3 in 10
3	2 Hungry Dead	AC 10; Level 1; To-Hit 19; Damage 1d6; XP 35 ea.	3 in 10
4	Chest	None	4 in 10
5	1d4 Skeletons w/ swords +1 Skeleton w/bow	AC 10; Level 1+1; To-Hit 19; Damage 1d4+1; Alt. Attack Bow 1d6; XP 120 ea.	4 in 10
6	Trapped Chest	The hero who opens the chest is stabbed by a small pin tipped with poison. The hero must make a saving throw. If the saving throw is failed, the hero suffers 1d8 damage. If the saving throw succeeds, the hero suffers no damage from the poison.	5 in 10
7	3 Skeletons w/ bows	AC 10; Level 1+1; To-Hit 19; Damage 1d4+1; Alt. Attack Bow 1d6; XP 120 ea.	5 in 10
8	No Encounter	None	6 in 10
9	1d4 Hungry Dead	AC 10; Level 1; To-Hit 19; Damage 1d6; XP 35 ea.	6 in 10
10	1d4 Carcasses	AC 10; Level 2; To-Hit 19; Damage 1d8; XP 65 ea.	7 in 10
11	1 Misshapen	AC 8; Level 2; To-Hit 19; Damage 1d6; Alt. Attack Lightning Ball 2d6; XP 120 ea.	8 in 10
12+	1d6 Skeletons w/swords	AC 10; Level 1+1; To-Hit 19; Damage 1d4+1; XP 120 ea.	9 in 10

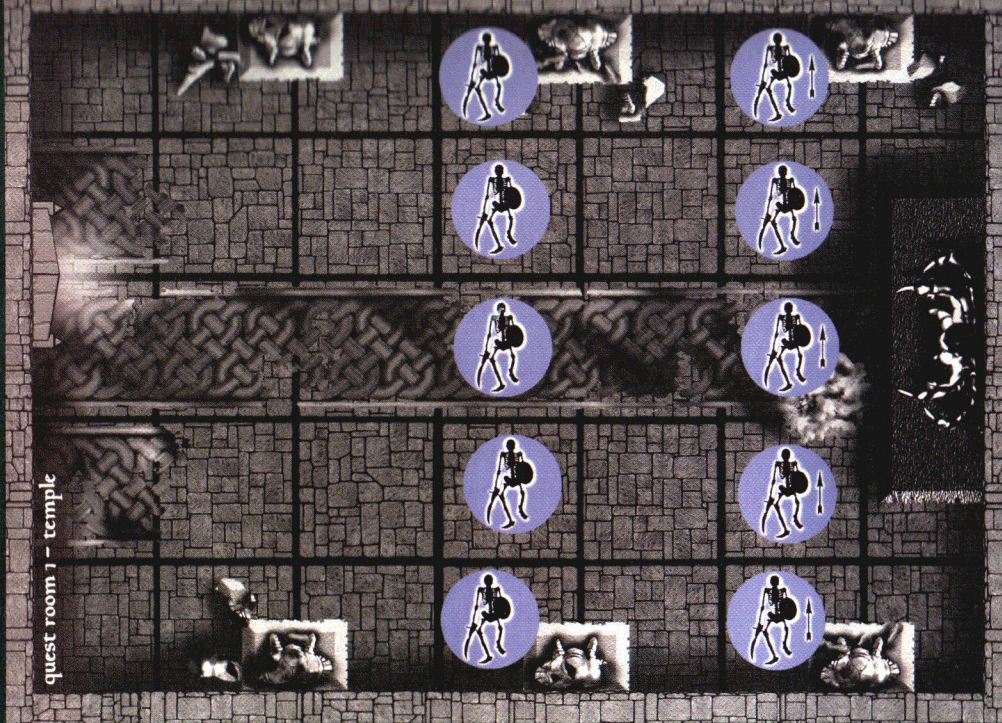
Treasures

Die Roll	First Treasure Rolled	Second Treasure Rolled	Third+ Treasure Rolled
1	1d8 gp	2d6 gp	3d6 gp
2	2d6 gp	3d6 gp	2d10 gp
3	3d6 gp	2d10 gp	2d12 gp
4	2d10 gp	2d12 gp	3d10 gp
5	Helm	Shield	Club
6	Leather Armor	Short Sword	Staff
7	Ring Mail	Sling	Javelin
8	Potion of Healing	Potion of Rejuvenation	Silver Dagger
9	Potion of Mana	Bronze Club	Leather Armor of the Heart
10	Iron Club of the Bat	Sturdy Shield of Health	Iron Short Sword of Quality
11	Brass Sling of Quality	Platinum Staff of Quality	Fine Leather Armor of Ice
12+	Thinking Helm	Iron Short Sword of Speed	Steel Hand Ax of Quality



The Altar Tile: If you draw an **Altar** tile and choose to reveal it Altar-side up, read the following to the players:

You see before you a small room. Set along one side of the room is an alcove, and within it a desecrated shrine. The statuary on either side has been smashed, and the shrine itself has been defaced. Still, it glows with its own weak aura.



The shrine is apparently one dedicated to the Sisterhood of the Sightless Eye, but it has been partially desecrated by the current inhabitants of the temple. Any characters praying at the shrine has either full Life points or full Mana points (player's choice) restored. This can occur once per character every 24 hours.

The Library Tile: When you draw the **Library** tile, place it Library-side up and read the following to the players:

You see before you a small room filled with rotting books. On an elevated stand, flanked by thick, unlit candles, is an opened text.

The books are mostly damaged and unusable, and the dampness has fused the pages of the open book together in a thick, pulpy mass. However, the open pages can be read and say the following:

“When civil war came to hell, not all chose to fight in the armies of Azmodan and Belial. Many fled, forsaking hell for their own survival. Among these lesser evils was Andariel, the Maiden of Anguish, who has since wandered the mortal world, looking for souls to corrupt and a way to enter back into the good graces of the Prime Evils.”

The Stairs Tile: When you choose to play a **Stairs** tile, move to a clear space next to the first map and start another layout, using the remaining tiles. Add +1 to the die rolls for **Encounters** and **Treasures** for every **Stairs** tile in play.

Quest Room: Temple

When the **Quest Room** tile appears, read the following aloud to the players:

The door opens into a huge room which was once the central worship area of a temple. The original statuary on either side of the room has been smashed and broken, and the far end is dominated by a great statue of a demonic woman with scorpionlike stingers rising from her shoulders, carved in dark stone. A low mound of treasure is piled at the statue's feet.

Of more immediate concern are a number of undead shambling figures in the room. Those closest to the statue are armed with bows and arrows. Those closest to you are armed with swords. As one, they notice you and raise their weapons to attack.

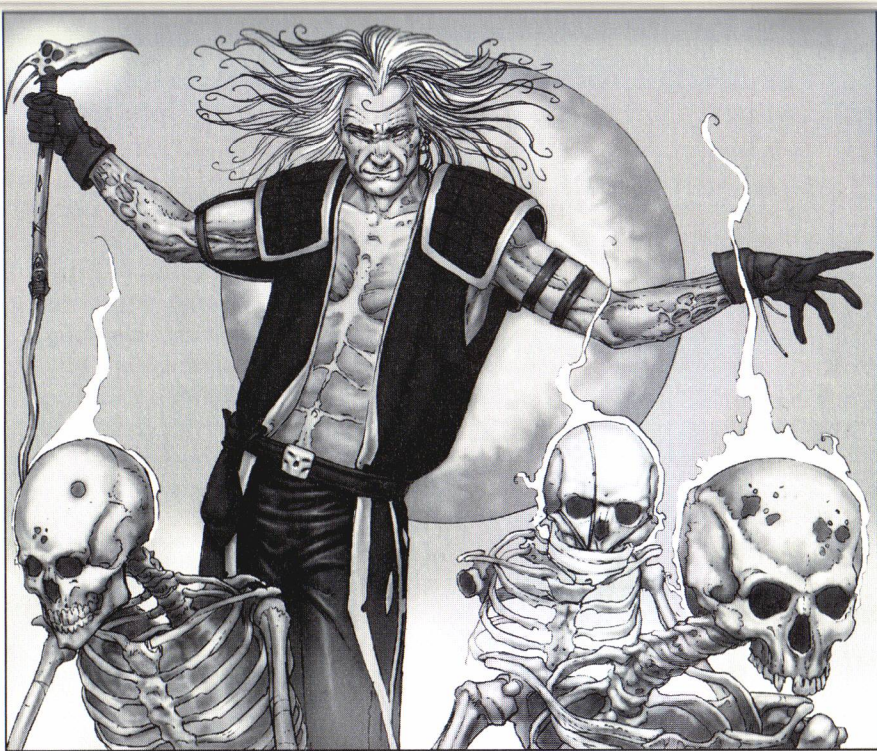
There are 10 Corpse-class Skeletons, 5 of which are armed with bows and arrows, and 5 of which are armed with swords. The bow-wielding Skeletons hang back and fire missiles into the party while the 5 sword-armed Skeletons engage the heroes. They are the defenders of the foul temple to Andariel. The sword-bearing corpses have 9 Life each. The corpse archers have 12 life each. Their appearance in the room is as dictated in the illustration on page 16.

The Skeletons are relentless and, should the heroes flee, pursue tirelessly as long as the heroes remain in the underground temple complex. Should the heroes flee the complex entirely, the Skeletons retire to the temple again. Should the heroes return, slain Skeletons are not replaced.

When the last Skeleton falls, read the following aloud to the players:

The last Skeleton lets out a whispering curse and slides to the floor. As it does so, another figure appears—the ghostly woman who directed you to this place. She looks at you and says, “You have done well. Ancient evils are rising from their uneasy graves and seek their old weapons and ancient tools. Be warned that should they regain their power, they will imprison those who live within the vale and torture and slay them. Be aware, for you must find the ancient weapon first, and use it to slay the Overlord who lusts after it. And, in time, slay his foul mistress.”

With that, the ghostly apparition points a finger at the demonic statue, and it crumbles, falling apart in a torrent of stone. Then the apparition is gone as well, leaving only your group, the fallen Skeletons, and the treasure.



DID SOMEONE MENTION TREASURE?

The temple was used for the veneration of Andariel, the Maiden of Anguish, and, as such, has a small pile of gold and weapons at the foot of her now-collapsed statue. There are 300 gp in the pile, along with three magical items (roll on the **Treasure Tables** in the *Rules Book*). The heroes each receive 800 XP for clearing the temple.

As the heroes leave the underground complex, they find nothing more. Any creatures that they bypassed have since wandered off, or in the case of the undead, lost their animating force with the ghostly apparition's destruction of the statue of Andariel.

The town of Waystruck lies a day's journey from the underground temple. The players may choose to rest for the night (or day) and then press on. They may do so safely without further visitation from monsters or ghostly spirits. Go to Quest Two.

Read the following aloud to the players:

You arrive in Waystruck, a small town that sprawls along a vale between two mountain passes. It consists of a double handful of weather-beaten wooden buildings with pine-shingled roofs. There is a smithy, a small shrine, and a two-story inn among the clustered buildings.

Your arrival does not go unnoticed. The smith pauses briefly in his hammering to look you over, and several townspeople gathered at the central well grow silent as you near. You head toward the inn, but a figure leaves the shrine and makes her way toward you.

The figure wears white robes and a white cape, and has long, jet-black hair and piercing blue eyes. She is identical to the spectral creature who appeared to you the night before.

The woman is Delpha, seer of the Shrine of the Sightless Eye in the town of Waystruck. She has been looking for adventurers for a mission of great urgency for the town. She approaches the heroes, bows deeply, and asks to speak with them.

This is a chance for the players to interact with Delpha. As the DM, you get to play Delpha's part, pass along information, and hit the players up for a quest for their characters. Delpha is the local religious leader of Waystruck, a combination mayor and high priest. It is a hereditary position; her mother and her grandmother and her great-grandmother were all priestesses of the shrine. If the players are smart, they will listen to Delpha. If not, well, see the sidebar.

Read the following to the players:

I am Delpha, the seeress of this shrine. A vision foretold the arrival of brave souls who would aid us in our hour of need. I need to know this: Are you such individuals, and would you be willing to aid us?

Waystruck has suffered for the past few weeks by the increasing depredations of the Fallen Ones. She is looking for heroes to go clear out the Fallen One nest in a collection of old mines along the foothills. She has indeed had a vision of these characters, though she does not know what their

Oh, My God, They've Killed Delpha!

One of the joys of roleplaying is that the adventure can go off in directions that are not readily anticipated. In the computer game, you can get a particular bit of information from a nonplayer character (NPC) like Delpha, but in this environment, she can do more: offer help and clues, provide healing, bargain, and interact with the heroes. Because *you* are running Delpha, *you* can decide what she does and does not do.

Of course, this leaves the situation open to abuse. As Delpha approaches, a hotheaded player may shout, "My gods! It's the Ghost! Slay her now!" and pull out his sword and attack her.

What now?

Welcome to the fine art of winging it. There will be situations where the players will do things that you as the DM don't expect. While this product can't cover everything, here are a few hints on how to handle such a situation:

- ◆ Explain the situation fully to the player: "Gee, Bob, while this woman resembles the spirit from the previous night, she is definitely flesh and blood. Are you sure you want to do that?"
- ◆ Get the other players involved: "Gang, it seems that Bob's character has lost it and is pulling a weapon on a defenseless woman. Are you going to let him run her through?" Friends might be able to calm Bob down.
- ◆ Let 'em live with the consequences. "Bob's character cuts the defenseless woman down. You hear the slamming of doors throughout the town as everyone now hides from you." Of course, then you pitch them into Quest Six, and add, oh, +2 to all the **Encounter** rolls.

The point is, this is a group adventure in storytelling, and as such you—the DM—should be able to make your own decisions. Weigh the options, then choose, based on what you know about the players. It's your game. It's your world. And it's why we have a living DM as opposed to a computer AI to handle this.

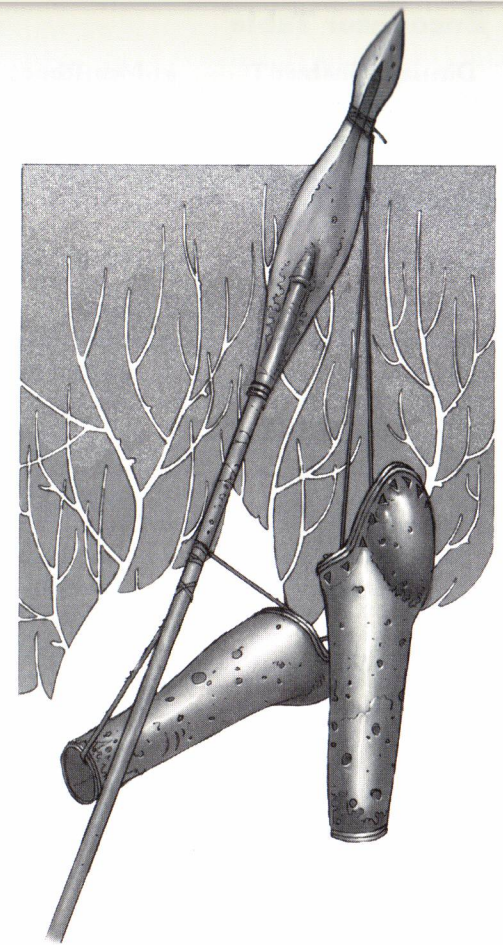
response would be. If the heroes have already completed Quest One, her vision also has revealed to her that the heroes would be seeking a great weapon, and she has information on this weapon as well.

Delpha has no knowledge of the spirit that visited the heroes the previous evening. It was not her, nor one of her sendings. She will be very interested if the heroes reveal this information, but she cannot help them. (The spirit is actually the ghost of Delpha's mother, who went off on a quest for the Order and never returned; she became a victim of the Butcher.)

Delpha has a few items to offer in exchange for the heroes' cooperation. She has four *Potions of Healing* and four *Potions of Mana* at hand and can heal the heroes with her own abilities when they return to Waystruck. Indeed, if any of the heroes are still harmed from their previous experience in the buried temple, she can heal them now. She can have the smith provide additional arrows, javelins, and basic, nonmagical weapons for a price.

The players are not required to aid Delpha and the people of Waystruck. Should they not, however, soon upon leaving the town, they find themselves in Quest Six without sufficient preparation. Let the players make the choices for their characters, although they are supposed to be valiant heroes, after all.

If the heroes take up Delpha's offer, she directs them to a brooding set of hills north of town. There they find the entrance to the mine and the Fallen Ones' lair. Their mission is to wipe out all of the Fallen Ones they encounter.



BEGINNING PLAY

Remove from play three **Long Corridor** tiles and three **Small Room** tiles. Lay down one of the **Long Corridor** tiles. This represents the entrance to the mine. If the long piece has any Encounter symbols, ignore them.

As the heroes move through the dungeon, they encounter random monsters from the table below. Once a room has been "cleared," it remains empty until the heroes leave the underground mines. If they leave the mines (to go back to Waystruck and heal up) and come back the next day, leave the map that has already been described in place, but roll for new encounters when they return.

Encounter Table

Die Roll	Monster Encounter	Monster Stat Summary	Treasure Chance
2	1d4 Fallen	AC 10; Level 1/2; To-Hit 20; Damage 1d4; XP 7 ea.	3 in 10
3	1d4 Carvers	AC 9; Level 1-1; To-Hit 20; Damage 1d6; XP 7 ea.	3 in 10
4	Chest	None	4 in 10
5	2 Fallen 1 Fallen Shaman	AC 10; Level 1/2; To-Hit 20; Damage 1d4; XP 7 ea. AC 9; Level 1; To-Hit 19; Damage 1d4; Alt. Attack Fireball 1d6; XP 35.	4 in 10
6	Trapped Chest	The hero opening the chest is stabbed by a small pin tipped with poison. The hero must roll a saving throw. If the saving throw is failed, the hero suffers 2d4 damage. If the saving throw succeeds, the hero suffers no poison damage.	5 in 10
7	1d4 Spike Fiends	AC 7; Level 1+2; To-Hit 19; Damage 2d4; Alt. Attack Quills 1d4; XP 65 ea.	5 in 10
8	No Encounter	None	None
9	1d6 Fallen 2 Fallen Shamans	AC 10; Level 1/2; To-Hit 20; Damage 1d4; XP 7 ea. AC 9; Level 1; To-Hit 19; Damage 1d4; Alt. Attack Fireball 1d6; XP 35 ea.	6 in 10
10	1d4 Devilkin	AC 8; Level 1+1; To-Hit 19; Damage 1d6; XP 15 ea.	7 in 10
11	1 Misshapen	AC 8; Level 2; To-Hit 19; Damage 1d6; Alt. Attack Lightning Ball 2d6; XP 120 ea.	8 in 10
12+	1d4 DarkOnes	AC 7; Level 2; To-Hit 19; Damage 1d8; XP 35 ea.	9 in 10

Treasures

Die Roll	First Treasure Rolled	Second Treasure Rolled	Third+ Treasure Rolled
1	1d8 gp	2d6 gp	3d6 gp
2	2d6 gp	3d6 gp	2d10 gp
3	3d6 gp	2d10 gp	2d12 gp
4	2d10 gp	2d12 gp	3d10 gp
5	Helm	Falchion Sword	Sling
6	Leather Armor	Hand Ax	Staff
7	Scale Mail	Club	Javelin
8	Potion of Full Healing	Potion of Full Mana	Shield of the Heart
9	Identify Scroll	Sturdy Helm	Falchion Sword of the Vampire
10	Iron Sling of Slaying	Iron Staff of Maiming	Serpent's Falchion Sword of Ice
11	Sturdy Scale Mail of Lightning	Gold Javelin of the Vampire	Sturdy Helm of Tears
12+	Helm of the Giant	Sturdy Leather Armor of Thorns	Silver Hand Ax of Slaying



SPECIAL TILES

The Altar Tile: If you draw an **Altar** tile and choose to reveal it Altar-side up, read the following aloud to the players:

You see before you a small room. Set along one side of the room is an alcove, and within it a shrine, similar to that of the Order of the Sightless Eye in Waystruck. It shines with a healthy, warm glow, and though the room shows signs of occupation by the Fallen, it has not been desecrated.

