



DIABLO™ II: DIABLERIE



DIABLO™

JD Wiker

DUNGEONS & DRAGONS®

DIABLO II: DIABLERIE

JD Wiker

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INTRODUCTION

Got your hands on the new edition of the DUNGEONS & DRAGONS® game? Ready to do battle with the minions of Hell? Welcome to *DIABLO II: Diablerie*, your ticket to adventure.

Our story is based on the best-selling *DIABLO II* computer game. The archfiend Diablo is again trying to take over your homeland, Khanduras—and he's got world-class help this time. As a player, you can try to put an end to his plotting or, as DM, see if your players are up to the task!

This book gives guidelines for creating and equipping the *DIABLO II* characters, from lithe amazons

Have I Already Seen This?

If you've seen *DIABLO II: The Awakening*, some of this may seem familiar. *DIABLO II: The Awakening* was an adaptation for the 2nd Edition *ADVANCED DUNGEONS & DRAGONS®* game. If you are playing the new D&D game, then pull up a chair—you're in the right place.

with hunter's bows to enigmatic necromancers armed with devastating scythes (and enough monsters and treasures to start adventuring now).

You'll also find a few new twists on some traditional character classes: the *DIABLO II* barbarian and paladin aren't exactly what you remember from the *D&D® Player's Handbook*—and the sorceress class isn't just a female version of the sorcerer.

These are new, built specially for the D&D version of *DIABLO II*—though they'll also fit pretty well into any D&D campaign setting.

WHAT'S THE STORY?

While the *DIABLO* setting contains a continent of fantasy kingdoms, barbarians and rogues, sorcerers and necromancers, and enchanted creatures both wonderful and terrible, the heart of the story is the secret rise of Hell's princes in the Mortal Realm. If they can take control here, they'll get the upper hand against the forces of Light and Order. Already many strongholds long secure against them have fallen, and areas once sacred to the Light have been corrupted.

Areas that have fallen under demonic influence must be freed! The Dungeon Master can use this book to set up general adventures of exploration and demon eradication. The companion volume, *To Hell and Back*, presents adventure and world details based directly on the computer game.

Demons and the Prime Evils

Since Time began, the forces of Order and Chaos have fought to decide the fate of Creation. Now, after centuries of battles and defeats, the demon princes think the Mortal Realm is the key to victory.

However, to wage all-out war on humanity would dangerously weaken Hell's forces and would probably lead to direct intervention by divine forces. Thus, the demon princes Baal, Mephisto, and Diablo—a trio known as the Prime Evils—hatched a devious plot. They had themselves cast onto the Prime Plane as if exiled from the Infernal regions as the result of a demonic power struggle, and quietly began a long and subtle campaign of corruption.

Baal tricked Tal-Rasha, a supremely powerful wizard, into imprisoning him in the wizard's own body for many years. In time, Baal utterly corrupted the wizard and gained access to the magic lore of the *Horadrim*, humanity's greatest sorcerous cabal.

Mephisto has been imprisoned for many years in a *soulstone* under the main temple of the Zakarum faith in the capital of the Eastern Empire, the city of Kurast. Over time, Mephisto has gained control of the stone and corrupted the priesthood, including Que-Hegan Sarnekur, the highest mortal authority of the Zakarum faith.

Diablo caused a war between the two nations of Khanduras and Westmarch, resulting in the first *DIABLO* story (see *Woe of the Hero* below).

Woe of the Hero: The Diablo Story

Diablo took control of the small western kingdom of Khanduras, working deep in ancient catacombs beneath the town of Tristram. He snared good King Leoric and many other persons of power. At last, a lone hero plumbed the hellish depths of the labyrinth and confronted him.

Knowing that the demon prince's spirit could not be destroyed, the hero made a noble sacrifice—casting his soul and sanity aside, he took the spirit of Diablo into himself, hoping that his own strength of will could contain the demon. Unknown to all, this selfless act not only ensured Diablo's victory, but also damned the unnamed hero's soul. With his tragic failure, the story begins anew. . . .

Using This Book

This book has two goals. The first is to let players create their own amazon, barbarian, necromancer, paladin, and sorceress characters, then provide them with equipment, spells, special abilities—and a desire for fame and fortune!

The second goal is to give the Dungeon Master enough information to start the characters on the path from fresh-faced obscurity to the pinnacles of power, wealth, and glory. Look for the super-adventure *To Hell and Back* for a major epic adventure and even more campaign details.

If a player can't find everything she needs to create the character she wants, chances are the information she's lacking is in the *D&D Player's Handbook*. Someone in the gaming group should have a copy—the Dungeon Master, at the very least. That book defines

a lot of the words and rule concepts we assume you know here—consider it highly useful, but you don't absolutely have to have it as long as someone in your group does.

If the DM needs more information on climate, terrain, lighting, smoke, and so on, it's almost certainly in one of three places: the *D&D DUNGEON MASTER'S Guide*, the *Monster Manual*, or *DIABLO II: To Hell and Back*, the companion to this volume.

What About All That Other Stuff?

You may notice the equipment section has no listing for food. Is that a problem? After all, the game designers at Blizzard Entertainment wisely realized that part of the great pastime of escapism is not worrying about such commonplace trifles as eating, drinking, and paying bills.

The beauty of the *DIABLO II* setting is that it does not focus as much on investigation and interaction as



it does on good old-fashioned door-bashing, skull-cracking, hoard-looting action. But hey, you paid for it, it's your game now, so if you want to add more levels of complexity, they're out there for you, in those other books.

The point we're trying to make is that you don't need them to enjoy the flavor of the *DIABLO II* setting. If you've purchased this book, you're probably more interested in kicking demon butt than keeping track of your rations, anyway. Right?

ENOUGH TALK!

What—you're still reading the introduction? Get out your dice, turn the page, and start carving your path to glory in the world of *DIABLO II*!

CHAPTER I: CHARACTER CLASSES

The next several pages detail each *DIABLO II* character class. Players unfamiliar with *DUNGEONS & DRAGONS* class descriptions should refer to the *Player's Handbook* for information.

Important Note: When choosing a magic ability, you can take one from a lower group. For example, you can take a Group 1 ability instead of a Group 2 ability if you want.

Option: Multiclass Characters: *DIABLO II* game characters are not multiclass. However, individual DMs might experiment with these or add classes from the *Player's Handbook* (fighters and rogues are especially easy to drop in). Multiclassing similar classes, such as D&D barbarian/Khanduran barbarian, is just silly—don't do it.

Their oracles long ago predicted the events of these times, and the amazons have been preparing for years to battle the evils that now plague the land. Though their true origins lie in the Islands of the Three Sisters in the Twin Seas, they have ventured into the world to do their part.

Game Rule Information

Amazons have the following game statistics.

Abilities: Dexterity is vital to the amazon's combat skills, since it modifies her chance to strike with a ranged weapon. Wisdom allows the amazon to be the eyes and ears of any adventuring party. Charisma enhances her special class magical abilities, and Intelligence gives her a good selection of skills.

Hit Die: d10

Class Skills

The amazon's class skills (and the key ability for each skill) are Craft, Craft (bowyer) (Int), Craft (fletcher) (Int), Disable Device (Int), Heal (Wis), Knowledge

AMAZON

This powerful woman warrior belongs to one of the nomadic bands that roam the plains near the South Sea. Their wandering often brings the bands into conflict with other peoples, so the amazon is accustomed to fighting in order to defend her own. This lifestyle has made her fiercely independent and able to weather severe hardship and travel. While her skill with the bow rivals the rogue's, the amazon is also adept in the use of spears and other throwing weapons, as well as in melee combat. The amazon is much sought after as a mercenary, in which service she is loyal as long as her own ends are also served.

Adventures: An amazon views adventuring as a series of skirmishes with the forces of evil—something to prepare her for her part in the final battle to come. The minions of darkness she vanquishes now, the amazon reasons, reduce the number she must eventually face—and coincidentally allow her to improve her combat skills.

Characteristics: The amazon excels at ranged combat. The spear, javelin, and of course, bow and arrows are her favorite weapons, and the magical effects she can produce with them far surpasses what other classes can do with the same weapons. She fares less well in melee combat than a barbarian or a paladin, and is less adept with magic than a necromancer or sorceress.

Background: Amazons see the destruction of the Prime Evils as their destiny in the world—part of a step toward a new era of greatness for mortals.



(religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are all class features of the amazon. The amazon acquires them at specific times during her career, as shown on the Amazon table.

Weapon and Armor Proficiency: Amazons are skilled with all weapons and armor, including shields.

Note: Each armor skill has a minimum Strength score. If your character doesn't meet this score, don't write the skill down yet—her Strength needs to improve before she can use armor of that type.

Amazon Starting Package

Armor: Leather +2 AC, armor check penalty 0, speed 30 ft., weight 15 lb.

Weapons: Shortbow (1d6, crit x3, range 60 ft., 2 lb., Medium-size, Piercing), javelin (1d6, crit x2, range 30 ft., 2 lb., Medium-size, Piercing).

Quick Skills: Choose a number of skills equal to 2 + Int modifier:

Skill	Ranks	Ability	Armor Penalty
Craft (bowmaking)	4	Int	—
Disable Device	4	Dex	—
Heal	4	Wis	—
Knowledge (religion)	4	Int	—
Listen	4	Wis	—
Move Silently	4	Dex	0
Search	4	Int	—
Spot	4	Wis	—
Wilderness Lore	4	Wis	—

Feat: Point Blank Shot.

Magic Ability: Fire Arrow.

Gear: Backpack with waterskin, one day's rations, blanket, bedroll, flint & steel, 1 *light healing potion*, 2 quivers of 20 arrows each.

Gold: 10 gp.

Amazon Abilities

Amazons have a deep understanding of certain mystical processes, such as those that enchant nonmagical arrows, javelins, and other missiles. Because the world

Table 1-1: Amazon

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Feats	Ability Increase	Magic Ability
1	+1	+2	+0	+0	1st	—	Group 1
2	+2	+3	+0	+0	—	—	Group 1
3	+3	+3	+1	+1	2nd	—	Group 1
4	+4	+4	+1	+1	—	1st	—
5	+5	+4	+1	+1	—	—	Group 2
6	+6/+1	+5	+2	+2	3rd	—	Group 2
7	+7/+2	+5	+2	+2	—	—	Group 2
8	+8/+3	+6	+2	+2	—	2nd	—
9	+9/+4	+6	+3	+3	4th	—	Group 3
10	+10/+5	+7	+3	+3	—	—	Group 3
11	+11/+6/+1	+7	+3	+3	—	—	Group 3
12	+12/+7/+2	+8	+4	+4	5th	3rd	—
13	+13/+8/+3	+8	+4	+4	—	—	Group 4
14	+14/+9/+4	+9	+4	+4	—	—	Group 4
15	+15/+10/+5	+9	+5	+5	6th	—	Group 4
16	+16/+11/+6/+1	+10	+5	+5	—	4th	—
17	+17/+12/+7/+2	+10	+5	+5	—	—	Group 5
18	+18/+13/+8/+3	+11	+6	+6	7th	—	Group 5
19	+19/+14/+9/+4	+11	+6	+6	—	—	Group 5
20	+20/+15/+10/+5	+12	+6	+6	—	5th	—
21	+21/+16/+11/+6/+1	+12	+7	+7	8th	—	Group 6
22	+22/+17/+12/+7/+2	+13	+7	+7	—	—	Group 6
23	+23/+18/+13/+8/+3	+13	+7	+7	—	—	Group 6
24	+24/+19/+14/+9/+4	+14	+8	+8	9th	6th	—
25	+25/+20/+15/+10/+5	+14	+8	+8	—	—	—

of Khanduras is rich in magic, the amazon tribes make it a point to train their members to harness it.

A 1st-level amazon starts to learn this knowledge, taking one ability from the Group 1 Ability list below. Another is gained at 2nd level, and one at 3rd.

At 5th through 7th level, the amazon can choose abilities from the Group 2 list. At 9th through 11th level, Group 3 abilities can be taken. Group 4 abilities can be taken at 13th through 15th, Group 5 abilities at 17th through 19th, and Group 6 abilities at 21st through 23rd level. (These choices are listed on the Amazon table.) Some of these choices have prerequisites, abilities that must be taken first.

Note: Abilities marked with an *asterisk* (*) are special. After using the ability, the amazon must make a Charisma check (DC 15 + ability-group number). Failure means the ability cannot be used for the rest of the day. *Mana* potions can restore an ability, counting its group number as its spell level. A restored ability can be used freely until the amazon fails another check while using it.

GROUP 1 ABILITIES

Critical Strike: You gain the feat Improved Critical. Ignore the prerequisites of the feat—you need not have them.

Fire Arrow*: You can take a full-round action to enchant and shoot normal arrows as fire arrows. A hit deals normal arrow damage plus 1d6 points of nonmagical fire damage. You can turn one normal arrow into a fire arrow for each ranged attack your level allows. Arrows used in this way can't be recovered.

Inner Sight: You gain a +2 circumstance bonus to Spot checks against creatures in darkened areas. You also have a +2 circumstance bonus to your attacks against such creatures if you are within 30 feet of them. You can't be caught flat-footed or sneak attacked by creatures you spot using this ability. You don't take any penalties for darkness that would be negated by low-light vision.

Jab: If you are using a piercing weapon (type P on the Weapon table), you can take a full-round action to make your primary melee attack and two more melee attacks; you do not apply attack or damage bonuses for Strength. Each attack's chance to hit suffers a cumulative -2 penalty, and all damage rolls have a -1 penalty (minimum damage 1 per attack).

Magic Arrow*: You can take a full-round action to create and fire magic arrows. These arrows always hit, and have a +1 enhancement bonus to damage. You can

turn one nonmagical arrow into a magic arrow for each ranged attack your level allows. The magic arrows disappear after they hit.

GROUP 2 ABILITIES

Cold Arrow*: You can take a full-round action to enchant and fire normal arrows as cold arrows. A hit deals normal arrow damage plus 1d6 points of cold damage. A target subject to cold effects must make a Fortitude save or be *slowed* for 1d3 rounds (see Chapter 3). You can turn one nonmagic arrow into a cold arrow for each ranged attack your level allows. Arrows used in this way can't be recovered.

Dodge Attacks: You can take a full-round action to become more difficult to hit in melee. If you do not attack or move more than 5 feet in your turn, you gain a +4 dodge bonus to your AC against melee attacks. Also, if you make a successful Reflex save against an attack that allows a Reflex save for half damage, you take no damage instead.

Multiple Shot*: You can take a full-round action to enchant and fire normal arrows as multiple-arrows. The arrow splits into three arrows in flight, allowing three attack rolls against different foes. You can attack each foe only once this round, and each arrow's chance to hit suffers a cumulative -2 attack penalty. You can turn one nonmagic arrow into a multiple-shot arrow for each ranged attack your level allows. Arrows used in this way can't be recovered. *Prerequisite:* Magic Arrow.

Poison Javelin*: You can take a full-round action to enchant and hurl a normal javelin as a *poison javelin*. The javelin streaks toward its target, leaving a trail of green vapor. If it hits, the javelin deals half damage and the target creature may be poisoned. The target must make a Fortitude save (DC 14 + one-third your level + your Charisma bonus) or suffer initial damage of 1 point of temporary Constitution, and secondary damage of 1d2 points of temporary Constitution.

Breathing creatures within 5 feet of the path of the javelin are exposed to its gas trail. They must make a Fortitude save at DC 15 or take 1 point of temporary Constitution damage.

Lost Constitution is regained at the rate of 1 point per day (2 per day if the character only rests). The javelin can't be recovered.

Power Strike*: You can take a full-round action to attack once with a melee weapon. If you hit, you also discharge an electrical bolt into the foe. The bolt deals 1d8 points of electrical damage for every 5 levels you have achieved (maximum 5d8). *Prerequisite:* Jab.

GROUP 3 ABILITIES

Avoid: You gain the feat *Deflect Arrows*, regardless of whether you meet the prerequisites. (Reflex save against DC 20 + any magical attack bonus). *Prerequisite:* Dodge Attacks.

Bolt of Lightning: You can take a full-round action to enchant and hurl a normal javelin as a *bolt of lightning*. In mid-flight, the javelin transforms into a bolt of lightning, dealing 2d10 points of electrical damage to whatever it strikes, with a Reflex save (DC 13 + one-third your level + your Charisma bonus) allowed for half damage. The javelin can't be recovered. *Prerequisite:* Poison Javelin.

Exploding Arrow: You can use a full-round action to enchant and fire one normal arrow as an *exploding arrow*. The arrow is charged with lethal energy that deals damage to all creatures within 15 feet of the creature hit. The blast deals 1d6 points of damage for every two of your levels (maximum 10d6). A creature not hit but in the area is allowed a Reflex save (DC 13 + one-third your level + your Charisma bonus) for half damage. Misses have no effect. The arrow can't be recovered. *Prerequisite:* Fire Arrow, Multiple Shot.

Impale: You can deal more damage with a melee weapon at the cost of its Durability. Declare this ability before rolling the attack. If you hit, the weapon deals +2d6 points of damage. Your weapon takes an automatic 2 points of Durability damage, plus the normal effect for the damage you deal as well. **Note:** If you are not using the Durability rules, the weapon breaks if it fails a special 1d20 check (DC is half the damage dealt). Add your weapon's magical attack bonus, if any, to your roll. *Prerequisite:* Jab.

Slow Missiles: You can use a full-round action to make all projectile or thrown missiles coming within 30 feet of you—until your next turn—to literally slow in flight. Those targeted by such missiles gain a +4 dodge bonus to their AC. Any enchanted missile (including the *magic missile* spell) must make a successful saving throw (DC 7 + your level + your Charisma bonus) or lose its magic. Missiles formed entirely of magic are harmlessly destroyed. *Prerequisite:* Inner Sight.

GROUP 4 ABILITIES

Charged Strike: You can take a full-round action to attack once with a melee weapon and discharge an electrical bolt into the foe if you hit. In addition to dealing normal damage, the weapon is electrically charged, dealing 2d8 points of electrical damage and releasing a single *charged bolt* spell (see Chapter Three) that targets foes not struck nearest the point of impact. *Prerequisite:* Power Strike, Bolt of Lightning.

Guided Arrow: You can use a full-round action to enchant and fire a normal arrow that hits the nearest foe within range, even turning corners or flying through an open door. If two or more foes are at equal range, the target is determined randomly. *Prerequisite:* Cold Arrow, Multiple Shot.

Ice Arrow: You can use a full-round action to enchant and fire a normal arrow as an ice arrow. In addition to its normal damage, the arrow deals 2d6 points of cold damage. Further, the foe struck by the arrow must make a Fortitude save (DC 14 + one-third your level + your Charisma bonus). Failure leaves the foe frozen in place and helpless for 1d3 rounds. *Prerequisite:* Cold Arrow.

Penetrate: You learn to see the weak points of your targets. When using a ranged weapon, you ignore 1 point of your target's Armor Class for every five levels you have achieved (shields and natural armor are counted as armor for this purpose). *Prerequisite:* Critical Strike.

Plague Javelin: You can enchant and hurl a normal javelin in the same round. The javelin streaks toward its target, leaving a trail of green vapor. If it hits, the javelin deals half damage and the target creature may be poisoned. The creature must make a Fortitude save (DC 14 + one-third your level + your Charisma bonus) or suffer initial damage of 1 point of temporary Constitution and secondary damage of 1d4 points of temporary Constitution. A cloud of noxious gas expands outward 15 feet from its point of impact and remains until your next turn. Creatures in this area are exposed to the poison as if struck.

Breathing creatures within 5 feet of the path of the javelin are exposed to its gas trail. They must make a Fortitude save at DC 15 or take 1 point of temporary Constitution damage.

Lost Constitution is regained at the rate of 1 point per day (2 per day if the character only rests). The javelin can't be recovered. *Prerequisite:* Bolt of Lightning.

GROUP 5 ABILITIES

Decoy: You can use a full-round action to shape magical energy into a semisubstantial copy of yourself. The decoy behaves like you, but deals no damage with its attacks. Opponents that fail a Will save (DC 15 + one-third your level + your Charisma bonus) attack or pursue the decoy in preference to you. The decoy lasts 1 round per three levels you have achieved. *Prerequisites:* Slow Missile.

Evade: You can become more difficult to hit. If you do not attack, you gain a +4 dodge bonus to your AC until your next turn. Also, if you make a successful Reflex save

against an attack that allows a Reflex save for half damage, you take no damage instead. *Prerequisite:* Avoid.

Fend: You gain the feat Great Cleave, regardless of whether you meet the prerequisites. Each time you slay a foe, take a free melee attack against another foe in range. If you already have the feat Great Cleave, this has no effect. *Prerequisite:* Impale.

Immolation Arrow: You can use a full-round action to enchant and fire a normal arrow as an *immolation arrow*. When the arrow hits, it creates a fiery explosion. In addition to normal damage, the arrow deals 4d6 points of fire damage. At the point of impact, an explosion deals 1d6 points of damage for each two of your levels to all creatures in a 10-foot radius (maximum 10d6). Nonstruck creatures are allowed a Reflex save (DC 15 + one-third your level + your Charisma bonus) for half damage. The area continues to burn for 1d4+1 rounds, dealing 2d6 fire damage to anyone in the area. The arrow can't be recovered. *Prerequisite:* Exploding Arrow.

Strafe: You can fire a single arrow at each foe at close range, all in the same round. The first attack is made normally and each following attack takes a cumulative -2 penalty to hit. This ability can be used only with ranged weapons that do not require move-equivalent actions to reload or ready (such as arrows, daggers, shuriken, and so on). Crossbows cannot be used—though a repeating crossbow can be employed until it needs to be reloaded. *Prerequisite:* Guided Arrow.

GROUP 6 ABILITIES

Freezing Arrow: You can use a full-round action to enchant and fire a normal arrow as a *freezing arrow*. The arrow deals normal damage to whatever it strikes, plus an additional 4d6 cold damage. Further, any creature within 15 feet of the point of impact must make a Fortitude save (DC 16 + one-third your level + your Charisma bonus). A creature failing the save is frozen in place and helpless for 1d3 rounds. Each round a frozen creature must make another Fortitude save or be dealt an additional 2d6 points of cold damage. *Prerequisite:* Ice Arrow.

Valkyrie: Medium-size Outsider (Lawful, Good); HD 7d8+14; hp 45; Init +5; Spd 40 ft.; AC 18 (+2 Dex, +6 natural.); Atk +12/+7 melee (+2 javelin); Face/Reach 5 ft. by 5 ft./5 ft.; SA Smite evil 1/day (normal attack, damage +7 vs. evil creature); SQ Damage reduction 5/+1, SR 14, resist acid 10, resist cold 10, resist electricity 10, darkvision 60 ft., weapon vanishes when valkyrie slain; SV Fort +7, Ref +6, Will +6; SZ M; AL LE; CR 5; Str 14, Dex 13, Con 14, Int 11, Wis 13, Cha 14. (7 ft. tall)

Skills: Climb +7, Heal +9, Intimidate +10, Jump +7, Listen +7, Search +7, Sense Motive +7, Spot +7, Swim +7.

Feats: Improved Initiative, Weapon Focus (javelin).

Notes: SR is spell resistance. Caster level + 1d20 must beat SR or spell fails. Other resistances negate that much damage per round of the given type.

Lightning Fury: You can use a partial action to enchant and hurl a normal javelin. In mid-flight, the javelin transforms into a bolt of lightning that deals a half-strength *chain lightning* effect. You deal 1d6 points of electrical damage for each two of your levels (maximum 10d6). The bolt arcs to other foes within 30 feet of your foe, up to one creature for each of your levels. A secondary arc deals half as many dice damage as the primary bolt, rounded down. All foes are allowed a Reflex save (DC 16 + one-third your level + your Charisma bonus) for half damage. *Prerequisite:* Plague Javelin.

Lightning Strike: You can take a full-round action to attack in melee once with a javelin. If you hit, you deal normal damage and discharge a half-strength *chain lightning* effect into your foe. You deal 1d6 points of electrical damage for each two of your levels (maximum 10d6). The bolt arcs to other foes within 30 feet of your foe, up to one creature for each of your levels. A secondary arc deals half as many dice damage as the primary bolt, rounded down. All foes are allowed a Reflex save (DC 16 + one-third your level + your Charisma bonus) for half damage. *Prerequisite:* Charged Strike.

Pierce: Your ranged attacks become so skillful that you can actually drive missiles through the bodies of opponents, and into opponents behind them. Whenever you make a ranged attack and there are foes within 2½ feet of a straight line behind the initial target, you can roll another attack as a free action against the next foe. The attack bonus of the later attack is equal to half the attack bonus of the previous attack; thus, it is possible to attack multiple foes in this fashion. The attacks do not end until the attack bonus is reduced below +1, the missile reaches its maximum range, or it strikes a solid, inanimate surface (such as a stone wall—though it can pass through a common door or an obstacle of similar strength). *Prerequisite:* Penetrate.

Valkyrie: Once per day, you can summon a valkyrie, a powerful magical being renowned for its battle prowess. The valkyrie appears in the location of your choice within 60 feet. It attacks your enemies until ordered to cease, the duration expires, or it is slain. The valkyrie is immune to fear and mind-affecting effects—it never flees combat.

If there are no immediate foes, you can give the valkyrie simple commands, including "Guard," "Follow," "Carry," or "Scout." The valkyrie serves for one round per level of the amazon, then disappears. *Prerequisite:* Decoy, Evade.

BARBARIAN

The barbarian is a member of any of several tribes on the fringes of civilization. Ceaseless clan warfare and the constant struggle to survive in the hostile wilderness give him a sturdy and powerful frame. Though perhaps lacking the polish of city folk, the barbarian is acutely aware of his surroundings. Because of his shamanistic beliefs in the animal powers with which he identifies, others sometimes associate the barbarian with stories of lycanthropy. In fact, he believes he can call upon totemic animal spirits to infuse him with supernormal strength and abilities, but these only serve to improve his already superb battle skills.

Adventures: The barbarian is keenly aware that evil is spreading throughout the land, and that he is extraordinarily qualified to combat it. His best chance to triumph, he knows, is to locate the relics of bygone battles against evil and use them against the enemy. To do that, he must wander the land, seeking out items of power wherever they may be.

Characteristics: The barbarian is a savage—an animal on two legs. But where animals use fangs and claws, the barbarian takes up a sword or axe to rend and tear the flesh of his foes. His fighting style is brutal but effective: hit fast, hard, and often, and keep doing it until the enemy stops getting up.

Background: Barbarians consider their homeland sacred—especially their holy mountain, of which they have been the custodians since the beginning of time. They believe that the Prime Evils wish to ultimately corrupt the mountain, plunging the entire world into Hell. Consequently, as befits their savage warrior cunning, they leave their lands in the north to carry the battle to the enemy.

Game Rule Information

Barbarians have the following game statistics.

Abilities: Strength is the best of the barbarian's weapons, and those without high Strength scores tend to perish quickly. Similarly, Constitution ensures that the barbarian is the last one standing in a fight. Dexterity is

useful for improving the barbarian's chance to avoid damage, and Wisdom allows the barbarian to remain alert to his surroundings.

Hit Die: d12.

Class Skills

The barbarian's class skills (and the key ability for each skill) are Craft (Int), Climb (Str), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), and Wilderness Lore (Wis).