The shrine has yet to be despoiled by the Fallen Ones, and any Fallen One that enters this room suffers a -2 To-Hit penalty as a result of its holy aura. Any characters praying at the shrine will have both their Life and Mana points fully restored. This can occur once per character every 24 hours.

The Library Tile: When you draw the **Library** tile, place it Library-side up and read the following aloud to the players:

You see before you a small room filled with rotting books. On an elevated stand, flanked by thick, unlit candles, is an opened text.

The books are mostly damaged and unusable, and the dampness has fused the pages of the open book together in a thick, pulpy mass. However, the open pages can be read, and say the following:

The Fallen Ones are the rough draft of the demons, the spirits too petty and mindless to plan beyond mere destruction and maliciousness. They are cowardly but make up their strength in numbers. All the same, they are easily broken, and slaying one of their number usually turns the tide against them. The exception to this is when they are accompanied by their leaders, powerful Shamans, who they fear more than they fear any adventurer.

The Stairs Tile: When you choose to play a **Stairs** tile, move a little bit to one side of the existing map and start another layout, using the remaining tiles. Add +1 to the die rolls for **Encounters** and **Treasures** for every **Stairs** tile in play.

Quest Room: The Lair

When the **Quest Room** appears, read the following to the players:

The door opens into a large room lit by a pair of huge stone braziers on the far side. A short hallway leads into the room with bars on either side. Between the glowing braziers is a raised dais, upon which stands a pair of Fallen, these two larger than any you have seen to date, and which is festooned with rich headdresses. In front of the dais is a line of nervous Fallen armed with spears.

There are four Devilkin with spears protecting the two Devilkin Shamans behind them. Behind the bars on either side of the passage are eight Fallen armed with bows and arrows (treat as normal Enraged Fallen with a missile attack of 1d4). The Fallen are badly hidden, and can be easily spotted should the players ask or even hesitate at the door to check around. The tribal Shamans plan to trap the adventurers in a crossfire of bow-fire while they hide behind their spearmen.

If the heroes charge the line of spearmen, the bow-wielding Fallen Ones fire. It is the spearmen's task to hold up the adventurers while the bowmen and Shamans cut them down. The Shamans cast fireballs and, in addition, raise any spear-wielding Fallen Ones that have been taken out. The Devilkin have 5 life each. The Devilkin Shamans have 12 life each.

The Fallen Ones do not flee if one of their number taken out, and they waver only if both Shamans are killed. If the heroes break through the line of



spearmen and fight the Shamans hand-to-hand, the archers abandon their bows, grab their swords, and enter the melee themselves.

This is about as organized as a Fallen One plan gets. Should the heroes decide to pull back, the Shamans order the bowmen to grab their swords and pursue. The heroes may have time to set up an ambush of their own, and on the first losses, the surviving Fallen retreat back to the room and the safety of the Shamans. The Shamans fight until death.

And After We Kill The Fallen?

After the Fallen Ones have been defeated, the heroes find nothing on them but their weapons. There is no apparent treasure in the room. Too bad. The heroes do get 900 XP for clearing out the Fallen Ones, however.

However, if the heroes search the room carefully, they discover that one of the large stone braziers pivots on a hidden post. If the players do not state that their heroes are searching, they do not find the hidden cache. The strongest hero must roll his or her strength or less on 1d20, with a -2 bonus to the roll for each other hero helping. Beneath the brazier is a shallow pit with 500 gp in it, an *Identify Scroll*, and a magical item. In addition, they gain an additional 200 XP for thinking to search the room.

When the heroes return to Waystruck, they are welcomed as heroes, and Delpha holds a feast in their honor. Go to Quest Three.

QUEST THREE THE BLOODHAWK CAVES

Read the following aloud to the players after their success in Quest Two:

The evening of your return, the town of Waystruck holds a feast in your honor. The weather is surprisingly mild as a large bonfire is lit in the center of town. There are numerous thank-yous and toasts in your honor. Then, Delpha presents you with the magical items that she mentioned as payment. In addition, she says the following:

"I know that of which you seek. It is a great Cleaver, a weapon of evil that has long been thought lost. It was removed from the Temple at Tristam long ago, and sold to first one merchant, then another, before falling into the hands of a prospector who roamed through the hills. He in turn hid it where he thought none would find it. The prospector disappeared in some caves in a dead-end canyon to the north of here. You will find a clue to what you seek there."

If the heroes have been successful (and not coming back every five minutes to get healed), Delpha will be friendly and helpful. If the heroes have made demands, expect further payment, or impugn her abilities as a seer, then she will be frostier. Use your judgment when playing Delpha, but make sure the players get the necessary information so that they may succeed.

Conduct any business the heroes may have in town (buying stuff, healing, trying to figure out why Delpha looks like a spirit). When the players state the heroes are ready to press on, read them the following:

Delpha's directions lead you up a twisting canyon. The sunlight is soon blocked by high cliffs on both sides, and a chill wind races down though the rocks. You pass an old, long-abandoned cabin on the right, its roof sagging and its doorless entrance a gaping mouth.

There is a screeching noise, and looking up, you see a great carrion bird circling high above you. It is little more than a silhouette against the sky.

Finally, you reach the caverns that Delpha described. High above you, there is another bone-chilling screech, but you see nothing in the shadowy walls of the canyon.

BEGINNING PLAY

The players may want to "back up" and know a little more about what is in the cabin. There's no problem with that. State that there is little there worth searching; the cabin has been abandoned for over a year, and it looks like scavengers (sentient and otherwise) have carted off most of the material within. If the heroes wish to use the cabin as their base, that's fine; there will be no "middle-of-the-night encounters" here.

Similarly, the players may want to know more about the carrion bird. It is a Bloodhawk, one of many that inhabit the caves. It is too high to make out clearly; describe it as a large, vulturelike bird with a huge head.

To begin play, remove from the mix two **Long Corridor** tiles and two **Medium Corridor** tiles. Lay down one of the **Medium Corridor** tiles. This represents the entrance to the cavern. If there is an encounter marker on the corridor, ignore it.

As the heroes move through the dungeon, they will encounter random monsters from the table below. Once a room has been "cleared," it remains empty until the heroes leave the cavern. Note that if they leave Bloodhawk nests intact, those nests will spawn additional Bloodhawks when they return.

If the heroes leave the caves (to go back to Waystruck and heal up) and come back the next day, leave the map that has already been described in place, but roll for new encounters when they return.



Encounter Table

Die Roll	Monster Encounter	Monster Stat Summary	Treasure Chance
1	No Encounter	None	None
2	1d4 Spike Fiends	AC 7; Level 1+2; To-Hit 19; Damage 2d4; Alt. Attack Quills 1d4; XP 65 ea.	3 in 10
3	1d4 Foul Crows	AC 9; Level 1; To-Hit 19; Damage 1d4; XP 35 ea.	3 in 10
4	No Encounter	None	None
5	Trapped Chest	The hero who opens the chest is struck by a blue-white ray of cold energy. The hero must roll a saving throw. If the saving throw is failed, the hero suffers 1d8 damage. If the saving throw succeeds, the hero suffers no damage from the cold.	4 in 10
6	No Encounter	None	5 in 10
7	1d4 Thorn Beasts	AC 7; Level 2; To-Hit 19; Damage 1d6+2; Alt. Attack Quills 1d6; XP 65 ea.	5 in 10
8	1d4 Bloodhawks	AC 8; Level 2; To-Hit 19; Damage 1d6; XP 65 ea.	6 in 10
9	1d6 Foul Crows + nest	AC 9; Level 1; To-Hit 19; Damage 1d4; XP 35 ea.	6 in 10
10	1d4 Bloodhawks	AC 8; Level 2; To-Hit 19; Damage 1d6; XP 65 ea.	7 in 10
11	2 Razor Spines	AC 5; Level 4; To-Hit 17; Damage 2d6; Alt. Attack Quills 1d6+1; XP 175 ea.	8 in 10
12+	1d6 Bloodhawks + nest	AC 8; Level 2; To-Hit: 19; Damage 1d6; XP 65 ea.	9 in 10

Treasures

Die Roll	First Treasure Rolled	Second Treasure Rolled	Third+ Treasure Rolled
1	1d8 gp	2d6 gp	3d6 gp
2	2d6 gp	3d6 gp	2d10 gp
3	3d6 gp	2d10 gp	2d12 gp
4	2d10 gp	2d12 gp	3d10 gp
5	Leather Armor	Chain Mail	Shield
6	Dagger	Sabre	Hand Ax
7	Spear	War Hammer	Short Bow
8	Identify Scroll	Amber Javelin	Strong Helm
9	Potion of Mana	Potion of Full Rejuvenation	Spear of Quality
10	Iron Sabre of Quality	Iron Hand Ax of Slaying	Frog's Short Bow of Quality
11	Grand Leather Armor of Fire	Sturdy Chain Mail of Magic	Silver Spear of Brittleness
12+	Unique Item.	Platinum War Hammer of Speed	Gold Sabre of the Fox



SPECIAL TILES

The Altar Tile: If you draw an **Altar** tile, play it Stairs-side up. There is no **Altar** in this quest (If the heroes are wounded, they're going to have to have potions or schlepp back to the town).

The Library Tile: When you draw the Library Tile, place it Stairs-side up. There is no **Library** in this quest.

The Stairs Tile: When you play the **Stairs** tile, tell the players that it is a staircase leading *up* as opposed to down. Add +1 to all **Encounter** and **Treasure** rolls in this area.



Quest Room: Cavern

When the **Quest Room** appears, read the following aloud to the players:

The door swings open into a great cavern, and you are momentarily blinded by sunlight. Holes punched through the cavern's roof let in a flood of light, and you blink back the brightness. Only then do you notice the noise—the incessant screeching and fluttering of wings. The room is filled with Bloodhawks, which are only now noticing your presence.

There are six Bloodhawks in the room and four nests. One of the four nests produces a new Bloodhawk each round (choose the nest or roll randomly). The Bloodhawks attack the heroes. Should the heroes flee, the Bloodhawks pursue them, though they are turned back by a closed door. The Bloodhawks have 9 Life each.

If the heroes flee, have each of them make a Wisdom roll, rolling 1d20 and seeking to get less than their Wisdom score. Those who make it notice in the far corner the sprawled skeleton of what had once been a man—most likely the prospector they are seeking.

If the heroes flee, the room “refills” with Bloodhawks, making up for any the heroes defeat. There are always six Bloodhawks in the room when the heroes open the door. If the heroes destroy the nests, the Bloodhawks do not regenerate.



S ⊕ YOU MENTIONED THIS SKELETON. . . .

Bloodhawks are not treasure-gatherers by nature, save for an attraction to shiny trinkets. There is no coinage in the room, but among the litter, there is a pair of nonmagical amulets that are worth 200 gp each. The heroes gain 1,000 XP each for destroying the Bloodhawks and their nests.

The skeleton is that of the prospector, picked clean by the foul crows. He has a map clutched in his hand detailing the location of where he hid the great Cleaver. When the characters recover that map, go to Quest Four.

Nasty Option: The prospector's skeleton is inanimate. However, the powers of the Prime Evils are great, and if you as the DM choose (and you think the players had too easy a time with this Quest), you can add the following:

When a hero reaches to grasp the map, the eyes of the skeleton light up and it suddenly animates, functioning like a Bone Warrior. It must be destroyed, but its last words are a hissing rattle. “You will never succeed! My master will recover his blade!”

Just to give them something to think about.

QUEST FOUR THE CRYPT

Read the following aloud to the players:

The prospector's map shows a thin, snaking trail leading out of the box canyon to a location deeper within the mountains. The location is marked with a large X and the note "Ancient Crypt—let the Shrine protect the Bloody One's Weapon."

The heroes may choose to head back to Waystruck to rearm and heal up. No problem. Delpha asks them for an update while they are there and asks if she can make a copy of the map (in case the heroes don't come back). When the heroes are ready to press on, read the following:

You find the old trail easily. It winds up the canyon wall along perilously narrow ledges and deeper into the mountains themselves. The wind tugs at you as you press forward, seeking to knock you from your perch.

At last, you arrive at the location noted on the map. It seems like nothing more than a shrine of the Sightless Eye, like others you have seen before. In this case, however, you notice that there is a door hidden in the back of the shrine, leading into the mountain's side itself.

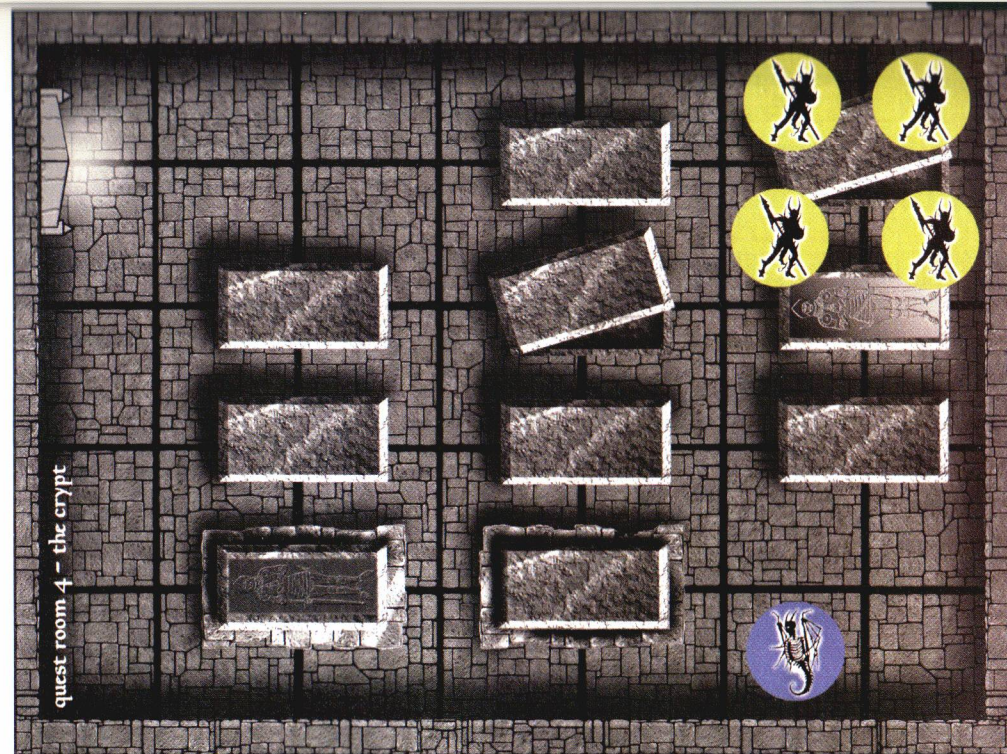
BEGINNING PLAY

Remove one **Long Corridor** tile and one **Large Room** tile from the mix.

Lay down the **Shrine** tile, shrine-side up. The Shrine is typical of its type, and fully functional—it restores both the heroes' Life and Mana points once per day, and any evil creatures that enter suffer a -2 To-Hit penalty.

Should the heroes choose to return to Waystruck (say, to pick up additional characters), they may do so, though now it is a full day's journey. Stress the narrow ledges and perilous winds, though the heroes are in no true danger on their return to the town.

Once the area has been cleared, it remains cleared, and monsters do not reappear in areas of the crypt that have been emptied.



SPECIAL TILES

The Altar Tile: You begin the Quest on the **Altar** tile, and it should not show up again. If one does show up (say, you're playing with multiple sets), play it **Stairs**-side up.

The Library Tile: When you draw the **Library** tile and choose to place it Library-side up, read the following aloud to the players:

You see before you a small room filled with rotting books. On a wide desk is a piece of parchment, written in a spidery hand.

The parchment reads, "Let the Dead keep the Living at bay. Let them protect the weapon, and keep it from its hellish master!" The handwriting, if anyone seeks to check it, matches that on the map and was written by the prospector.

The players may at this point choose to abandon the Quest and leave the weapon in the hands of the dead. If they do so, the rogues recover the Cleaver and The Slayer has it in Quest Six.

The Stairs Tile: When you choose to play a **Stairs** tile, move a little bit to one side and start another layout, using the remaining tiles. Add +1 to the die rolls for **Encounters** and **Treasures** rolls for every **Stairs** tile in play.

Encounter Table

Die Roll	Monster Encounter	Monster Stat Summary	Treasure Chance
1	No Encounter	None	None
2	1d4 Corpses	AC 9; Level 3; To-Hit 17; Damage 1d6; XP 120 ea.	3 in 10
3	1d4 Bone Warriors	AC 9; Level 2; To-Hit 19; Damage 1d6+1; XP 175 ea.	3 in 10
4	Trapped Chest	The chest explodes in a plume of flame, inflicting 3d6 damage to the character opening it and 1d6 damage to anyone else either in the square with the chest or in adjacent squares. A successful saving throw cuts the damage in half.	4 in 10
5	1d4 Bone Warriors 1d4 Bone Archers	AC 9; Level 2; To-Hit 19; Damage 1d6+1; XP 175 ea. AC 9; Level 2; To-Hit 19; Damage 1d6+1; Alt. Attack Bow 1d8; XP 175 ea.	4 in 10
6	Chest	None	5 in 10
7	1 Ghost	AC 5; Level 4; To-Hit 17; Damage 2d6; Alt. Attack Invisible; XP 270.	5 in 10
8	2 Ghouls	AC 7; Level 5; To-Hit 15; Damage 2d4; XP 175 ea.	6 in 10
9	1d4 Dark Hunters*	AC 9; Level 1; To-Hit 19; Damage 1d6; Alt. Attack Bow 1d6; XP 35 ea.	6 in 10
10	1d4 Ghosts	AC 5; Level 4; To-Hit 17; Damage 2d6; Alt. Attack Invisible; XP 270 ea.	7 in 10
11	1 Disfigured Hellhound	AC 7; Level 3; To-Hit 17; Damage 1d6+3; Alt. Attack Lightning Ball 3d6; XP 175.	8 in 10
12+	2 Wraiths	AC 2; Level 5; To-Hit 15; Damage 1d12; Alt. Attack Invisible; XP 420 ea.	9 in 10

* The Dark Hunters are a low-level type of Corrupt Rogue. They are in the crypt to pursue the Butcher's Cleaver on their own. You might want to call attention (preferably after the battle) to the fact that the Rogues are the only *living* things that the heroes have encountered in the crypt.

Treasures

Die Roll	First Treasure Rolled	Second Treasure Rolled	Third+ Treasure Rolled
1	1d8 gp	2d6 gp	3d6 gp
2	2d6 gp	3d6 gp	2d10 gp
3	3d6 gp	2d10 gp	2d12 gp
4	2d10 gp	2d12 gp	3d10 gp
5	Helm	Banded Mail	Shield
6	Scimitar	Long Sword	Mace
7	Short Bow	Staff	Spear
8	Potion of Full Healing	Sturdy Helm	Shield of Tears
9	Potion of Healing	Potion of Mana	Potion of Full Mana
10	Gold Short Bow of Corruption	Rusted Banded Mail of the Wind	Platinum Scimitar of Maiming
11	Glorious Helm of Corruption	Silver Spear of Quality	Silver Mace of Quality
12+	Rainbow Armor	Gold Dagger of the Fox	Iron Spear of Quality

Quest Room: The Crypt

When the **Quest Room** tile appears, read the following aloud to the players:

The door opens into a large central crypt. The room is filled with stone sarcophagi, the crypts of fallen warriors. You seem to have disturbed some grave robbers. There are four demonic-looking women prying the lid from a crypt as you enter. They drop the lid when they see you, and it falls to the floor with a crash. As you watch, another lid begins to slide from one of the crypts, and a winged spectral creature rises from its depths.

There are four Vile Hunters (Corrupt Rogues) who are looting the tomb. Their recent action has awakened a Ghost as well. The Ghost seeks to drive out any intruders but acts against the heroes first, as it can detect the stench of allied evil on the Rogues. The Vile Hunters have 10 Life each, while the Ghost has 20 Life.