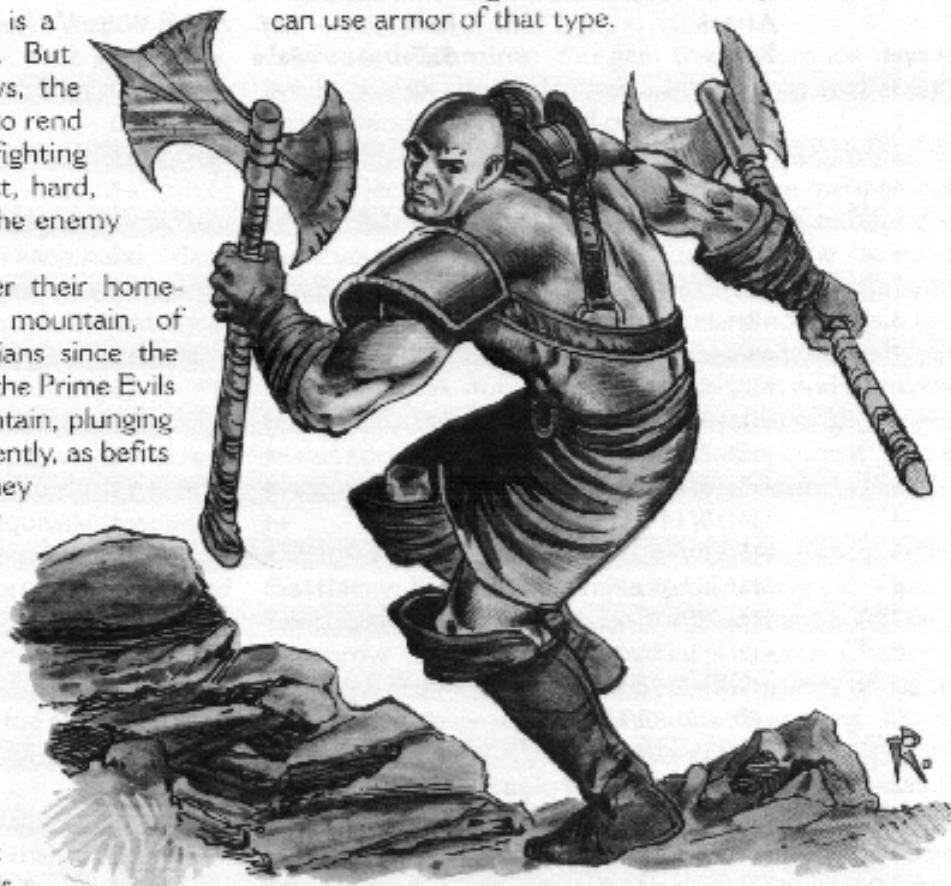
Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are all class features of the barbarian. The barbarian acquires them at specific times during his career, as shown on the barbarian class table below.

Weapon and Armor Proficiency: Barbarians are proficient with all weapons and armor, including shields. Note that each armor includes prerequisites for Strength scores. If your character doesn't meet the prerequisite, don't write the armor down yet; your character's Strength score needs to improve before he can use armor of that type.



Barbarian Starting Package

Armor: Leather armor +2 AC, armor check penalty 0, speed 30 ft., 15 lb.

Weapons: 2 hand axes (1d4, crit x2, 4 lb., Medium, Slashing)

Quick Skills: Choose a number of skills equal to 3 + Int modifier:

Skill	Ranks	Ability	Armor
Heal	4	Wis	—
Intuit Direction	4	Wis	—
Knowledge (nature)	4	Int	—
Listen	4	Wis	—
Move Silently	4	Dex	0
Search	4	Int	—
Spot	4	Wis	—
Wilderness Lore	4	Wis	—

Feat: Two-Weapon Fighting.

Magic Ability: Howl.

Gear: Backpack with waterskin, 1 day's rations, bedroll, flint and steel, 1 *light healing potion*.

Gold: 10 gp.

Barbarian Magic

As part of their lifelong training, barbarians learn something about how nature works—including how it interacts with the unnatural. This knowledge translates to a sort of shamanistic magic, which the barbarian puts to good use in combat situations. Some choices have prerequisites, abilities that must be taken first.

GROUP 1 ABILITIES

Axe Mastery: You gain the feat Weapon Focus with all Khanduran axes.

Bash: You can strike a foe in such a way as to knock it away. When you choose to use this ability, roll a normal attack with a –2 penalty. If the attack is successful, deal your normal damage and make an opposed Strength check, with your opponent adding a +4 bonus for each size category above Medium-size or a –4 penalty for each size category below Medium-size.

If you roll higher, the foe is knocked backward 5 feet (if not possible, the foe is stunned for one round unless immune). If the foe beats you, then the bash fails.

Table 1-2: Barbarian

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Feats	Ability Increase	Magic Ability
1	+1	+2	+0	+0	1st	—	Group 1
2	+2	+3	+0	+0	—	—	Group 1
3	+3	+3	+1	+1	2nd	—	Group 1
4	+4	+4	+1	+1	—	1st	—
5	+5	+4	+1	+1	—	—	Group 2
6	+6/+1	+5	+2	+2	3rd	—	Group 2
7	+7/+2	+5	+2	+2	—	—	Group 2
8	+8/+3	+6	+2	+2	—	2nd	—
9	+9/+4	+6	+3	+3	4th	—	Group 3
10	+10/+5	+7	+3	+3	—	—	Group 3
11	+11/+6/+1	+7	+3	+3	—	—	Group 3
12	+12/+7/+2	+8	+4	+4	5th	3rd	—
13	+13/+8/+3	+8	+4	+4	—	—	Group 4
14	+14/+9/+4	+9	+4	+4	—	—	Group 4
15	+15/+10/+5	+9	+5	+5	6th	—	Group 4
16	+16/+11/+6/+1	+10	+5	+5	—	4th	—
17	+17/+12/+7/+2	+10	+5	+5	—	—	Group 5
18	+18/+13/+8/+3	+11	+6	+6	7th	—	Group 5
19	+19/+14/+9/+4	+11	+6	+6	—	—	Group 5
20	+20/+15/+10/+5	+12	+6	+6	—	5th	—
21	+21/+16/+11/+6/+1	+12	+7	+7	8th	—	Group 6
22	+22/+17/+12/+7/+2	+13	+7	+7	—	—	Group 6
23	+23/+18/+13/+8/+3	+13	+7	+7	—	—	Group 6
24	+24/+19/+14/+9/+4	+14	+8	+8	9th	6th	—
25	+25/+20/+15/+10/+5	+14	+8	+8	—	—	—

Find Potion: Whenever you search a freshly vanquished foe, you are allowed a Search check (DC 20) to discover the ingredients of a sort of crude healing potion, which you have trained your body to use. Other characters cannot benefit from these raw ingredients. Roll 1d8: 1-4 Minor, 5-8 Light, 9-0 Standard. See Chapter Two for potion effects.

Howl: You can cut loose with a bone-chilling howl as a full-round action. Opponents that hear this cry must attempt a Will save (DC 10 + half your level + Charisma bonus). Those that fail flee from you for 1d6 rounds, plus 1 round for every five full levels you have.

Mace Mastery: You gain the feat Weapon Focus with all Khanduran maces and clubs.

Pole Arm Mastery: You gain the feat Weapon Focus with all Khanduran two-handed melee weapons, excluding axes and spears.

Spear Mastery: You gain the feat Weapon Focus with all types of Khanduran spears.

Sword Mastery: You gain the feat Weapon Focus with all Khanduran swords.

Throwing Mastery: You gain the feat Weapon Focus with all Khanduran thrown weapons, such as daggers, throwing axes, or javelins. You get the bonus only when making ranged attacks with them.

GROUP 2 ABILITIES

Double Swing: As a full-round action, you can strike a foe simultaneously with a weapon in each hand. Make one attack roll at a -2 penalty. If you hit, roll damage for each weapon and add your Strength adjustment once. *Prerequisite:* Bash.

Leap: You can perform a bull rush attack (see the *Player's Handbook*, Chapter 8: Combat) against several foes by jumping into the midst of them. You must precede the attack with a jump (a move-equivalent action). Each foe adjacent to your landing point must make an opposed Strength check against you or be knocked backward 5 feet. A foe gets a +4 bonus for each size category it is above Medium-size or a -4 penalty for each size category below Medium-size. You get a +2 bonus for each 5 feet you jumped. A foe rolling equal to or better than you does not move at all.

Shout: As a partial action, you roar with fury, disorienting foes. All foes within 60 feet must make a successful Will check (DC 12 + half your level + your Charisma) or

take a -2 penalty to their attack rolls for the next 2d4 rounds. A creature cannot be affected by this ability only once in an encounter. *Prerequisite:* Howl.

Taunt: By a combination of crude gibes and gestures, you can goad a single foe into fighting you exclusively. As a partial action, you force the foe to attempt a Will saving throw (DC 20). A foe that fails moves toward you and attacks for the next 2d4 rounds. The foe must be able to perceive you to be affected by this ability—foes with no Intelligence rating are not affected. *Prerequisite:* Howl.

GROUP 3 ABILITIES

Double Throw: As a standard action, you can attack a foe with a thrown weapon in each hand. Make one attack roll at a -2 penalty. If you hit, roll damage for each weapon and add your Strength adjustment once. You must have two separate missiles (one for each hand). *Prerequisite:* Double Swing.

Find Item: Whenever you search a freshly vanquished foe, you are allowed a Search check (DC 20). If successful, you will find either a base item (see Chapter Four) or its value in gold pieces (DM's choice). This ability and Find Potion can't be used successfully on the same body. *Prerequisite:* Find Potion.

Increased Stamina: You gain the Endurance feat, a +4 bonus to checks for performing a physical action that extends over a period of time.

Stun: Declare your use of this ability before making your attack roll. You strike with enough force to temporarily daze your foe. If your attack is successful, the foe must attempt a Fortitude saving throw (DC 10 + half your level + your Strength modifier), besides taking normal damage. If the save fails, the foe is stunned for 1 round (until your next action). A stunned creature can't act, and loses any positive Dexterity bonus to AC. Attackers gain a +2 bonus to attack rolls against a stunned opponent. Some creatures can't be stunned. *Prerequisite:* Bash.

GROUP 4 ABILITIES

Battlecry: You let loose with a bloodcurdling yell. Opponents within 30 feet who hear you must make a Will saving throw (DC 10 + half your level + your Charisma bonus). Those that fail suffer a -2 AC penalty and a -1 penalty to damage rolls for 2d4 rounds. *Prerequisite:* Taunt.

Concentrate Attack: If you use no other special abilities this round, choose a single creature to attack in melee. You gain a +2 competence bonus to all melee attacks against this creature. Also, until your next turn,

you gain a +2 dodge bonus against any other creature that makes a melee attack against you and take a -2 dodge penalty against melee attacks by the creature you are concentrating on. *Prerequisite:* Stun.

Iron Skin: Your flesh literally becomes more dense, through exercise, diet, and conditioning (excessive battle scarring). You gain a +2 natural armor bonus to your AC.

Leap Attack: You jump to an enemy and attack as a full-round action. This move-and-attack does not draw an attack of opportunity. You also gain a +2 charge bonus for this attack. *Prerequisite:* Leap.

GROUP 5 ABILITIES

Battle Orders: As a partial action, you can bark out commands to your allies in combat, advising them on how to overcome their foes. This gives a +2 attack bonus to each melee or ranged attack made by any of your allies within 30 feet of you until your next turn. *Prerequisite:* Shout.

Frenzy: If you hit in melee, you can attack again against the same foe. The extra attack is made with the same weapon, at half the attack bonus of the previous attack. As long as you hit, you can continue with free attack as long as your attack bonus is +1 or more. Frenzy can be triggered only once per round. *Prerequisite:* Double Swing.

Grim Ward: You can assemble the bones and viscera of defeated foes into a macabre warning sign, which you place in a specific location. Evil creatures can't approach within 30 feet of the ward unless they make a successful Will save (DC 10 + half your level + your Charisma bonus). The ward lasts for 1 round per barbarian level. *Prerequisite:* Find Item.

Increased Speed: Your standard speed increases by 10 feet when you are wearing no armor, light armor, or medium armor. When you are wearing heavier armor, your standard speed increases by 5 feet. *Prerequisite:* Increased Stamina.

GROUP 6 ABILITIES

Battle Command: As a partial action, you can call out instructions to your allies in combat, advising them on how to overcome their foes. This gives a +4 attack bonus to every melee or ranged attack made by you or any of your allies within 30 feet of you until your next turn. This ability supercedes Battle Orders. *Prerequisite:* Battle Orders.

Berserk: This is like the 15th-level barbarian's rage ability from page 25 of the *Player's Handbook*, except that

the ability score and save adjustments are increased (Strength and Constitution +8, Will save +4). You can rage only once per encounter, and only six times per day (seven at 24th level). Entering a rage takes no time, but you can do it only during your action. *Prerequisite:* Concentrate Attack.

Natural Resistance: Subtract 5 points of damage from each attack that hits you of the following types: fire, cold, and electricity. *Prerequisite:* Iron Skin.

Warcry: You bellow forth an ear-shattering yell that damages and disorients foes within 30 feet of you. The intensity and volume of the Warcry is physically painful to them. Each creature in the area of effect takes 2d6 points of damage. In addition, each must attempt a Fortitude saving throw (DC 10 + half your level + your Charisma modifier), or be stunned for 1 round (until your next action). A stunned creature can't act and loses any positive Dexterity bonus to AC. Attackers gain a +2 bonus to attack rolls against a stunned opponent. Using this ability requires a full-round action. *Prerequisite:* Battlecry, Battle Orders.

Whirlwind Attack: You can call on your totem spirit in order to make multiple attacks. This feat is defined in Chapter Five of the *Player's Handbook*. *Prerequisite:* Concentrate Attack, Leap Attack.

NECROMANCER

From the steamy recesses of the southern swamps comes a figure cloaked in mystery. The necromancer, as his name implies, is a wizard who deals with the dead and with the summoning of various creatures for his purposes. Though his goals are often aligned with those of the forces of Light, some do not think that these ends justify his foul means. Long hours of study in dank mausoleums have left his skin pale and corpse-like, his figure skeletal. Most shun him for his peculiar looks and ways, but none doubt the power of the necromancer, for it is the stuff of nightmares.

Adventures: A necromancer finds it somewhat ironic that the forces of darkness favor crypts and tombs—since that is where he is at his best. Though he resents the meddling of the Prime Evils in the Mortal World, he finds their choice of battlegrounds to his liking.

Characteristics: The enigmatic necromancer has either a peculiar obsession with death, or a morbid sense of utility, depending on whom one asks. He uses the dead as a craftsman uses wood or metal. Cadavers are raw material for his projects and the weapons he wields: his magic and weapons alike drip with pain, poison, and

suffering. This facility with dark energy is reflected in his spells. Those unfortunate enough to fall in battle with him quickly enter his arsenal.

Background: Despite being shunned as evil by many cultures, necromancers are themselves remarkably free of corruption. To them, death is part of the cycle of life, and the presence of demons—or any other non-mortal agency—interferes with mortal life. They seek to right that balance, with the best weapons they have.

Game Rule Information

Necromancers have the following game statistics.

Abilities: A necromancer's Intelligence is his most dangerous weapon, because it strengthens his spells and provides the expertise he needs to concoct his foul potions. Constitution is almost as important—without full health, the necromancer would eventually succumb to the dark energy he wields. Wisdom and Charisma should not be overlooked, though—the necromancer uses his wits to understand his environment, and his presence to command it.

Hit Die: d6.

Class Skills

The necromancer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are all class features of the necromancer. The necromancer acquires them at specific times, as shown on the Necromancer table. Some of these choices have prerequisites, abilities that must be taken first.

Armor and Weapon Proficiency: At 1st level, the necromancer is proficient with simple weapons and

Table 1-3: Necromancer

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Feats	Ability Increase	Special
1	+0	+2	+0	+2	1st	—	Skeleton Mastery
2	+1	+3	+0	+3	—	—	—
3	+2	+3	+1	+3	2nd	—	—
4	+3	+4	+1	+4	—	1st	—
5	+3	+4	+1	+4	—	—	—
6	+4	+5	+2	+5	3rd	—	—
7	+5	+5	+2	+5	—	—	—
8	+6/+1	+6	+2	+6	—	2nd	—
9	+6/+1	+6	+3	+6	4th	—	Colem Mastery
10	+7/+2	+7	+3	+7	—	—	—
11	+8/+3	+7	+3	+7	—	—	—
12	+9/+4	+8	+4	+8	5th	3rd	—
13	+9/+4	+8	+4	+8	—	—	—
14	+10/+5	+9	+4	+9	—	—	—
15	+11/+6/+1	+9	+5	+9	6th	—	—
16	+12/+7/+2	+10	+5	+10	—	4th	—
17	+12/+7/+2	+10	+5	+10	—	—	Summon Resist.
18	+13/+8/+3	+11	+6	+11	7th	—	—
19	+14/+9/+4	+11	+6	+11	—	—	—
20	+15/+10/+5	+12	+6	+12	—	5th	—
21	+15/+10/+5/+1	+12	+7	+12	8th	—	—
22	+16/+11/+6/+1	+13	+7	+13	—	—	—
23	+17/+12/+7/+2	+13	+7	+13	—	—	—
24	+18/+13/+8/+3	+14	+8	+14	9th	6th	—
25	+18/+13/+8/+4	+14	+8	+14	—	—	—



also with special "bone armor" he can create with the proper spell. Normal armor interferes with his arcane gestures, and may cause his spells to fail (see Chapter 7: Equipment in the *Player's Handbook*).

Golem Mastery: Golems the necromancer summons gain +10 feet to their speed, and gain +1 hp per Hit Die. *Prerequisite:* The *clay golem* spell.

Skeleton Mastery: The necromancer increases his ability to control creatures he has summoned. With this mastery, the necromancer can control twice as many skeletons as he normally would be able to. Using the *raise skeleton* spell for example, the necromancer raises two skeletons for every five levels the necromancer has, not one as given in the spell.

Summon Resist: A creature summoned by the necromancer (a golem or skeleton)

Necromancer Spells per Day

Level	—Spells per Day—					
	1	2	3	4	5	6
1	2	—	—	—	—	—
2	2	—	—	—	—	—
3	3	—	—	—	—	—
4	3	1	—	—	—	—
5	4	2	—	—	—	—
6	4	2	1	—	—	—
7	5	3	2	—	—	—
8	5	3	2	1	—	—
9	5	4	3	1	—	—
10	5	4	3	2	1	—
11	5	5	4	3	2	—
12	5	5	4	3	2	1
13	5	5	4	4	3	2
14	5	5	5	5	3	2
15	6	6	5	5	4	3
16	6	6	5	5	4	4
17	6	6	6	5	5	4
18	6	6	6	5	5	5
19	6	6	6	6	5	5
20	6	6	6	6	6	5
21	7	7	6	6	5	5
22	7	7	6	6	6	5
23	7	7	7	6	6	6
24	7	7	7	7	6	6
25	7	7	7	7	7	6

Necromancer Spells Known

Level	—Spells per Day—					
	1	2	3	4	5	6
1	2	—	—	—	—	—
2	2	—	—	—	—	—
3	3	—	—	—	—	—
4	3	1	—	—	—	—
5	4	2	—	—	—	—
6	4	2	1	—	—	—
7	5	3	2	—	—	—
8	5	3	2	1	—	—
9	5	4	3	2	—	—
10	5	4	3	2	1	—
11	5	5	4	3	2	—
12	5	5	4	3	2	1
13	5	5	4	4	3	2
14	5	5	4	4	3	2
15	5	5	4	4	4	3
16	5	5	4	4	4	3
17	5	5	4	4	4	3
18	5	5	4	4	4	3
19	5	5	4	4	4	3
20	5	5	4	4	4	3
21	5	5	4	4	4	4
22	5	5	4	4	4	4
23	5	5	4	4	4	4
24	5	5	4	4	4	4
25	5	5	5	5	4	4

takes 5 fewer points of damage from fire, cold, and electrical attacks and effects. *Prerequisite:* Golem Mastery.

Necromancer Starting Package

Armor: Robe +1 AC, armor check penalty 0, speed 30 ft., 2 lb.

Weapons: *Short Staff of Teeth* (1d6, crit x2, 4 lb., Large, Bludgeoning, cast *teeth* at will, 1 charge per use, 50 charges).

Quick Skills: Choose a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor
Alchemy	4	Int	—
Concentration	4	Con	—
Knowledge (arcana)	4	Int	—
Spellcraft	4	Int	—
Heal	2	Wis	—
Listen	2	Wis	—
Move Silently	2	Dex	0
Search	2	Int	—
Spot	2	Wis	—

Feat: Light Armor Proficiency.

Magic Ability: Skeleton Mastery.

Spells: *amplify damage, reanimate.*

Gear: Backpack with waterskin, 1 day's rations, blanket, flint & steel. Pouch with flensing knife, bone saw, boiling pot, 1 *light mana* potion.

Gold: 10 gp.

PALADIN

The Knights of Westmarch who felled the armies of mighty Leoric are pure at heart and follow closely the teachings of Zakarum, the Religion of the Light. A battle-ready warrior for whom faith is a shield, he fights for what he believes to be right. Furthermore, his steadfastness gives him powers to bring blessings to his friends, and wreak cruel justice upon his foes. There are those who call the paladin an overwrought zealot, but others recognize in him the strength and goodness of the Light.

Adventures: A paladin is on a righteous quest to rid the world of evil. But he knows that previous paladins on the same quest have met insurmountable odds, and so he seeks to improve his chances however he can. In most cases, this means recovering the arms and armor of his vanquished brothers. All too often, these lie in forgotten crypts, in the very lairs of Evil.

Characteristics: The paladin lives for his beliefs, and he believes that might serves right. He trains from childhood to master the weapons of battle and the weapons of his faith. His magic is granted by divine grace, and the paladin carries this sacred burden proudly and with honor. In battle, the paladin is more methodical and orderly than most other warriors, but every bit as efficient. As a testament to his faith, the paladin believes that every damned soul he hacks from its prison of corrupted flesh is then free to go to its final reward—and conveniently, to stop threatening the innocent.

Religion: When the Vizjerei mage-clan's corruption was discovered and excised, the messengers of Heaven gave mortals directions for the future. This included a set of guiding principles and a spiritual framework, both aimed at attaining true righteousness. This new religion became known as the Church of Zakarum.

The Order of Paladins began as the martial branch of the Zakarum Inquisition, formed to weed out and destroy the remaining traces of corruption in the empire. But over the centuries, the Prime Evils have worked their dark ways to turn the Church against itself, especially in the Inquisition. Now the Church has degenerated into little more than a bloodthirsty death cult under the control of Mephisto.

Seeing the dissolution of the only true spiritual force in the land, many paladins concluded that the use of *soulstones* to



bind evil was an utter failure as a tactic. These righteous warriors have opted instead to destroy the Evils outright, taking the direct and brutal approach where subtlety and mercy had failed.

Background: Paladins pursue a very simple and direct goal: Hunt down Evil and destroy it. Once supported in this quest by the Church, they have abandoned their homeland because the Church that once supported them is gone forever. True tacticians, they prefer not to engage in endless skirmishes with the foot soldiers of Hell, but to take the battle directly to the Prime Evils, and destroy them once and for all.

Game Rule Information

Paladins have the following game statistics.

Abilities: A paladin relies greatly on his Strength, as a high score makes the paladin a more effective fighter. Constitution keeps the paladin alive that much longer—perhaps long enough to strike a decisive blow. But many of the paladin's class skills derive from Wisdom, and a paladin with a high Charisma score is that much better at inspiring others.

Hit Die: d10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex).

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are all class features of the paladin. The paladin acquires them at specific times during his career, as shown on the paladin table.

Weapon and Armor Proficiency: Paladins are proficient with all weapons and armor, including shields. Note that each armor proficiency includes a prerequisite for Strength scores. If your character doesn't meet the prerequisite, don't write the armor down yet; your character's Strength score needs to improve before he can use armor of that type.

Paladin Starting Package

Armor: Leather armor +2 AC, armor check penalty 0, speed 30 ft., 15 lb.

Weapons: Short sword (1d6, crit 19-20/x2, 3 lb., Small, Piercing).

Quick Skills: Choose a number of skills equal to 3 + Int modifier:

Skill	Ranks	Ability	Armor
Heal	4	Wis	—
Knowledge (religion)	4	Int	—
Listen	2	Wis	—
Search	2	Int	—
Spot	2	Wis	—

Feat: Improved Initiative.

Magic Ability: Prayer.

Gear: Backpack with waterskin, blanket, 1 day's rations, flint & steel, holy symbol, 1 *light healing potion*.

Gold: 10 gp.

Paladin Magic

Paladins operate on faith, and this grants them certain mystical abilities. Because they are warriors, many of these "miracles" manifest as combat-oriented powers. The Knights of Westmarch encourage the development of the paladins' abilities, knowing that each paladin's faith can mean the difference between life and death, salvation and damnation.

Paladins begin studying scriptures immediately to better comprehend the divine plan for their lives. At 1st level, by understanding the part of righteousness in performing miracles, the paladin can choose one ability from the Group 1 list. He does so again at 2nd level and at 3rd level.

At 5th through 7th levels, he can choose from the Group 2 list. At 9th to 11th level, he gains access to Group 3 abilities. Group 4 abilities can be chosen at 13th level, Group 5 abilities at 17th level, and Group 6 abilities at 21st level. (These choices are listed on the Paladin table.) Some of these choices have prerequisites, abilities that must be taken first.

Note: Abilities marked with an *asterisk* (*) are special. After using the ability, the paladin must make a Charisma check (DC 12 + group number). Failure means the ability cannot be used for the rest of the day. *Mana* potions can restore an ability, counting its group number as its spell level. A restored ability can be used freely until the paladin fails another check while using it.

GROUP 1 ABILITIES

Might^{*}: You spend a partial action to concentrate. Until your next turn, you (and all your allies within 10 feet) each add a +2 enhancement bonus to Strength.

Prayer^{*}: You spend a full-round action to concentrate, and cure 2 points of damage to yourself and each ally within 5 feet.

Resist Fire^{*}: You spend a partial action to concentrate. Until your next turn, you (and all your allies within 10 feet) each take 5 fewer points of damage per round from fire-based attacks and effects.

Sacrifice: You can expend some of your own life energy to deal greater damage to your opponents (make your choice before the attack roll). You expend 2 hit points to add 1d6 points of damage to your next melee attack. The additional damage is included if you score a critical hit.

Smite: You can use your shield or buckler as a weapon. Attack with your shield as though it were an off-hand weapon. A successful attack deals 1d6 points of damage (×2 critical). You lose the armor bonus of the shield or buckler until your next turn.

Also, make an opposed Strength check against your foe, who adds a +4 circumstance bonus for each size category above Medium-size, or a -4 circumstance penalty for each size category below Medium size.

If you win, you knock the foe backward 5 feet (space permitting). If you don't, the foe does not move at all.

GROUP 2 ABILITIES

Defiance: You spend a partial action to concentrate. Until your next turn, you (and all your allies within 10 feet) each gain a +2 deflection bonus to AC.

Holy Bolt: You spend a standard action to shoot forth a spell-like bolt of divine energy up to 30 feet as a ranged attack. An undead creature struck by the bolt is dealt 1d8 points of damage, plus 1 more point per paladin level (maximum 1d8+5). You can also use a holy bolt to heal a living ally. You can fire only one holy bolt per round.

Holy Fire: You spend a partial action to concentrate, and a burst of divine flame leaps from your body. The burst automatically strikes the nearest opponent within 15 feet, dealing 2d6 points of fire damage. You can do this only once per round. *Prerequisite:* Might.

Resist Cold: You spend a partial action to concentrate. Until your next turn, you (and all your allies within 10 feet) each take 5 fewer points of damage per round from cold-based attacks and effects.

Thorns: You spend a partial action to concentrate. Until your next turn, any foe making a successful melee attack against you (or any of your allies within 10 feet) takes 2 points of damage for every point of melee damage it deals. This ability does not function against

Table 1-4: Paladin

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Feats	Ability Increase	Magic Ability
1	+1	+2	+0	+0	1st	—	Group 1
2	+2	+3	+0	+0	—	—	Group 1
3	+3	+3	+1	+1	2nd	—	Group 1
4	+4	+4	+1	+1	—	1st	—
5	+5	+4	+1	+1	—	—	Group 2
6	+6/+1	+5	+2	+2	3rd	—	Group 2
7	+7/+2	+5	+2	+2	—	—	Group 2
8	+8/+3	+6	+2	+2	—	2nd	—
9	+9/+4	+6	+3	+3	4th	—	Group 3
10	+10/+5	+7	+3	+3	—	—	Group 3
11	+11/+6/+1	+7	+3	+3	—	—	Group 3
12	+12/+7/+2	+8	+4	+4	5th	3rd	—
13	+13/+8/+3	+8	+4	+4	—	—	Group 4
14	+14/+9/+4	+9	+4	+4	—	—	Group 4
15	+15/+10/+5	+9	+5	+5	6th	—	Group 4
16	+16/+11/+6/+1	+10	+5	+5	—	4th	—
17	+17/+12/+7/+2	+10	+5	+5	—	—	Group 5
18	+18/+13/+8/+3	+11	+6	+6	7th	—	Group 5
19	+19/+14/+9/+4	+11	+6	+6	—	—	Group 5
20	+20/+15/+10/+5	+12	+6	+6	—	5th	—
21	+21/+16/+11/+6/+1	+12	+7	+7	8th	—	Group 6
22	+22/+17/+12/+7/+2	+13	+7	+7	—	—	Group 6
23	+23/+18/+13/+8/+3	+13	+7	+7	—	—	Group 6
24	+24/+19/+14/+9/+4	+14	+8	+8	9th	6th	—
25	+25/+20/+15/+10/+5	+14	+8	+8	—	—	—

ranged attacks or special damage (including fire, ice, electricity, and poison).

GROUP 3 ABILITIES

Blessed Aim*: You spend a partial action to concentrate. Until your next turn, you (and all your allies within 10 feet) each gain a +2 divine attack bonus. *Prerequisite*: Might.

Cleansing*: You spend a partial action to concentrate. Until your next turn, you (and all your allies within 10 feet) each gain a +2 bonus to saving throws against poison. Also, any pending secondary poison effects are negated. *Prerequisite*: Prayer.

Resist Lightning*: You spend a partial action to concentrate. Until your next turn, you (and all your allies within 10 feet) each take 5 fewer points of damage per round from electricity-based attacks and effects.

Righteous Charge: This ability combines the Smite ability with a charge. You gain a +2 attack bonus, but you lose the benefit of any shield and take an additional -2 AC penalty until your next turn. Unlike an ordinary Smite, the damage dealt is 2d6 (x2 critical), and you gain an additional +2 circumstance bonus to your opposed Strength check to determine if the foe is knocked back. *Prerequisite*: Smite.

Zeal: You take a full attack action to attack each foe within 5 feet in whatever order you choose. Each attack is at a cumulative -2 penalty. Successful attacks have a cumulative -1 damage modifier (-1 to the first, -2 to the second, and so on). All successful attacks deal at least 1 point of damage. *Prerequisite*: Sacrifice.

GROUP 4 ABILITIES

Blessed Hammer*: You can take a full attack action to summon a spiritual weapon and send it smashing through your foes in a spiral pattern. Every opponent within 30 feet takes 1d8 points of damage, plus 1 point per five levels you have. Undead creatures take +1d8 points of damage. *Prerequisite*: Holy Bolt.

Concentrate Attack: If you use no other special abilities this round, choose a single creature to attack in melee. You gain a +2 competence bonus to all melee attacks against this creature. Also, until your next turn, you gain a +2 dodge bonus against any other creature that makes a melee attack against you and take a -2 dodge penalty against melee attacks by the creature you are concentrating on. *Prerequisite*: Blessed Aim.

Holy Freeze*: You spend a partial action to concentrate, and all your enemies within 30 feet move at only half speed until your next action. Resistance or immunity to cold does not protect against this effect. *Prerequisite*: Holy Fire.

Vengeance*: You can take a full attack action to focus many disparate energies and make a single attack. In addition to your normal damage, deal 2d6 points each of cold, fire, and electrical damage. *Prerequisite*: Zeal.

Vigor*: You spend a partial action to concentrate. You and all allies within 20 feet have your base speed increased by 10 feet for 10 minutes. You cannot use this ability if you are already under its effects. *Prerequisite*: Defiance, Cleansing.

GROUP 5 ABILITIES

Conversion*: You take a full-round action to choose one demonic or undead entity within 30 feet, and call down the glory and beauty of the Light upon it. The chosen foe must make Will save (DC 15 + one-third your level + your Charisma bonus), or become of lawful good alignment. Demons and undead so converted swear allegiance to Heaven, forswearing Hell. The converted demon or undead will join and fight for the you for a maximum of 1 hour. If still alive at the end of this time, the converted creature leaves, seeking surcease from conflict in order to come to grips with its new frame of mind. *Prerequisite*: Vengeance.

Holy Shield*: Your shield becomes doubly effective, gaining a bonus equal to its normal armor bonus (including any magic enhancements). Also, the shield deals an additional die of damage when used as a weapon in combat (such as with the Smite or Righteous Charge abilities). *Prerequisite*: Blessed Hammer, Charge.

Holy Shock*: You spend a partial action to concentrate, and a bolt of divine lightning leaps from your body. The burst automatically strikes the nearest opponent within 15 feet, dealing 4d6 points of electrical damage. You can do this once per round. *Prerequisite*: Holy Freeze.

Meditation: You spend a full-round action to concentrate. You (and all your allies within 5 feet) each can make a Charisma check (DC 15) to recover either one exhausted ability or a single spell of 4th level or less as chosen by the affected individual. You can use this ability only a few times per day (3 + your Charisma bonus). *Prerequisite*: Cleansing.

Sanctuary^{*}: You spend a partial action to concentrate, surrounding yourself with an aura of holy light that repels undead creatures. Undead within 15 feet of you must make a Will save (DC 15 + one-third your level + your Charisma bonus). Those who fail immediately flee the affected area. Affected creatures can't voluntarily re-enter the 15-foot area. If forced to by some outside effect (such as you moving closer to them), they are allowed another Will save. *Prerequisite*: Holy Freeze, Thorns.

GROUP 6 ABILITIES

Conviction^{*}: Spend a partial action to concentrate. All foes within 30 feet take a penalty of -2 to AC and saving throws, and have all their resistances reduced by 20% for 1d4+1 rounds. *Prerequisite*: Sanctuary.

Fanaticism^{*}: Spend a partial action to concentrate. Until your next turn, you (and all your allies within 5 feet at the instant you trigger this ability) can take all your melee attacks as primary attacks with a -4 penalty. Each time a foe is slain, the victorious fanatic can take a 5-foot step as a free action. *Prerequisite*: Concentrate Attack.

Fist of the Heavens^{*}: Spend a standard action to call down a *lightning bolt* (see Chapter Three). In addition, it releases one *holy bolt* for every three levels you have

achieved. These damage undead (or heal allies) within 30 feet of the *lightning bolt* strike. Each creature in the area can receive a maximum of one *holy bolt* (determine which randomly). Any unused bolts are lost. *Prerequisite*: Blessed Hammer, Conversion.

Redemption^{*}: The remains of one vanquished undead or demonic foe within 5 feet is Redeemed. For every two Hit Dice the foe had, the paladin receives 1d8 points of magical curing and one spell level (as if a *Mana* potion had been drunk). Any excess curing or spell restoration over the paladin's normal maximum is lost. This ability does not function if used on unique or special creatures. *Prerequisite*: Vigor.

Salvation^{*}: Spend a partial action to concentrate. Until your next turn, you (and all your allies within 5 feet) take 5 fewer points of damage from fire-, cold-, and electricity-based attacks and effects. *Prerequisite*: Stamina.

SORCERESS

One of the rebellious women who have wrested the secrets of magic use from the male-dominated Mage-Clans of the East, the sorceress is an expert invoker of mystical energy. Though somewhat lacking in the skills of hand-to-hand combat, she compensates for this with fierce combative magic for both offense and defense. Solitary and reclusive, the sorceress acts from motives and ethics inscrutable to most, sometimes seeming capricious and even spiteful. In reality, she understands the struggle between Order and Chaos all too clearly, as well as her role as a warrior in this battle.

Adventures: The sorceress knows too well that were the strength of an entire mage-clan turned to evil, the whole world would suffer. So each sorceress spends a time after her apprenticeship to the clan traveling in the world, being apart from the influence of her clan while she builds her own personal power. One day she can be called upon to wield it against her own, should her clan be corrupted.

Characteristics: Sorcery is no longer strictly in the hands of men, and sorceresses acquit themselves admirably in its use. Mastering elemental magic, a sorceress wields fire,



ice, and lightning as ably as a warrior wields a sword and a shield. Though her motives are known only to the sorceress herself, she does not hesitate to bend her mystical abilities to the service of the weak and helpless—as though in a display of maternal instinct. Physical prowess is not her strong point, but sorceresses often feel that if magic fails them, that death is an easier fate to bear.

Background: Like necromancers, sorceresses come from the lands of the East. But they are part of the tradition of the mage clans, regaining prominence now that the Prime Evils threaten mankind, and the common people turn more and more to the old ways. They have seized ancient secrets from the primarily male-dominated clans, and ventured into the afflicted lands to end the conflict as soon as possible.

Game Rule Information

Sorceresses have the following game statistics.

Abilities: Much of the strength behind a sorceress's spells derives from her Charisma—her ability to impose her will. But Intelligence is equally important, because it helps her improve the skills she needs to control the magic she wields. Dexterity and Constitution enable

the sorceress to evade or survive attacks, and to sometimes ignore them long enough to complete the spell that ends the battle.

Hit Die: d6.

Class Skills

The sorceress's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are all class features of the sorceress. The sorceress acquires them at specific times during her career, as shown on the Sorceress table.

Armor and Weapon Proficiency: Sorceresses are proficient with all simple weapons. They are not proficient with any type of armor or shield except those created by their own magic (see the spell *bone armor*).

Table 1-5: Sorceress

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Feats	Ability Increase	Magic Ability
1	+0	+0	+0	+2	1st	—	Mental Warmth
2	+1	+0	+0	+3	—	—	—
3	+1	+1	+1	+3	2nd	—	—
4	+2	+1	+1	+4	—	1st	—
5	+2	+1	+1	+4	—	—	—
6	+3	+2	+2	+5	3rd	—	—
7	+3	+2	+2	+5	—	—	—
8	+4	+2	+2	+6	—	2nd	1st Mastery Choice
9	+4	+3	+3	+6	4th	—	—
10	+5	+3	+3	+7	—	—	—
11	+5	+3	+3	+7	—	—	—
12	+6/+1	+4	+4	+8	5th	3rd	—
13	+6/+1	+4	+4	+8	—	—	—
14	+7/+2	+4	+4	+9	—	—	—
15	+7/+2	+5	+5	+9	6th	—	2nd Mastery Choice
16	+8/+3	+5	+5	+10	—	4th	—
17	+8/+3	+5	+5	+10	—	—	—
18	+9/+4	+6	+6	+11	7th	—	—
19	+9/+4	+6	+6	+11	—	—	—
20	+10/+5	+6	+6	+12	—	5th	—
21	+10/+5	+7	+7	+12	8th	—	3rd Mastery Choice
22	+11/+6/+1	+7	+7	+13	—	—	—
23	+11/+6/+1	+7	+7	+13	—	—	—
24	+12/+7/+2	+8	+8	+14	9th	6th	—
25	+12/+7/+2	+8	+8	+14	—	—	—

Armor tends to interfere with a sorceress' arcane gestures, possibly causing her spells to fail. (See the *Player's Handbook* for details on spell failure.)

Cold Mastery: The sorceress can magnify the effect of a sorcery spell that deals cold damage. This ability allows a second damage roll, and the sorceress takes the best roll of the two. For example, if 6d6 points of damage are called for, a sorceress rolls 6d6 twice and takes the highest total.

Special: The sorceress must be stationary the round of casting to exert mastery.

Fire Mastery: The sorceress can magnify the effect of a sorcery spell that deals fire damage. This ability allows a second damage roll, and the sorceress takes the best roll, as detailed above under Cold Mastery.

Special: The sorceress must be stationary the round of casting to exert mastery.

Lightning Mastery: The sorceress can magnify the effect of a sorcery spell that deals electrical damage. This ability allows a second damage roll, and the sorceress take the best roll, as noted above.

Special: The sorceress must be stationary the round of casting to exert mastery.

Mental Warmth: By mentally tracing the secret runes of conception, the sorceress can try to replenish her magical energy to continue casting spells beyond her normal daily total. On the same day a spell has been cast, she can spend a full-round action to try to replenish her energy. Doing so requires an Intelligence check with a DC equal to 15 plus the spell's level. If the check is successful, the sorceress regains the ability to cast a spell of the chosen level. (Example: Celia is a 5th-level sorceress, and can cast four 1st-level and three 2nd-level spells each day. After casting her first 2nd-level spell, she uses Mental Warmth to try to recover her magical energy. The DC is 17, and if Celia makes the roll, she can cast three more 2nd-level spells that day. If she fails, she can only cast two more.) A sorceress cannot take 10 or 20 on this check.

Special: The sorceress can attempt this ability once per day per two levels (round down).

Sorceress Starting Package

Armor: Cape +1 AC, armor check penalty 0, speed 30 ft., weight 2 lb.

Sorceress Spells per Day

Level	—Spells per Day—					
	1	2	3	4	5	6
1	2	—	—	—	—	—
2	2	—	—	—	—	—
3	3	—	—	—	—	—
4	3	1	—	—	—	—
5	4	2	—	—	—	—
6	4	2	1	—	—	—
7	5	3	2	—	—	—
8	5	3	2	1	—	—
9	5	4	3	1	—	—
10	5	4	3	2	1	—
11	5	5	4	3	2	—
12	5	5	4	3	2	1
13	5	5	4	4	3	2
14	5	5	5	5	3	2
15	6	6	5	5	4	3
16	6	6	5	5	4	4
17	6	6	6	5	5	4
18	6	6	6	5	5	5
19	6	6	6	6	5	5
20	6	6	6	6	6	5
21	7	7	6	6	5	5
22	7	7	6	6	6	5
23	7	7	7	6	6	6
24	7	7	7	7	6	6
25	7	7	7	7	7	6

Sorceress Spells Known

Level	—Spells per Day—					
	1	2	3	4	5	6
1	2	—	—	—	—	—
2	2	—	—	—	—	—
3	3	—	—	—	—	—
4	3	1	—	—	—	—
5	4	2	—	—	—	—
6	4	2	1	—	—	—
7	5	3	2	—	—	—
8	5	3	2	1	—	—
9	5	4	3	2	—	—
10	5	4	3	2	1	—
11	5	5	4	3	2	—
12	5	5	4	3	2	1
13	5	5	4	4	3	2
14	5	5	4	4	3	2
15	5	5	4	4	4	3
16	5	5	4	4	4	3
17	5	5	4	4	4	3
18	5	5	4	4	4	3
19	5	5	4	4	4	3
20	5	5	4	4	4	3
21	5	5	4	4	4	4
22	5	5	4	4	4	4
23	5	5	4	4	4	4
24	5	5	4	4	4	4
25	5	5	5	5	4	4



Weapons: *Short Staff of Fire Bolt* (1d6, crit x2, 4 lb. Large, Bludgeoning, cast *fire bolt* at will, 1 charge per use, 50 charges).

Quick Skills: Choose a number of skills equal to 3 + Int modifier:

Skill	Ranks	Ability	Armor
Alchemy	4	Int	—
Concentration	4	Con	—
Heal	4	Wis	—
Knowledge (arcana)	4	Int	—
Spellcraft	4	Int	—
Listen	2	Wis	—
Search	2	Int	—
Spot	2	Int	—

Feat: Combat Casting (+4 bonus to Concentration checks).

Magic Ability: Mental Warmth.

Spells: *charged bolt*, *identify*.

Gear: Backpack with waterskin, 1 day's rations, bedroll, 1 *light mana* potion.

Gold: d10 gp.

Classes and Level

Levels: This translation of the *DIABLO II* game allows for classes to advance five levels higher than

the core D&D game. This reflects the structure of the *DIABLO II* skill trees. While the upper levels are intended to work in a *DIABLO* context, they may not be consistent with future D&D game developments. DM's using these levels and mixing the rules into a D&D campaign should rely on their own judgment to resolve conflicts.

Spells per Day: These tables have been set up to accommodate a 6th-level spell maximum. If you run a variant that allows 7th or higher-level spells, then use the Sorcerer's Spells per Day table from the *Player's Handbook* (or the Wizard's chart if you are running the more difficult option).

Quick Skills: We deliberately shortened the quick skill tables to focus on the most common adventuring skills. Any of the skills listed in the Class Skills paragraph can be taken at 1st level. Skills in the Quick Skill lists with 2 ranks are *cross-class* skills, which take 2 skill points to advance 1 rank.

Special Abilities: The magical class abilities are innate supernatural powers—the use of one does not by itself trigger an attack of opportunity.

SKILLS

Skills work like they do in the *DUNGEONS & DRAGONS* rules: Roll 1d20, add your character's ranks in the skill, add any modifier for your ability score, and see if you beat the Difficulty Class (DC) assigned to the action by the Dungeon Master.

If you need more information, see Chapter 4: Skills in the *Player's Handbook*. This tells you just about everything you need to know about skills to play in the *DIABLO II* world—except for important points such as "which skills are class skills for *DIABLO II* characters?" and "can my sorceress really make alchemist's fire?" All that stuff is explained below.

SKILL DESCRIPTIONS

This section details how certain D&D skills work in *DIABLO II*. There's only a few of them, so if you're familiar with the skills in the *Player's Handbook*, these are easy.

Alchemy (Int; Trained Only)

Alchemists mix strange ingredients in secret ways to make magic substances.

Check: You can identify and make alchemical items. (Some are described in the *Player's Handbook* Table 7–9: Special and Superior Items.) To find how much time and material it takes to identify or make an alchemical item, use the Difficulty Classes given here and the rules for making things from the Craft skill description.

The DM may let the alchemist perform other alchemical tasks, such as identifying an unknown substance or a poison. Doing this takes 1 hour.

Retry Restrictions: Yes, but failure ruins the raw materials—the costs must be paid again.

Special: You must have alchemical equipment to make or identify an item. If you are working in a city, this counts as part of the materials cost, but alchemical equipment is difficult or impossible to come by in some places. Buying and maintaining an alchemist's lab (see Miscellaneous Items in the *Player's Handbook*, Chapter 7: Equipment) gives a +2 circumstance bonus to Alchemy checks. It does not affect the cost of items you make.

Task	DC	Cost/Attempt
Identify substance	25	1 gp (20 gp to take 20)
Identify potion	25	1 gp (20 gp to take 20)
Make antitoxin	25	See Craft skill

Craft (Int)

Craft covers a number of separate skills. You are trained in one craft, trade, or art such as armor-smithing, bowyer (bowmaking), blacksmithing, carpentry, fletching, gemcutting, leatherworking, locksmithing, trapmaking, weaponsmithing, and so forth. For instance, you could have the skill Craft (trapmaking). Your ranks in that skill won't affect any checks you make for blacksmithing or leatherworking. You can have several Craft skills, each with its own rank, each purchased as a separate skill.

Repairing Items: In Khanduras, only non-adventuring artisans have had the time necessary to learn the skills required to make items from raw materials. For adventurers, the Craft skill is specifically focused on repairing damaged equipment. Most Crafts require tools (cost 5 gp).

Check: Repairing an item costs an adventurer nothing, and takes little time. The DC is the number of Durability points the item has lost from its current maximum (see Damaging Items in Chapter Two: Equipment).

On a successful check, the item is restored to one point less than its former maximum Durability. On an unsuccessful check, the item is restored to 1d4+1 points less than its former maximum Durability. In either case, the item's Durability after the check becomes its new maximum.

Retry Restrictions: Yes, but remember that the item's maximum Durability drops with each attempt.

Knowledge (Int; Trained Only; See Special)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study. With your DM's approval, you can invent new areas of knowledge.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases).
- Architecture and engineering (buildings, aqueducts, bridges, fortifications).
- Geography (lands, terrain, climate, people, customs).
- History (wars, colonies, migrations, founding of cities).
- Local (local legends, personalities, inhabitants, laws, and traditions).
- Nature (plants and animals, seasons and cycles, weather).

- Nobility and royalty (lineages, heraldry, customs, family trees, mottoes, personalities, laws).
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols).

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry Restrictions: No. The roll represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

Profession (Wis; Trained Only; See Special)

You are trained in a livelihood or professional role, such as apothecary, boater, bookkeeper, brewer, cook, driver, farmer, fisher, guide, herbalist, herdsman, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, scribe, stablehand, or a teamster.

Like Craft, Profession is actually a number of separate skills. For example, you could have the skill Profession (cook). Your ranks in that skill don't affect any checks you happen to make for milling or mining. In fact, you could have several Profession skills, each with its own ranks, each purchased as a separate skill.

While a Craft skill represents skill in creating or making an item, a Profession skill represents aptitude in a vocation requiring a broader range of less specific knowledge. To draw a modern analogy, if

an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The DM sets DCs for specialized tasks.

Retry Restrictions: An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. (Another check can be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried.

Special: Untrained laborers and assistants earn an average of 1 gold piece per day.

FEATS

A feat is a special feature that gives a character a new power or improves one he or she already has. The Feats table lists feats available in the world of Khanduras. This table replaces Table 5-1 from the *Player's Handbook* for DIABLO II characters. Feat descriptions are found in Chapter Five of the *Player's Handbook*.



Skills

Skill	Amazon	Barbarian	Necromancer	Paladin	Sorceress	Untrained	Ability
Alchemy	✖	✖	●	✖	●	No	Int
Animal Empathy	✖	✖	✖	✖	✖	No	Cha
Appraise	•	•	•	•	•	Yes	Int
Bluff	•	•	•	•	•	Yes	Cha
Climb	•	●	•	•	•	Yes	Str
Concentration	•	•	●	•	●	Yes	Con
Craft	●	●	●	•	●	Yes	Int
Decipher Script	✖	✖	✖	✖	✖	No	Int
Diplomacy	•	•	•	•	•	Yes	Cha
Disable Device	●	•	✖	✖	•	No	Int
Disguise	•	•	•	•	•	Yes	Cha
Escape Artist	•	•	•	•	•	Yes	Dex
Forgery	•	•	•	•	•	Yes	Int
Gather Information	•	•	•	•	•	Yes	Cha
Handle Animal	•	•	•	•	•	No	Cha
Heal	●	●	●	●	●	Yes	Wis
Hide	•	•	•	•	•	Yes	Dex
Innuendo	•	•	•	•	•	No	Wis
Intimidate	•	•	•	•	•	Yes	Cha
Intuit Direction	•	●	•	•	•	No	Wis
Jump	•	•	•	•	•	Yes	Str
Knowledge (arcana)	✖	✖	●	✖	●	No	Int
Knowledge (religion)	●	•	•	●	•	No	Int
Knowledge (nature)	●	●	•	✖	●	No	Int
Knowledge (any)	●	●	●	●	●	No	Int
Listen	●	●	●	●	●	Yes	Wis
Move Silently	●	●	●	•	•	Yes	Dex
Open Lock	•	•	•	•	•	No	Dex
Perform	•	•	•	•	•	Yes	Cha
Pick Pocket	•	•	•	•	•	No	Dex
Profession	●	●	•	●	•	No	Wis
Read Lips	✖	✖	✖	✖	✖	No	Int
Ride	•	●	•	●	•	Yes	Dex
Scribble	✖	✖	•	✖	•	Yes	Int
Search	●	●	●	●	●	Yes	Int
Sense Motive	•	•	•	•	•	Yes	Wis
Speak Language	•	•	•	•	•	No	—
Spellcraft	✖	✖	●	✖	●	No	Int
Spot	●	●	●	●	●	Yes	Wis
Swim	•	•	•	•	•	Yes	Str
Tumble	•	•	•	•	•	No	Dex
Use Rope	•	•	•	•	•	Yes	Dex
Walk Tightrope	•	•	•	•	•	Yes	Dex
Wilderness Lore	●	●	•	•	•	Yes	Wis

● Class skill. • Cross-class skill. ✖ You can't buy this skill because it is exclusive to another class.

Untrained: Yes: The skill can be used untrained. That is, a character can have zero (0) ranks in this skill but can make skill checks normally. No: You can't use the skill unless you have at least 1 rank.

*Your armor check penalty, if any, also applies.

Feats

Feat	Type	Prerequisite
Alertness	General	—
Ambidexterity	General	Dex 15+
Armor Proficiency (light)	General	Str 10+
Armor Proficiency (medium)	General	Str 13+, Armor Proficiency (light) skill
Armor Proficiency (heavy)	General	Str 16+, Armor Proficiency (light, medium) skill
Blind-Fight	General	—
Combat Casting	General	—
Combat Reflexes	General	—
Dodge	General	Dex 13+
Mobility	General	Dex 13+, Dodge
Spring Attack	General	Dex 13+, Dodge, Mobility, base attack +4
Endurance	General	—
Exotic Weapon Proficiency*	General	Base attack +1
Expertise	General	Int 13+
Whirlwind Attack	General	Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack +4, Spring Attack
Great Fortitude	General	—
Improved Critical†	General	Proficient with weapon, base attack +8
Improved Initiative	General	—
Improved Unarmed Strike	General	—
Deflect Arrows	General	Dex 13+, Improved Unarmed Strike
Stunning Fist	General	Dex 13+, Improved Unarmed Strike
Iron Will	General	—
Lightning Reflexes	General	—
Martial Weapon Proficiency*	General	—
Point Blank Shot	General	—
Far Shot	General	Point Blank Shot
Precise Shot	General	Point Blank Shot
Rapid Shot	General	Point Blank Shot, Dex 13+
Shot on the Run	General	Point Blank Shot, Dex 13+, Dodge, Mobility
Power Attack	General	Str 13+
Cleave	General	Str 13+, Power Attack
Improved Bull Rush	General	Str 13+, Power Attack
Sunder	General	Str 13+, Power Attack
Great Cleave	General	Str 13+, Power Attack, Cleave, base attack +4
Quick Draw	General	Base attack +1
Run	General	—
Shield Proficiency	General	—
Skill Focus‡	General	—
Spell Focus‡	General	—
Toughness**	General	—
Two-Weapon Fighting	General	—
Improved Two-Weapon Fighting	General	Two-Weapon Fighting, Ambidexterity, base attack +9
Weapon Finesse*†	General	Proficient with weapon, base attack +1 or higher
Weapon Focus*†	General	Proficient with weapon, base attack +1 or higher
Brew Potion	Item Creation	Spellcaster 3rd level +
Scribe Scroll	Item Creation	Spellcaster 1st level +
Silent Spell	Metamagic	—
Still Spell	Metamagic	—
Spell Mastery*†	Special	Wizard
Weapon Specialization*†	Special	Fighter 4th level +

*You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon, school of magic, or selection of spells.