Should the heroes flee or be driven out of the crypt area, the Rogues (eventually) dispatch the Ghost, recover the Butcher's Cleaver, and escape by a magical portal sent by their master. Only by defeating the Rogues can the heroes reclaim the Cleaver. (Note: Defeating the Rogues and leaving the Cleaver for the undead to guard means The Slayer sends more Rogues for it later.)

I'M WORRIED ABOUT THE CLEAVER. . . .

Once the Rogues and Ghost are dispatched, the heroes can search the crypt. They gain 1,500 XP for clearing the crypt of monsters, in addition to any award for defeating the monsters. There are a number of magical items among the remains of the lost tomb:

- ◆ Three *Potions of Full Healing*
- ◆ Three *Potions of Full Mana*
- ◆ Three other magical items
- ◆ And the Cleaver. Read the following aloud to the players:

You open the largest of the crypts to find a great weapon, and you know when you see it that it is the goal of your quest. It is a great cleaver made of blue-white steel, its surface pitted and scratched by many battles. The ragged edge of the blade is still sharp, and you see what looks like traces of fresh blood on the blade.

You hear a whisper that sounds for a moment like Delpha's voice: "The Butcher's Blade—keep it from The Slayer." And then the ghostly voice is gone.

The heroes have the Butcher's Cleaver (stats in sidebar). Go to Quest Five when the heroes return to Waystruck after recovering it (or deciding to abandon the Quest).

The Butcher's Cleaver

The Cleaver is a magical weapon once wielded by an Overlord that once ruled in the catacombs beneath Tristram, known to many players of *DIABLO* as The Butcher. Although The Slayer brandishes the Cleaver with one hand, player characters must use both hands to wield this powerful weapon that has the following abilities:

- ◆ Inflicts 3d8 points of damage when it hits
- ◆ Grants the user a +4 bonus to his To-Hit roll
- ◆ Radiates a reddish light when drawn

The Cleaver is indestructible.

When the heroes return to Waystruck, read the following aloud to the players:

You see the smoke rising from the village as you leave the canyon—several spires of black smoke combining into one great column. You quicken your pace, but in your heart you get that sinking feeling that something has gone very, very wrong.

Half of the village is a smoldering wreck, and there are bodies littered around the central well. The blacksmith is helping the survivors quell the last of the fires.

The blacksmith sees you, and he snarls with rage, "This is *your* fault! You didn't kill all the Fallen Ones! Now they've burned the town and kidnapped a half-dozen of our women and children! Damn you to the Eternal Fires!"

The blacksmith is a little overwrought, since while the heroes were out playing with the undead, the Fallen Ones launched a reprisal raid against the town. The blacksmith expects the heroes to go after the kidnapped townsfolk, particularly since one of them is the Seer of the Shrine, Delpha herself. That means that there is no healing available until she is recovered, other than what the heroes are carrying on them (yes, they can head back up to the shrine in the mountains if they think of it).

It is up to the players to determine if their heroes go after the Fallen and the kidnapped townsfolk. If they choose to pass on helping the townsfolk, the blacksmith tells them to get out of his sight. Go to Quest Six. Oh, and add +1 to all **Encounter** rolls (but not to **Treasure** rolls).

If the heroes choose to go after Delpha and the others, they find that the trail is quite visible; the Fallen Ones have made no attempt to hide their passage. The trail leads to a stone building built into the side of a mountain—the gate to the Fallen One kingdom.

BEGINNING PLAY

Use all the tiles for this Quest and Quest Six. The gate to the Fallen Ones' lair opens easily into a **Medium Room** tile. Pick one at random. For every encounter space on

REVENGE OF THE FALLEN QUEST FIVE

Encounter Table

Die Roll	Monster Encounter	Monster Stat Summary	Treasure Chance
1	No Encounter	None	None
2	1d6 Fallen	AC 10; Level ½; To-Hit 20; Damage 1d4; XP 7 ea.	3 in 10
3	1 Tainted Hellhound	AC 5; Level 5; To-Hit 15; Damage 1d8; Alt. Attack Lightning Ball 5d6; XP 650.	3 in 10
4	Trapped Chest Bone Warrior	A Bone Warrior climbs out of the box and attacks. AC 9; Level 2; To-Hit 19; Damage 1d6+1; XP 175.	4 in 10
5	1d4 Carvers 2 Carver Shamans	AC 9; Level 1-1; To-Hit 20; Damage 1d6; XP 7 ea. AC 8; Level 2; To-Hit 19; Damage 1d6; Alt. Attack fireball 2d6; XP 65 ea.	4 in 10
6	Chest	None	5 in 10
7	1 Brute	AC 8; Level 7; To-Hit 13; Damage 1d6; Alt. Attack hug 2d8; XP 420.	5 in 10
8	1d4 Razor Spines	AC 5; Level 4; To-Hit 17; Damage 2d6; Alt. Attack quills 1d6+1; XP 175 ea.	6 in 10
9	Trapped Chest	The chest, when opened, issues an electrical discharge that inflicts 1d8 points of lightning damage to the character opening the chest. A successful saving throw negates that damage.	6 in 10
10	2d4 Carvers	AC 9; Level 1-1; To-Hit 20; Damage 1d6; XP 7 ea.	7 in 10
11	1d6 Devilkin 2 Devilkin Shamans	AC 8; Level 1+1; To-Hit 19; Damage 1d6; XP 15 ea. AC 7; Level 3; To-Hit 17; Damage 2d4; Alt. Attack fireball 3d6; XP 120 ea.	8 in 10
12+	1 Yeti	AC 6; Level 12; To-Hit 9; Damage 1d8; Alt. Attack hug 1d20; XP 3,000.	9 in 10

Treasures

Die Roll	First Treasure Rolled	Second Treasure Rolled	Third+ Treasure Rolled
1	1d8 gp	2d6 gp	3d6 gp
2	2d6 gp	3d6 gp	2d10 gp
3	3d6 gp	2d10 gp	2d12 gp
4	2d10 gp	2d12 gp	3d10 gp
5	Great Helm	Plate Mail	Shield
6	Long Sword	Broad Sword	Battle Ax
7	Flail	Long Bow	War Staff
8	Potion of Mana	Potion of Healing	Sturdy Leather Armor
9	Potion of Rejuvenation	Iron Long Sword	Broad Sword of Fragility
10	Iron Battle Ax of Quality	Gold Long Bow of the Jaguar	Coal Leather Armor of Magic
11	Iron Long Sword of Maiming	Silver Broad Sword of the Leech	Strong Plate Mail of the Tower
12+	Storm Spire	Grand Great Helm of Magic	Iron War Staff of Speed

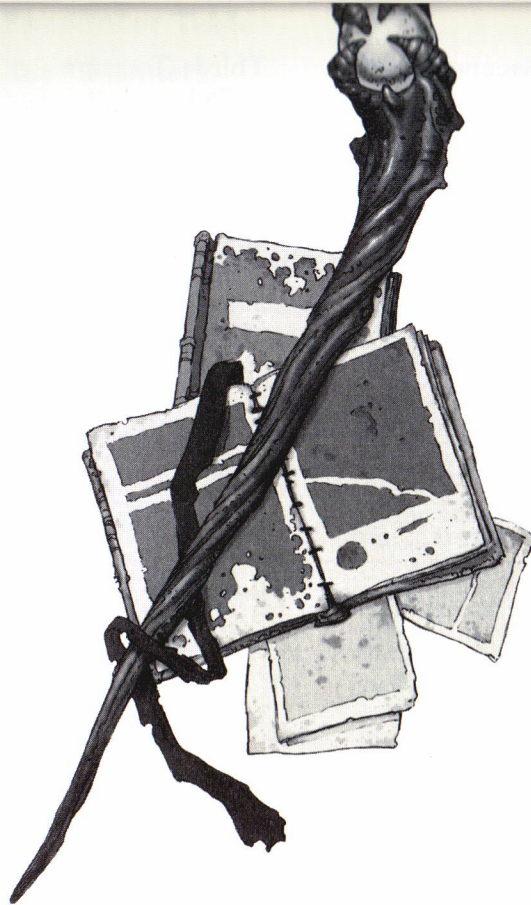
the tile you've chosen, there are 3 Demented Fallen in the room. Roll randomly for encounters beyond this. Should the heroes leave the Fallen One lair, they have to deal with random monsters the next time they come in.



SPECIAL TILES

The Altar Tile: When the **Altar** tile is drawn, place it Altar-side up. Read the following aloud to the players:

You open the door to see a familiar sight—a shrine, glowing with its holy aura and as yet undimmed and undefiled by the depredations of the Fallen. However, also in the room is a shambling, white-haired humanoid that towers over you. It bellows a challenge and charges you.



The beast in question is a Yeti. The Fallen could not destroy this shrine, so they set up the Yeti as a watchdog. If the Yeti is defeated, the shrine restores all lost Life and Mana once per day. No Fallen will ever pursue the heroes into this room.

The Library Tile: When you draw the **Library** tile, place it Stairs-side up. The stairs lead downward.

The Stairs Tile: When you choose to play a **Stairs** tile, move a little bit to one side and start another layout, using the remaining tiles. Add +1 to the die rolls for **Encounters** and **Treasure** for every **Stairs** tile in play.

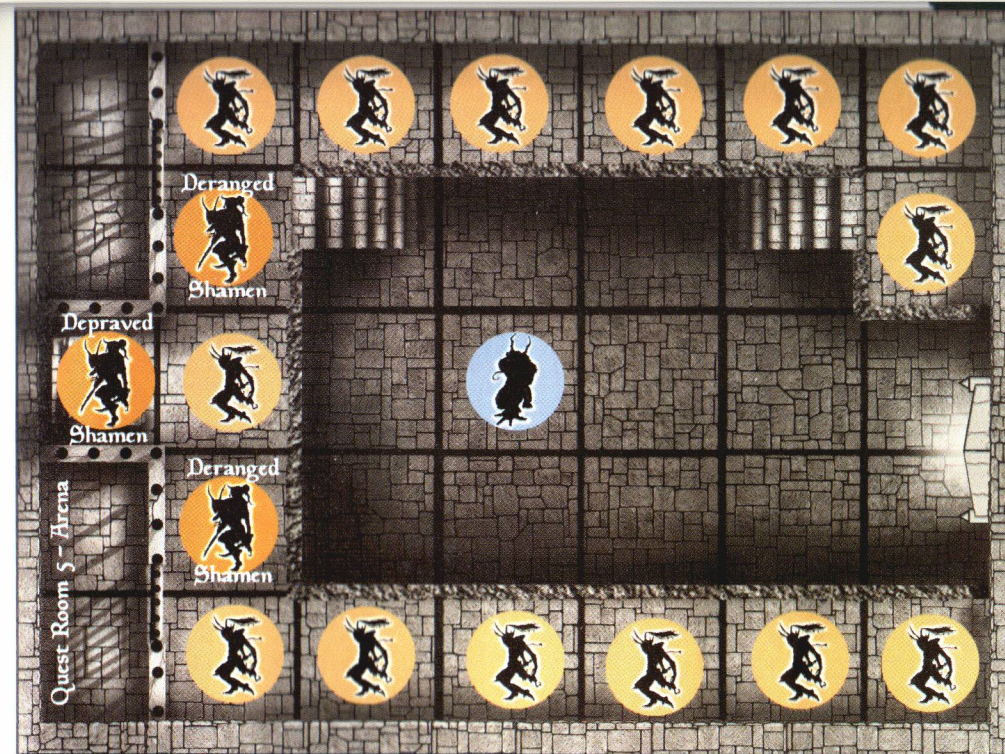
Quest Room: Arena

When the **Quest Room** appears, read the following to the players:

The door opens onto the floor of a great arena. Around the edge of the room, Fallen Ones loll on a 10-foot-high rim, taunting you. At the far end of the room, a great cage contains Delpha and the other townspeople. Next to the cage sits an obese Fallen One on his throne, wearing a comical crown and flanked by fearsome-looking Shamans.

Your most immediate concern is on the floor of the arena itself. A houndlike monster with a huge head lopes toward you. It is a Hellhound, but one larger than you have ever seen before.

The heroes are confronted by an Afflicted Hellhound, the largest monster the heroes can encounter in this adventure. The obese Fallen One is a Dark-One Shaman, flanked by two Devilkin Shamans. There are fourteen Fallen in the room, though they are not combatants at the moment; they have been promised a bit of fun and want to see their pet take the noble heroes apart. Use all the Fallen One counters, though none have bows; all are armed with swords. The ledge is 10 feet above the floor of the arena and is accessed by a pair of narrow stairs.



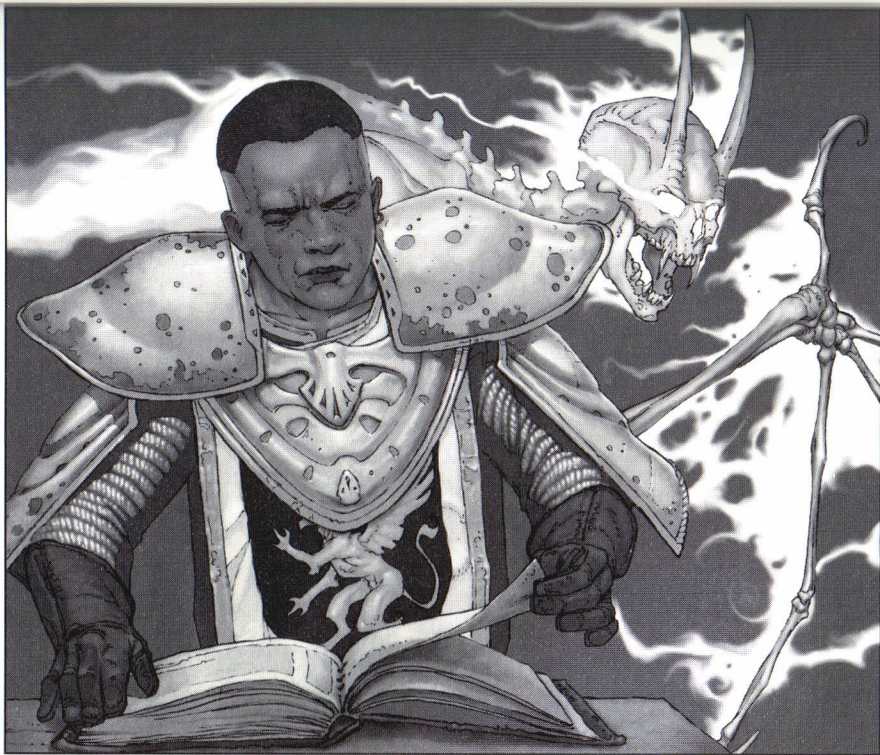
Should the heroes attempt to flee, they discover the door is magically held open, and the Afflicted Hellhound pursues them, followed by the Fallen (the Shamans wisely hang back). The Hellhound wants blood and follows the heroes, even into the Shrine area (though not out of the complex).

The Shamans do not attack unless the heroes attempt to climb out of the arena (by either of the stairs in the area) or if the Afflicted Hellhound is killed. Then, they unload with fireballs to defend themselves (they only use their Raise Dead ability to raise each other). The Fallen spectators are inherently cowards. If the Afflicted Hellhound is slain, they are silent for a moment, then they scramble to get out of the arena as soon as possible (jumping off the ledge to do so). The Shamans fight until they are dead.

The Afflicted Hellhound has 42 Life, the Shamans have 15 Life, and the Enraged Fallen Ones have 3 Life each.

THE RESCUERS

Once the heroes have defeated the Hellhound and the Fallen, they can easily break the lock on the cage and free Delpha and the others. She is relieved to be rescued as, apparently, the Fallen's plan was to sacrifice them to a greater demon known as "The Master of the Blade." The Fallen One's lair is empty on the way out; no one



wants to stay there with dangerous adventurers around. The heroes gain 2,000 XP each for freeing the townsfolk.

Delpha heals any of the heroes who are wounded, and that evening another feast is held in the ruins of Waystruck. Most of the townspeople have decided to relocate, given the increasing danger of the Fallen and other creatures. As thanks, the heroes receive the following items:

- ◆ Three *Potions of Full Healing*
- ◆ Three *Potions of Full Mana*
- ◆ Two *Potions of Full Rejuvenation*
- ◆ An *Ebony Two-Handed Sword of Slaying*. The last is a gift from the blacksmith by way of apology for yelling at the heroes.

Delpha identifies the Cleaver as belonging to an Overlord, one of the servants of Diablo killed long ago. She recommends that it be taken to the Monastery of the Sightless Eye, where the heroes are bound.

It's the setup, folks, for the big finish—Go to Quest Six.

As the heroes leave Waystruck for the Monastery, read the players the following:

It is a gray, overcast day when you leave Waystruck. A thick morning fog hugs the trees and gullies and shows no sign of lightening as you press eastward. Indeed, as you move through the pass, the mist grows thicker, and a heavy, oily fog seems to cling to everything. Finally, you have lost sight of the surrounding mountains, your vision confined to the winding trail ahead of you.

Something looms up in front of you, something dark and sinister. It is a doorway, unlike any you have seen, in the base of a huge castle. The doorway looks like the face of a demon, and in the back of your mind, you hear deep, sinister laughing.

If the heroes are carrying the Cleaver, add the following:

The laughter stops and you hear a dark voice in the back of your mind say, "Enter, Heroes. I believe you have something that belongs to me."

If the heroes are not carrying the Cleaver (whether because of declining Quests or leaving the datted thing behind), add the following instead:

The laughter stops and you hear a dark voice in the back of your mind say, "Enter, fools, and taste the hospitality of The Slayer."

The heroes can try to escape, but all that exists around them is the fog and the doorway. They can try to retreat, but they find themselves (after being lost in the fog for a while) back where they started. The only way is forward.

QUEST SIX THE SLAYER

Encounter Table

Die Roll	Monster Encounter	Monster Stat Summary	Treasure Chance
1	No Encounter	None	None
2	2 Tainted Hellhounds	AC 5; Level 5; To-Hit 15; Damage 1d8; Alt. Attack Lightning Ball 5d6; XP 650 ea.	3 in 10
3	1d4 Dark Stalkers with spears	AC 7; Level 3; To-Hit 17; Damage 1d8; XP 175 ea.	3 in 10
4	Trapped Chest	A cloud of poison issues from the chest. The one opening it must roll a saving throw or perish. All those in the same room must roll a saving throw or suffer 1d12 points of damage (There is no damage in either case if the saving throw is made).	4 in 10
5	1d4 Dark Stalkers 1d4 Dark Stalkers with bows	AC 7; Level 3; To-Hit 17; Damage 1d8; XP 175 ea. AC 7; Level 3; To-Hit 17; Damage 1d8; Alt. Attack Bow 1d6; XP 175 ea.	4 in 10
6	Chest	None	5 in 10
7	1d6 Night Clan Goat Demons	AC 5; Level 2; To-Hit 19; Damage 1d8; XP 65 ea.	5 in 10
8	1d4 Blood Clan Goat Demons with bows	AC 5; Level 3; To-Hit 17; Damage 2d4; Alt. Attack Bow 1d6; XP 175 ea.	6 in 10
9	1d4 Moon Clan Goat Demons	AC 5; Level 5; To-Hit 15; Damage 1d8; XP 420 ea.	6 in 10
10	1d4 Black Rogues with spears	AC 6; Level 4; To-Hit 17; Damage 1d8; XP 650 ea.	7 in 10
11	1d4 Moon Clan Goat Demons 1d4 Moon Clan Goat Demons with bows	AC 5; Level 5; To-Hit 15; Damage 1d8; XP 420 ea. AC 5; Level 5; To-Hit 15; Damage 1d8; Alt. Attack Bow 1d6; XP 420 ea.	8 in 10
12+	1 Afflicted Hellhound	AC 4; Level 7; To-Hit 13; Damage 1d10; Alt. Attack Lightning Ball 7d6; XP 2,000.	9 in 10

Treasures

Die Roll	First Treasure Rolled	Second Treasure Rolled	Third+ Treasure Rolled
1	1d8 gp	2d6 gp	3d6 gp
2	2d6 gp	3d6 gp	2d10 gp
3	3d6 gp	2d10 gp	2d12 gp
4	2d10 gp	2d12 gp	3d10 gp
5	Great Helm	Gothic Plate	Shield
6	Dagger	Two-Handed Sword	Morning Star
7	Long Bow	Staff	War Staff
8	Potion of Full Healing	Potion of Full Mana	Gold Long Bow
9	Identify Scroll	War Staff of the Bat	Leather Armor of Health
10	Iron Two-Handed Sword of Quality	Strong Gothic Plate of the Fox	Iron War Staff of Quality
11	Iron Morning Star of the Vampire	Raven's Gothic Plate of Health	Grand Great Helm of the Tower
12+	Robes of Protection	Gold Two-Handed Sword of Quality	Platinum Staff of Slaying

BEGINNING PLAY

Pick one of the **Medium Corridor** tiles at random, ignoring any encounters. This is the first room the heroes encounter. After they leave this piece, the original entrance becomes a false door and remains as such for as long as The Slayer remains alive. Once a room has been cleaned out, there are no further encounters in it.