**You can gain this feat multiple times. Its effects stack.

CHAPTER TWO: EQUIPMENT

Without equipment—especially weapons and armor—adventurers in Khanduras aren't going to get very far. This chapter is all about the items that your character carries, and how long these items can be expected to last.

Most equipment of *DIABLO II* is identical to the equipment in the *DUNGEONS & DRAGONS Player's Handbook*. In some cases, the name of a weapon or a piece of armor means something different. Use Chapter 7: Equipment of the *Player's Handbook* for buying common goods and services. For everything else, keep this book handy.

Starting Package or Starting Money?

The starting packages in Chapter One do most of the work for you, including telling you roughly how much gold you have left after buying your starting equipment. If you want to choose equipment, you'll need to know how much money your character has.

If you don't use your character's Starting Package, assume you have 2d4×10 gp to buy equipment from the *Player's Handbook* and the lists below.

DAMAGE TO EQUIPMENT

Players of the *DIABLO* computer games may be a bit pleased to see that D&D weapons rarely wear out or break—at least, nowhere near as much as they do in Khanduras. For *DIABLO* fans who miss that aspect of the game, each of the items on the Weapons table and Armor table has been assigned a Durability score (Dur.). The first number is the item's hardness—how much damage it ignores when subjected to potential destruction. The second number is its Durability points. When an item takes more damage than it has points, it's destroyed, or at least useless.

Note: To give the proper weight to *DIABLO II* Durability, multiply D&D item hit points by 3. Do not adjust the hardness ratings.

Weapons: A weapon that deals more damage than its own hardness rating is pushed to the limits of its strength. For every 2 points of damage the weapon deals over its hardness, it loses 1 point of Durability. (Remember that damage modifiers from Strength apply toward a weapon's damage.)

Example: A maul that deals 11 points of damage in one attack has exceeded its hardness rating by 6 points. It loses 3 points from its Durability rating.

Armor: When a weapon deals damage to an armored character, randomly determine which piece of

armor took the damage (armor, shield, helmet, belt, gloves, boots). For every 2 points of damage the weapon deals over the armor's hardness, the armor loses 1 point of Durability.

Example: The same maul, dealing 11 points of damage, strikes a character wielding only a kite shield as armor. The damage has exceeded the shield's hardness of 5 by 6 points, so the shield loses 3 points of Durability.

Effects of Damage: When an item has sustained more than half its Durability in damage, it begins to be less effective. At one-quarter Durability, the item is nearly ineffective. Use the unadjusted damage number for figuring Durability effects.

Item	1/2 Dur.	1/4 Dur.	0 Dur.
Weapon	-1 Dmg.	-3 Dmg.	Destroyed
Armor*	-1 AC	-3 AC	Destroyed

*Armor AC rating does not adjust past 0.

Repairing Damaged Items: A damaged item can be repaired by, anyone with the appropriate Craft skill. See the Craft skill in Chapter One for more information.

Random Item Damage

You can use this table to pick an item to be damaged (for example, by an acid beast attack). If you roll an item the character doesn't have, use the item with the next higher number that the character does have. If none, no item is damaged.

Optionally, the DM can decide that a critical hit damages an item in addition to dealing damage (use the *DIABLO* durability rules).

1d20 Roll	Item Affected
1-2	Boots
3	Primary weapon in hand
4-5	Sash, Belt, or Girdle
6	Buckler or Shield (or second melee weapon in hand)
7-8	Gloves, Gauntlets, or Bracers
9	Rags, Cape, Cloak, Robe, Armor, Breast Plate, Mail, or Plate
10-11	Cap, Mask, Helmet, or Crown
12-14	Primary weapon in hand
15-17	Buckler or Shield (or second melee weapon in hand)
18-20	Rags, Cape, Cloak, Robe, Armor, Breast Plate, Mail, or Plate

POTIONS

Each potion imbibed has the indicated effect. You can drink as many of these potions as you like without penalty.

Healing Potion: The staple of many adventurers' gear, each *healing potion* (a single dose) restores lost hit points up to the adventurer's maximum. *Minor:* 1d4+1; *Light:* 2d8+3; *Healing:* 4d8+7; *Greater:* 6d8+12; *Super:* 8d8+15.

Mana Potion: What Healing potions do for hit points, Mana potions do for spells. It does not grant spell levels beyond what the caster can cast. *Minor:* 1 level; *Light:* 2 levels; *Mana:* 4 levels; *Greater:* 6 levels; *Super:* 8 levels. Thus, a *Mana potion* restores one 4th-level spell, or a 3rd-level spell and a 1st-level spell, or two 2nd-level spells, or four 1st-level spells.

Rejuvenation Potion: Combining the effects of the *healing potion* and the *Mana potion*, a *rejuvenation potion* restores 1d8+1 lost hit points, and up to 3 previously cast spells—both up to the adventurer's maximum.

Full Rejuvenation Potion: A *full rejuvenation* potion heals all the user's damage and restores up to 9 spell levels.

Stamina Potion: A single dose of *stamina potion* removes any fatigue effects the character is suffering.

Full Stamina Potion: A single dose of *full stamina potion* acts as a *stamina potion* and makes the user immune to fatigue for 10 minutes.

Poison Antidote: A single dose of *antidote* restores 1d4+1 points of any ability score lowered due to the effects of poison. It cannot restore the ability to more than the original score.

Full Antidote: A single dose of *full antidote* completely restores all ability score losses due to poison and neutralizes any poison currently in the character's system.

Elixirs: In Khanduras, alchemists have created potions that temporarily increase the imbiber's abilities. Six elixirs exist—one each for *Strength*, *Dexterity*, *Constitution*, *Wisdom*, *Intelligence*, and *Charisma*. These temporarily increase the appropriate ability by +2 points for 24 hours. While elixir effects of the same type do not stack, there is no limit to how many elixirs a user can imbibe in the same one-day period.

Grenadelike Weapons

These weapons require no proficiency to use. Attacks with grenadelike weapons are ranged touch attacks—the target's armor bonus, shield bonus, and natural armor bonus do not apply. For a miss, roll 1d6 for how many feet from the target the weapon lands and add +1 foot for every 10 feet the weapon was thrown. Roll 1d8 to determine the direction of the miss: 1 long, 2 long/right, 3 right, 4 short/right, 5 short, 6 short/left, 7 left, 8 long/left. The weapon splashes from where it lands.

Exploding Potion: This potion shatters on impact, exposing the explosive alchemical mixture within to

the final necessary ingredient: air (see Grenadelike Weapons table for effects). This potion has full effect on creatures resistant to fire.

Fulminating Potion: Composed of highly caustic compounds, this potion scatters a powerful acid on impact. The acid continues to burn whatever it touches for the next 1d4 rounds, dealing either 1d6 points of acid damage (to things directly struck) or 1 point of acid damage (to things splashed).

Choking Gas: A creature that inhales this gas is allowed a Fortitude save (DC 15). If the save fails, the creature takes 1d4 points of temporary Constitution damage and the gas dissipates. A creature that inhales the gas again before fully recovering this loss is must successfully save again or take 1d6 more points of temporary Constitution damage.

Rancid Gas: A creature that inhales this gas is allowed a Fortitude save (DC 12). If the save fails, the creature takes 1 point of temporary Constitution damage and the gas dissipates. A creature that inhales the gas again before fully recovering this loss is must successfully save again or take 1d6 more points of temporary Constitution damage.

Strangling Gas: This is the most foul alchemical gas. A creature that inhales it is allowed a Fortitude save (DC 18). If the save fails, the creature takes 2d4 temporary Constitution damage and the gas dissipates. A creature that inhales the gas again before fully recovering this loss is must successfully save again or take 2d4 more points of temporary Constitution damage.

Oil: This bottle of flammable oil is meant to be hurled at a target creature. Preparing the flask is a full-round action, and 50% of the time the oil fails to ignite properly and is wasted (see Grenadelike Weapons table for effects).

Fatigue (Optional)

Characters become fatigued by doing things that make them tired. A Fortitude save can be used as a check for fatigue. The DM decides if a check is necessary, and can adjust its difficulty by assigning a higher or lower DC. The DM might have characters check against fatigue when they:

- Engage in extremely strenuous physical activity for more than a full minute,
- Lack sufficient food, water, or air,
- Are exposed to excessively hot or cold environments without adequate protection,
- Are exposed to any other condition might cause them to become tired.

Fatigue Effects: Fatigued characters can't run or charge. They also suffer a -2 penalty to Strength and Dexterity. In the DIABLO world, fatigue effects go away with 10 minutes of rest, or when the character uses a *stamina* or *full stamina* potion.

Potions and Elixirs

Light Healing	125 gp	Super Mana	500 gp	Full Stamina	500 gp
Light Mana	125 gp	Rejuvenation	500 gp	Antidote	250 gp
Healing	250 gp	Full Rejuvenation	1,000 gp	Full Antidote	500 gp
Mana	250 gp	Stamina	250 gp	Elixir	2500 gp
Super Healing	500 gp				

Grenadelike Weapons

Weapon	Cost	Direct Hit	Splash	Range Increment	Weight
Exploding*	100 gp	3d6	1d6	10 ft.	1 1/4 lb.
Fulminating*	25 gp	1d6	1	10 ft.	1 1/4 lb.
Gas, Choking	100 gp	special	special	10 ft.	1 1/4 lb.
Gas, Rancid	50 gp	special	special	10 ft.	1 1/4 lb.
Gas, Strangling	500 gp	special	special	10 ft.	1 1/4 lb.
Oil†	1 gp	1d6	1	10 ft.	1 1/4 lb.

*This weapon deals "splash" damage to all creatures within 5 feet of the point of impact. Fulminating potion lasts 1d4 rounds.

Weapons

Simple Weapons—Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**	Dur
Unarmed Attacks							
Gauntlet*	2 gp	1d3	x2	—	2 lb.	B	Varies
Strike, unarmed	—	1d3 [§]	x2	—	—	B	—
Tiny							
Dagger (D)	5 gp	1d4	19–20/x2	—	1 lb.	P	10/3
Dirk (D)	10 gp	1d4	19–20/x2	—	2 lb.	P, S	10/6
Kris (D)	20 gp	1d4	19–20/x3	—	2 lb.	P	10/6
Small							
Blade (D)	20 gp	1d6	19–20/x2	—	2 lb.	P, S	10/6
Mace, Light (M)	10 gp	1d6	x2	—	6 lb.	B	5/30
Wand (ST)	10 gp	1d3	x2	—	1 lb.	B	2/3
Wand, Yew (ST)	30 gp	1d3	x2	—	1 lb.	B	2/3
Wand, Bone (ST)	60 gp	1d3	x2	—	1 lb.	B	2/3
Wand, Grim (ST)	100 gp	1d4	x2	—	1 lb.	B	2/6
Medium-Size							
Club (M)	1 gp	1d6	x2	—	3 lb.	B	4/15
Club, Spiked (M)	5 gp	1d6	x3	—	5 lb.	B, P	4/15
Morning Star (M)	30 gp	1d8	x2	—	8 lb.	B, P	8/15
Spear, Short (J)	20 gp	1d6	x3	—	3 lbs.	P	6/15
Staff, Short [†] (ST)	10 gp	1d4	x2	—	3 lb.	B	4/6
Large							
Maul (M)	100 gp	1d10	x3	—	25 lb.	B	8/60
Maul, Great (M)	250 gp	2d6	x3	—	30 lb.	B	10/60
Staff, Long (ST)	30 gp	1d6	x2	—	6 lb.	B	6/12
Staff, Guarded (ST)	50 gp	1d8	x2	—	6 lb.	B	6/15
Staff, Battle (ST)	100 gp	2d4	x2	—	8 lb.	B	8/24
Staff, War (ST)	200 gp	1d10	x2	—	10 lb.	B	10/24

Simple Weapons—Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type TM	Dur
Tiny							
Knife, Balanced (D, T)	3 gp	1d4	19–20/x2	10 ft.	1 lb.	P	5/3
Knife, Throwing (D, T)	2 gp	1d3	19–20/x2	10 ft.	1 lb.	P	5/3
Small							
Crossbow, Light [*] (B)	70 gp	1d8	19–20/x2	80 ft.	6 lb.	P	4/6
Bolts [*] (per 10)	1 gp	—	—	—	1 lb.	—	2/2
Javelin, Light (J, T)	2 gp	1d4	x2	30 ft.	1 lb.	P	2/2
Medium-Size							
Crossbow, Heavy [*] (B)	150 gp	1d10	19–20/x2	120 ft.	9 lb.	P	5/30
Bolts [*] (per 10)	1 gp	—	—	—	1 lb.	—	2/2
Pilum (J, T)	3 gp	1d6	x2	20 ft.	4 lbs.	P	2/4
Glaive, Light (J, T)	4 gp	1d8	x2	10 ft.	4 lbs.	P/S	2/4
Spear, Throwing (J, T)	5 gp	1d8	x2	30 ft.	3 lbs.	P	2/4

Martial Weapons—Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type TM	Dur
Small							
Axe, Hand (A)	10 gp	1d4	x3	—	2 lb.	S	5/6
Sword, Short (S)	10 gp	1d6	19–20/x2	—	3 lb.	P	10/6
Medium-Size							
Axe (A)	20 gp	1d6	x3	—	4 lb.	S	6/9
Axe, Double (A)	40 gp	1d8	x3	—	7 lb.	S	8/15
Axe, War (A)	100 gp	1d10	x3	—	10 lb.	S	10/18
Falchion Light (S)	30 gp	1d6	18–20/x2	—	6 lb.	S	10/15
Flail [*] , Light (M)	50 gp	1d8	x2	—	5 lb.	B	8/15
Pick, Military (A)	40 gp	1d6	x4	—	6 lb.	P	6/15
Saber (S)	30 gp	1d6	19–20/x2	—	4 lb.	S	10/12
Scepter (M)	20 gp	1d6	x2	—	6 lb.	B	6/15
Scepter, Grand (M)	50 gp	1d8	x2	—	6 lb.	B	8/30
Scepter, War (M)	150 gp	1d10	x2	—	6 lb.	B	10/30
Scimitar (S)	20 gp	1d6	18–20/x2	—	4 lb.	S	10/6
Shield Spike (see Shields)	—	1d6	x2	—	—	P	—
Sword, Broad (S)	75 gp	1d8	19–20/x2	—	6 lb.	S	10/15
Sword, Crystal (S)	50 gp	1d8	18–20/x3	—	5 lb.	S	10/12
Sword, Long (S)	100 gp	1d8	19–20/x2	—	4 lb.	S	10/15
Sword, War (S)	200 gp	1d10	19–20/x2	—	4 lb.	S	10/18
War Hammer (M)	60 gp	1d8	x3	—	8 lb.	B	8/15
Large							
Axe, Heavy Battle (A)	250 gp	2d6	x3	—	15 lb.	S	10/24
Axe, Broad (A)	200 gp	1d12	x3	—	15 lb.	S	10/15
Axe, Giant (A)	450 gp	2d10	x3	—	25 lb.	S	15/48
Axe, Great (A)	350 gp	2d8	x3	—	20 lb.	S	15/24
Axe, Large (A)	100 gp	2d4	x3	—	12 lb.	S	8/24
Barbed [*] (P)	20 gp	1d8	x3	—	10 lb.	S	8/24
Brandistock (J)	100 gp	2d6	x3	—	15 lb.	P/S	8/30
Claymore (S)	150 gp	1d10	x2	—	10 lb.	S	10/18
Flamberg [*] (S)	300 gp	2d8	x2	—	15 lb.	S	10/30
Halberd [*] , Heavy (P)	200 gp	2d6	x3	—	15 lb.	P/S	10/30
Pike TM , Heavy (P)	200 gp	2d6	x3	—	12 lb.	P	10/24
Poleaxe ¹ (P)	50 gp	2d4	19–20/x3	—	15 lb.	P/S	8/30
Scythe (P)	40 gp	2d4	x4	—	12 lb.	P/S	8/30
Scythe, War (P)	300 gp	2d6	x4	—	15 lb.	P/S	10/60
Spear, Long (J)	40 gp	1d8	x3	—	9 lbs.	P	8/15

Spear (J)	120 gp	1d12	×3	—	15 lb.	P, S	10/15
Sword, Bastard (S)	250 gp	2d6	19–20/×2	—	10 lb.	S	10/24
Sword, Giant (S)	200 gp	2d6	19–20/×2	—	15 lb.	S	10/30
Sword, Great (S)	500 gp	2d10	19–20/×2	—	15 lb.	S	15/30
Sword, Two-Handed (S)	100 gp	1d10	19–20/×2	—	15 lb.	S	10/24
Trident* (J)	80 gp	1d12	×2	—	15 lb.	P	10/15
Vouge (P)	40 gp	2d4	×3	—	15 lb.	S	8/24

Martial Weapons—Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**	Dur
Small							
Axe, Throwing (A)	3 gp	1d4	×2	10 ft.	2 lb.	S	2/3
Medium-Size							
Axe, Balanced (A)	4 gp	1d6	×2	10 ft.	4 lb.	S	5/6
Bow, Short* (B)	30 gp	1d6	×3	60 ft.	2 lb.	P	2/6
Arrows† (per 20)	1 gp	—	—	—	3 lb.	—	2/2
Bow, Hunter's* (B)	50 gp	1d6	×3	70 ft.	2 lb.	P	3/9
Arrows† (per 20)	1 gp	—	—	—	3 lb.	—	2/2
Bow, Short Battle (B, S+1)	150 gp	1d6	×3	60 ft.	2 lb.	P	4/12
Arrows† (per 20)	1 gp	—	—	—	3 lb.	—	2/2
Bow, Short War (B, S+2)	250 gp	1d6	×4	70 ft.	2 lb.	P	5/15
Arrows† (per 20)	1 gp	—	—	—	3 lb.	—	2/2
Large							
Longbow* (B)	75 gp	1d8	×3	100 ft.	3 lb.	P	2/9
Arrows† (per 20)	1 gp	—	—	—	3 lb.	—	2/2
Bow, Composite* (B)	100 gp	1d8	×3	110 ft.	3 lb.	P	3/12
Arrows† (per 20)	1 gp	—	—	—	3 lb.	—	2/2
Bow, Long Battle (B, S+1)	300 gp	1d8	×3	100 ft.	3 lb.	P	4/15
Arrows† (per 20)	1 gp	—	—	—	3 lb.	—	2/2
Bow, Long War (B, S+2)	500 gp	1d8	×4	110 ft.	3 lb.	P	5/18
Arrows† (per 20)	1 gp	—	—	—	3 lb.	—	2/2

Weapon Types: A=Axe, B=Bow, D=Dagger, M=Mace, J=Javelin/Spear, P=Polearm, S=Sword, ST=Staff, T=Thrown. The Magic Item Chapter groups weapons by type. (Also note the weapons on this table are Khanduran versions, and may vary from standard D&D weapons.)

*See the description of this weapon for special rules.

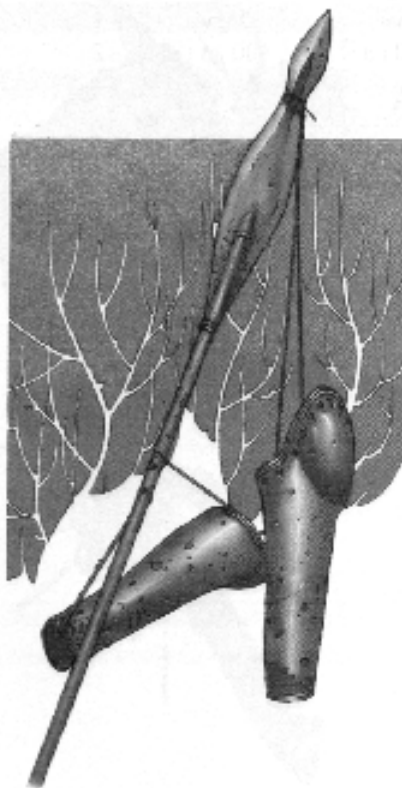
**When two types are listed, the weapon is both types.

† The weapon deals subdual damage rather than normal damage.

‡ Reach weapon.

§ Double weapon.

^ Double damage if set vs. a charge (ready action)



Armor

Armor	Armor Cost	Max Bonus	Armor Dex	Spell Check Penalty	Failure	—Speed—		Weight	Dur
						(30 ft.)	(20 ft.)		
Wraps[*]									
Cape	5 gp	+1	+8	0	—	30 ft.	20 ft.	2 lb.	2/9
Cloak	15 gp	+1	+6	-1	—	30 ft.	20 ft.	2 lb.	2/12
Rags	1 gp	+1	—	—	—	30 ft.	20 ft.	2 lb.	1/9
Robe	20 gp	+1	+4	-1	—	30 ft.	20 ft.	2 lb.	2/15
Light Armor									
Leather	30 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.	3/15
Leather, Hard	40 gp	+3	+4	-3	10%	30 ft.	20 ft.	25 lb.	4/15
Leather, Studded	50 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.	3/21
Quilted	25 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.	2/12
Medium Armor									
Breast Plate	200 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.	10/30
Chain Mail	150 gp	+5	+2	-5	30%	20 ft.	15 ft.	40 lb.	5/27
Ring Mail	100 gp	+4	+3	-5	30%	20 ft.	15 ft.	35 lb.	5/15
Scale mail	120 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lb.	5/21
Heavy Armor									
Ancient Armor	3,750 gp	+9	0	-8	45%	15 ft.	10 ft.	60 lb.	8/36
Field Plate ^{**}	2,000 gp	+8	+1	-6	35%	20 ft.	15 ft.	50 lb.	15/42
Full Plate Mail ^{***}	5,000 gp	+11	+1	-6	35%	20 ft.	15 ft.	50 lb.	15/42
Gothic Plate ^{**}	4,000 gp	+10	0	-7	40%	15 ft.	10 ft.	55 lb.	10/36
Plate Mail ^{***}	600 gp	+7	0	-7	40%	15 ft.	10 ft.	50 lb.	10/36
Splint Mail ^{***}	250 gp	+6	+0	-7	40%	20 ft.	15 ft.	45 lb.	8/24
Shields^{***}									
Buckler	10 gp	+1	—	-1	5%	—	—	5 lb.	5/15
Shield, Bone	150 gp	+3	—	-2	10%	—	—	8 lb.	8/24
Shield, Gothic	500 gp	+2	—	-2	15%	—	—	10 lb.	10/60
Shield, Kite	50 gp	+3	—	-2	15%	—	—	15 lb.	10/30
Shield, Large	20 gp	+2	—	-2	15%	—	—	10 lb.	10/30
Shield, Small	15 gp	+1	—	-1	5%	—	—	6 lb.	10/30
Shield, Spiked ^{††}	100 gp	+2	—	-3	15%	—	—	15 lb.	10/24
Shield, Tower (Small)	250 gp	+4	—	-5	25%	—	—	25 lb.	8/30

^{*}Wraps are not cumulative with armor.

^{**}When running in heavy armor, you move only triple your speed, not quadruple.

^{***}Shields negate Hand Protection partial armor.

[†] Cannot cast spells with somatic components while worn.

^{††} When a spiked shield is used in a shield bash, it is a martial piercing weapon that deals 1d6 points of damage (x2 crit).

Partial Armor

Partial Armors	Armor Cost	Max Bonus	Armor Dex	Spell Check Penalty	Failure	—Speed—		Weight	Dur
						(30 ft.)	(20 ft.)		
Head Protection									
Cap/hat	5 gp	+1	+8	0	—	—	—	1 lb.	2/6
Crown	150 gp	+3	+6	-1	—	—	—	3 lb.	10/15
Helm	15 gp	+1	+6	-1	5%	—	—	5 lb.	5/15
Helm, Bone	100 gp	+3	+6	-2	—	—	—	6 lb.	5/12
Helm, Full	30 gp	+2	+6	-2	10%	—	—	8 lb.	10/18
Helm, Great	50 gp	+4	+4	-3	15%	—	—	10 lb.	15/18
Mask	20 gp	+1	+8	-1	2%	—	—	2 lb.	3/9
Skull Cap	10 gp	+1	+8	0	—	—	—	2 lb.	5/9
Hand Protection									
Gauntlets	30 gp	+2	—	-2	15%	—	—	5 lb.	15/15
Gauntlets, Light	20 gp	+1	—	-1	10%	—	—	4 lb.	10/12
Gloves	5 gp	+1	—	0	3%	—	—	1 lb.	2/6
Gloves, Chain	15 gp	+1	—	-2	15%	—	—	3 lb.	5/9
Gloves, Heavy	10 gp	+1	—	-1	5%	—	—	2 lb.	4/6
Foot Protection									
Boots, Chain	15 gp	+1	+6	-1	3%	—	—	6 lb.	5/9
Boots, Heavy	10 gp	+1	—	0	—	—	—	4 lb.	4/6
Boots, Leather	5 gp	+1	—	0	—	—	—	2 lb.	2/6
Boots, Light Plate	20 gp	+1	—	-1	5%	—	—	8 lb.	10/12
Greaves	30 gp	+2	—	-2	10%	—	—	10 lb.	15/15
Belts									
Belt	15 gp	+1	—	0	2%	—	—	2 lb.	5/9
Belt, Heavy	20 gp	+1	+10	-1	3%	—	—	2 lb.	10/12
Belt, Light	10 gp	+1	—	0	—	—	—	1 lb.	4/6
Belt, Plate	30 gp	+2	+8	-1	5%	—	—	3 lb.	15/15
Sash	5 gp	+1	—	0	—	—	—	1 lb.	2/6

*Not cumulative with armor. Hand Protection is also not cumulative with shield. Caps, hats, gloves, leather boots, and sashes are also not cumulative with other partial armor.



CHAPTER THREE: SPELLS

In Khanduras, magic is everywhere. Necromancers and sorceresses make an organized study of the applications of their various magical fields. Amazons learn to apply natural magic principles to their battle tactics. Paladins pray to their divine patron for miracles. Barbarians use magic to emulate the abilities of animals. Even common farmers can wield the strange magic devices that every so often fall into their hands. Magic is part of everyday life.

For amazons and paladins, using magic isn't terribly different from activating magic items: they can do it more or less at will, with only a short recovery time afterward.

Necromancers and sorceresses learn magic differently. For them, it is a study of complex mystical formulas, designed to manipulate energy that alters the world on a fundamental level. They control magic. Learning and using this control requires long hours of study and practice, meditative exercises, and endurance. As a result, necromancers and sorceresses use spells rather than abilities to represent their mastery of magic. This chapter details those spells.

Using This Chapter

The spells detailed in this chapter are listed alphabetically. A parenthetical note after the name identifies its *DIABLO* magical specialty. The next line gives the spell's school of magic, with brackets showing the D&D clerical domain, if applicable (a domain is a list of D&D specialty cleric

Abbreviations: Brd=D&D bard, Clr=D&D cleric, Drd=D&D druid, Nec=necromancer, Sor=D&D sorcerer, Sos=sorceress, Wiz=D&D wizard.

Spells Between Worlds

Most *DIABLO* II spells do not exist in the *Player's Handbook*, and vice versa. For example, the *DIABLO* II world does not have a cleric class (at least so far). The DM might choose to make some *DIABLO* II spells available to D&D clerics and wizards, as noted in the spell descriptions. As most necromancer spells are not what one would consider "good" spells; a good-aligned cleric who uses these spells runs the risk of divine disfavor. Only the *DIABLO*-specific spells are fully detailed here.

spells with a common theme—Law, Good, Fire, and so on).

The third line shows which casters have access to the spell and the level of the spell. The caster types are abbreviated (see below).

"*Spell level*" is a measure of a spell's power and complexity. "*Character level*" is a measure of a character's power. "*Caster level*" is a measure of spellcasting ability. In the *DIABLO* II game the last two are the same (the D&D game allows multiclass characters with a higher character level than caster level). A DM might choose to experiment with multiclass characters in a *DIABLO* game!

In the *DIABLO* game, you cast spells as you pick them—so the necromancer and sorceress in this book operate like the D&D sorcerer class. A DM who wants

to increase the challenge of the game may decide they act more like wizards and must prepare their spells in advance. This is OK—it just makes the game more challenging for the characters.

Spell Resistance (SR): Some D&D monsters have spell resistance. If the target of the spell has this ability, the caster must make a level check (1d20+level) equal to or greater than the monster's SR number or the monster is not affected. Resistance is checked before saving throws are rolled.

Some *DIABLO* II spells, including *lightning bolt*, *chain lightning*, *fire wall*, and a few others, are so similar to standard D&D that the D&D text is reproduced here.



SPELL LISTS BY CLASS AND LEVEL

Necromancer

- I** Amplify Damage (Nec1 [Clr1])
Teeth (Nec1 [Clr1])
Bone Armor (Nec1 [Clr2])
Raise Skeleton (Nec1 [Clr3])
- II** Dim Vision (Nec2 [Clr2])
Weaken (Nec2 [Clr2])
Poison Dagger (Nec2 [Clr2])
Corpse Explosion (Nec2 [Clr2])
Clay Golem (Nec2, [Sor/Wiz4])
- III** Iron Maiden (Nec3 [Clr4])
Terror (Nec3 [Clr4])
Bone Wall (Nec3 [Clr4])
Raise Skeleton (Nec3 [Clr4])
- IV** Confusion (Nec4, Sos4)
Life Tap (Nec4 [Sor/Wiz3])
Poison Explosion (Nec4 [Clr5])
Bone Spear (Nec4 [Clr4])
Blood Golem (Nec4 [Clr5])
- V** Attract (Nec5 [Clr5])
Decrepify (Nec5 [Clr5])
Bone Prison (Nec5 [Clr5])
Iron Golem (Nec5 [Clr7])
- VI** Lower Resistance (Nec6 [Clr5])
Poison Nova (Nec6 [Clr7])
Bone Spirit (Nec6 [Clr7])
Fire Golem (Nec6 [Clr7])
Revive (Nec6 [Clr7])

Sorcerer

- I** Fire Bolt (Sos1 [Sor/Wiz1])
Charged Bolt (Sos1 [Sor/Wiz2])
Ice Bolt (Sos1 [Sor/Wiz1])
- II** Frozen Armor (Sos2 [Sor/Wiz3])
Inferno (Sos2 [Sor/Wiz2])
Static Field (Sos2 [Sor/Wiz2])
Telekinetic Blast (Sos2 [Sor/Wiz3])
Frost Nova (Sos2 [Sor/Wiz2])
Ice Blast (Sos2 [Sor/Wiz2])
- III** Blaze (Sos3 [Sor/Wiz3])
Fireball (Sos3 [Sor/Wiz3])
Nova (Sos3 [Sor/Wiz3])
Lightning Bolt (Sos3 [Sor/Wiz3])
Shiver Armor (Sos3 [Sor/Wiz3])
- IV** Fire Wall (Sos4 [Sor/Wiz4])
Enchant (Sos4 [Sor/Wiz6])
Chain Lightning (Sos4 [Sor/Wiz6])
Teleport Self (Sos4 [Sor/Wiz4])
Glacial Spike (Sos4 [Sor/Wiz4])
- V** Meteor (Sos5 [Sor/Wiz5])
Thunder Storm (Sos5 [Sor/Wiz7])
Energy Shield (Sos5 [Sor/Wiz5])
Blizzard (Sos5 [Sor/Wiz8])
Chilling Armor (Sos5 [Sor/Wiz7])
- VI** Hydra (Sos6 [Sor/Wiz8])
Frozen Orb (Sos6 [Sor/Wiz8])

SPELL ALPHABETICAL INDEX

Amplify Damage (Nec1 [Clr1])
Attract (Nec5 [Clr5])
Blaze (Sos3 [Sor/Wiz3])
Blizzard (Sos5 [Sor/Wiz8])
Blood Golem (Nec4 [Clr5])
Bone Armor (Nec1 [Clr2])
Bone Prison (Nec5 [Clr5])
Bone Spear (Nec4 [Clr4])
Bone Spirit (Nec6 [Clr7])
Bone Wall (Nec3 [Clr4])
Chain Lightning (Sos4 [Sor/Wiz6])
Charged Bolt (Sos1 [Sor/Wiz2])
Chilling Armor (Sos5 [Sor/Wiz7])
Clay Golem (Nec2, [Sor/Wiz4])
Confusion (Nec4, Sos4)
Corpse Explosion (Nec2 [Clr2])
Decrepify (Nec5 [Clr5])
Dim Vision (Nec2 [Clr2])
Enchant (Sos4 [Sor/Wiz6])
Energy Shield (Sos5 [Sor/Wiz5])
Fireball (Sos3 [Sor/Wiz3])
Fire Bolt (Sos1 [Sor/Wiz1])
Fire Golem (Nec6 [Clr7])
Fire Wall (Sos4 [Sor/Wiz4])
Frost Nova (Sos2 [Sor/Wiz2])
Frozen Armor (Sos2 [Sor/Wiz3])
Frozen Orb (Sos6 [Sor/Wiz8])

Glacial Spike (Sos4 [Sor/Wiz4])
Hydra (Sos6 [Sor/Wiz8])
Ice Blast (Sos2 [Sor/Wiz2])
Ice Bolt (Sos1 [Sor/Wiz1])
Inferno (Sos2 [Sor/Wiz2])
Iron Golem (Nec6 [Clr7])
Iron Maiden (Nec3 [Clr4])
Life Tap (Nec4 [Sor/Wiz3])
Lightning Bolt (Sos3 [Sor/Wiz3])
Lower Resist (Nec6 [Clr5])
Meteor (Sos5 [Sor/Wiz5])
Nova (Sos3 [Sor/Wiz3])
Poison Dagger (Nec2 [Clr2])
Poison Explosion (Nec4 [Clr5])
Poison Nova (Nec6 [Clr7])
Raise Skeleton (Nec1 [Clr3])
Raise Skeleton Mage (Nec3 [Clr4])
Revive (Nec6 [Clr7])
Shiver Armor (Sos3 [Sor/Wiz3])
Static Field (Sos2 [Sor/Wiz2])
Teeth (Nec1 [Clr1])
Telekinetic Blast (Sos2 [Sor/Wiz3])
Teleport Self (Sos4 [Sor/Wiz4])
Terror (Nec3 [Clr4])
Thunder Storm (Sos5 [Sor/Wiz7])
Weaken (Nec2 [Clr2])

SPELL DESCRIPTIONS

Amplify Damage (Curse)

Necromancy [Death]

Level: Nec 1 (Clr 1, Death 1)

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Magical energy sheathes the foe, which takes an additional 1d6 points of damage from any melee attack that hits.

Attract (Curse)

Enchantment (Compulsion)

Level: Nec 5 (Clr 5)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1 creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

If the target creature fails a Will save, all undead and demonic creatures within 30 feet (and those coming this close within the spell's duration) must make a successful Will save or see the cursed one as much their foe as you (they attack whoever is closest). The spell lasts until the cursed one is killed or the duration ends. A nontarget undead or demonic creature that successfully saves need not save again, even if it leaves and re-enters the 30-foot radius.

Blaze (Fire)

Evocation [Fire]

Level: Sos 3 (Sor/Wiz 3)

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: 20 ft. long/level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

A two-dimensional vertical sheet of fire, 5 feet high, trails behind you. Moving on the ground or similar surface creates an ever-lengthening sheet of flame that traces your path. The thin wall remains until the duration ends or the effect is dispelled. Passing through the *blaze* deals 1 point of damage, plus 1d4 per three caster levels (maximum

1+5d4). A Fortitude save is allowed for half damage. Lingering within the wall deals double the base damage.

Blizzard (Cold)

Evocation [Cold]

Level: Sos 5 (Sor/Wiz 8)

Components: V, S

Casting Time: 1 action

Range: Emanates 30 ft. from caster

Effect: Ring, see text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You are at the center of a freezing ice storm, 40 feet high, that begins 10 feet away and blasts outward to a 30-foot radius. The *blizzard* deals 1d6+1 points of cold damage per caster level to each creature within its area (maximum 15d6+15). A Reflex save is allowed for half damage.

Blood Golem (Summoning)

Conjuration

Level: Nec 4 (Clr 5)

Components: V, S

Casting Time: 1 full round

Range: 30 ft.

Effect: Makes 1 golem

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You raise a blood golem (see Chapter Five: Monsters). The golem attacks your enemies until ordered to cease, the spell's duration ends, or the golem is slain. You can give the golem simple commands, including "guard" or "tote," if no immediate foes need be fought. Unless it is in melee, the golem moves to remain within 30 feet of you. If you summon any creature before this spell ends, then this spell ends immediately.

When the blood golem strikes a living foe, you receive magical curing equal to 1 point for each 2 points of damage the golem deals—any curing over your normal hit point total is ignored. When the golem takes damage, you take 1 point of damage for every 5 points dealt to the golem. The blood golem falls to dust when reduced to 0 hit points or when the spell's duration elapses. Cure spells and Healing potions have no effect on golems.

Bone Armor (Bone)

Conjuration (Creation)

Level: Nec 1 (Clr 2)

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Creates shields of bone
Duration: See text
Saving Throw: None (harmless)
Spell Resistance: No

From the bodies of your enemies, you create an array of warding bones that rotates about you continuously. It provides a +1 armor bonus per caster level (+10 AC bonus maximum). The array has no weight, does not affect your spellcasting or your Dexterity bonus, and lasts until it is destroyed in combat. It has 6 hit points per caster level (maximum 60 hit points). You require the bones of one Medium-sized or larger creature (or two Small creatures) to cast this spell.

Bone Prison (Bone)

Conjuration (Creation)
Level: Nec5 (Clr5)
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 1 creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

An opaque wall of bones springs up around the selected foe. The *bone prison* is 12 feet high, and up to 10 feet in radius (foes of Huge size or larger aren't caught in the prison, but take 3d8 points of damage, plus 1 point per caster level). The *bone prison* can withstand 100 points of damage, plus 20 more points per level of the caster before collapsing.

Bone Spear (Bone)

Conjuration (Creation)
Level: Nec 4 (Clr 4)
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Magic weapon of force
Duration: 1 round/2 levels
Saving Throw: None
Spell Resistance: Yes

A spear of bone flies from your hand to fight a chosen foe. It strikes automatically for 1d6 points of damage, plus 1 point per caster level, to a maximum of 1d6+15. The spear then continues to attack the same foe each round until the foe either leaves the bone spear's range, or dies, at which point the spell ends. The *bone spear* affects any creature vulnerable to physical, nonmagical damage. Except as noted above, this spell functions as a *spiritual weapon* spell.

Bone Spirit (Bone)

Conjuration (Summoning)
Level: Nec 6 (Clr 7)
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Attacks 1 creature
Duration: Instantaneous
Saving Throw: Will (see text)
Spell Resistance: Yes

This spell releases a spirit (a shimmering ball). The spirit tracks any one foe you chose within range and strikes it without error. The affected foe must make a successful Will saving throw or lose 2d4 points of Constitution and 6d8 hit points. If the saving throw is successful, the foe still loses 3d8 hit points.

Bone Wall (Bone)

Conjuration (Creation)
Level: Nec3 (Clr4)
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Bone wall whose area is 10 ft. high and 5 ft./level long
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

An opaque wall of bone 10 feet high, 6 inches thick, and up to 5 feet long per level appears anywhere you choose within range. The wall won't appear in a space occupied by creatures or objects—these will be on one side of the wall or the other, as determined by the DM. The wall has hit points equal to 1d10 per caster level, to a maximum of 10d10 hit points. The entire wall crumbles to dust when it has taken this amount of damage or when the spell duration ends.

Chain Lightning (Lightning)

Evocation [Electricity]
Level: Sor4 (Sor/Wiz6)
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: One primary target plus one secondary target/level (each within 30 ft. of the primary target)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell is the same as that presented on pages 182-183 of the *Player's Handbook*.

Charged Bolt (Lightning)

Evocation [Electricity]

Level: Sor1 (Sor/Wiz2)

Components: V, S

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./2 levels)

Effect: Up to three creatures, no two of which can be more than 20 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You discharge 3 small, crackling knots of electrical energy in front of you, to the limits of the spell's range. Each knot discharges into a randomly selected creature in the area and deals 1d4 points of damage per caster level, to a maximum of 5d4 points. A creature won't be hit by more than one bolt—extra bolts that randomly hit the same creature dissipate harmlessly instead. A Reflex save is allowed for half damage.

Chilling Armor (Cold)

Evocation [Cold]

Level: Sor5 (Sor/Wiz7)

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: See text

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes (*ice bolts* only)

You surround yourself with an unstable field of sub-zero cold. Whenever you are struck in melee combat, the field fires an *ice bolt* at your attacker. The *ice bolt* deals 5d4 points of cold damage, and the attacker is allowed a Reflex save for half damage. Failure means the attacker also takes a -2 cold penalty to AC, melee attack, melee damage, and Reflex save rolls, and can jump only half as far as normal for 1 minute. The cold penalties are not cumulative—their duration is counted from the last failure. For example, a foe affected on the first round for three rounds and on the second round for two rounds would have the -2 cold penalty and jump restriction in force through the fourth round.

Clay Golem (Summoning)

Conjuration (Creation)

Level: Nec2, Sor5 (Sor/Wiz7)

Components: V, S

Casting Time: 1 full round

Range: 30 ft.

Effect: 1 golem

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You raise a clay golem (see Chapter Five: Monsters). The golem attacks your enemies until ordered to cease, the duration ends, or the golem is slain. You can give the golem simple commands, including "guard" or "tote," if no immediate foes need be fought. Unless it is in melee, the golem moves to remain within 30 feet of you. Cure spells and Healing potions have no effect on golems. If you summon any creature before this spell ends, then this spell ends immediately.

Confusion (Curse)

Enchantment (Compulsion) [Mind-Affecting]

Level: Nec4 (Sor/Wiz4, Brd 3)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 15-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell is the same as that presented on pages 186-187 of the *Player's Handbook*.

Corpse Explosion (Curse)

Necromancy [Death]

Level: Nec2 (Clr2)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1 corpse

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You target a dead body, which instantly explodes. The explosion deals 1d6 points of damage per Hit Die the monster had in life or 1d6 points of damage per caster level (maximum 10d6), whichever is less, to each creature within its 10-foot radius. A successful Reflex save reduces the damage by half. Animated undead don't count as corpses until destroyed. Corpses cannot be affected by this spell more than once.

Decrepify (Curse)

Charm [Mind-Affecting]

Level: Nec5 (Clr5)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1 living creature
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: Yes

A living creature is cursed with a temporary glamour of extreme age, and functions in some ways as if *slowed*. Any creature subject to mind-influencing effects can take only a partial action each round, and takes a -2 penalty to AC, melee attack, melee damage, and Reflex save rolls. The creature can jump only half as far as normal.

Dim Vision (Curse)

Transmutation
Level: Nec2 (Clr2)
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 1 creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A foe who fails a Fortitude save loses sight beyond 5 feet—even in bright light, and even if the foe can normally see in the dark. Further, the foe has a -2 penalty to all attack rolls against opponents in its vision range.

Enchant (Fire)

Evocation [Fire]
Level: Sos4 (Sor/Wiz6)
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: One weapon
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Your weapon deals +1 fire damage per caster level until the spell's duration ends. If the weapon is released, the spell ends immediately.

Energy Shield

Abjuration
Level: Sos5 (Sor/Wiz5)
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: The caster
Duration: Ends when caster rests
Saving Throw: None
Spell Resistance: Yes (harmless)

You create a nexus of magic and health, which hovers overhead in the form of a small golden globe. While the *energy shield* lasts, you can convert any uncast spell directly to hit points to negate damage the instant the damage is taken. You can't use this spell to heal damage in any other way. Uncast spells absorb 6 points of damage per level of the spell converted. A 2nd-level spell can absorb up to 12 points, a 3rd-level spell can absorb up to 18 points, and so on.

The caster can convert more than one spell to absorb incoming damage in the same round, or just enough to partially absorb incoming damage. If a converted spell provides more hit points than necessary to absorb damage, its remaining points are carried forward against future damage. Converted spells are lost as if cast.

Energy shield lapses whenever the caster sleeps or rests to prepare spells. Any healing unused when the spell ends is lost.

Fireball (Fire)

Evocation [Fire]
Level: Sos3 (Sor/Wiz3)
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: 20-ft. radius
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell is the same as that presented on pages 203-204 of the *Player's Handbook*.

Fire Bolt (Fire)

Evocation [Fire]
Level: Sos1 (Sor/Wiz1)
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 1 creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A small bolt of fire flies from your fingertip to the foe and deals 1d6 points of fire damage per caster level (maximum 5d6). A Reflex save is allowed for half damage.

Fire Golem (Summoning)

Conjuration (Creation)
Level: Nec6 (Clr7)
Components: V, S
Casting Time: 1 full round
Range: 30 ft.

Effect: 1 fire golem
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You raise a fire golem (see Chapter Five: Monsters). The golem attacks your enemies until ordered to cease, the duration ends, or the golem is slain. You can give the golem simple commands, including "guard" or "tote," if no immediate foes need be fought. Unless it is in melee, the golem moves to remain within 30 feet of you. Cure spells and Healing potions have no effect on golems. If you summon any creature before this spell ends, then this spell ends immediately.

Fire Wall

Evocation [Fire]
Level: Sor4 (Sor/Wiz4, Drd 5)
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Special
Duration: Concentration + 1 round/level
Saving Throw: Special
Spell Resistance: Yes

This spell is the same as the *wall of fire* spell presented on page 269 of the *Player's Handbook*.

Frost Nova (Cold)

Evocation [Cold]
Level: Sor2 (Sor/Wiz2)
Components: V, S
Casting Time: 1 action
Range: Emanates 20 ft. from caster
Effect: Ring, see text
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

An icy version of *nova*, this spell creates a ring of freezing vapors that forms 10 feet away from you in all directions and blasts outward to a radius of 20 feet. Each creature within the affected area takes 1d4+1 points of cold damage per caster level (maximum 5d4+5). A Reflex save reduces this damage to half, but those taking any *frost nova* damage must make a Fortitude save or be paralyzed with cold and helpless for 1d3 rounds.

Frozen Armor (Cold)

Evocation [Cold]
Level: Sor2 (Sor/Wiz3)
Components: V, S

Casting Time: 1 action
Range: Personal
Area: One or more creatures hitting you in melee
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes

You surround yourself with a field of icy cold, gaining a +2 enhancement bonus to your AC, chilling foes that strike you. Whenever you are hit in melee combat, the creature that struck you must make a Fortitude save. Failure means the foe takes a -2 cold penalty to AC, melee attack, melee damage, and Reflex save rolls, and can jump only half as far as normal for 1 minute. The only effect of failing more than one save is that the effect's duration is counted from the last failure.

Frozen Orb (Cold)

Evocation [Cold]
Level: Sor6 (Sor/Wiz8)
Components: V, S
Casting Time: 1 action
Range: 100 ft.
Effect: One *ice bolt*/foe within 50 ft.
Duration: 1 round
Saving Throw: See text
Spell Resistance: Yes (*ice bolts* only)

A sphere of absolute zero cold forms at your location and moves away from you in a straight line, firing *ice bolts* in all directions. One *ice bolt* strikes at each foe within 50 feet of the orb, dealing 10d4 points of cold damage (effectively attacking enemies in an total area up to 200 feet long by 50 feet across). A Reflex save is allowed for half damage. Those who fail also take a -2 cold penalty to AC, melee attack, melee damage, and Reflex save rolls, and can jump only half as far as normal for 1 minute. The sphere cannot change direction or pass through solid objects.

Glacial Spike (Cold)

Evocation [Cold]
Level: Sor4 (Sor/Wiz4)
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-ft. radius
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

You hurl a shard of ice to a target area within range. When the *glacial spike* reaches its target it explodes in a frigid blast of 20 feet radius, dealing 1d6 points of

damage per level of the caster to each creature within its area (maximum 15d6). A successful Reflex save reduces the damage to half. Those who fail also take a -2 cold penalty to AC, melee attack, melee damage, and Reflex save rolls, and can jump only half as far as normal for 1 minute.

Hydra (Fire)

Conjuration (Creation) [Fire]

Level: Sor6 (Sor/Wiz8)

Components: V, S

Casting Time: 1 action

Range: 30 ft. and see below

Effect: Three heads each launch 2 *fire bolts* or 1 *fireball* per round

Duration: 6 rounds

Saving Throw: See text

Spell Resistance: Yes (*fire bolts* and *fireballs* only)

At the point designated within range, three draconic heads burst from the floor. The heads each spew 2 *fire bolts* or 1 *fireball* per round (as the spells) at caster's foes within 90 feet of the guardian. The *hydra* only launches a *fireball* at foes far enough away so that the caster and her allies are not affected.

The *fire bolts* deal 5d4 points of fire damage each. The *fireball* is a 20-foot diameter area and deals 10d6 points of fire damage. A Reflex save is allowed against either effect for half damage. The caster need not concentrate on the *hydra*. If no foes are in range, the *hydra* holds its fire, though it vanishes after the spell's duration elapses: at this time, the heads sink back into the earth.

Ice Blast (Cold)

Evocation [Cold]

Level: Sor2 (Sor/Wiz2)

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Effect: 5-ft.-wide arc from your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A short burst of intensely cold frost sprays from your fingertips in a 20-foot long, 5-foot wide arc. It deals 1d4 points of cold damage per caster level to each creature within its area (maximum damage 10d4). Each creature that fails the Reflex save is also paralyzed and helpless with cold for 1d3 rounds.

Ice Bolt (Cold)

Evocation [Cold]

Level: Sor1 (Sor/Wiz1)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1 creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A small shard of ice flies from your fingertips to a creature in range. It deals 1d4 points of cold damage per caster level (maximum 5d4). A Reflex save is allowed for half damage. Failure means the creature also takes a -2 cold penalty to AC, melee attack, melee damage, and Reflex save rolls, and can jump only half as far as normal for 1 minute. The only effect of failing more than one save is that the effect's duration is counted from the last failure.

Inferno (Fire)

Evocation [Fire]

Level: Sor2 (Sor/Wiz2)

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Effect: 5-ft.-wide arc from your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A short burst of fire sprays from your fingertips in a 20-foot long, 5-foot wide arc. It deals 1d6+1 points of fire damage per caster level to each creature in the area of effect (maximum damage 10d6+10). A Reflex save is allowed for half damage.

Iron Golem (Summoning)

Conjuration (Creation)

Level: Nec6 (Clr7)

Components: V, S, M

Casting Time: 1 full round

Range: 30 ft.

Effect: 1 golem

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You raise an iron golem (see Chapter Five: Monsters). The spell requires a permanent magic item for the golem to form around. This gives the golem, in addition to its normal abilities, the properties of the item (that is, the benefits of the item's prefix and suffix).

The golem attacks your enemies until ordered to cease, the duration ends, or the golem is slain. You can give the golem simple commands, including "guard" or

"tote," if no immediate foes need be fought. Unless it is in melee, the golem moves to remain within 30 feet of you. No known magic restores damage to a summoned golem. When the spell ends, the magic item can be easily picked up out of its dust. Cure spells and Healing potions have no effect on golems. If you summon any creature before this spell ends, then this spell ends immediately.

Example: A necromancer uses an *Oracular Longsword of the Lion* to summon an iron golem. The iron golem is able to see invisible creatures, and has +18 hit points. Note that items with effects that do not apply to the golem give no benefit. (A *Spider's Longsword of Greed* does not grant the iron golem any spell levels, or help it find treasure.)

Iron Maiden (Curse)

Necromancy
Level: Nec3 (Clr 4)
Components: V, S
Casting Time: 1 action
Range: Touch
Effect: 1 creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You must succeed at a melee touch attack to place this curse on a single foe. The creature takes 1 point of damage for each 2 points of damage it deals for the duration of the spell (round down). The curse can be removed by a *remove curse* spell.

Life Tap (Curse)

Necromancy
Level: Nec4 (Sor/Wiz 3)
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 creature
Duration: See text
Saving Throw: Fortitude negates
Spell Resistance: Yes

The foe you choose begins leaking life energy for one round per caster level (maximum 15 rounds). A melee hit on the creature gives the attacker temporary hit points equal to half the damage dealt (round down, and you don't get hit points for any damage that was more than enough to kill the creature). The temporary hit points are always lost first—any left 1 hour after the spell was cast disappear.

Lightning Bolt (Lightning)

Evocation [Electricity]
Level: Sos3 (Sor/Wiz3)
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level
Area: 5-ft. wide to medium range (100 ft. + 10 ft./level) or 10-ft. wide to 50 ft. + 5 ft./level
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell is the same as that presented on page 222 of the *Player's Handbook*.

Lower Resist (Curse)

Necromancy
Level: Nec6 (Clr5)
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 creature
Duration: 10 min/level
Saving Throw: None
Spell Resistance: Yes

You lower the target creature's resistances against fire, electricity, and cold by 30, and reduce racial saving-throw bonuses against poison and mind-influencing effects by 6, to a minimum of 0.

Meteor (Fire)

Evocation [Fire]
Level: Sos5 (Sor/Wiz5)
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: 20-ft. radius
Duration: Instantaneous
Saving Throw: Reflex half (fire only)
Spell Resistance: Yes

You call down a huge, flaming meteor shower that pummels each creature in a 20-foot radius for 3d6 points of damage. It also deals 1d6 points of fire damage per caster level to each creature in the area of effect (maximum 15d6 fire damage). A Reflex save is allowed for half fire damage.