Remember that if the heroes have come into this encounter by dodging Quests, there should be additions to the **Encounters** rolls.

SPECIAL TILES

The Altar Tile: When the **Altar** tile is drawn, place it Altar-side up. Read the following aloud to the players:

The door opens to reveal a smashed and damaged shrine. Your heart sinks as you see that the corruption of this place has leached the power from it. The rocks are cracked and the statuary defaced. There seems to be no power within this shrine.

Should any of the heroes kneel and pray at the shrine, read the following:

When you first kneel, nothing happens. Then the air coalesces around you and forms a familiar, misty shape. It is the floating ghost-woman whom you saw before you reached Waystruck. She folds her hands over her chest, and a bright line issues from her. As the light dims, she holds up three fingers, then turns one down, leaving two. Then she is gone.

The apparition heals everyone in the room at once and also restores them to full Mana points. She can only do this three times. If dead characters are brought into the room they are restored to life.

The Library Tile: When you draw the **Library** tile, place it Library-side up. Read the following to the players:

You see a smoldering library of books, the pages of which seem to be steaming and on the verge of catching fire. It is extremely warm in the room, and a red-hot bookstand holds an open book.

This is the library of The Slayer, and none of the books present can be read by mortals, save for the open one. Anyone reading the open book learns the following:

The passage reads: "Evil is eternal and so, too, are its minions. Slay one and another comes to take its place, changing its form and appearance until it becomes the twin of its dead brother. This is why the Prime Evils must be imprisoned, not slain. For if they are only slain, they will come forth in another form."

The Stairs Tile: When you choose to play a **Stairs** tile, move a little bit to one side and start another layout, using the remaining tiles. Add +1 to the die rolls for **Encounters** and **Treasures** for every **Stairs** tile in play.

The Quest Room

When the **Quest Room** appears, read the following to the players:

The door opens into an abattoir, a slaughterhouse of the damned. Corpses litter the ground and, worse yet, tormented ones, those who



have not yet reached merciful death, twitch in agony, plainly displayed in cruel fashion on foul implements of torture. The soft moaning and occasional screams of those in pain mingle with the hot sizzle of . . . things . . . burning in the braziers.

The room is dominated by a great dais, upon which sits an ebony throne. A massive, overweight creature rises from its seat and laughs heartily. It is the laugh you heard in the back of your brain.

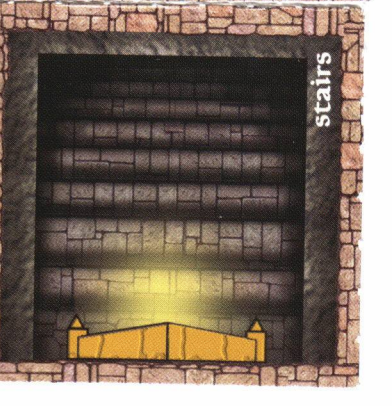
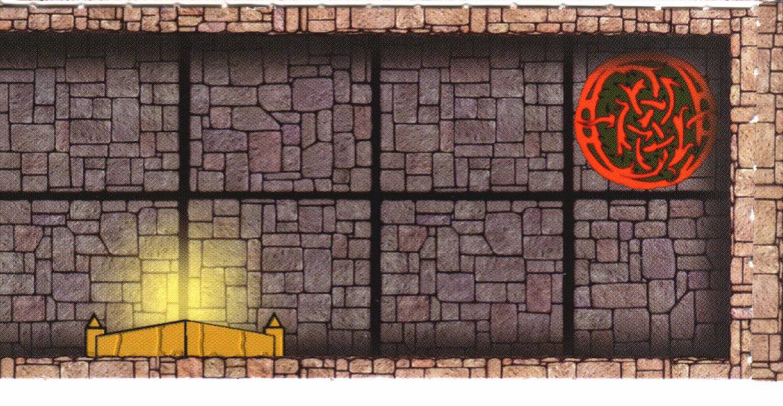
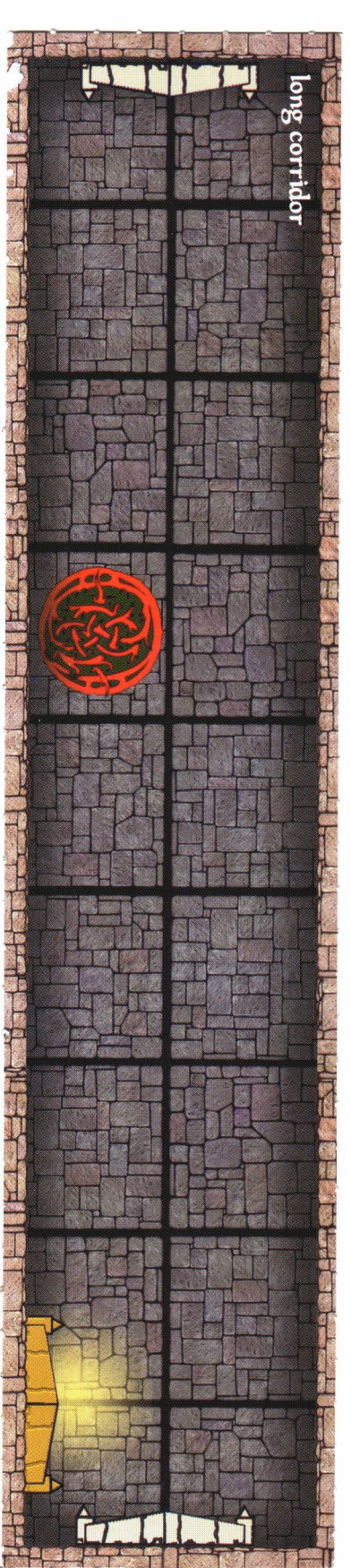
"Welcome to The Slayer's Workshop," says the giant figure. "I am glad you've arrived in time for dinner."

The Slayer is alone and is playing with the heroes. If they flee, he lets them go; they have no place to go but to return here to fight him. If they did not bring the Cleaver with them, he has acquired it himself and wields it in combat.

The Slayer is remorseless and unforgiving and attacks until slain. He has 70 Life. When he is finally slain, read the following:

The great beast gives out one last shuddering cry and topples, his flesh beginning to melt like a candle in an oven. The fat and flesh spreads out in an oily puddle and then catches fire. The Slayer is no more.

The ghostly woman is there again, looking at the remains of the great beast. She seems quite pleased.



long corridor

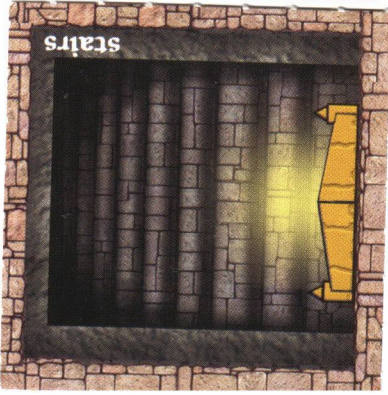
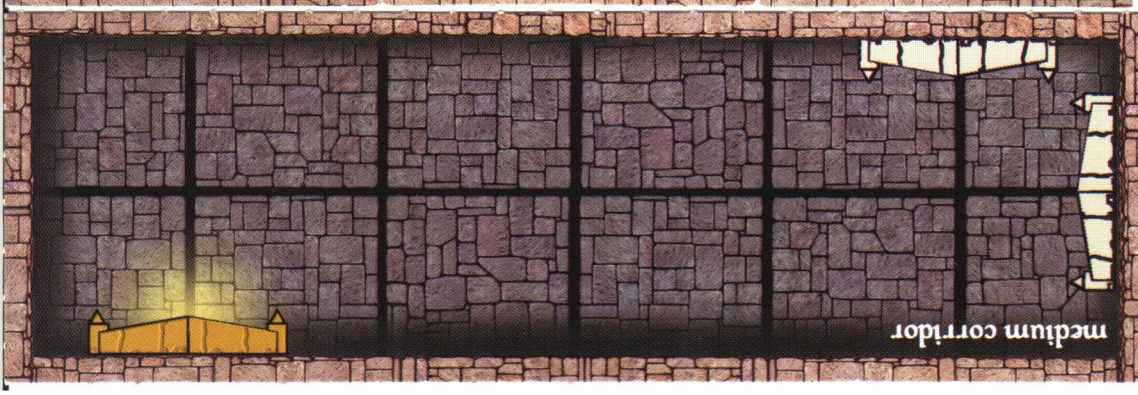
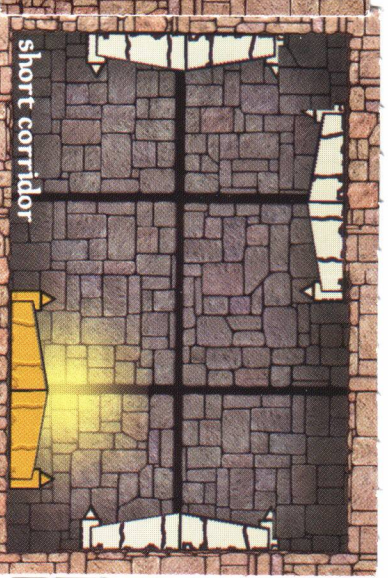
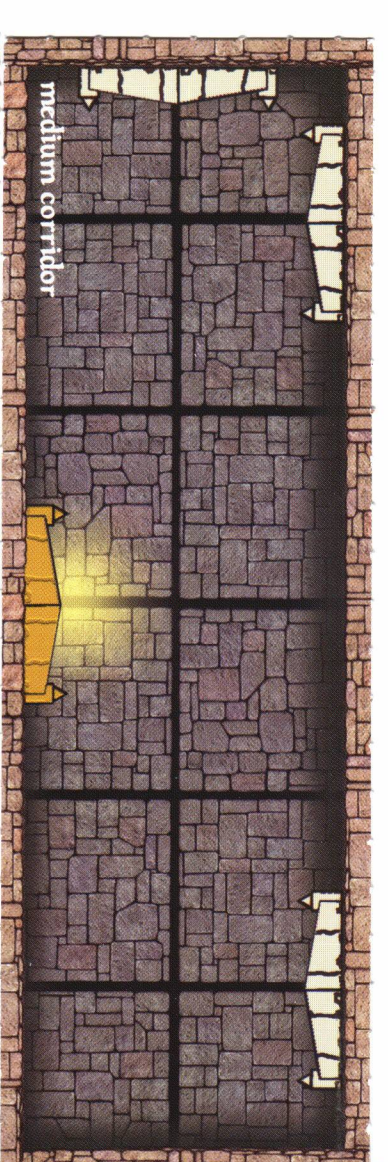
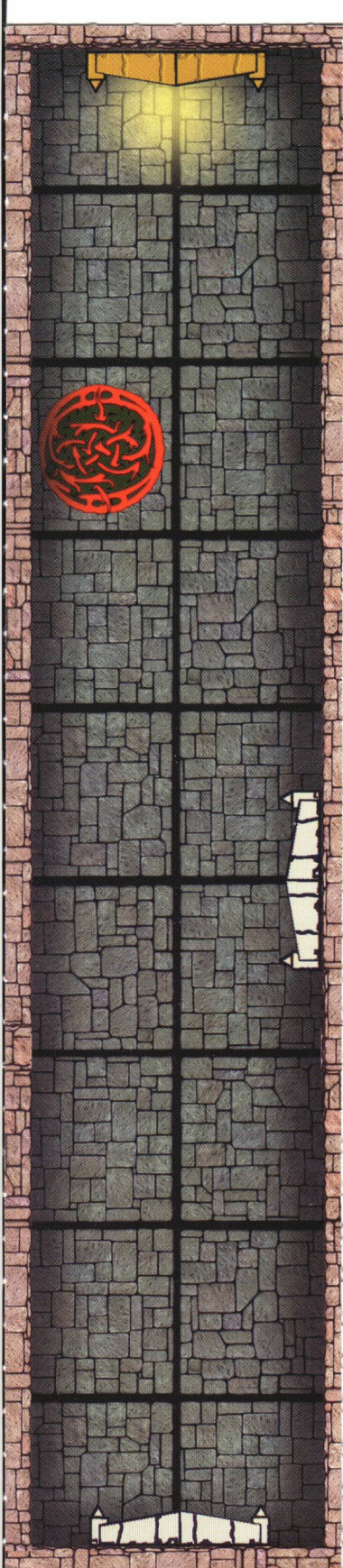
long corridor

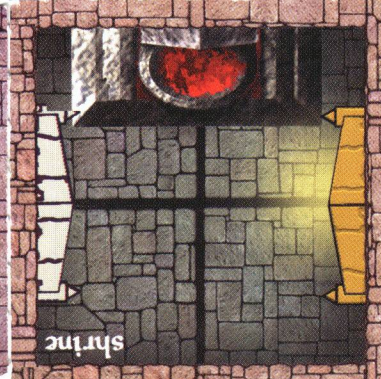
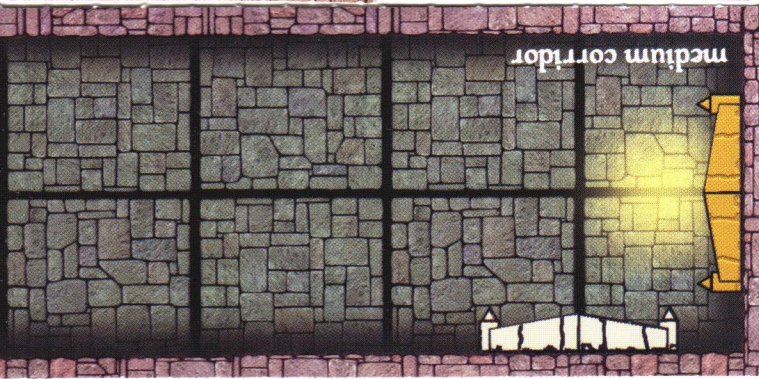
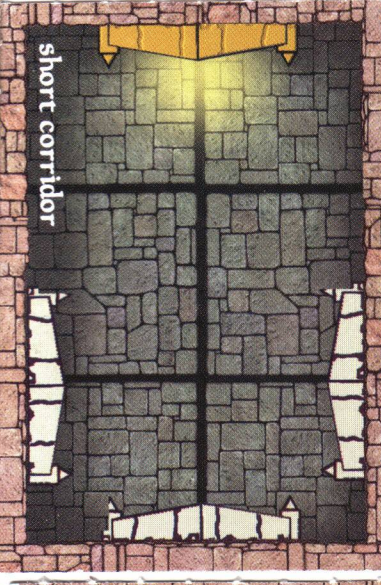
long corridor