Nova (Lightning)

Evocation [Electricity]
Level: Sos3 (Sor/Wiz3)
Components: V, S

Casting Time: 1 action
Range: Emanates 20 ft. from caster
Effect: Ring, see text
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You create a ring of crackling electricity that forms 10 feet away from you in all directions and blasts outward to a radius of 20 feet. Each creature within the area takes 1d6+1 points of electrical damage per caster level (maximum 10d6+10).

Poison Dagger (Poison)

Necromancy
Level: Nec2 (Clr2)
Components: V, S
Casting Time: 1 action
Range: Touch
Effect: Your dagger
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You gesture and your dagger (which includes the kris and the blade for the purpose of this spell) begins oozing poison. While this spell lasts, any successful hit with it may poison a living foe. Make a Fortitude save (DC 12 + caster's Int bonus) or suffer initial damage of 1d4 points of temporary Constitution, no secondary damage. The dagger continues to ooze poison until the duration expires, whether it hits a creature or not. The poison itself dissipates too quickly to be otherwise collected or used.

Poison Explosion (Poison)

Necromancy
Level: Nec4 (Clr5)
Components: V, S
Casting Time: 1 action
Range: Emanates 20 ft. from caster
Effect: Ring, see text
Duration: Instantaneous
Saving Throw: Fortitude
Spell Resistance: Yes

You become the center of a venomous flash of lethal poison that appears in a ring 10 feet away from you and blasts outward to a radius of 20 feet. Each living creature within the area may be poisoned. Make a Fortitude save (DC 14 + caster's Int bonus); or suffer initial damage of 1 point of temporary Constitution and secondary damage of 1d4 points of temporary Constitution. The poison dissipates quickly, leaving no other effects.

Poison Nova (Poison)

Necromancy
Level: Nec6 (Clr7)
Components: V, S
Casting Time: 1 action
Range: Emanates 20 ft. from caster
Effect: Ring, see text
Duration: Special
Saving Throw: Fortitude
Spell Resistance: Yes

You become the center of a venomous flash of lethal poison that appears in a ring 10 feet away from you and blasts outward to a radius of 20 feet. Each living creature within the area may be poisoned. Make a Fortitude save (DC 16 + caster's Int bonus) or suffer initial damage of 1d2 points of temporary Constitution and secondary damage of 1d4 points of temporary Constitution. The poison dissipates quickly, having no other effects.

Raise Skeleton (Summoning)

Necromancy [Death]
Level: Nec1 (Clr3)
Components: V, S
Casting Time: 1 action
Range: 30 ft.
Effect: 1 skeleton/level, see text
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You raise up to one skeleton per level, to a maximum of 10 (see Chapter Five: Monsters for skeleton details). You cannot raise more skeletons than there are corpses within range (this uses them up). The skeletons attack your enemies until ordered to cease, the duration ends, or the skeletons are slain. You can give the skeletons simple commands, including "guard" or "tote," if no immediate foes need be fought. Unless it is in melee, the skeletons move to remain within 30 feet of you. If you summon any creature before this spell ends, then this spell ends immediately.

Raise Skeleton Mage (Summoning)

Necromancy [Death]
Level: Nec3 (Clr4)
Components: V, S
Casting Time: 1 action
Range: 30 ft.
Effect: 1 skeleton mage/level, see text
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You raise up to one skeleton mage per level over 4th to a maximum of 10 (see Chapter Five: Monsters for skeleton mage details). You cannot raise more skeleton mages than there are corpses within range (this uses them up). The skeleton mages attack your enemies until ordered to cease, the duration ends, or the skeleton mages are slain. You can give the skeleton mages simple commands, including "guard" or "tote," if no immediate foes need be fought. Unless it is in melee, the skeleton mages move to remain within 30 feet of you. If you summon any creature before this spell ends, then this spell ends immediately.

Revive (Summoning)

Necromancy
Level: Nec6 (Clr7)
Components: V, S
Casting Time: 1 action
Range: 30 ft.
Effect: 1 corpse
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell lets you infuse a slain undead or demonic creature with the energy of unlife. If creature's Hit Dice total in life exceeds your level, the spell fails. Otherwise, the corpse rises with the same knowledge, powers, and abilities it possessed in life, and 6 hit points per Hit Die. However, it is now undead, with pale skin and red, glowing eyes. It has become immune to spells that affect the mind, cold, and poison effects, but it can be damaged and turned as an undead (see the Turning Undead table in the *Player's Handbook*). A corpse can be revived in this manner only once per week.

Shiver Armor (Cold)

Evocation [Cold]
Level: Sos3 (Sor/Wiz3)
Components: V, S
Casting Time: 1 action
Range: Personal
Area: One or more creatures hitting you in melee
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You surround yourself with a layer of extreme cold, chilling any creature that touches you. A creature that strikes you in melee combat must attempt a Fortitude save. Failure means that it is paralyzed with cold, unable to move, speak, or take any physical action during its next turn. Thereafter, it takes a -2

cold penalty to AC, melee attack, melee damage, and Reflex save rolls, and can jump only half as far as normal for one minute. The only effect of failing more than one save is that the effect's duration is counted from the last failure. The *shiver armor* lasts for 1 round per caster level.

Static Field (Lightning)

Evocation [Electricity]
Level: Sos2 (Sor/Wiz2)
Components: V, S
Casting Time: 1 action
Range: Emanates 20 ft. from caster
Effect: Ring, see text
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

The spell creates a ring of crackling electricity that forms 10 feet away from you in all directions and blasts outward to a radius of 20 feet. Each creature within the area takes 1d4 points of electrical damage per caster level (maximum 5d4).

Teeth (Curse)

Conjuration (Calling)
Level: Nec1 (Clr1)
Components: V, S
Casting Time: 1 action
Range: 30 ft.
Effect: 1 or more creatures
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Magic teeth from another realm spray from your fingertips. They riddle creatures in a 5-foot-wide line away from you. You deal 1d6 points per level (maximum 5d6). If the first creature dies, the remaining damage applies those directly behind the first, and so on out to your maximum range.

Telekinetic Blast (aka Telekinesis)

Transmutation
Level: Sos2 (Sor/Wiz3)
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Effect: Targets 1 creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You can telekinetically pick up a creature of Medium size or less and, if it fails a Will save, hurl it up to 60 feet directly away from you. A hurled creature takes 1d6 points of damage if it lands on a solid floor and is knocked prone and stunned for its next turn.

A creature hurled into another creature takes 1d6 points of damage and is knocked prone and stunned for its next turn. The creature struck takes 1d6 points of damage and is allowed a Strength check to avoid being knocked prone and stunned for its next turn.

A foe hurled into a solid wall takes 4d6 points of impact damage, but is allowed a Reflex save for half damage. A foe that normally saves against area effect magic for no damage takes no damage if this save is successful.

This spell can be used to blow open a door or chest. Check as if your Constitution was your Strength and add a +2 force bonus to the check.

Teleport Self

Transmutation [Teleportation]

Level: Sor4 (Sor/Wiz4, Brd 4)

Components: V

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Personal

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Except as noted above, this spell is identical to the *dimension door* spell on page 195 of the *Player's Handbook*.

Terror (Curse)

Necromancy [Fear, Mind-Affecting]

Level: Nec3 (Clr4)

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell is the same as the *fear* spell on page 202 of the *Player's Handbook*.

Thunder Storm (Lightning)

Evocation [Electricity]

Level: Sor5 (Sor/Wiz7)

Components: V, S

Casting Time: 2 rounds

Range: Emanates from caster, 400 ft. diameter + 40 ft./level

Effect: See text

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: No

You evoke a thunder storm that forms as you cast. When the thunder storm is fully underway, a *lightning bolt* (as the spell) thunders out of the sky every odd round, striking a random foe in the area of effect for 6d6 points of damage. No lightning strikes if the area is cleared of foes, but the caster need not concentrate on the storm once it appears. The storm itself does not move.

Weaken (Curse)

Necromancy

Level: Nec2 (Clr2)

Components: V, S

Casting Time: 1 action

Range: Emanates from caster, 15-ft. radius

Effect: 1 or more foes

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You weaken foes by suppressing their energy with baneful magics. Such foes take an enhancement penalty of -1 to damage rolls while the duration lasts. A 6th-level caster deals a penalty of -2, and a caster of 9th level or more deals the maximum penalty of -3. A weakened foe deals a minimum of 1 point of damage with a successful hit.

Special Note on Corpse-Affecting Spells and Abilities

Only one of the following spells and abilities can be used on a given corpse: Bone Armor, Corpse Explosion, Find Item, Find Potion, and Redemption. Once one of these has been performed on a corpse, then that corpse is useless for all such purposes, and cannot act as a catalyst for the Raise Skeleton and Raise Skeleton Mage spells. (While technically the remains might be purified and reused over time, this is seldom feasible during an adventure.)

Special Note on Summoning Spells and Abilities

You can have only one summoning spell in effect at one time. If you cast another one, then the first summoned creatures disappear and the newly cast spell takes effect. The affect spells and abilities are Golem (all), Raise Skeleton, Raise Skeleton Mage, and Valkyrie.

CHAPTER FOUR: MAGIC ITEMS

The forces of darkness are notoriously resistant to the keen edge of your average rusty knife. Fortunately, the lands of Khanduras are littered with the treasures of bygone ages, and finding the right tool for the right occasion may be as simple as bashing open the nearest barrel.

Believe it or not, there are enough magic items in the next several pages that you could bash open a million barrels, crack open a million sarcophagi, or go through the pockets of a million vanquished foes and not find exactly the same item twice.

MAGIC ITEMS AS FAR AS THE EYE CAN SEE

Using ancient lore—well, okay, mathematics—we've made a magic item randomizer that anyone with a few dice and a pencil can use. Through the use of combinatorials—that's the old "one-from-column-A, one-from-column-B" routine, the following tables generate magic items on demand, with a teeny-tiny margin for repetition.

DIABLO II items have three parts: a prefix, a root, and a suffix. A prefix is a cool-sounding adjective at the beginning of the item's name, something like "jagged" or "slayer's."

Then there's the root. A root is the noun that gives you the type of item, like "great helm" or "brandistock."

Finally there's the suffix—the bit that comes at the end. It's a possessive or attributive phrase, like "of speed" or "of the whale."

Get it? So it's possible to generate, in less time than it takes to explain how, a *Silver Scythe of Thunder* that grants a +2 attack bonus, deals 2d4 points of normal damage, and an additional 3d6 points of electrical damage. Which would you prefer: that, or a +2 longsword?

Every one of these prefixes, roots, and suffixes are on the massive table that starts on in two pages. It's a little overwhelming to look at, but if you just remember "item, prefix, suffix," you'll do fine.

TREASURE TABLES

When do you use treasure tables? You use them when the characters do any of the following:

1. Open a chest.
2. Break open a barrel.
3. Search a slain monster.

Roll on the Base Treasure table. Some results require one or more rolls before you're done. The Challenge Rating modifies the roll.

Add	For
+1	Each full point of CR (for chests and barrels, add the CR of a random monster in that area)
+3	Playing with the Nightmare upgrade*
+6	Playing with the Hell upgrade

*The Nightmare and Hell upgrades are covered in Chapter Six: Morgen Keep.

When you roll for treasure, first roll on the appropriate table to determine if you get treasure (see Chapter Six: Morgen Keep). If you get an item, just follow these easy steps:

1. **Roll on the Item Subtable.** This determines if it's a normal item, or a special one that has a magical prefix, a magical suffix, or both.
2. **Roll on the Base Item Table.** This gives you your item type with a second roll and tells you what kind of dice to roll for the type of prefix and/or suffix. Jot down the particulars of the item as you go.
3. **Roll for the Type of Modifier.** Once you've done this, roll the actual modifier and write down the results.

Level Modifiers

As you go deeper into the caverns of death, the rewards get better. Thus, the CR of the monsters modifies many of these rolls. When the table asks you for "1d20+CR," it means "roll 1d20 and add the monster's CR." So if they're fighting a CR 7 monster and you roll a 12, it's really a 19. (When you're dealing with an inanimate object like a chest, just add the CR of a random monster in that area.)

Wacky Dice

Also the tables may ask you to roll some wacky dice, such as a "1d60." That might sound big, but it isn't the size of your dice, it's how you roll them that counts. Here's what you do:

For a 1d60, grab a 6-sider and a 10-sider. Take the 6-sider's result times 10, but ignore a 6. The 10-sider counts as ones (the 0 is a 10). So if you roll a 4 and a 9, it's a 49. If you roll a 6 and a 7, it's a 7.

For a d40, use a 4-sider and a 10-sider. Take the 4-sider's result times 10, ignoring 4s. The 10-sider counts

as ones (a 0 is a 10). So if you roll a 2 and an 8, it's a 28. If you roll a 4 and a 10, it's a 10.

The same works for a 1d80, or a d120, or even a wacky combo die like a d1600. It's hours of fun for the whole family!

Sometimes, you're asked to roll one of these wacky dice and add a number, such as "1d60+25." So roll the dice, then add the number. If on your 1d6 and 1d10 you got a 3 and an 8, you add 38 to 25 for a result of 63.

GENERAL CONCEPTS

Some of the effects of the magic items listed below have to be abbreviated to fit, but trust us, there's nothing terribly confusing. The only things that might throw you are a couple of concepts that aren't outlined elsewhere in this book.

Not Cumulative with Armor

Bad news: Just like the D&D game, these rules assume that most suits of armor come with all the accessories, like gloves, helmets, boots, and so on. Thus, despite having acquired a suit of full plate mail, a bone helm, a bone shield, gauntlets, plate boots, and a belt, your character's AC isn't 35—it's 27 (you=10, your mail +13, shield +4). Headgear and accoutrements only provide a modifier to your character's AC if your character isn't otherwise wearing armor (in which case, your best one—only—can add to a shield).

Bonuses and Skill Ranks

Some items give numerical enhancement bonuses either to attacks or skill checks. So the expression "+2 melee attack/ranks with class skills" means the character gains a +2 attack bonus when using the item in melee combat and a +2 skill bonus while performing any of the skills for his or her class.

Spell Levels

Spellcasters learn spells in levels: level 1 spells, level 2 spells, and so on. An item that grants bonus spell levels is just granting extra spells. In the case of "+1 spell level," it means the character gains an additional 1st-

level spell. But an item that grants +2 spell levels gives either a 2nd-level spell, or two 1st-level spells. A +3 spell level item grants a single 3rd-level spell, three 1st-level spells, or a single 1st-level spell and a single 2nd-level spell.

Spell Names

Some items duplicate the effects of spells—some of which aren't in this book. You'll need to flip open the *Player's Handbook* to Chapter Eleven: Spells to get the particulars (or just reroll the item).

GP Costs

Magic item values in the following tables are scaled for the world of *DIABLO II*, so don't expect to translate them directly into another D&D world without some fiddling.

Ready, Set, Go!

All set? Then grab that dice bag and start churning out the loot!

Optional Rule: Item Availability

It's more fun to have better items to look forward to. The DM might restrict the items for sale based on the party level. Find the average party level by adding all the character levels and dividing by the number of characters (round down). This number $\times 10$ is the maximum gold piece value of items that can be purchased. For example, a 1st-level Paladin can buy a short sword when he starts, but won't be able to find a scimitar until reaching 2nd level.

Wild Card Merchants: A special merchant might have unusual items. Assume 6 normal items and 4 magic items per character in the adventuring group are available. Roll the items randomly on the Base Item Table, as if the dungeon level was the average party level +5. Each week, 1d6-3 normal items and 1d6-4 magic items will rotate out of stock, to be replaced by new items. If you use this option, it's a good idea to roll up the all the items you will need well before the game starts! Also, a local spellcaster might always have *identify* scrolls, *light healing*, and *light mana* potions for sale.

Base Treasure (1d20)

Trap! (1d20 - CR)			
1-15	1d6 points of fire damage per level to all within 5 feet. Reflex save for half damage		
16-19	Missile deals 1d4 points of damage, +1 damage per level; Reflex save for half damage (DC = 10 + level)		
20+	Gas (1d6: 1-2 Choking, 3-4 Rancid, 5-6 Strangling—see Chapter Two)		
2-10	No treasure		
11	Healing Potion (1d20 + CR)		GP
1-5	Minor Healing (1d4+1)		75
6-10	Light Healing (2d8+3)		125
11-20	Healing (4d8+7)		250
21-30	Greater Healing (6d8+12)		350
31+	Super Healing (8d8+15)		500
12	Mana Potion		
1-5	Minor Mana (1 spell levels)		75
6-10	Light Mana (2 spell levels)		125
11-20	Mana (4 spell levels)		250
21-30	Greater Mana (6 spell levels)		350
31+	Super Mana (8 spell levels)		500
13-17	Gold (1d20 × CR) + (level × 25) gold pieces in normal treasure		
18-20	Item (1d20 + CR)		
1-15	Roll 1d60 on Base Item table only (base item gp only)		
16-17	Roll 1d100 on Base Item table and then roll any stated prefix roll (add base item and prefix gp)		
18-19	Roll 1d100 on Base Item table and then roll any stated suffix roll (add base item and suffix gp)		
20+	Roll 1d100 on Base Item table and then roll any stated prefix and suffix rolls (add all three gp)		

Base Item (1d100)

			GP
1-8	Body Armor (1d20 + CR, uses 1d60 on Prefix and/or Suffix table)		
1-3	Rags	+1 AC (-1 penalty to Charisma checks)	1
4-5	Cape	+1 AC	5
6-7	Cloak	+1 AC	15
8-11	Robe	+1 AC	20
12-14	Quilted Armor	+1 AC	25
15-16	Leather Armor	+2 AC	30
17-18	Hard Leather Armor	+3 AC	40
19-21	Studded Leather Armor	+3 AC	50
22-23	Ring Mail	+4 AC	100
24-25	Scale Mail	+4 AC	120
26-27	Chain Mail	+5 AC	150
28	Breast Plate	+5 AC	200
29-30	Splint Mail	+6 AC	250
31-32	Plate Mail	+7 AC	600
33	Field Plate	+8 AC	2,000
34	Ancient Armor	+9 AC, absorbs 1 point of damage per attack	3,750
35	Gothic Plate	+10 AC	4,000
36+	Full Plate Mail	+11 AC	5,000
9-13	Head Protection (1d20 + CR, uses 1d60 on Prefix and/or Suffix table)		
1-10	Cap	+1 AC (not cumulative with any protection)	5
11-14	Skull Cap	+1 AC (not cumulative with armor)	10
15-18	Helm	+1 AC (not cumulative with armor)	15
19-20	Mask	+1 AC (not cumulative with armor)	20
21-25	Full Helm	+2 AC (not cumulative with armor)	30
26-29	Crown	+3 AC (not cumulative with armor)	50
30-32	Bone Helm	+3 AC (not cumulative with armor)	100
33+	Great Helm	+4 AC (not cumulative with armor)	150

14-16 Foot Protection (1d20 + CR, uses 1d60 on Prefix and/or Suffix table)			
1-12	Leather Boots	+1 AC (not cumulative with any protection/armor)	5
13-21	Heavy Boots	+1 AC (not cumulative with armor)	10
22-27	Chain Boots	+1 AC (not cumulative with armor)	15
28-32	Lt. Plate Boots	+1 AC (not cumulative with armor)	20
33+	Greaves	+2 AC (not cumulative with armor)	30
17-18 Hand Protection (1d20 + CR, uses 1d60 on Prefix and/or Suffix table)			
1-12	Gloves	+1 AC (not cumulative with any protection)	5
13-21	Heavy Gloves	+1 AC (not cumulative with armor or shield)	10
22-27	Chain Gloves	+1 AC (not cumulative with armor or shield)	15
28-32	Light Gauntlets	+1 AC (not cumulative with armor or shield)	20
33+	Gauntlets	+2 AC (not cumulative with armor or shield)	30
19-20 Belts (1d20 + CR, uses 1d60 on Prefix and/or Suffix table)			
1-12	Sash	+1 AC (not cumulative with any protection/armor)	5
13-21	Light Belt	+1 AC (not cumulative with armor)	10
22-27	Belt	+1 AC (not cumulative with armor)	15
28-32	Heavy Belt	+1 AC (not cumulative with armor)	20
33+	Plate Belt	+2 AC (not cumulative with armor)	30
21-25 Shields (1d20 + CR, uses 1d60 on Prefix and/or Suffix table)			
1-10	Buckler	+1 AC (negates hand protection)	10
11-16	Small Shield	+1 AC (negates hand protection)	15
17-21	Large Shield	+2 AC (negates hand protection)	20
22-25	Kite Shield	+3 AC (negates hand protection)	50
26-27	Spiked Shield	+2 AC (used as 1d6 (x2) piercing weapon; negates hand protection)	100
28-29	Bone Shield	+3 AC (negates hand protection)	150
30-32	Tower Shield (Small)	+4 AC (negates hand protection)	250
33+	Gothic Shield	+2 AC (negates hand protection)	500
26-30 Daggers (1d20+CR, uses 1d60+25 on Prefix and/or Suffix table)			
1-10	Throwing Knife (2d6)	1d3, crit 19-20/x2, 1 lb., Small, Piercing	2 ea
11-15	Dagger	1d4, crit 19-20/x2, 1 lb., Tiny, Piercing	5
16-17	Dirk	1d4, crit 19-20/x2, 2 lbs., Small, Piercing/Slashing	10
18-21	Kris	1d4, crit 18-20/x3, 2 lbs., Tiny, Piercing	15
22-32	Balanced Knife (2d6)	1d4, crit 19-20/x3, 1 lb., Small, Piercing	3 ea
33+	Blade	1d6, crit 19-20/x2, 2 lbs., Small, Piercing/Slashing	20
31-40 Swords (1d20+CR, uses 1d60+25 on Prefix and/or Suffix table)			
1-4	Short Sword	1d6, crit 19-20/x2, 3 lbs., Small, Piercing	10
5-7	Saber	1d6, crit 19-20/x2, 4 lbs., Medium, Slashing	30
8-10	Scimitar	1d6, crit 18-20/x2, 4 lbs., Medium, Slashing	20
11-13	Falchion	1d6, crit 18-20/x2, 6 lbs., Medium, Slashing	35
14-15	Broad Sword	1d8, crit 19-20/x2, 4 lbs., Medium, Slashing	75
16-17	Longsword	1d8, crit 19-20/x2, 4 lbs., Medium, Slashing	100
18	Crystal Sword	1d8, crit 18-20/x3, 5 lbs., Medium, Slashing	150
19-20	Claymore	1d10*, crit 19-20/x2, 15 lbs., Large, Slashing	150
21-24	Two-Handed Sword	1d10*, crit 19-20/x2, 15 lbs., Large, Slashing	175
25-26	War Sword	1d10, crit 19-20/x2, 4 lbs., Medium, Slashing	200
27-28	Giant Sword	2d6*, crit 19-20/x2, 15 lbs., Large, Slashing	250
29-30	Bastard Sword	2d6*, crit 19-20/x2, 10 lbs., Large, Slashing	250
31-32	Hamburge	2d8*, crit 19-20/x2, 15 lbs., Large, Slashing	300
33+	Great Sword	2d10*, crit 19-20/x2, 15 lbs., Large, Slashing	500

41-44 Clubs (1d20+CR, uses 1d60+25 on Prefix and/or Suffix table)			
1-7	Club	1d6, crit x2, 3 lbs., Medium, Bludgeoning	1
8-9	Spiked Club	1d6, crit x3, 5 lbs., Medium, Bludgeoning/Piercing	5
10-13	Mace (Light)	1d6, crit x2, 6 lbs., Small, Bludgeoning	10
14-17	Scepter	1d6, crit x2, 4 lbs., Medium, Bludgeoning	20
18-19	Morning Star	1d8, crit x2, 8 lbs., Medium, Bludgeoning/Piercing	30
20-23	Grand Scepter	1d8, crit x2, 6 lbs., Medium, Bludgeoning	40
24-25	Flail (Light)	1d8, crit x2, 5 lbs., Medium, Bludgeoning	50
26-28	War Hammer	1d8, crit x3, 8 lbs., Medium, Bludgeoning	60
29-30	Maul	1d10*, crit x3, 25 lbs., Large, Bludgeoning	100
31-32	War Scepter	1d10, crit x2, 6 lbs., Medium, Bludgeoning	200
33+	Great Maul	2d6*, crit x3, 30 lbs., Large, Bludgeoning	250
45-48 Javelins/Spears (1d20+CR, uses 1d60+25 on Prefix and/or Suffix table)			
1-7	Javelin (Light, 2d4)	1d4, crit x2, Range 30 ft., 1 lb., Medium, Piercing	2 ea
8-10	Short Spear	1d6, crit x3, 3 lbs., Range 20 ft., Medium, Piercing	20
11-13	Long Spear	1d8*, crit x3, 9 lbs., Large, Piercing	40
14-17	Pilum (2d4)	1d6, crit x2, Range 20 ft., 4 lbs., Medium, Piercing	3 ea
18-20	Trident	1d12*, crit x2, 15 lbs., Large, Piercing	80
21-23	Glave (Light, 2d4)	1d8, crit x2, Range 10 ft., 4 lbs., Medium, Piercing	4 ea
24-26	Brandistock	2d6*, crit x3, 15 lbs., Large, Piercing/Slashing	100
27-29	Throwing Spear (2d4)	1d8, crit x2, Range 30 ft., 3 lbs., Medium, Piercing	5 ea
30-32	Spartum	1d12*, crit x3, 15 lbs., Large, Piercing/Slashing	120
33+	Pike (Heavy)	2d6*, crit x3, 12 lbs., Large, Piercing	200
49-50 Polearms (1d20+CR, uses 1d60+25 on Prefix and/or Suffix table)			
1-8	Bardiche	1d8*, crit x3, 10 lbs., Large, Slashing	20
9-14	Vouge	2d4*, crit x3, 15 lbs., Large, Slashing	60
15-20	Scythe	2d4*, crit x4, 12 lbs., Large, Piercing/Slashing	80
21-26	Poleaxe	1d10*, crit x3, 15 lbs., Large, Slashing	150
27-32	Halberd (Heavy)	2d6*, crit x3, 15 lbs., Large, Piercing/Slashing	200
33+	War Scythe	2d6*, crit x4, 15 lbs., Large, Piercing/Slashing	250
51-55 Axes (1d20+CR, uses 1d60+25 on Prefix and/or Suffix table)			
1-5	Hand Axe (Light)	1d4, crit x3, 2 lbs., Small, Slashing	10
6-9	Axe (Hand)	1d6, crit x3, 4 lbs., Medium, Slashing	20
10-12	Throwing Axe (Light, 2d4)	1d4, crit x2, Range 10 ft., 2 lbs., Small, Slashing	3 ea
13-16	Large Axe	2d4*, crit x3, 12 lbs., Large, Slashing	100
17-18	Double Axe	1d8, crit x3, 7 lbs., Medium, Slashing	40
19-20	Military Pick	1d6, crit x4, 6 lbs., Medium, Piercing	40
21-22	Broad Axe	1d12*, crit x3, 15 lbs., Large, Slashing	200
23-25	Battle Axe (Heavy)	2d6*, crit x3, 15 lbs., Large, Slashing	250
26-29	Balanced Axe (Throwing, 2d4)	1d6, crit x2, Range 10 ft., 4 lbs., Medium, Slashing	4 ea
30-33	War Axe	1d10, crit x3, 10 lbs., Medium, Slashing	100
34-35	Great Axe	2d8*, crit x3, 20 lbs., Large, Slashing	350
36+	Giant Axe	2d10*, crit x3, 25 lbs., Large, Slashing	450
56-63 Bows (1d20+CR, uses 1d60+30 on Prefix and/or Suffix table)			
1-7	Short Bow	1d6*, crit x3, Range 60 ft., 2 lbs., Medium, Piercing	30
8-10	Hunter's Bow	1d6*, crit x3, Range 70 ft., 2 lbs., Medium, Piercing	50
11-13	Long Bow	1d8*, crit x3, Range 100 ft., 3 lbs., Large, Piercing	75
14-20	Arrows (4d8)	Damage as per bow	1 ea
21-23	Composite Bow	1d8*, crit x3, Range 110 ft., 3 lbs., Large, Piercing	100
24-26	Short Battle Bow	1d6 (+1 Strength bow)*, crit x3, Range 70 ft., 2 lbs., Medium, Piercing	150
27-29	Short War Bow	1d6 (+2 Strength bow)*, crit x4, Range 70 ft., 2 lbs., Medium, Piercing	200
30-32	Long Battle Bow	1d8 (+1 Strength bow)*, crit x3, Range 110 ft., 3 lbs., Large, Piercing	250
33+	Long War Bow	1d8 (+2 Strength bow)*, crit x4, Range 110 ft., 3 lbs., Large, Piercing	300

64-65	Crossbows	(1d20+CR, uses 1d60+30 on Prefix and/or Suffix table)	
1-5	Bolts (3d6)	Damage as per crossbow	1 ea
6-17	Light Crossbow	1d8*, crit 19-20/x2, Range 80 ft., 6 lbs., Small, Piercing	70
18-22	Bolts (3d6)	Damage as per crossbow	1 ea
23-32	Crossbow (1 heavy)	1d10*, crit 19-20/x2, Range 120 ft., 9 lbs., Medium, Piercing	150
33+	Bolts (3d6)	Damage as per crossbow	1 ea
66-70	Wands	(1d20+CR, uses 1d60+40 on Prefix and/or Suffix table)	
1-13	Wand	1d2, crit x2, 1 lb., Small, Bludgeoning	10
14-20	Bone Wand	1d3, crit x2, 1 lb., Small, Bludgeoning	30
21-25	Yew Wand	1d3, crit x2, 1 lb., Small, Bludgeoning	60
26+	Grim Wand	1d4, crit x2, 1 lb., Small, Bludgeoning	100
71-75	Staves	(1d20+CR, uses 1d60+40 on Prefix and/or Suffix table)	
1-10	Short Staff	1d4*, crit x2, 3 lbs., Medium, Bludgeoning	10
11-19	Long Staff	1d6*, crit x2, 6 lbs., Large, Bludgeoning	30
20-26	Charred Staff	1d8*, crit x2, 6 lbs., Large, Bludgeoning	50
27-32	Battle Staff	2d4*, crit x2, 8 lbs., Large, Bludgeoning	100
33+	War Staff	1d10*, crit x2, 10 lbs., Large, Bludgeoning	200
76-79	Accessories	(1d20+CR, uses 1d40+30 on Prefix and/or Suffix table)	
1-6	Charm	Has its effect if carried on person	50
7-17	Ring	Worn on hand, one per hand	75
18	Flag	Draped over body, one per character	100
19	Orb	Worn on arm, one per character; can't use both shield and orb	150
20+	Amulet	Worn on neck, one per character	200
80	Gems	(1d20+CR, uses 1d40+30 on Prefix and/or Suffix table)	
1-7	Chipped Jewel	Roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	50
8-13	Flawed Jewel	Roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	100
14-19	Jewel	Roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	250
20-25	Flawless Jewel	Roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	500
26+	Perfect Jewel	Roll 1d6: 1 amethyst, 2 diamond, 3 emerald, 4 ruby, 5 sapphire, 6 topaz	1000
81-90	Inscribed spells	(1d20+CR, 1d10+90 on the Suffix table only)	
1-17	Scroll	Can be read once to cast the spell, at minimum level necessary to cast spell	25
18	Rune	Set once as a trap, acts as a glyph of warding with the listed spell's effect	50
19+	Book**	Can be read once to gain the spell, allows one improvement class for its spell	100
91-00	Perishables	(see Perishables table)	

*These are wielded with two hands, and disallow use of a shield

**First improvement is either +1 die of damage, +1 ability damage, or +2 points of healing. Second improvement is -2 save. Ignore improvements that don't apply.

Prefixes (1d100)

GP

1-20	Improves Armor Class (1d20 + CR)			
1-5	Sturdy	+1 AC		2,000
6-10	Fine	+1 AC		2,500
11-12	Strong	+1 AC, +2 against missiles		3,750
13-16	Grand	+2 AC		5,000
17-18	Valiant	+2 AC, +3 against missiles		6,250
19-21	Glorious	+3 AC		7,500
22	Blessed	+3 AC, +4 against missiles		8,750
23-24	Awesome	+4 AC		10,000
25-26	Saintly	+4 AC, +5 against missiles		12,500
27-28	Holy	+5 AC		15,000
29+	Godly	+5 AC, +6 against missiles		17,500
21-35	Improves saving throws (1d20 + CR)			
1	Tawny	+1 save vs. acid		2,000
2	Azure	+1 save vs. cold		2,000
3	Crimson	+1 save vs. fire		2,000
4	Ocher	+1 save vs. lightning		2,000
5	Pearl	+1 save vs. mind-influencing effects		2,000
6	Beryl	+1 save vs. poison		2,000
7	Coal	+1 save vs. spells		2,000
8	Jasmine	+2 save vs. acid		4,000
9	Lapis	+2 save vs. cold		4,000
10	Burgundy	+2 save vs. fire		4,000
11	Tangerine	+2 save vs. lightning		4,000
12	Ivory	+2 save vs. mind-influencing effects		4,000
13	Jade	+2 save vs. poison		4,000
14	Jet	+2 save vs. spells		4,000
15	Pyrite	+3 save vs. acid and -1/4 acid damage		6,000
16	Cobalt	+3 save vs. cold and -1/4 cold damage		6,000
17	Garnet	+3 save vs. fire and -1/4 fire damage		6,000
18	Coral	+3 save vs. lightning and -1/4 lightning damage		6,000
19	Crystal	+3 save vs. mind-influencing effects		6,000
20	Viridian	+3 save vs. poison and ignore initial poison damage		6,000
21	Ebony	+3 save vs. spells and -1/4 spell damage		6,000
22	Crysolite	+4 save vs. acid and -1/2 acid damage		8,000
23	Sapphire	+4 save vs. cold and -1/2 cold damage		8,000
24	Ruby	+4 save vs. fire and -1/2 fire damage		8,000
25	Amber	+4 save vs. lightning and -1/2 lightning damage		8,000
26	Diamond	+4 save vs. mind-influencing effects		8,000
27	Emerald	+4 save vs. poison and ignore secondary poison damage		8,000
28	Obsidian	+4 save vs. spells and -1/2 spell damage		8,000
29	Topaz	+2 to all saves		10,000
30	Prismatic	+3 to all saves		15,000
31+	Skull	+4 to all saves		18,000

36-39	Affects foe's reactions (1d20+CR)		
1-6	Subduing	Chosen foe flatfooted next round; Will save (DC 15) negates	5,000
7-10	Wearying	Chosen foe flatfooted 1d4 rounds; Will save (DC 20) negates	10,000
11	Phasing	Chosen foe deals half damage 1d4 rounds; Will save (DC 25) negates	10,000
12	Kicking	Attacking unarmed does not provoke attacks of opportunity	10,000
13-16	Depleting	Chosen foe takes -20 initiative penalty for 2d4 rounds; Will save (DC 25) negates	10,000
17-19	Howling	Chosen foe takes fear effect (see PH); Will save (DC 18) negates	12,500
20	Chaos	Chosen foe changes to random new alignment for 1d4+1 rounds; Will save (DC 20) negates	12,500
21-23	Subjugating	Chosen foe can take only partial actions for 2d4 rounds; Will save (DC 28) negates	12,500
24-26	Fatiguing	Chosen foe takes decrepify effect for 1d4 rounds; Will save (DC 25) negates	12,500
27-29	Exhausting	Chosen foe takes <i>decrepify</i> effect for 2d4 rounds; Will save (DC 28) negates	15,000
30+	Overwhelming	Chosen foe takes <i>decrepify</i> effect for 3d4 rounds; Will save (DC 30) negates	17,500
40	Affects fatigue (d20 - CR)		
1-10	Tireless	You recover from being tired in half the time	2,000
11+	Rugged	You are immune to fatigue	4,000
41-45	Improves skills and spells (1d20+CR)		
1-3	Fletcher's	+1 ranged attack/rank with class skills (amazons only)	2,500
4-6	Slayer's	+1 melee attack/rank with class skills (barbarians only)	2,500
7-9	Summoner's	+1 spell level/rank with class skills (necromancers only)	2,500
10-12	Monk's	+1 melee attack/rank with class skills (paladins only)	2,500
13-15	Angel's	+1 spell level/rank with class skills (sorceresses only)	2,500
16-17	Archer's	+2 ranged attacks/ranks with class skills (amazons only)	5,000
18-19	Berserker's	+2 melee attack/ranks with class skills (barbarians only)	5,000
20-21	Necromancer's	+2 spell levels/ranks with class skills (necromancers only)	5,000
22-23	Priest's	+2 melee attack/ranks with class skills (paladins only)	5,000
24+	Arch-Angel's	+2 spell levels/ranks with class skills (sorceresses only)	5,000
46-49	Cursed (roll the base item's prefix roll)		
1-15	Rusted	-1 AC	1
16-25	Vulnerable	-2 AC	1
26-35	Glass	-2 to all saves	1
36-45	Lycra's	User cannot cast spells	1
46-55	Frog's	-1 spell level (if the user can cast such spells)	1
56-70	Patch	Any light source carried by user has a -10 ft. radius	1
71-75	Brass	-1 attack	1
76-77	Tin	-2 attack	1
78	Crystalline	When weapon deals damage roll 1d6; on a 6, the weapon deals no damage and is destroyed	1
79-81	Weak	Base damage is halved (round down)	1
82-83	Bent	Base damage is reduced to 1	1
84-85	Useless	Attacking with this item causes no damage	1
86-88	Dull	-1 attack and base damage is halved (round down)	1
89-90	Clumsy	-2 attack and base damage is reduced to 1	1
50	Capricious (roll again on Prefix table using 1d100 instead of item's normal roll)		
51-55	Affects visibility (1d20 - CR)		
1-6	Glowing	Glow to a 30-ft. radius	2,500
7-12	Oracular	Constant <i>see invisibility</i> to 60 ft.	5,000
13-17	Unseen	User is invisible to all beings more than 30 ft. away	7,500
18-21	Hidden	User is invisible to all beings more than 20 ft. away	10,000
22-24	Veiled	User is invisible to all beings more than 10 ft. away	12,500
25+	Stalking	User is invisible on any round he or she does not move, attack or cast a spell	15,000

56-60 Affects number of castable spells (1d20+CR)

1-5	Lizard's	+1 spell level (if user can cast spells)	2,500
6-9	Spider's	+2 spell levels per day (if user can cast spells)	5,000
10-13	Raven's	+3 spell levels per day (if user can cast spells)	7,500
14-17	Snake's	+4 spell levels per day (if user can cast spells)	10,000
18-21	Serpent's	+5 spell levels per day (if user can cast spells)	12,500
22-24	Drake's	+6 spell levels per day (if user can cast spells)	15,000
25-26	Dragon's	+7 spell levels per day (if user can cast spells)	17,500
27	Wyrms	+8 spell levels per day (if user can cast spells)	20,000
28	Hydra's	+9 spell levels per day (if user can cast spells)	22,500
29-30	Devious	When user casts a spell, there is a 1 in 10 that full preparation is restored	22,500
31	Fortified	When user casts a spell, there is a 1 in 4 chance that full preparation is restored	25,000
32	Triumphant	When you kill a foe in melee, you gain back 1 spell of your choice	25,000
33+	Vulpine	User reduces any damage by 1/4 if he or she loses one prepared spell	27,500

61-62 Affects magical items (1d20+CR)

1-6	Extending	Doubles the duration of herbs	2,500
7-12	Chrono	Doubles the duration of oils and resins	2,500
13-15	Fortuitous	+1 to CR on base treasure table	5,000
16-19	Augmenting	Doubles the effect of herbs	5,000
20+	Catalyzing	Doubles the effect of oils and resins	5,000

63-70 Affects the user's personal statistics (1d20+CR)

1-2	Blue	+1 save vs. cold	2,000
3-4	Red	+1 save vs. fire	2,000
5-6	Orange	+1 save vs. lightning	2,000
7-8	White	+1 save vs. mind-influencing effects	2,000
9-10	Green	+1 save vs. poison	2,000
11-12	Black	+1 save vs. spell	2,000
13-14	Tough	+1 Constitution	2,500
15-16	Swift	+1 Dexterity	2,500
17-18	Brilliant	+1 Intelligence	2,500
19-20	Mighty	+1 Strength	2,500
21-22	Vibrant	+1 Wisdom	2,500
23-24	Forceful	+1 Charisma	2,500
25-26	Resilient	+1 AC	2,500
27-28	Silver	+1 attack	2,500
29-30	Muscular	+2 melee damage	2,500
31+	Healthy	+5 hit points	2,500

71-77 Improves attack scores (1d20+CR)

1-6	Bronze	+1 attack	2,500
7-8	Iron	+1 attack, +2 vs. undead and demonic creatures	3,750
9-13	Silver	+2 attack	5,000
14-15	Steel	+2 attack, +3 vs. undead and demonic creatures	6,250
16-19	Gold	+3 attack	7,500
20-21	Platinum	+3 attack, +4 vs. undead and demonic creatures	8,750
22-25	Mithril	+4 attack	10,000
26-30	Meteoric	+5 attack	12,500
31+	Weird	+5 attack, extra successful hit on a natural 20	15,000

78-82	Has improved damage (1d20+CR)		
1-5	Jagged	+1 damage	2,500
6-9	Deadly	+1 damage, increase threat range by 1	5,000
10-13	Vicious	+2 damage	5,000
14-17	Heavy	+2 damage, increase threat range by 1	7,500
18-21	Brutal	+3 damage	7,500
22-25	Massive	+3 damage, increase threat range by 1	10,000
26-29	Savage	+4 damage, increase threat range by 1	12,500
30-33	Ruthless	+4 damage, increase threat range by 2	15,000
34+	Merciless	+5 damage, increase threat range by 2	17,500
83-90	Improves attack scores and has improved damage(1d20+CR)		
1-5	Sharp	+1 attack; increase threat range by 1	5,000
6-9	Fine	+1 attack; increase threat range by 2	7,500
10-13	Warrior's	+2 attack; increase threat range by 1	10,000
14-17	Soldier's	+2 attack; increase threat range by 2	12,500
18-21	Knight's	+3 attack; increase threat range by 1	15,000
22-25	Master's	+3 attack; increase threat range by 2	17,500
26-29	Doppelganger's	for each attack, roll a 1d4 and add it to attack and damage totals	20,000
30-33	Lord's	+4 attack; increase threat range by 1	20,000
34-37	Champion's	+4 attack; increase threat range by 2	22,500
38+	King's	+5 attack; increase threat range by 1	25,000
91-00	Affects item's charges (1d20+CR)		
1-15	Plentiful	Twice normal maximum charges	7,500
16	Jester's	Casts a random spell from Suffix table 91-00	10,000
17+	Bountiful	Three times normal maximum charges	12,500



Suffixes (1d100)

GP

1-20	Reduces damage taken (1d20+CR)		
1-11	of Health	-1 point of damage taken from each attack	2,500
12-17	of Protection	-2 points of damage taken from each attack	5,000
18-22	of Absorption	-3 points of damage taken from each attack	7,500
23-26	of Life	-4 points of damage taken from each attack	10,000
27+	of Deflection	-5 points of damage taken from each attack	12,500
21-25	Has an effect when attacked (1d20+CR)		
1-10	of Thorns	Successful melee attacks against the wearer deal 1d4 points of damage to the attacker	5,000
11-18	of Spikes	Successful melee attacks against the wearer deal 2d4 points of damage to the attacker	7,500
19	of Blocking	+2 AC when attacking; +4 AC when not attacking	10,000
26-27	Improves durability (1d20+CR)		
1-10	of Sturdiness	Item gains +3 hardness rating, +6 Dur.	2,500
11-14	of Structure	Item gains +5 hardness rating, +12 Dur.	5,000
15-17	of the Ages	Item cannot be damaged or destroyed	7,500
18-19	of Bonding	All items carried gain +3 hardness rating, +6 Dur.	7,500
20+	of Unity	All items carried gain +5 hardness rating, +12 Dur.	10,000
28-30	Affects movement (d20+CR)		
1-8	of Pacing	+50% Move	2,000
9-10	of the Horse	Halve all exhaustion penalties from movement	3,000
11-14	of the Ox	Running doesn't cause exhaustion	5,000
15-19	of Speed	+100% Move, +2 dodge bonus, can't be caught flat-footed	10,000
20+	of Haste	+150% Move, +4 dodge bonus, 1 extra partial action per round	15,000
31-35	Increases hit points (1d20+CR)		
1-8	of the Jackal	+4 hit points	2,500
9-13	of the Fox	+6 hit points	5,000
14-17	of the Jaguar	+8 hit points	7,500
18-21	of the Wolf	+10 hit points	10,000
22-23	of the Eagle	+12 hit points	12,500
24-25	of the Tiger	+15 hit points	15,000
26-27	of the Lion	+18 hit points	17,500
28-29	of the Mammoth	+20 hit points	20,000
30-31	of the Whale	+25 hit points	22,500
32+	of the Colossus	+30 hit points	25,000
36-45	Increases ability scores (1d20+CR)		
1-2	of Vitality	+1 Constitution	2,500
3-4	of Dexterity	+1 Dexterity	2,500
5-6	of Energy	+1 Intelligence	2,500
7-8	of Strength	+1 Strength	2,500
9-10	of the Lynx	+1 Wisdom	2,500
11-12	of Zest	+2 Constitution	5,000
13-14	of Skill	+2 Dexterity	5,000
15-16	of the Mind	+2 Intelligence	5,000
17-18	of Might	+2 Strength	5,000
19-20	of the Leopard	+2 Wisdom	5,000
21	of Vim	+3 Constitution	7,500
22	of Accuracy	+3 Dexterity	7,500
23	of Brilliance	+3 Intelligence	7,500
24	of Power	+3 Strength	7,500
25	of the Jaguar	+3 Wisdom	7,500
26	of Vigor	+4 Constitution	10,000
27	of Precision	+4 Dexterity	10,000

28	of Sorcery	+4 Intelligence	10,000
29	of the Giant	+4 Strength	10,000
30	of the Tiger	+4 Wisdom	10,000
31	of Life	+5 Constitution	12,500
32	of Perfection	+5 Dexterity	12,500
33	of Wizardry	+5 Intelligence	12,500
34	of the Titan	+5 Strength	12,500
35	of the Lion	+5 Wisdom	12,500
36	of the Sky	+1 to all ability scores	15,000
37	of the Moon	+2 to all ability scores	20,000
38	of the Stars	+3 to all ability scores	30,000
39	of the Heavens	+4 to all ability scores	40,000
40+	of the Zodiac	+5 to all ability scores	50,000
46-49	Cursed (roll the base item's suffix roll)		
1-15	of Tears	+1 point of damage taken with each attack	1
16-25	of Pain	+2 points of damage taken with each attack	1
26-27	of Brittleness	Item's usual hardness reduced to 0	1
28-29	of Decay	+2 damage, item's usual hardness rating is reduced to 0	1
30	of Fragility	On the first use in combat, item is destroyed	1
31-40	of the Vulture	-1d6 hit points	1
41-42	of Disease	-1 Constitution	1
43-44	of Atrophy	-1 Dexterity	1
45-46	of Dyslexia	-1 Intelligence	1
47-48	of Weakness	-1 Strength	1
49-50	of the Cat	-1 Wisdom	1
51	of the Pit	-1 to all ability scores	1
52	of Illness	-2 Constitution	1
53	of Paralysis	-2 Dexterity	1
54	of Draining	-2 Intelligence	1
55	of Frailty	-2 Strength	1
56	of the Rat	-2 Wisdom	1
57	of Trouble	-2 to all ability scores	1
58	of Pox	Owner cannot regain hit points while item is carried	1
59	of Corruption	Owner cannot restore cast spells while item is carried	1
60	of Infection	Spells that affect the user's mind last until dispelled	1
61	of Ruin	1 spell per day must be prepared as if 1 level higher	1
62	of the Exposed	2 spells per day must be prepared as if 1 level higher	1
63-64	of Discord	Spells cast in one action now take full round	1
65-67	of the Night	Any light source carried by user has a -10 ft. radius	1
68-69	of the Dark	Any light source carried by user has a -20 ft. radius	1
70	of the Void	Any light source carried by user has a -30 ft. radius	1
71-80	of Passivity	-4 penalty when attacking with this item	1
81-90	of the Snail	User attacks once per two rounds when using this item	1
91-00	of the Fool	One random spell per day vanishes after spell preparation	1
50	Capricious (roll again on Suffix table using 1d100 instead of item's normal roll)		
51-53	Improves recovery (1d20+CR)		
1-15	of Regeneration	User regains 1 lost hit point per round	10,000
16+	of Regrowth	User regains 1 temporary ability damage per 10 minutes	17,500
54-56	Affects spell preparation (1d20+CR)		
1-10	of Warding	1 spell per day prepared as if 1 level lower	5,000
11-22	of the Sentinel	2 spells per day prepared as if each 1 level lower	7,500
23-28	of Guarding	3 spells per day prepared as if each 1 level lower	10,000
29-34	of Negation	4 spells per day prepared as if each 1 level lower	12,500
35+	of Osmosis	5 spells per day prepared as if each 1 level lower	15,000

57-60 Affects spell casting in combat (1d20+CR)			
1-9	of the Apprentice	+2 enhancement bonus to Concentration skill checks	2,500
10-13	of the Magus	+4 enhancement bonus to Concentration skill checks	5,000
14-16	of Balance	Immunity to trip attacks and entanglements	7,500
17-18	of Stability	Immunity to stuns, trip attacks, and entanglements	10,000
19+	of Harmony	Immunity to stuns, disarms, trip attacks, and entanglements	20,000
61-63 Improves treasure finding (1d20+CR)			
1-10	of Greed	CR is +2 for random gold on Base table	7,500
11-18	of Chance	CR is +2 for random magic item on tables	10,000
19-26	of Wealth	CR is +4 for random gold on Base table	10,000
27+	of Fortune	CR is +4 for random magic item on tables	12,500
64-67 Improves light sources (1d20+CR)			
1-13	of Light	Any light source carried by user is +10 ft. radius	2,500
14-18	of Radiance	Any light source carried by user is +20 ft. radius	3,750
19+	of the Sun	Any light source carried by user is +30 ft. radius	5,000
68-70 Reduces effects of hazards (1d20+CR)			
1-8	of the Thief	+5 to Disable Device checks; 1/2 damage from traps	3,750
9-14	of Warmth	Immune to nondamaging cold effects	5,000
15-18	of Remedy	+2 save vs. poison	5,000
19-21	of Amelioration	+5 save vs. poison	7,500
22-23	of Defiance	+8 save vs. poison	10,000
24+	of Purging	+3 save vs. poison; 1/day slow poison for 1d4 hours	12,500
71-73 Increases damage (1d20+CR)			
1-4	of Craftsmanship	+1 damage	2,500
5-8	of Quality	+1 damage, +2 damage vs. Large or bigger creatures	3,750
9-11	of Maiming	+2 damage	5,000
12-14	of Slaying	+2 damage, +3 damage vs. Large or bigger creatures	6,250
15-17	of Gore	+3 damage	7,500
18	of Devastation	If maximum base damage is rolled then triple damage	8,750
19	of the Jester	Multiply damage by 1d4; on a 4, no damage is dealt	10,000
20-22	of Carnage	+4 damage	10,000
23+	of Slaughter	+5 damage	12,500
74-75 Improves minimum damage (1d20+CR)			
1-8	of Measure	Minimum base damage with this item is 2	2,500
9-15	of Worth	Minimum base damage with this item is 3	5,000
16-20	of Excellence	Minimum base damage with this item is 4	7,500
21+	of Performance	Minimum base damage with this item is 5	10,000
76-77 Affects attack speed (1d20+CR)			
1-8	of Readiness	+1 speed initiative bonus	2,500
9-15	of Alacrity	+2 speed initiative bonus	3,750
16-19	of Swiftness	+3 speed initiative bonus	5,000
20+	of Quickness	+4 speed initiative bonus	7,500

78-80 Adds effects to damaged foe (1d20+CR)			
1-3	of Frost	+1d6 points of cold damage	2,500
4-6	of Flame	+1d6 points of fire damage	2,500
7-9	of Shock	+1d6 points of lightning damage	2,500
10-12	of Blight	+1d6 points of damage	2,500
13-14	of Ice	+2d6 points of cold damage	5,000
15-16	of Fire	+2d6 points of fire damage	15,000
17-18	of Lightning	+2d6 points of lightning damage	5,000
19-20	of Venom	+2d6 points of damage	5,000
21	of the Glacier	+3d6 points of cold damage	7,500
22	of Burning	+3d6 points of fire damage	7,500
23	of Thunder	+3d6 points of lightning damage	7,500
24	of Pestilence	+3d6 points of damage	7,500
25	of Vileness	Wounds caused must be healed magically, negates regeneration	7,500
26	of the Crusaders	+1 cumulative damage per successful consecutive attack against same foe	10,000
27	of Destruction	Foe takes extra damage equal to 20 - foe's AC (min 0)	10,000
28	of Peril	Foe takes double damage, wielder takes normal damage	12,500
29-30	of the Bear	Hit knocks foe 10 ft. back (out of melee range)	12,500
31+	of the Grizzly	Hit knocks foe back 20 ft. (out of melee range)	15,000
81-82 Restores on a successful hit (1d20+CR)			
1-5	of the Leech	Successful hit heals user 1d4 hit points	7,500
6-9	of the Claw	Successful hit against spellcaster restores 3 spell levels of user's sorceress spells	10,000
10-13	of the Bat	Successful hit against a spellcaster restores 3 spell levels of user's necromancer spells	10,000
14-17	of Blood	Successful hit heals user 1d6 hit points	10,000
18-20	of the Talon	Successful hit against a spellcaster restores one of user's cast sorceress spells	12,500
21-23	of the Vampire	Successful hit against a spellcaster restores one of user's cast necromancer spells	12,500
24+	of the Locust	Successful hit heals user 2d4 hit points	15,000
83-84 Causes damage to armor or weapons (1d20+CR)			
1-7	of Piercing	Foe's armor destroyed, Fortitude save negates (DC is damage dealt)	10,000
8-14	of Breasting	Foe's weapon destroyed, Fortitude save negates (DC is damage dealt)	12,500
15-21	of Puncturing	Foe's armor destroyed, Fortitude save negates (DC is damage dealt - 5)	12,500
22-28	of Smashing	Foe's weapon destroyed, Fortitude save negates (DC is damage dealt - 5)	15,000
29+	of Bashing	Foe's armor destroyed, Fort. save negates (DC is damage dealt + 10)	17,500
85 Affects weapon proficiencies (1d20+CR)			
1-13	of Ease	User gains proficiency for item	5,000
14+	of Simplicity	User gains proficiency and Weapon Focus for item	10,000
86-90 Affects available uses (1d20+CR)			
1-13	of Many	Fire one charge/arrow per round for free (others cost/must be provided)	7,500
14+	of Plenty	Fire two charges/arrows per round for free (others cost/must be provided)	15,000
91-00 Allows the casting of a spell (1d20+CR)**			
1-7	of (Spell Name)	Random 1st level spell	2,500
8-12	of (Spell Name)	Random 2nd level spell	5,000
13-16	of (Spell Name)	Random 3rd level spell	7,500
17-18	of Identify	Casts <i>identify</i> spell (from PH) as a standard action	7,500
19-20	of Town Portal	Creates a portal allowing one-time, there-and-back passage to a base; only those who step through the front of the portal can return back through it.	10,000
21-24	of (Spell Name)	Random 1st level spell	10,000
25-27	of (Spell Name)	Random 1st level spell	12,500
28+	of (Spell Name)	Random 1st level spell	15,000

*Scrolls and runes have 1/10 of listed gp value. Books have 1/5 of listed gp value.