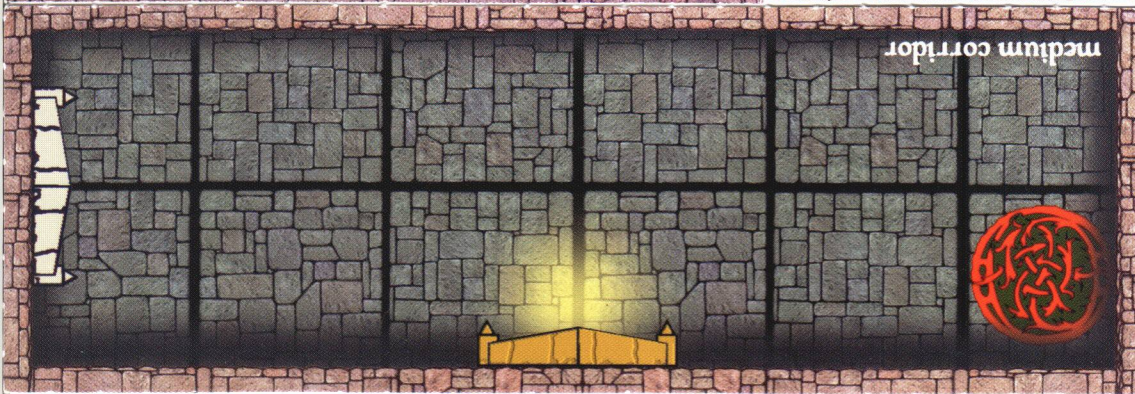
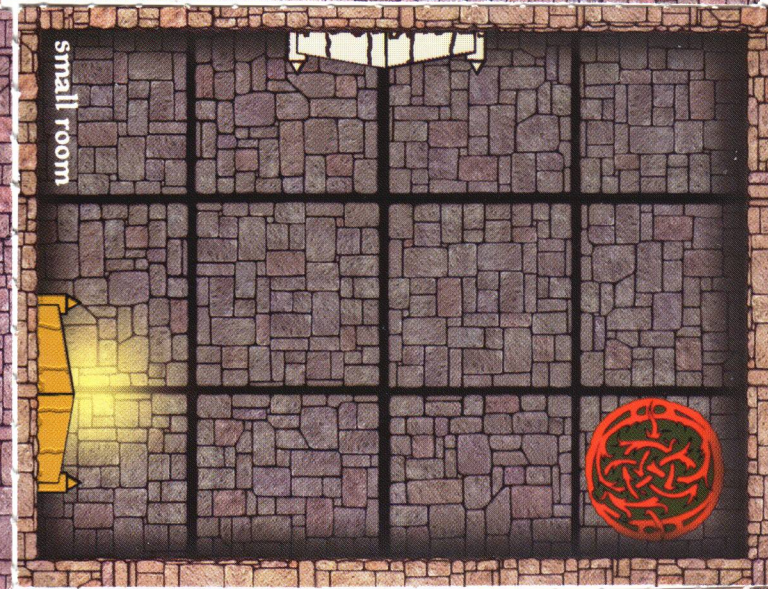
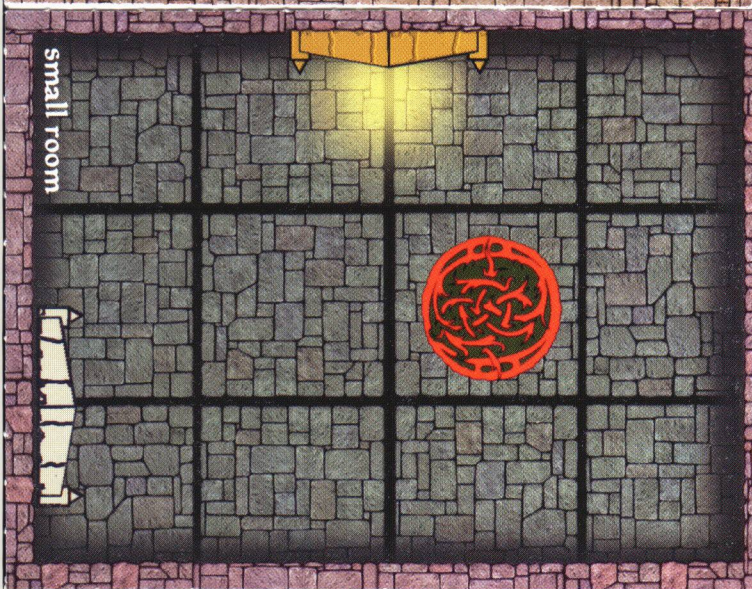
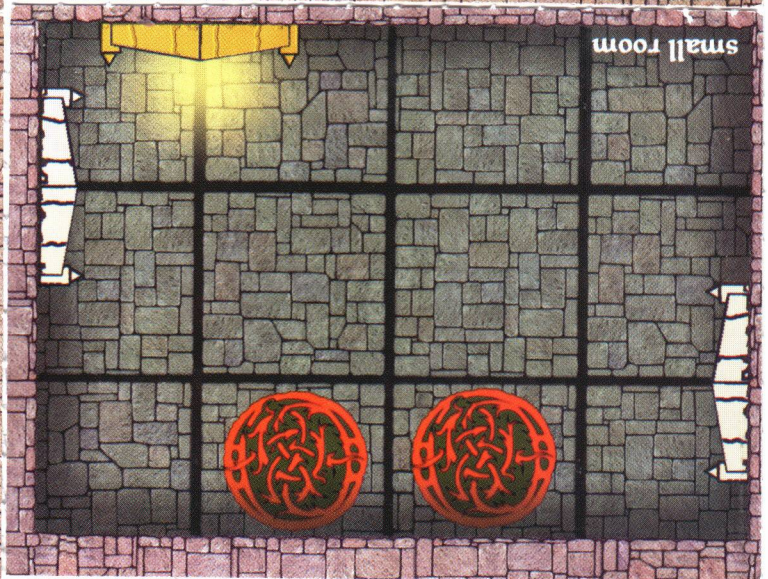
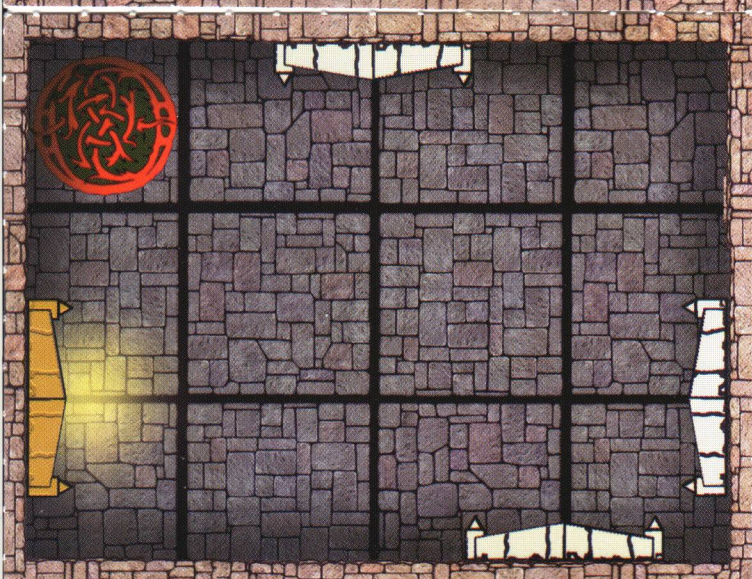
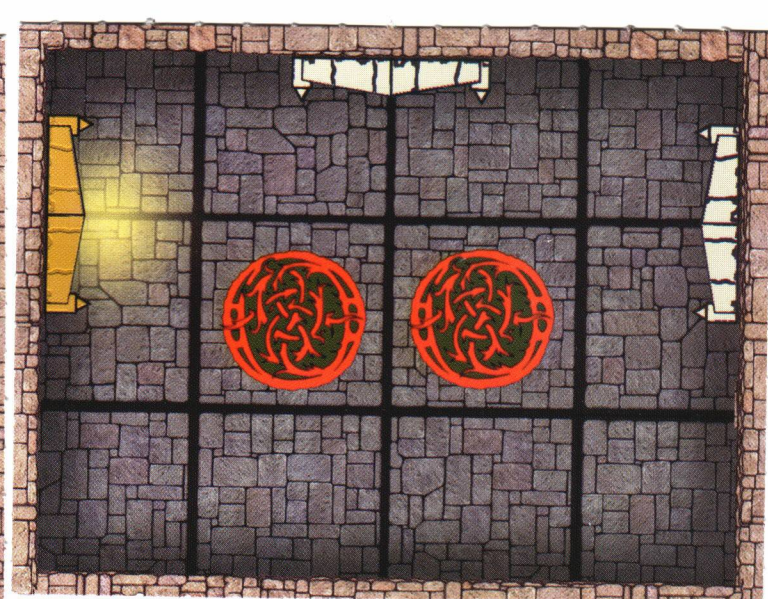
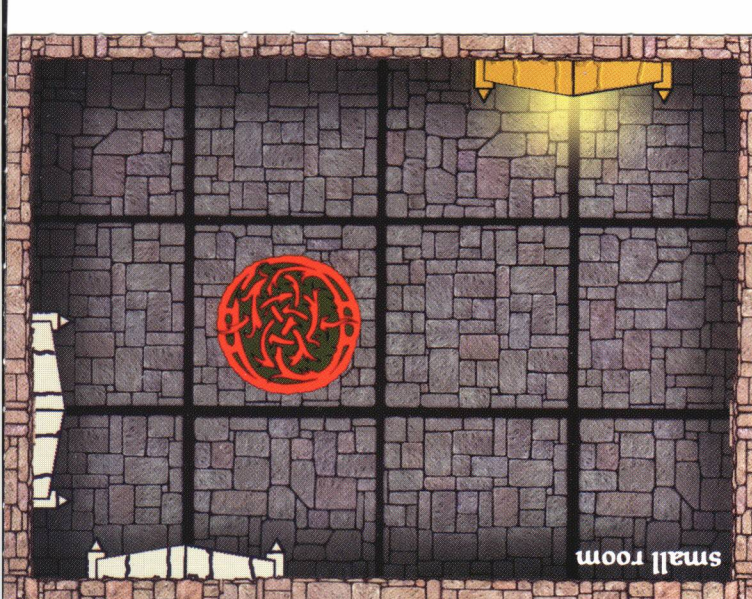
long corridor

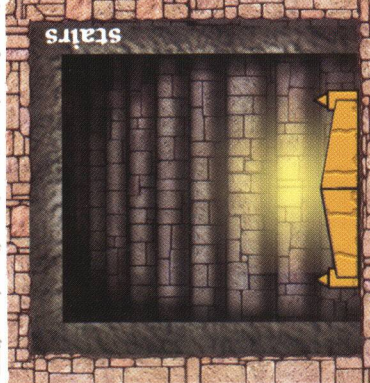
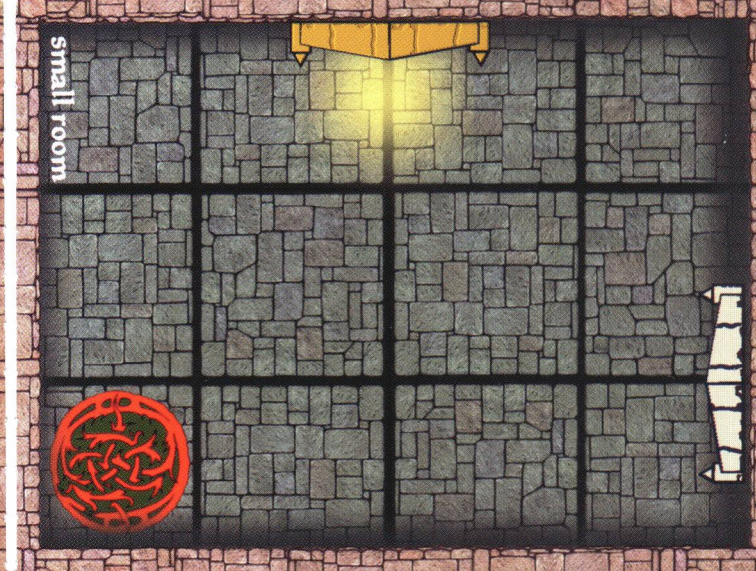
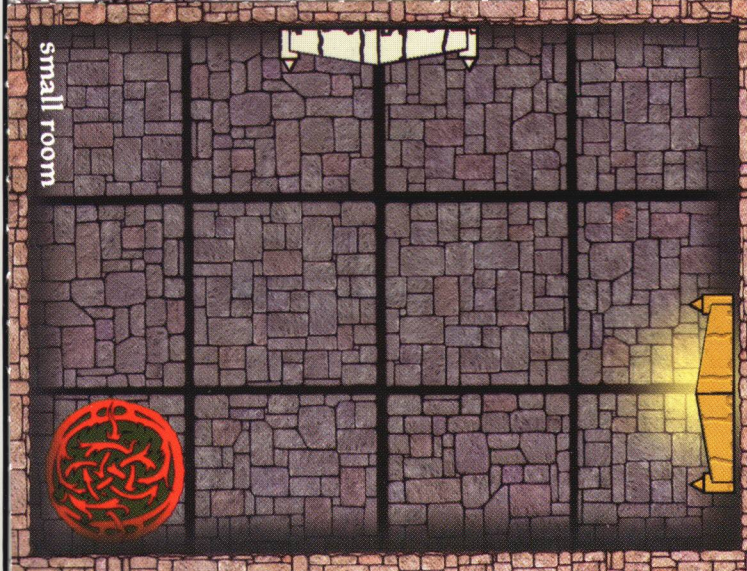
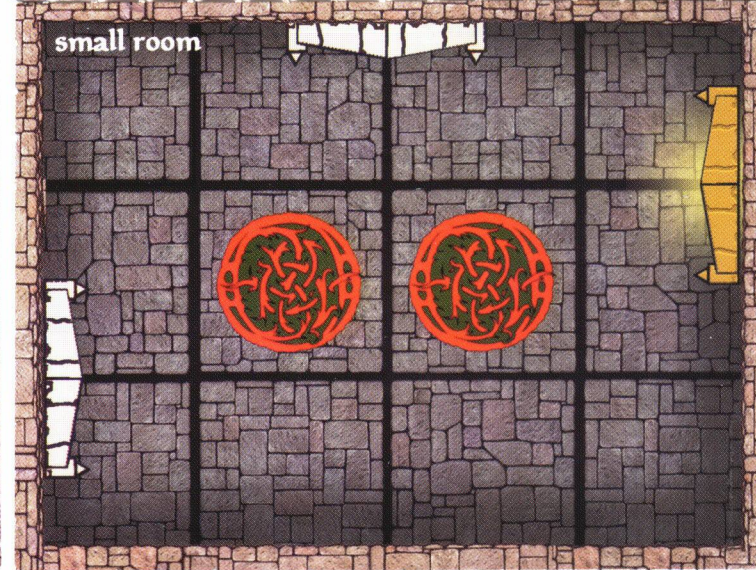
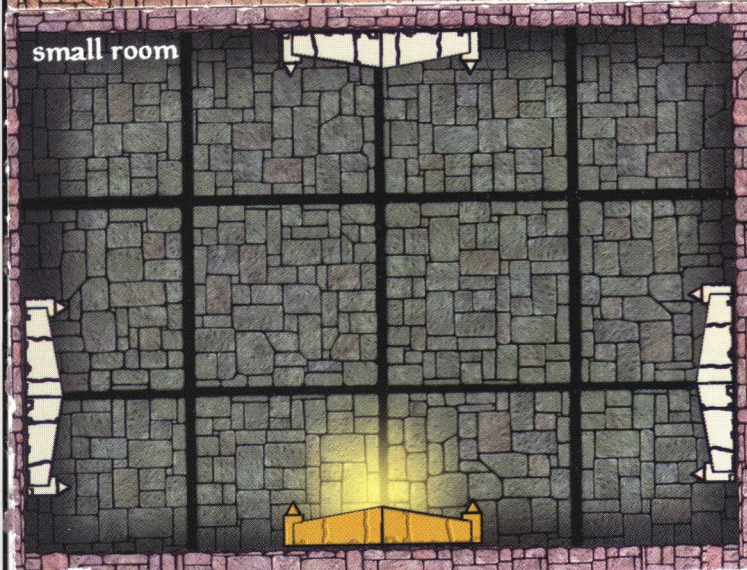
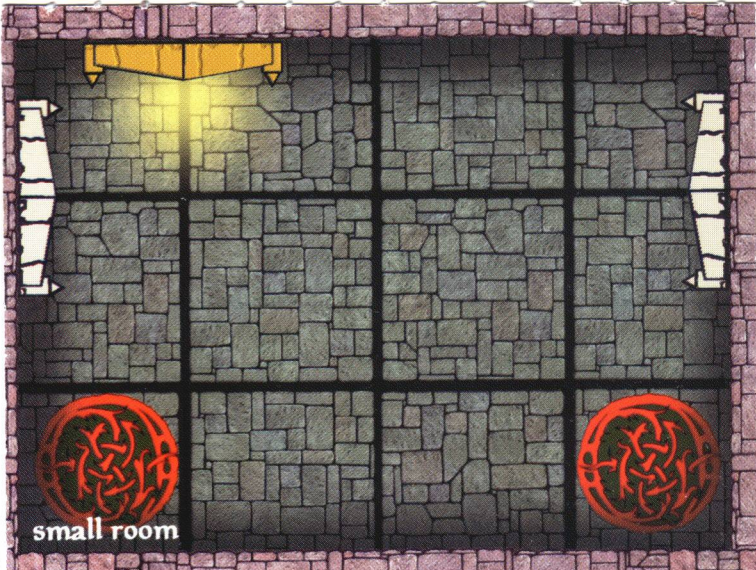
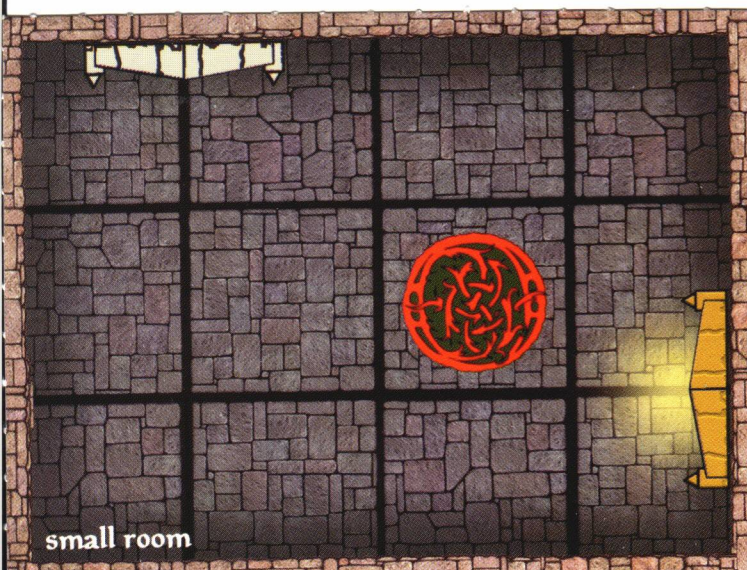
medium corridor

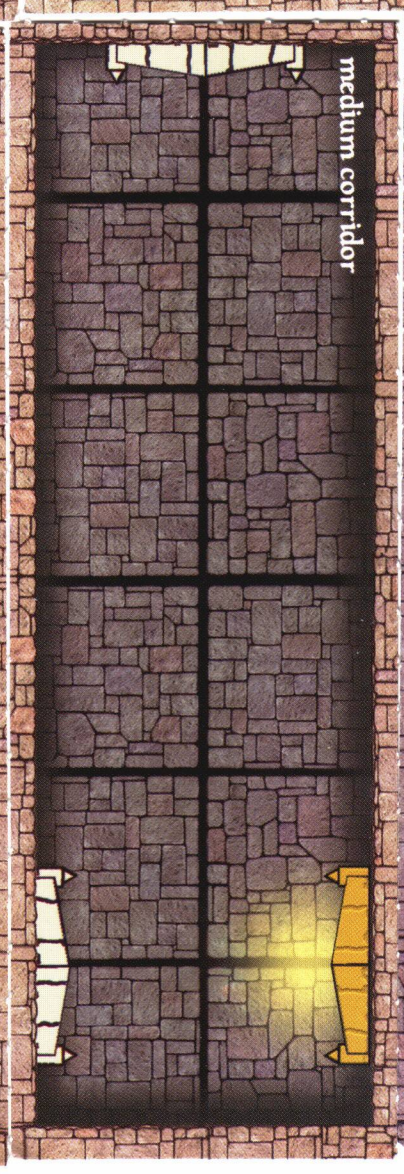
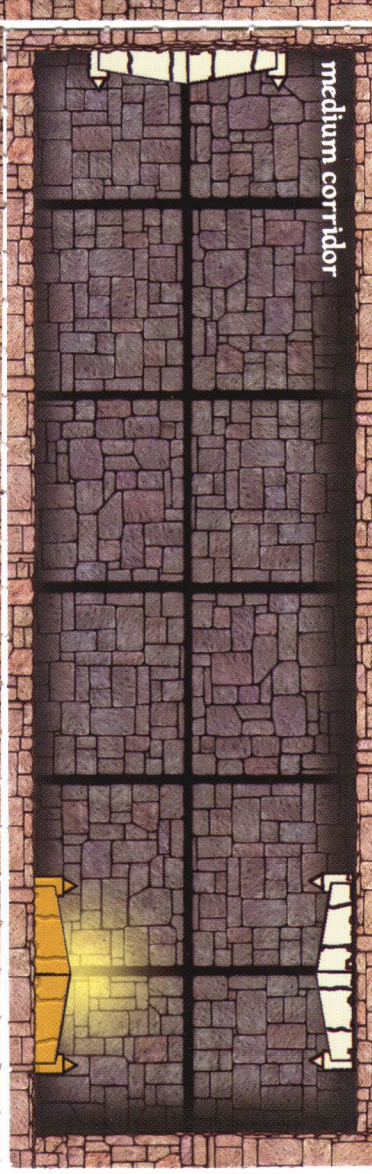
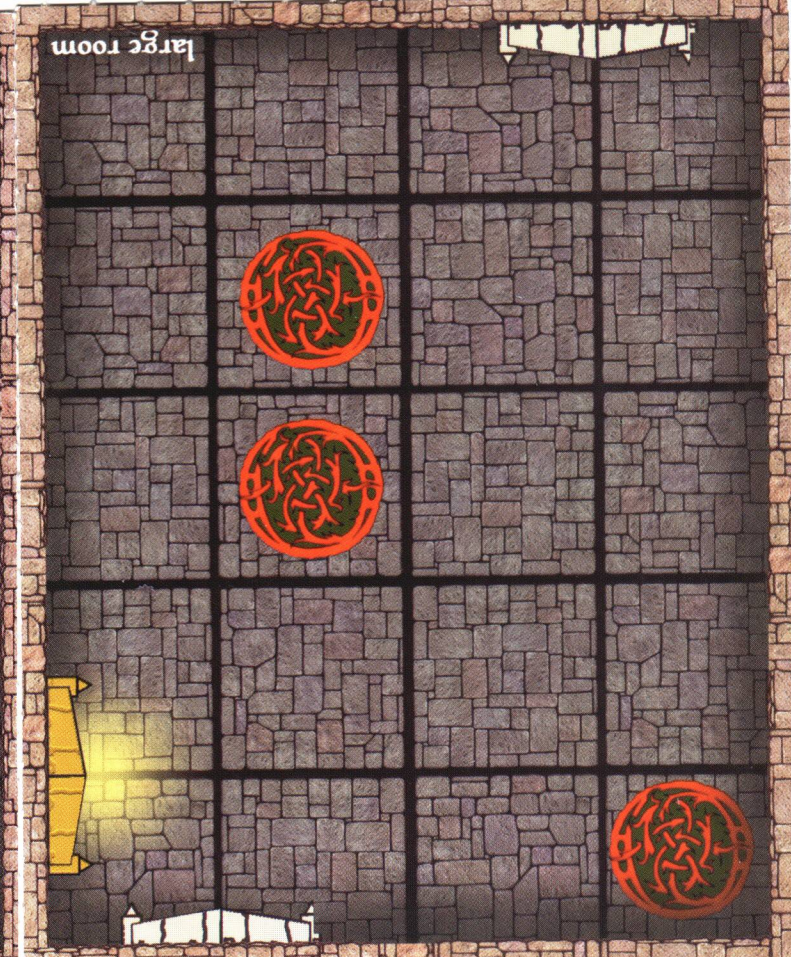
stairs











large room



large room

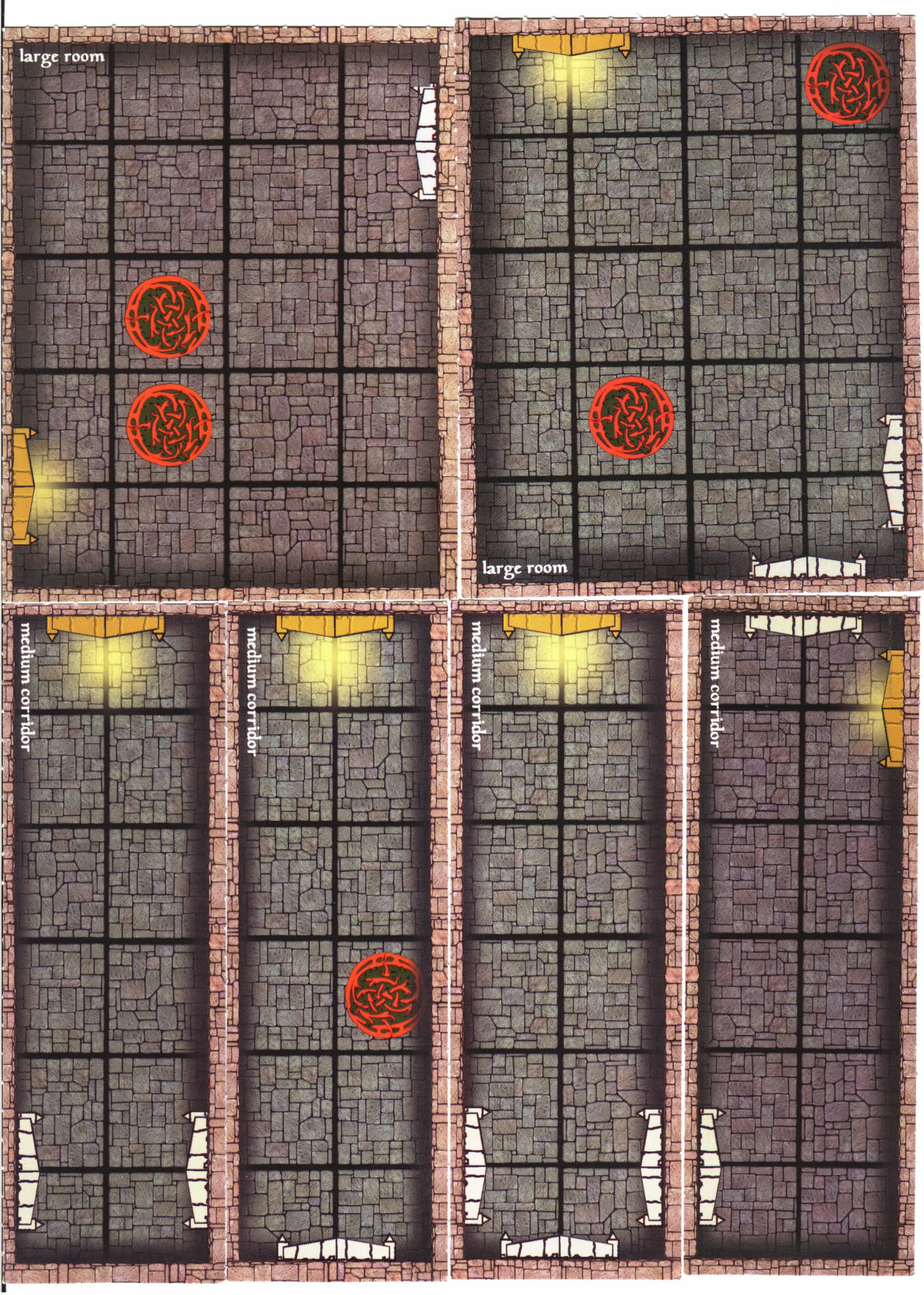


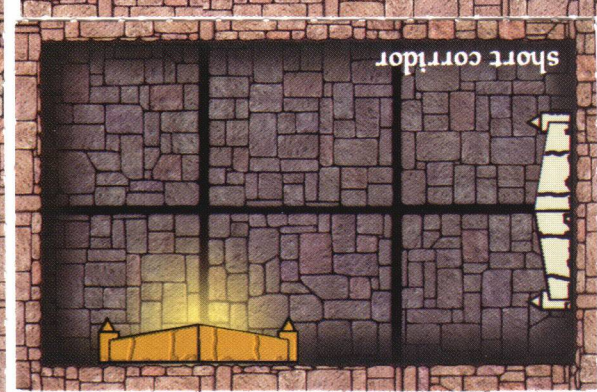
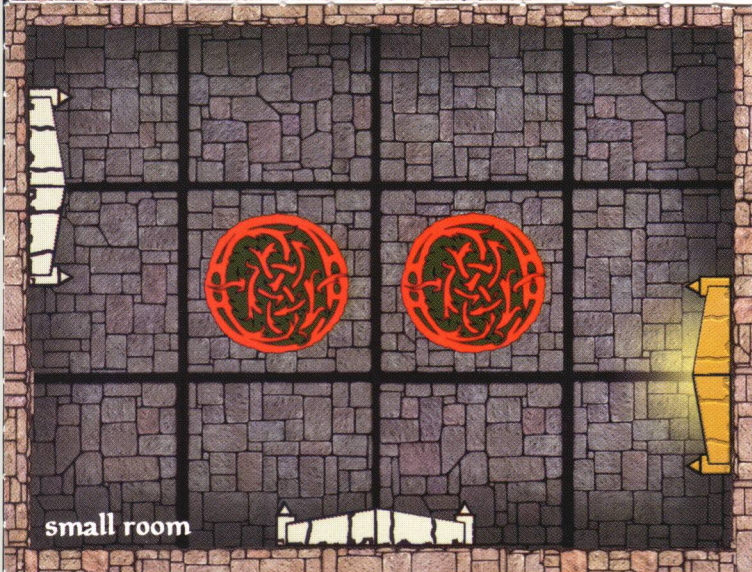
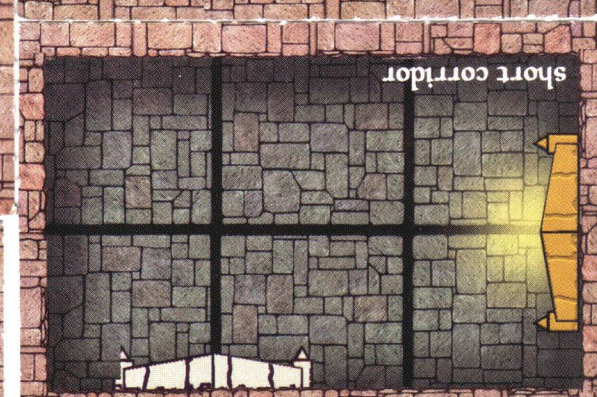
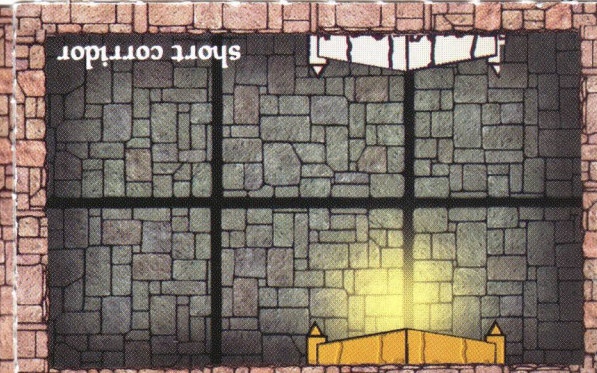
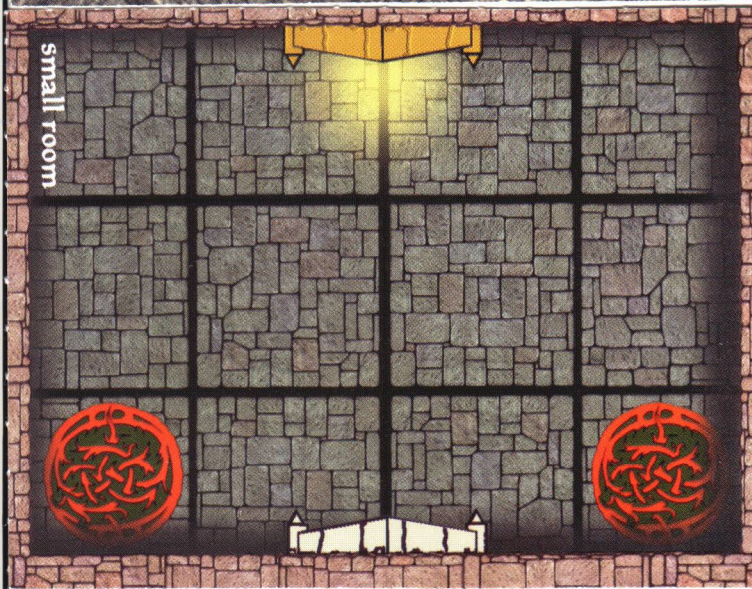
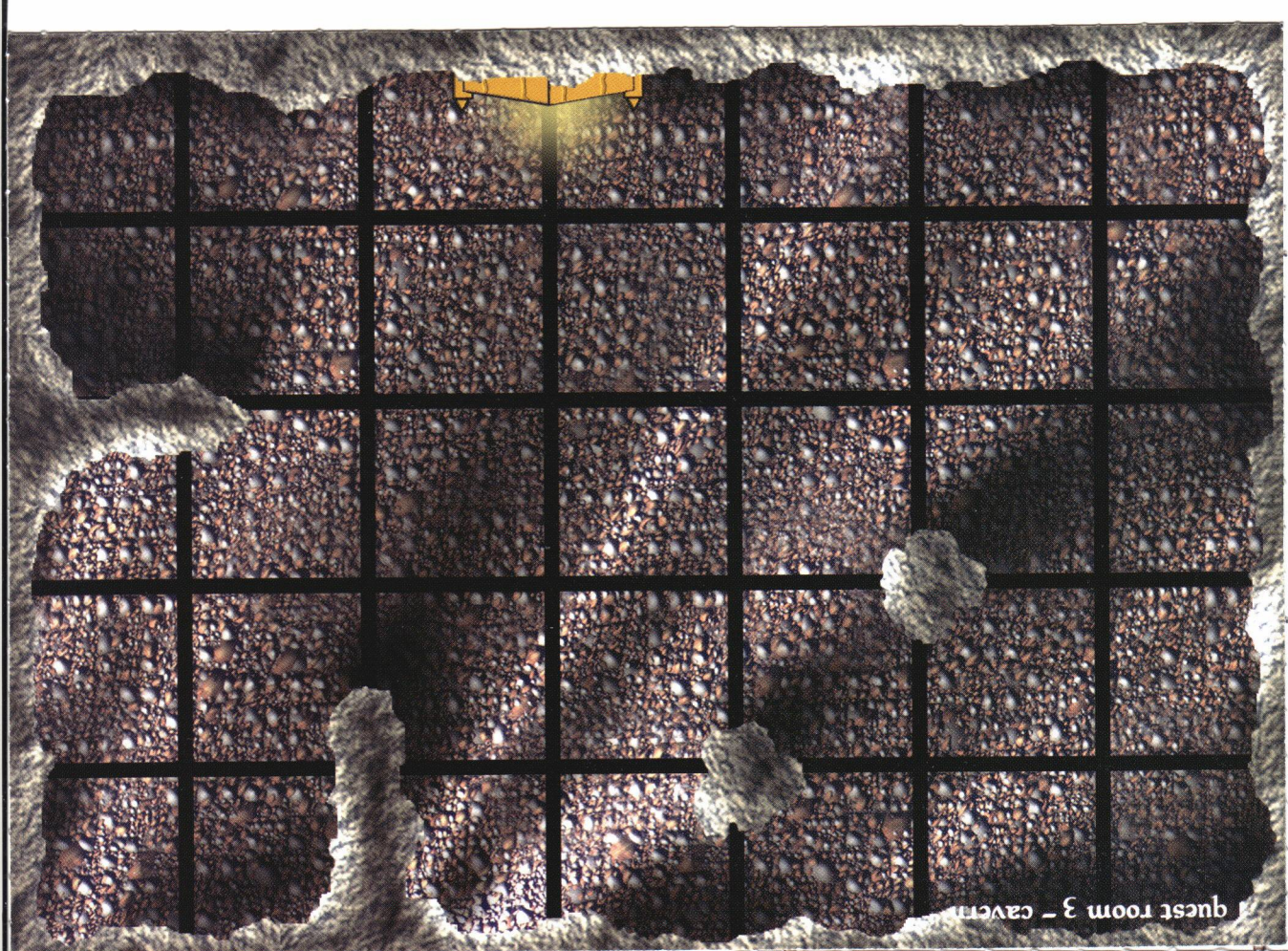
medium corridor

medium corridor

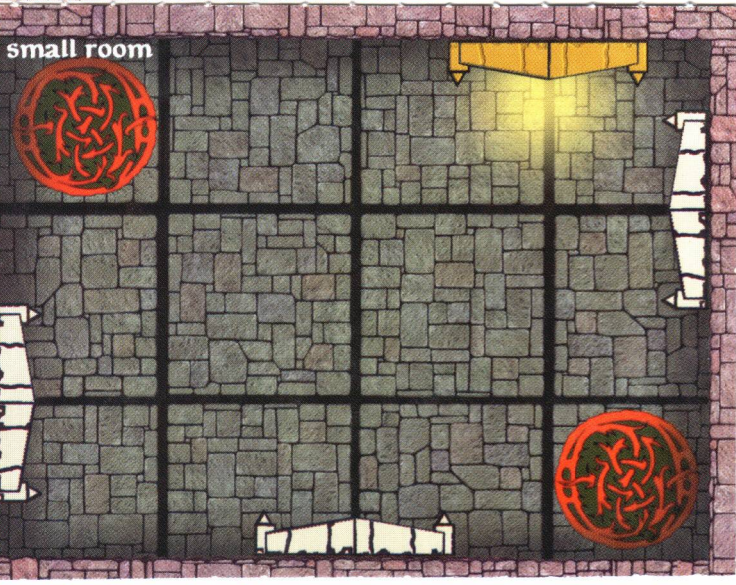
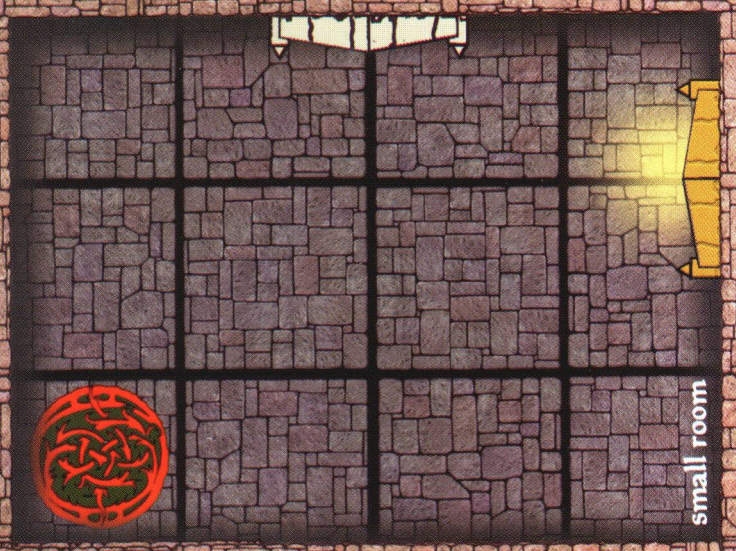
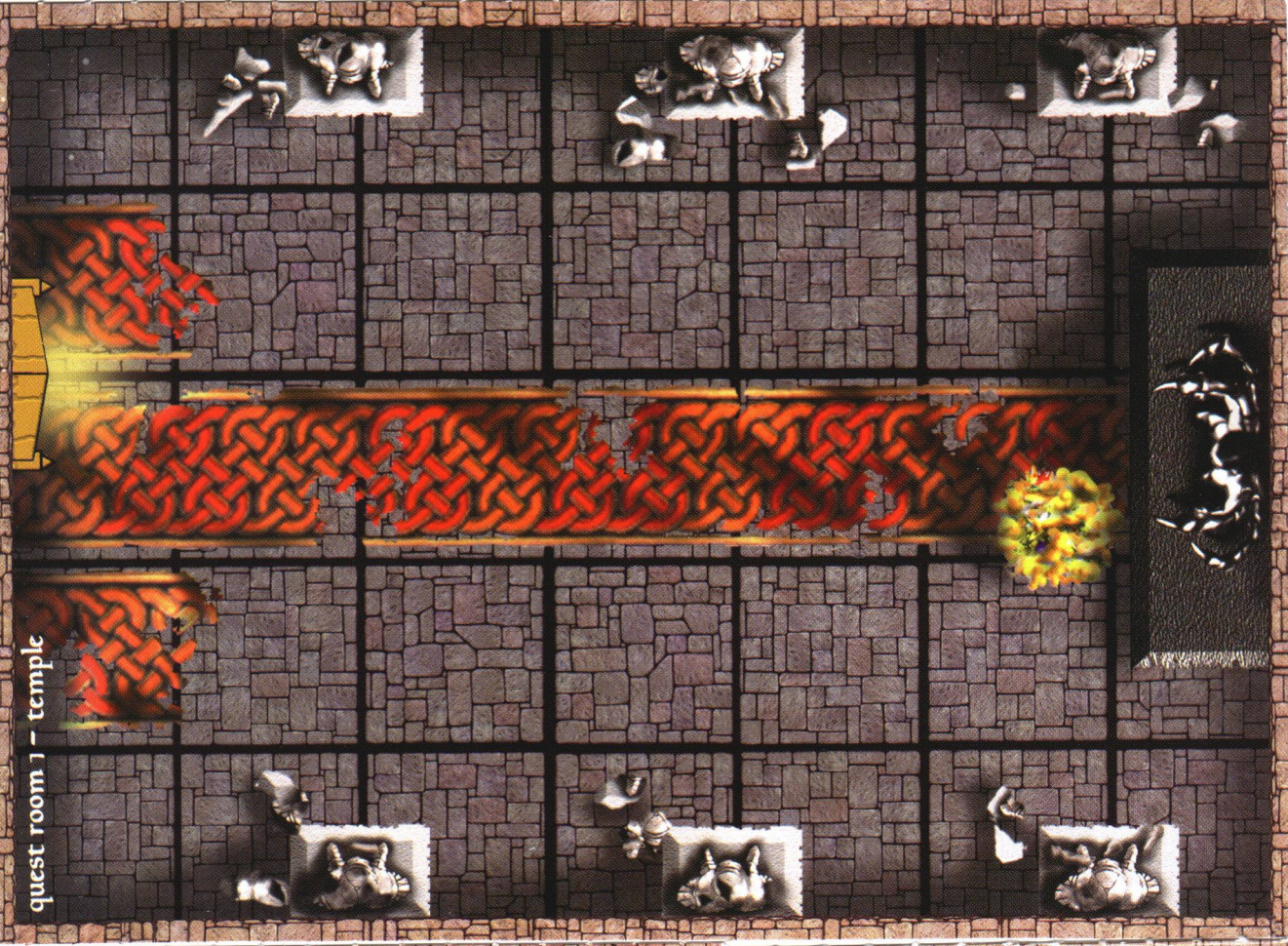
medium corridor

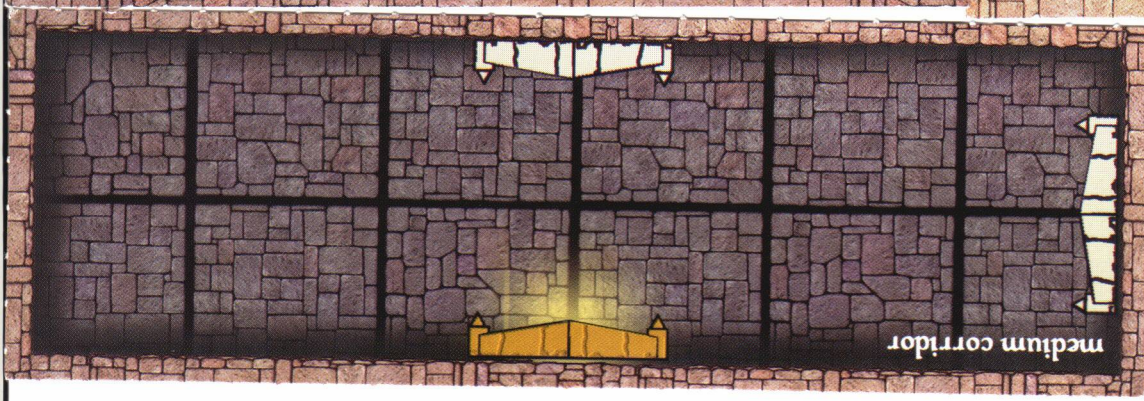
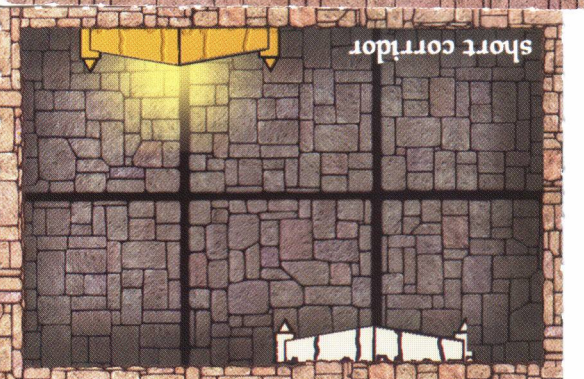
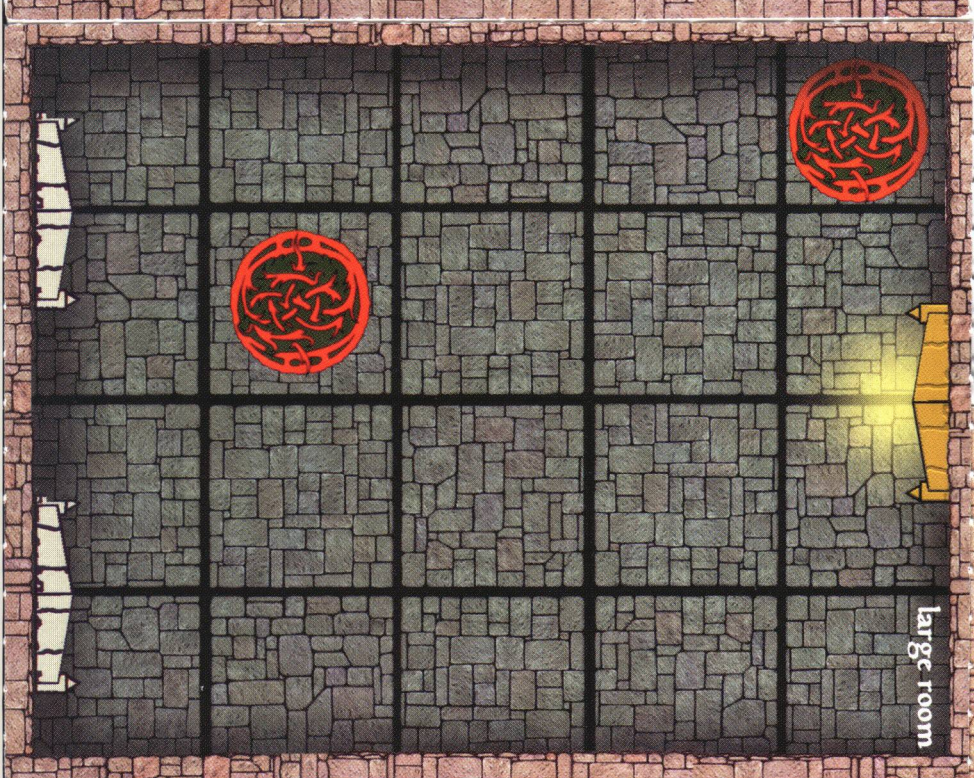
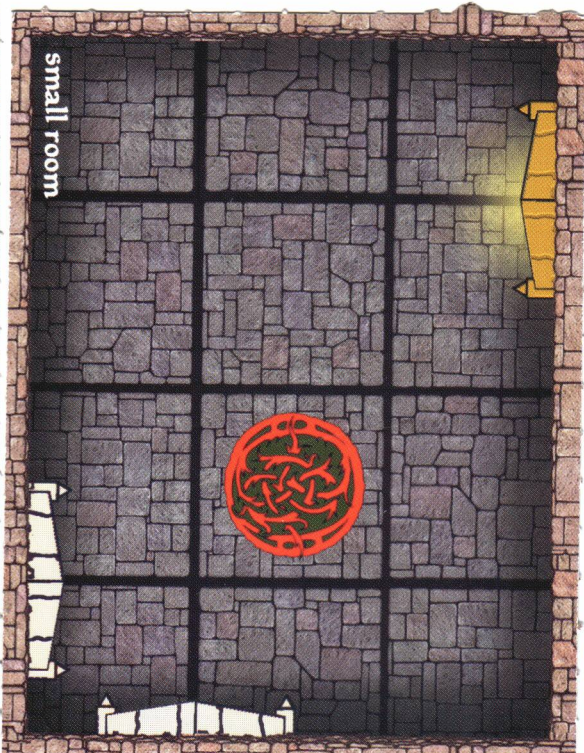
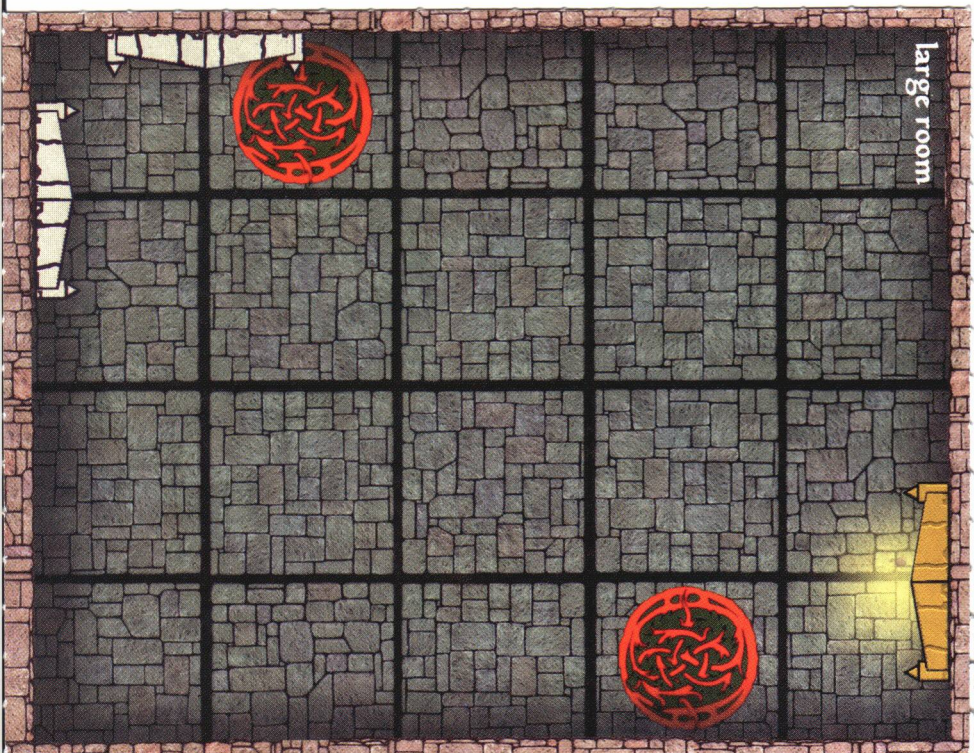
medium corridor

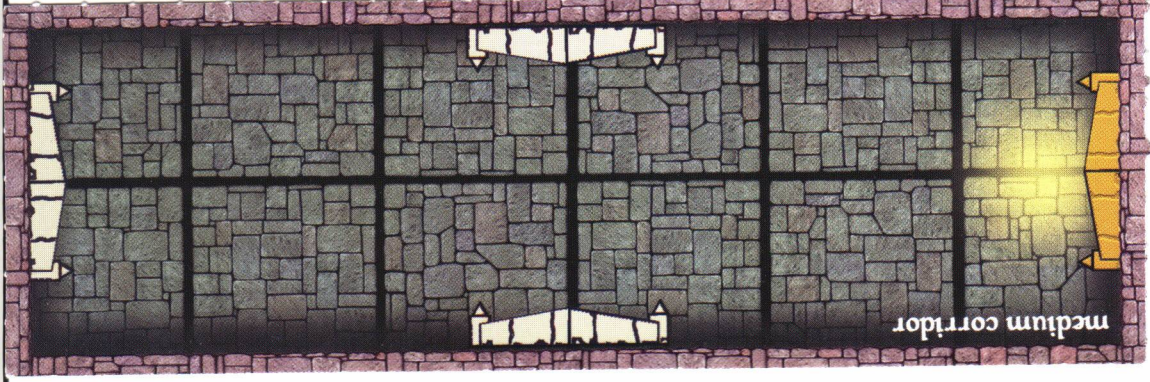
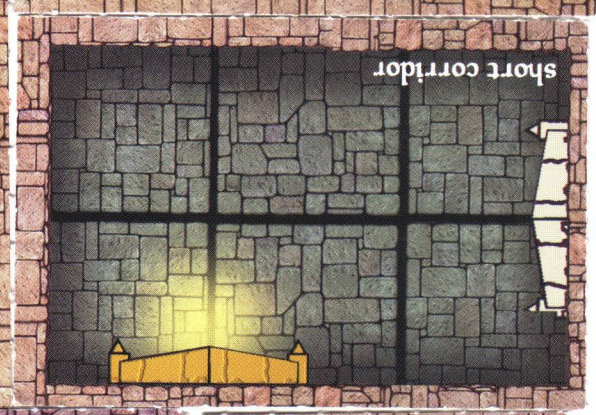
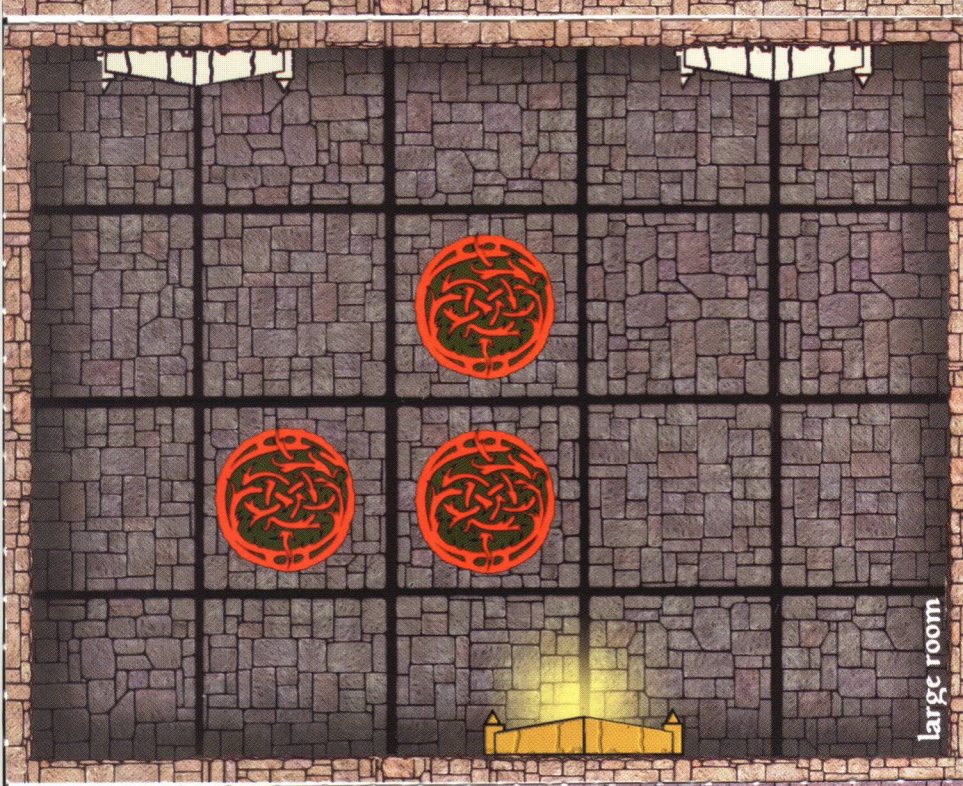
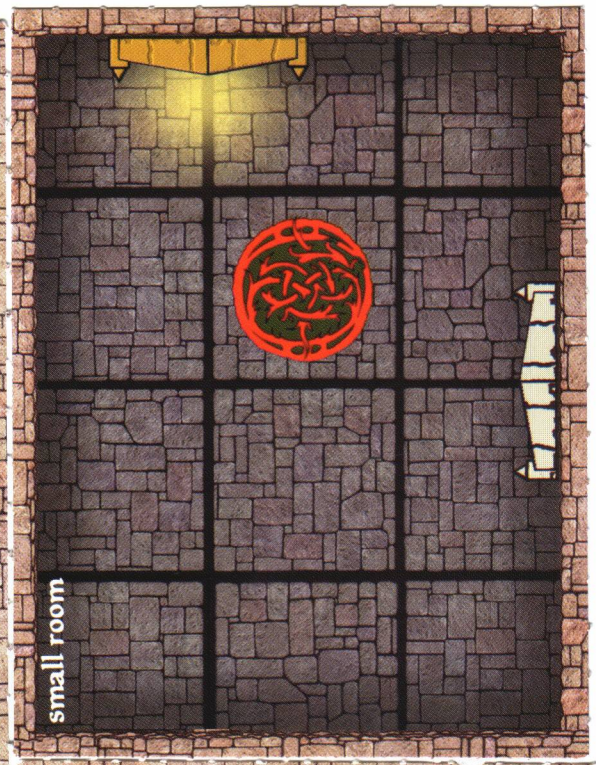
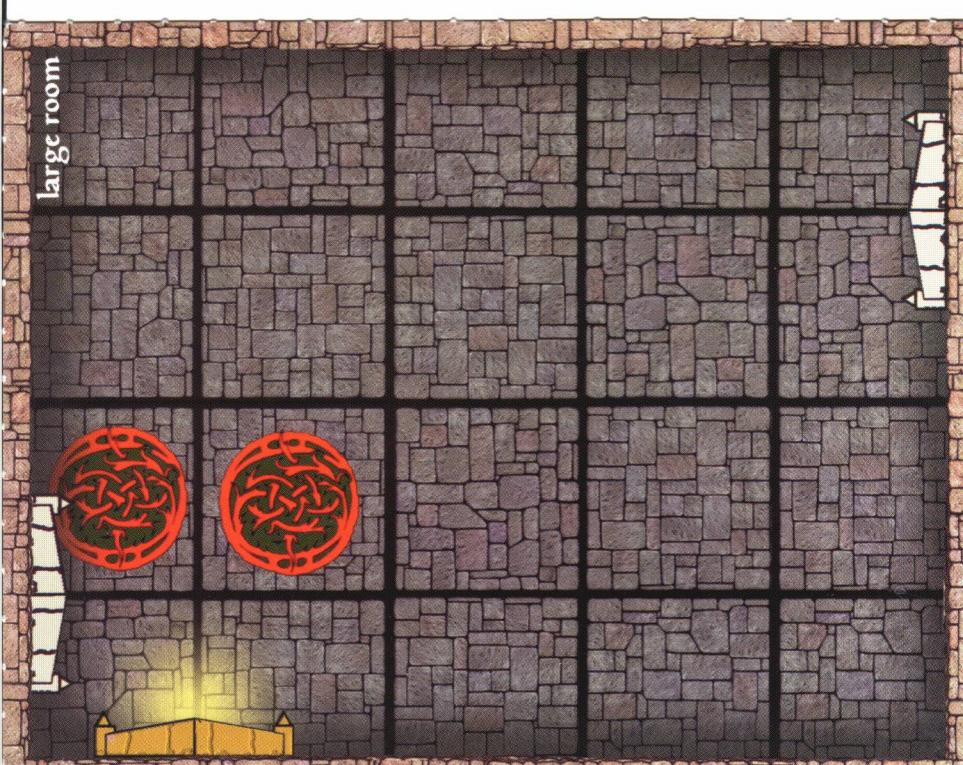




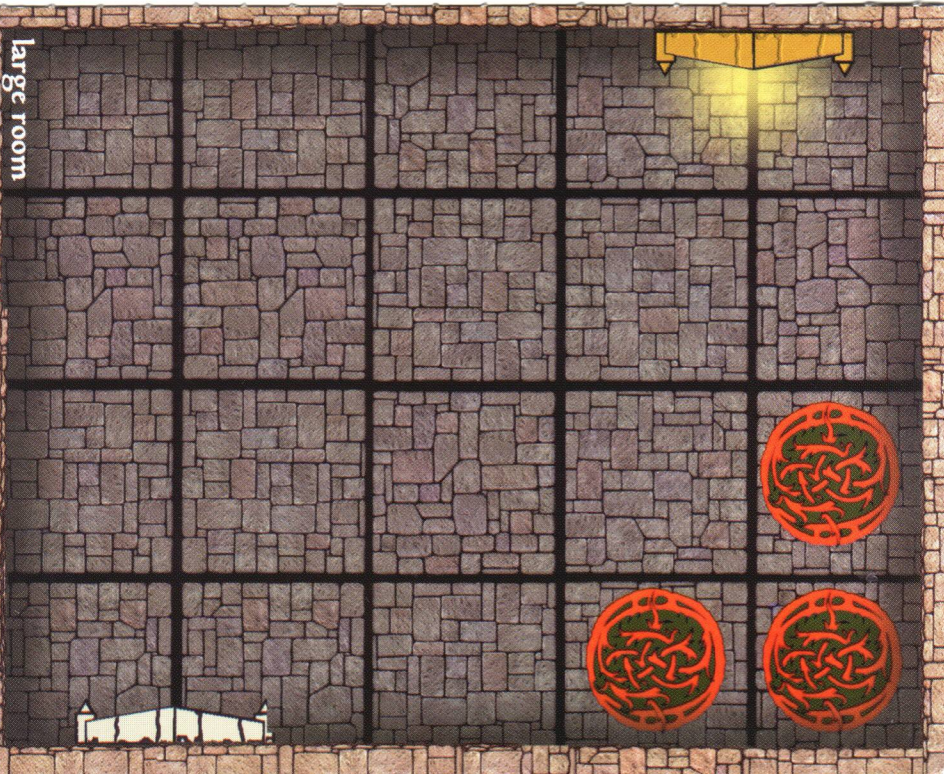
quest room 1 - temple



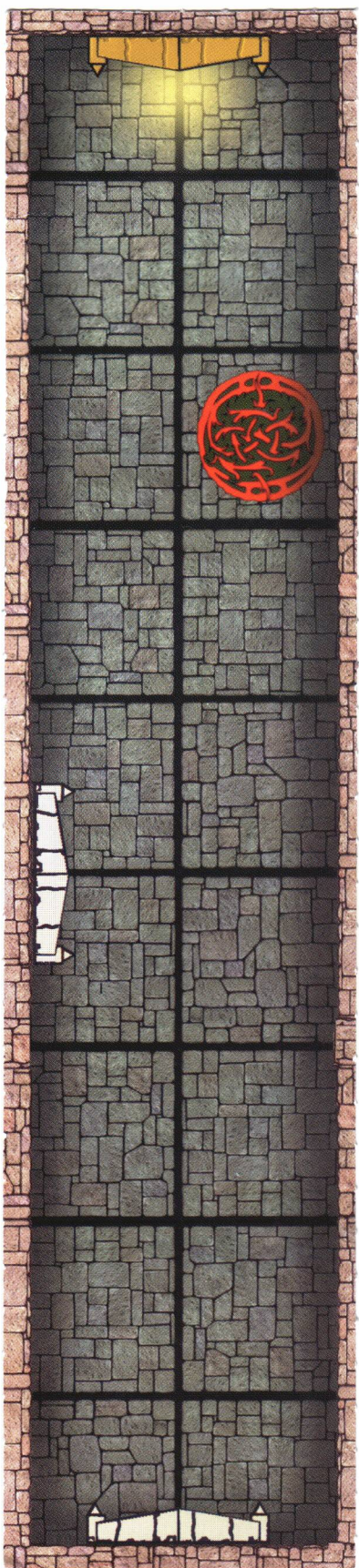
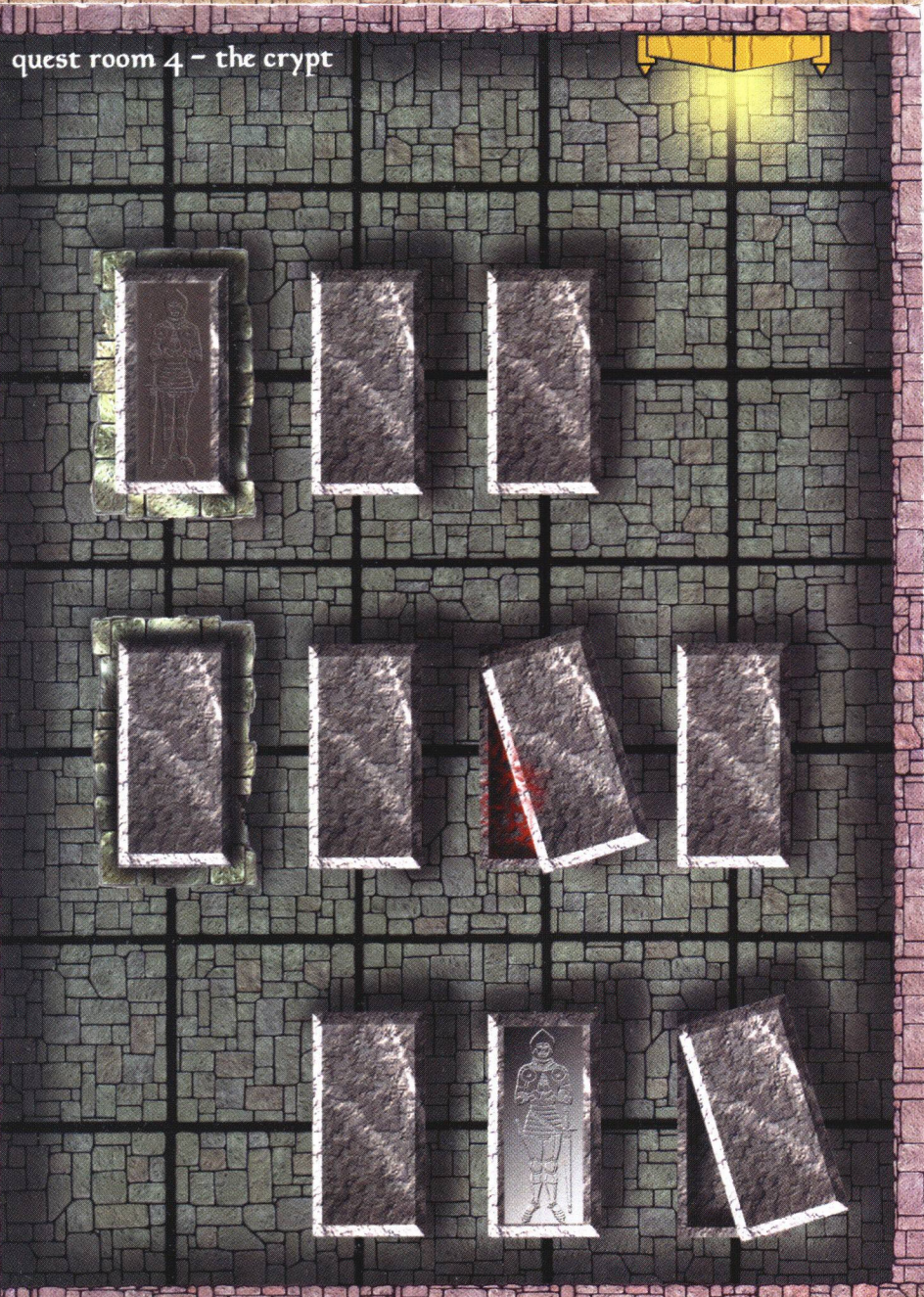




large room

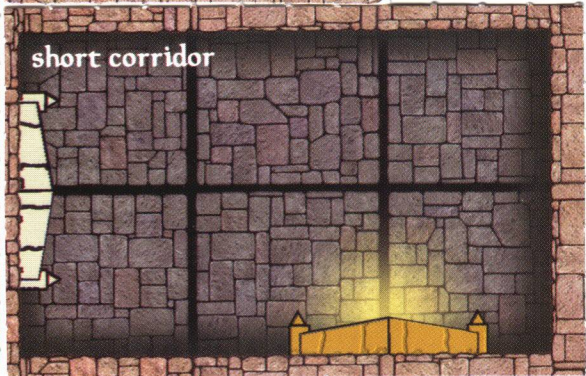
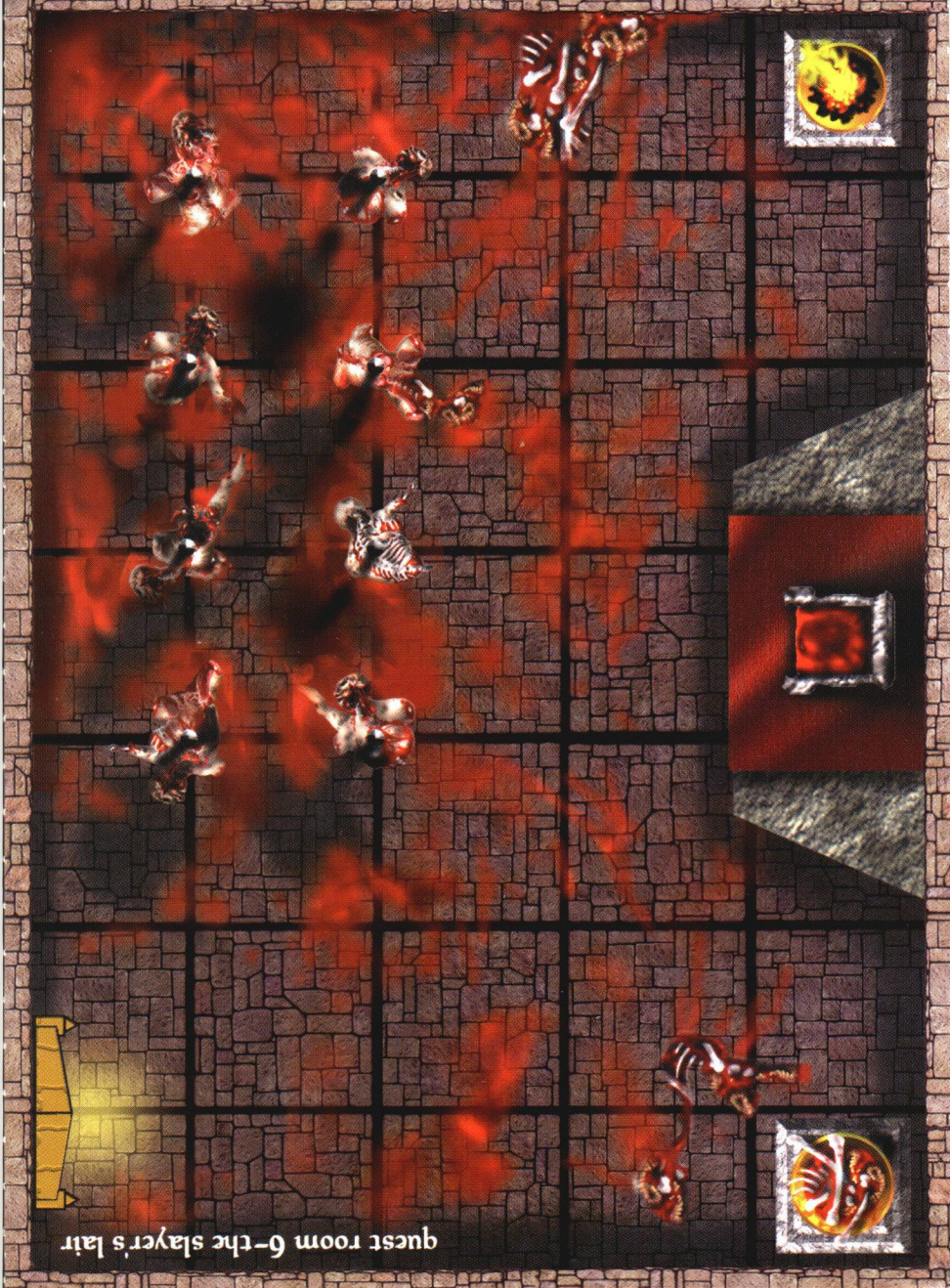
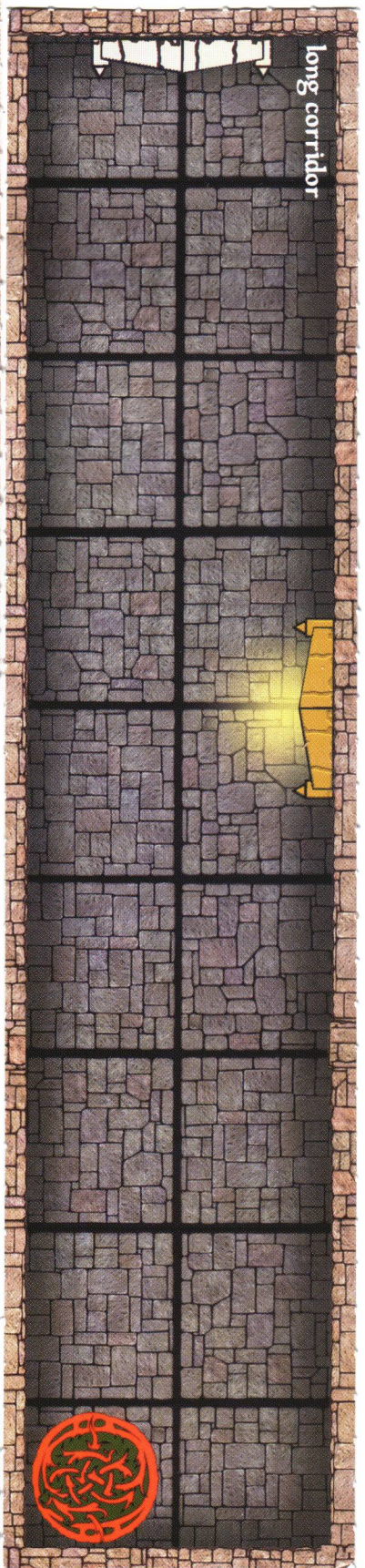
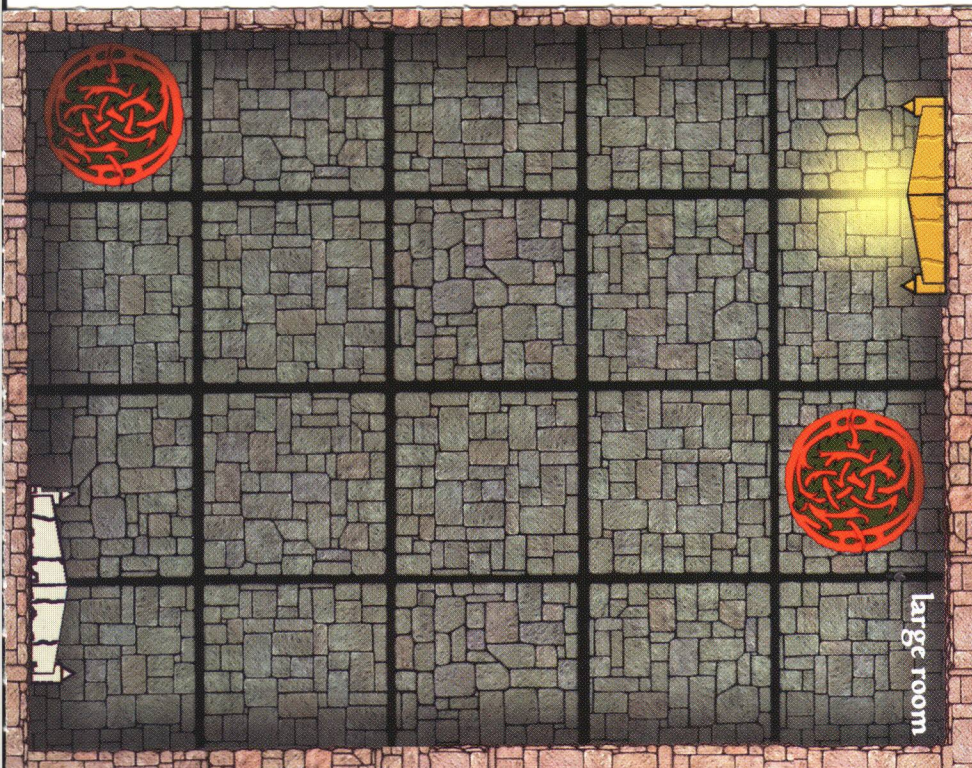


quest room 4 - the crypt



short corridor





quest room 2 - the lair

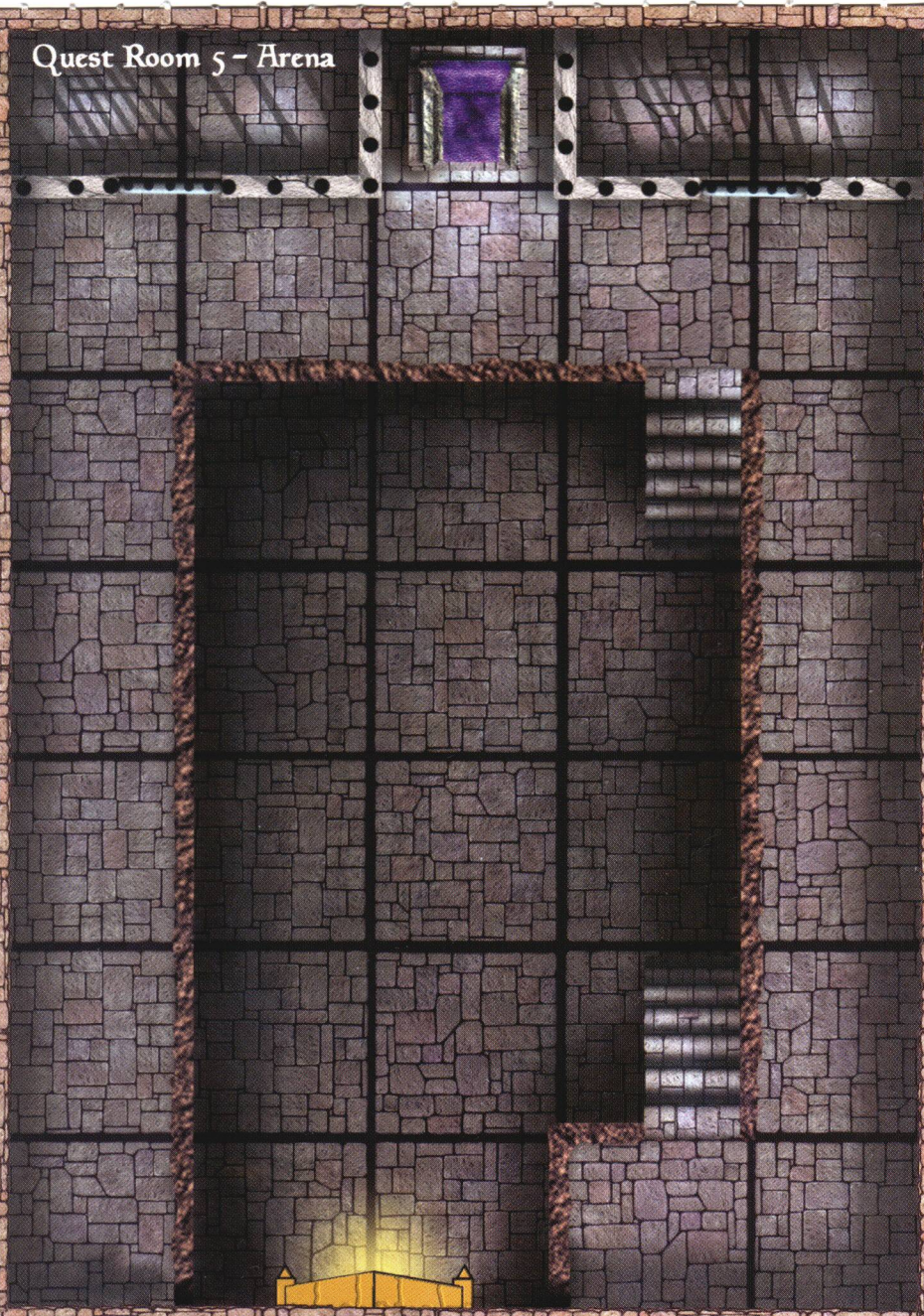


large room

short corridor



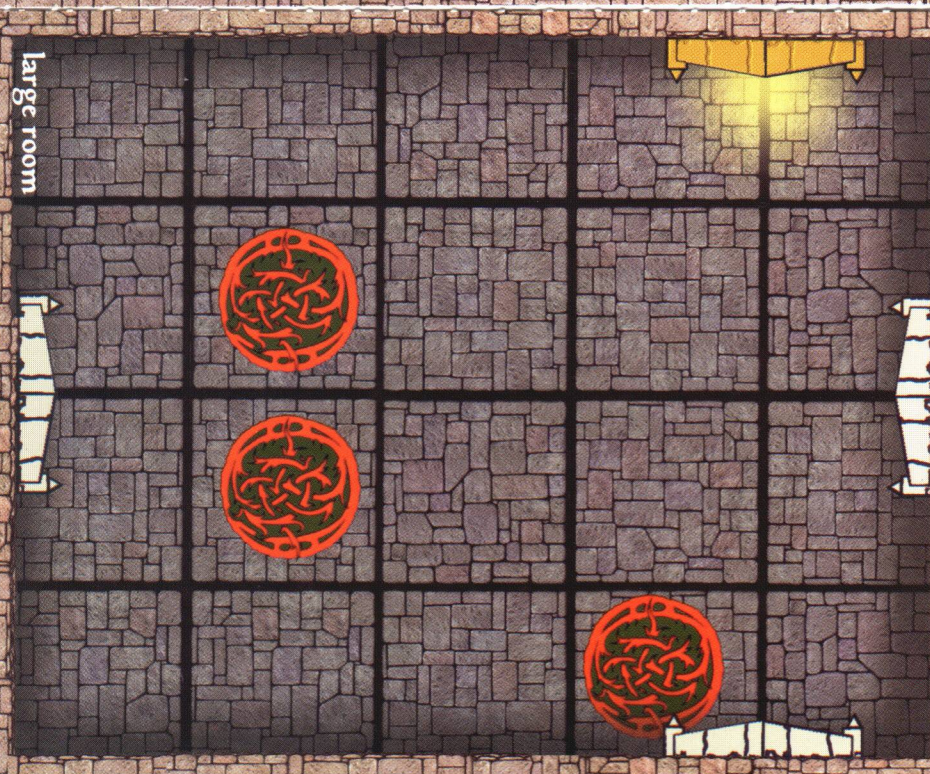
Quest Room 5 - Arena



long corridor



large room



short corridor