**Wands and staves have a maximum 10d10 charges, all are rechargeable (except inscribed spells).

Perishables (Id100)

NOTE: Potions, herbs, and elixirs are imbibed; oils coat melee weapons; resins coat missile weapons.

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

			GP
1-8	Healing Potion	Reroll on Base Treasure table, subtable to result 11	
9-13	Manna Potion	Reroll on Base Treasure table, subtable to result 11	
14-16	Rejuvenation Potion	Heals 4d8+7 points of damage, restores 4 previously cast spell levels	100
17-18	Full Rejuvenation Potion	Heals 8d8+15 points of damage and restores 8 previously cast spell levels	500
19	Antidote	Restores 1d4 ability points lost to poison	100
20	Full Antidote	Restores all ability points lost to poison	500
21	Stamina Potion	Negates current fatigue	100
22	Full Stamina Potion	Negates current fatigue, immune to fatigue-causing factors for 10 minutes	500
23	Restoration Potion	Heals all damage, dispels mind-influencing effects	2,500
24	Oil	1d6 fire, 1 point splash, 50% failure chance	1
25	Explosive Potion	3d6 points of damage, 1d6 splash	100
26	Fulminating Potion	1d6 points of acid damage; splash 1, burns 1d4 rounds	25
27	Rancid Gas Potion	Poison gas, see grenadelike weapons	50
28	Choking Gas Potion	Poison gas, see grenadelike weapons	100
29	Strangling Gas Potion	Poison gas, see grenadelike weapons	500
30	Acidic Potion	1d6 acid, splash 1	10
31	Energizing Herb	+2 Strength for 10 minutes	500
32	Strengthening Herb	+3 Strength for 10 minutes	1,000
33	Empowering Herb	+4 Strength for 10 minutes	1,500
34	Artful Herb	+2 Dexterity for 10 minutes	500
35	Skillful Herb	+3 Dexterity for 10 minutes	1,000
36	Adroit Herb	+4 Dexterity for 10 minutes	1,500
37	Stalwart Herb	+2 Constitution for 10 minutes	500
38	Hardy Herb	+3 Constitution for 10 minutes	1,000
39	Robust Herb	+4 Constitution for 10 minutes	1,500
40	Sage Herb	+2 Intelligence for 10 minutes	500
41	Shrewd Herb	+3 Intelligence for 10 minutes	1,000
42	Vivid Herb	+4 Intelligence for 10 minutes	1,500
43	Indigo Herb	+2 save vs. cold, -1/4 cold damage for 10 minutes	1,500
44	Cerulean Herb	+4 save vs. cold, -1/2 cold damage for 10 minutes	2,000
45	Russet Herb	+2 save vs. fire, -1/4 fire damage for 10 minutes	1,500
46	Vermilion Herb	+4 save vs. fire, -1/2 fire damage for 10 minutes	2,000
47	Crackling Herb	+2 save vs. lightning, -1/4 lightning damage for 10 minutes	1,500
48	Forked Herb	+4 save vs. lightning, -1/2 lightning damage for 10 minutes	2,000
49	Swart Herb	+2 save vs. spell, -1/4 spell damage for 10 minutes	1,500
50	Atramentous Herb	+4 save vs. spell, -1/2 spell damage for 10 minutes	2,000
51	Vital Herb	+2 save vs. poison, no initial damage, lasts 10 minutes	1,500
52	Enduring Herb	+4 save vs. poison, no secondary damage, lasts 10 minutes	2,000
53	Urgent Herb	+2 speed initiative bonus for 10 minutes	500
54	Fleet Herb	+4 speed initiative bonus for 10 minutes	1,000
55	Brisk Herb	+10 ft. speed bonus to move for 10 minutes	500
56	Swift Herb	+20 ft. speed bonus to move for 10 minutes	1,000
57	Dazzling Herb	+1 1st-level spell, cast within 10 minutes (spellcaster only)	500
58	Fascinating Herb	+1 2nd-level spell, cast within 10 minutes (spellcaster only)	1,000
59	Bright Herb	Bonus hit points, +50% of current, for 10 minutes	500
60	Solar Herb	Bonus hit points, +100% of current, for 10 minutes	1,000
61	Omniscient Herb	+1 Intelligence for 10 minutes	500
62	Mystical Herb	All spell durations +50% if cast within 10 minutes	1,500
63	Arcane Herb	All spell durations doubled if cast within 10 minutes	2,000
64-65	Strength Elixir	+2 Strength for one day	5,000

66-67	Dexterity Elixir	+2 Dexterity for one day	5,000
68-69	Vitality Elixir	+2 Constitution for one day	5,000
70	Intelligence Elixir	+2 Intelligence for one day	5,000
71	Chi Elixir	+2 Wisdom for one day	5,000
72	Spectral Elixir	+2 to all abilities for one day	15,000
73	Fire Elixir	+2 save vs. fire for one day	2,500
74	Ice Elixir	+2 save vs. cold for one day	2,500
75	Lightning Elixir	+2 save vs. lightning for one day	2,500
76	Magic Elixir	+2 save vs. spell for one day	2,500
77	Psionic Elixir	+2 save vs. mind-influencing effects for one day	2,500
78	Poison Elixir	+2 save vs. poison for one day	2,500
79	Energy Elixir	+2 to all saves for one day	2,500
80	Accuracy Elixir	+2 attack for one day	2,500
81	Damage Elixir	Your minimum base damage is 2 for one day	2,500
82	Defense Elixir	+1 AC for one day	2,500
83	Life Elixir	+5 to maximum hit points for one day	2,500
84	Power Elixir	+1 1st-level spell slot (splicaster only) for one day	2,500
85	Accuracy Oil ¹	+2 attack 1 weapon (or 10 arrows) for 10 minutes	1,000
86	Precision Oil ¹	+3 attack 1 weapon (or 10 arrows) for 10 minutes	1,500
87	Mastery Oil ¹	+4 attack 1 weapon (or 10 arrows) for 10 minutes	2,000
88	Sharpness Oil ¹	+2 damage 1 weapon (or 10 arrows) for 10 minutes	1,000
89	Pain Oil ¹	+3 damage 1 weapon (or 10 arrows) for 10 minutes	1,500
90	Savagery Oil ¹	+4 damage 1 weapon (or 10 arrows) for 10 minutes	2,000
91	Death Oil ¹	+5 damage 1 weapon (or 10 arrows) for 10 minutes	2,500
92	Hardening Oil	anciented weapon gives AC +2 for 10 minutes	1,000
93	Imperviousness Oil	+3 AC for 10 minutes	1,500
94	Immunity Oil	+4 AC for 10 minutes	2,000
95	Skull Oil	Gains proficiency for this weapon for 10 minutes	1,000
96	Fortitude Oil	Repairs all damage to one item	1,000
97	Blacksmith's Oil	Item gains +5 hardness for 10 minutes	1,500
98	Permanence Oil	Item becomes indestructible for one day	3,000
99	Enchantment Oil	Weapon type permanently changed (roll 1d20+40 on Base Item table)	3,500
00	Monster Body Part	1d12, then roll again on this table for a power, if 00 then roll twice more	
		1 Heart	
		2 Brain	
		3 Jawbone	
		4 Eye	
		5 Ear	
		6 Horn	
		7 Tail	
		8 Fang	
		9 Quill	
		10 Scalp	
		11 Spleen	
		12 Soul	

¹50% chance for a resin instead of an oil. Resins are applied to missile weapons, oils are applied to melee weapons.

CHAPTER FIVE: MONSTERS

As you soon find yourself up to your eyeballs in bat demons, try ever so hard to remember that your original goal was to loot the dungeon. Also try very hard to remember that the monsters' best strategy for avoiding extinction at your hands is to kill you first. And finally, always, always remember, no matter how badly things go for you when you're up to your eyeballs in bat demons that want to do unto you before you can do unto them, that unlike the computer game, there is no "Save" command. If these things kill your character, you'd better have some very trustworthy friends. Otherwise, it's back to Chapter One.

DUNGEON MASTERS ONLY BEYOND THIS POINT

Okay, we don't really believe that you aren't going to at least look at the pretty pictures in this chapter. Nor do we believe that while looking at these pictures, you aren't occasionally going to peek at the numbers next to them—you know, just to see what those funky claws or horns in the illustration do. And hey, if you're going to look at the numbers, you're bound to occasionally notice the word "special" in the Special Attacks line, and then you'll just have to glance over at the rest of the text to see why the monster's attacks are so darn special. And if you're going to do that, why not just read the whole text?

Go ahead. Honestly, we don't mind. Just remember, there might just be a line somewhere in *DIABLO II: To Hell and Back*, a special instruction for

DIABLO II Dungeon Masters that reads something like: "For every time you even suspect that your players have read Chapter Five of *Diablerie*, double the number of monsters in each encounter." It might be there, it might not. Guess there's only one way to know for certain.

READING THE ENTRIES

Got a copy of the *DUNGEONS & DRAGONS Monster Manual*?

This section is the same sort of thing. If you don't have a copy, it boils down to this: Monsters have all their important game abilities listed in columns of statistics, amounting to the same basic thing as the players' character sheets.

Each monster has a size, a type (what species of monster it is), a class (what kind of monster it is), Hit Dice (with average hit points, for those of you who forgot your dice), all the pertinent combat information: initiative (how likely it is to go first), speed, AC, attack bonuses, damage, plus abilities, skills, feats, organization (and typical number appearing), Challenge Rating, and alignment.

Any special attacks, special defenses or other important details are listed too. After that, a bunch of text gives a brief sketch of what the monster's all about, how it reacts to enemies, and any other information you need to know if you're going to pit it up against a gang of ambitious heroes.

There's some information about how tough the thing is ("How much experience do the adventurers get if they beat it?"). The dungeon level determines



treasure (see the Base Treasure table in Chapter Four).

So, now you know the secret to reading DIABLO II monster entries. Wasn't that fun?

Last Minute D&D Stuff

Before we get to the actual monsters, here are a few details you will need if you don't quite have a handle on the new D&D rules.

First, take a look at the abbreviation list on this page. If you run into a shortened word in the Monster chapter you don't know, it'll probably be here.

Monsters, Type and Alignment:

All monsters with the taint of the Prime Evils have the subtype "Evil" for the purpose of all spells and magical effects. All tainted creatures that are not "Undead" or neutral also have the subtype "Law" or "Chaos" for the purpose of all spells and magical effects, unless noted otherwise. This includes just about all the monsters described here except golems, which are neutral magic constructs. All monsters are "always" in alignment type, so we put it here instead of repeating it a bunch.

Face/Reach: Face is how much area a monster takes up, and Reach is how far away it can attack in melee combat.

Special Attacks and Resistances: The world of DIABLO II has a few special attack forms. The most common are cold, fire, lightning (electricity), mind control, and poison. Creatures might be resistant or immune to one or more of these special attack forms. (A few other specials like acid and disease aren't common enough for most monsters to have resistance or immunity to them).

Special Note about Poisons: Poisons are a special attack form. A character exposed to poison makes an immediate saving throw against an initial effect, then a minute later another saving throw against a secondary effect. Either, both, or neither effect may happen, depending on how the saves go. Poison damage is usually a temporary ability score loss, which means you'll get better, if you live.

Abbreviations Used in This Section

C=Constitution ability score;
Ch=Charisma ability score;
CR=Challenge Rating;
D or **Dex**=Dexterity ability score;
Ex=Extraordinary ability;
F=Fortitude save;
Fire vuln.=Fire vulnerability special quality;
I=Intelligence ability score;
Imp. Init.=Improved Initiative feat;
Kn. (rel.)= Knowledge (religion) skill;
nat=Natural Armor adjustment;
Org.=Organization;
R=Reflex save;
S=Strength ability score;
Sp=Spell-like ability;
Sp. Attack=Special Attack;
Sp. Quality=Special Quality;
Su=Supernatural ability;
W=Wisdom ability score or Will save;
Weap Fin=Weapon Finesse feat;
Weap Foc=Weapon Focus feat.

Saves: Fortitude is based on Constitution and is used when toughness is the main factor in surviving the attack. Reflex is based on Dexterity and is used when dodging is more important. Will is used when a strong mind is the best defense.

Special Qualities: These are any monster special abilities that are not attacks. Sometimes they will be limitations or weaknesses.

Abilities, Skills, and Feats: These are just like player characters have. In general, bonuses and penalties have already been added in where they affect the numbers. If you see a skill with an asterisk (*) check the text description for special details.

Organization: How many of this type of monster you can expect to find hanging out in one place. (Unless you want to play "Nightmare Level"....)

Challenge Rating (CR): Ratings are for single monsters. Roughly, a four-character party can handle about 4 encounters

where CR and party level are equal. If they're not equal, it gets a little more complicated. Overall, Hit Dice have more weight than number of creatures. (See the *DMG* if you want to take this further.)

But Where are These?

Information from the *Monster Manual* that you don't need now:

Climate/Terrain: Since nearly all creatures detailed in this book are tainted by Prime Evil magic, and since they tend to concentrate in places likewise tainted, no climate or terrain types are listed.

Treasure: DIABLO II treasure is keyed to dungeon level. See the Base Treasure table in Chapter Four to work out how much treasure monsters have.

Advancement Range: D&D monsters often have an *advancement range*, which just means you can have bigger monsters of the same type with more Hit Dice, attacks, better saves, and so on. DIABLO II creatures in general don't have advancement ranges. The variety of creatures within each broad types serves this function. In *DIABLO II: To Hell and Back*, you'll see upgraded monsters, but we can't guarantee your PCs will appreciate that innovation.

ACID BEAST

	Acid Beast Medium-Size Magical Beast	Poison Spitter Medium-Size Magical Beast	Pit Beast Medium-Size Magical Beast	Lava Maw Medium-Size Magical Beast
Hit Dice:	3d10 (16 hp)	4d10 (22 hp)	6d10 (33 hp)	12d10 (66 hp)
Initiative:	+3 (Dex)	+3 (Dex)	+3 (Dex)	+3 (Dex)
Speed:	50 ft.	50 ft.	50 ft.	50 ft.
AC:	16 (+3 nat., +3 Dex)	16 (+3 nat., +3 Dex)	17 (+4 nat., +3 Dex)	17 (+4 nat., +3 Dex)
Attacks:	Bite +3 melee	Bite +4 melee	Bite +6 melee	Bite +12 melee
Damage:	Bite 1d6 +1d4 acid	Bite 2d4 +poison	Bite 2d6 +1d8 acid	Bite 2d8 +1d10 fire
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Attacks:	Spit 2d4 acid (+6 ranged touch), acid puddle	Spit poison (+7 ranged touch), acid puddle	Spit 2d8 acid (+9 ranged touch), acid puddle	Spit 2d10 fire (lava) (+15 ranged touch), acid puddle
Sp. Qualities:	Acid immunity, death puddle	Poison immunity, death puddle	Acid immunity, death puddle, +3 save vs. mind control	Fire immunity, death puddle, +6 save vs. mind control
Saves:	F +3, R +6, W +2	F +4, R +7, W +2	F +7, R +8, W +3	F +10, R +11, W +7
Abilities:	Str, DEX, CON, INT, WIS, CHA	Str, DEX, CON, INT, WIS, CHA	Str, DEX, CON, INT, WIS, CHA	Str, DEX, CON, INT, WIS, CHA
Skills:	Listen +6, Spot +6	Hide +4, Listen +6, Spot +6	Hide +6, Listen +7, Spot +7	Hide +8, Listen +10, Spot +10
Feats:	Alertness	Alertness	Alertness, Great Fortitude	Alertness, Great Fortitude, Iron Will
Org.:	Pack (3-8)	Pack (3-8)	Pack (3-8)	Pack (3-8)
CR:	2	3	4	6
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil

This scaly, scavenging quadruped is tainted with the dark magic of Baal. It spits a caustic venom, then moves in on prey that seems weak or crippled.

Acid Spit (Ex): Each round, the acid beast can spit its venom (range increment 30 feet) against one opponent as a ranged touch attack. A foe that fails the Reflex save takes acid damage to one exposed item in addition to personal injury (see Chapter Two, Damage to Equipment). The acid damage is continuous through two rounds, the round it is projected and the following round.

Acid Puddle (Ex): Acid spit that hits forms a 5-foot puddle centered on the foe struck. If the beast misses, use the grenadelike weapon table to determine the puddle's location. The puddle remains dangerous the round it hits and the following round, dealing equal damage in both rounds.

Death Puddle (Ex): A slain acid beast immediately dissolves into an acidic 5-foot puddle that acts like the acid puddle in all ways.

Acid beasts are the weakest of their type. *Acid:* Spit, Reflex save (DC 15); acid damage 2d4.

Poison spitters project poison rather than acid. *Poison:* Bite or spit, Fortitude save (DC 13); initial damage 1d3 temporary Strength, secondary damage 1d3 temporary Strength.

Pit beasts are a hulking, meaner version of the acid beast. *Acid:* Spit, Reflex save (DC 18); acid damage 2d8.

Lava maws spew globs of molten rock instead of acid. *Lava:* Spit, Reflex save (DC 18); fire damage 2d10.



BAT DEMON

	Desert Wing Small Magical Beast	Fiend Small Magical Beast	Blink Bat Small Magical Beast
Hit Dice:	2d10 (11 hp)	3d10 (16 hp)	4d10 (22 hp)
Initiative:	+3 (Dex)	+4 (Dex)	+4 (Dex)
Speed:	Fly 30 ft. (avg.)	Fly 30 ft. Fl (avg.)	Fly 30 ft. (avg.)
AC:	14 (+3 Dex, +1 size)	15 (+4 Dex, +1 size)	16 (+4 Dex, +1 size, +1 nat.)
Attacks:	Bite +4 melee	Bite +5 melee	Bite +6 melee
Damage:	Bite 1d6+1	Bite 2d4	Bite 1d10
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Attack:	Shock 1d8	Shock 1d8	
Sp. Qualities:	Blindsight (echolocation)	Blindsight (echolocation)	Blindsight (echolocation) Blink
Saves:	F +3, R +6, W +1	F +3, R +7, W +2	F +4, R +8, W +2
Abilities:	S10, D17, C10, I2, W13, Ch6	S10, D18, C10, I2, W13, Ch6	S10, D18, C10, I3, W13, Ch6
Skills:	Listen +7, Spot +6	Listen +7, Spot +7	Listen +12, Spot +11
Feats:	Weap Foc (bite)	Weap Foc (bite)	Alertness, Weap Foc (bite)
Org.:	Brood (2-8)	Brood (2-8)	Brood (1-6)
CR:	1	1	2
Alignment:	Neutral evil	Neutral evil	Neutral evil
	Gloom Bat Small Magical Beast	Blood Diver Small Magical Beast	Dark Familiar Small Magical Beast
Hit Dice:	5d10 (27 hp)	6d10 (33 hp)	8d10 (44 hp)
Initiative:	+4 (Dex)	+4 (Dex)	+4 (Dex)
Speed:	Fly 30 ft. (avg.)	Fly 30 ft. (avg.)	Fly 30 ft. (avg.)
AC:	17 (+4 Dex, +1 size, +2 nat.)	18 (+4 Dex, +1 size, +3 nat.)	19 (+4 Dex, +1 size, +4 nat.)
Attacks:	Bite +7 melee	Bite +7/+2 melee	Bite +9/-4 melee
Damage:	Bite 2c6	Bite 2d8	Bite 2d8
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Attack:	Shock 1d8	Shock 1d8	Shock 1d8
Sp. Qualities:	Blindsight (echolocation) +2 AC vs. ranged attacks	Blindsight (echolocation)	Blindsight (echolocation)
Saves:	F +4, R +8, W +2	F +5, R +9, W +3	F +6, R +10, W +4
Abilities:	S10, D18, C10, I4, W13, Ch6	S10, D18, C10, I5, W13, Ch6	S10, D18, C10, I6, W14, Ch6
Skills:	Listen +13, Spot +13	Listen +15, Spot +14	Listen +18, Spot +17
Feats:	Alertness, Weap Foc (bite)	Alertness, Weap Foc (bite)	Alertness, Weap Foc (bite)
Org.:	Brood (1-6)	Brood (1-6), Swarm (2-20)	Brood (1-6), Swarm (2-20)
CR:	2	3	4
Alignment:	Neutral evil	Neutral evil	Neutral evil

BAT DEMON (CONT.)

A single bat demon is an annoyance—in swarms they are dangerous. These creatures have all been touched by evil, and the hellborn ones are downright lethal.

Like their smaller animal relatives, bat demons attack directly, swarming foes and tearing off mouthfuls of flesh with their sharp teeth. Their special attacks are covered in individual descriptions. All bat demons get a +4 racial bonus to Spot and Listen checks. They lose these bonuses if their blindsight is negated.

Shock (Sp): The bat demon's first bite that hits in a round delivers an additional 1d8 points of electrical damage (like a *shocking grasp* spell).

Blindsight (Ex): Bat demons can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures

within 120 feet. A *silence* spell negates this and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Desert wings are abnormally large bat demons with a taste for blood. Swarms of six or more have been known to overpower overconfident delvers.

Fiends are a subspecies of desert wing, bred for viciousness.

Blink bats can blink between dimensions as a supernatural power. Any hit against one must be confirmed by a special die roll (50%) or miss (it blinked).

Gloom bats have darkness as a real component of their flesh, granting a +2 dodge bonus against ranged attacks.

Blood divers have a terrible bite.

Dark familiars have served demonic masters for centuries. In that time, they have picked up several thaumaturgic tricks.



BLOODHAWK

	Foul Crow Small Magical Beast	Bloodhawk Small Magical Beast	Black Raptor Small Magical Beast	Cloud Stalker Small Magical Beast
Hit Dice:	1d10+1 (6 hp)	2d10+2 (13 hp)	3d10+3 (19 hp)	5d10+5 (32 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+2 (Dex)	+6 (Dex, Im. Init.)
Speed:	Fly 60 ft. (good)	Fly 50 ft. (good)	Fly 40 ft. (good)	Fly 40 ft. (good)
AC:	12 (+1 Dex, +1 size)	13 (+2 Dex, +1 size)	16 (+2 Dex, +1 size, +3 nat)	18 (+2 Dex, -1 size, +5 nat)
Attacks:	2 claws +3 melee	2 claws +5 melee	2 claws +6 melee	2 claws -8 melee
Damage:	Claw 1d4-1	Claw 1d6	Claw 1d8	Claw 2d6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Attack:	Swoop	Swoop	Swoop	Swoop
Sp. Qualities:	—	—	—	Fire resistance 10, electricity resistance 30
Saves:	F +3, R +3, W +1	F +4, R +5, W +1	F +4, R +5, W +2	F +5, R +6, W +2
Abilities:	S8, D13, C12, I2, W12, Ch6	S10, D14, C12, I2, W12, Ch6	S10, D14, C12, I3, W12, Ch6	S10, D14, C12, I4, W12, Ch6
Skills:	Listen +3, Spot +3*	Listen +3, Spot +4*	Listen +5, Spot +5*	Listen +7, Spot +7*
Feats:	Weap Fin (claws)	Weap Fin (claws)	Weap Fin (claws)	Imp. Init., Weap Fin (claws)
Org.:	Flock (3-6)	Flock (3-6)	Flock (3-6)	Flock (3-6)
CR:	1/2	1	1	2
Alignment:	Neutral evil	Neutral evil	Neutral evil	Neutral evil

Bloodhawks are native to mountain regions. They are winged predators with large, fang-toothed maws and razor-sharp claws, and extremely protective of their nests. Some sages blame their recent aggressiveness on the presence of the Prime Evils, who have further twisted the ugly carrion fowl.

Bloodhawks build nests of wattle and the regurgitated flesh and fur of their prey. When a nest is encountered, a new bloodhawk emerges every other round. Up to ten bloodhawks may live in a single communal nest. If caught in the nest, bloodhawks can be easily dispatched by setting their nests alight.

Swoop (Ex): When first attacking, bloodhawks swoop on their foes giving them a +2 bonus to attack and damage rolls. Once in melee,

they claw with their talons, not relenting until they or their prey are dead. Bloodhawks have a +8 racial bonus to Spot checks in daylight.

Foul crows, feeding primarily at night, are easily identified by their eerie, glowing, red eyes. Foul crows are the least dangerous species of bloodhawk—though still formidable.

Bloodhawks are named for their red-hued feathers—and their untamed aggression. Their terrible cries and foul feeding habits are characteristic of their entire class of related birds.

Black raptors, in any gathering of lesser carrion feeders, are accorded first scavenging rights. They are larger, meaner, and darker versions of their cousins, and are rightly feared by man and animal.

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



CLAW VIPER

	Tomb Viper Large Monstrous Humanoid	Claw Viper Large Monstrous Humanoid	Salamander Large Monstrous Humanoid	Pit Viper Large Monstrous Humanoid	Serpent Magus Large Monstrous Humanoid
Hit Dice:	5d8 (22 hp)	6d8 (27 hp)	7d8+7 (38 hp)	8d8+8 (44 hp)	9d8+18 (58 hp)
Initiative:	+5 (+1 Dex Imp. Init.)	+5 (+1 Dex Imp. Init.)	+5 (+1 Dex Imp. Init.)	+5 (+1 Dex Imp. Init.)	+6 (+2 Dex Imp. Init.)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	17 (+1 Dex, -1 size, +7 nat)	18 (+1 Dex, -1 size, +8 nat)	19 (+1 Dex, -1 size, +9 nat)	19 (+1 Dex, -1 size, +9 nat)	20 (+2 Dex, -1 size, +9 nat)
Attacks:	2 claws +5 melee, tail +3 melee	2 claws +6/+1 melee, tail +4 melee	2 claws +8/+3 melee, tail +6 melee	2 claws +10/+5 melee, tail +7 melee	2 claws +12/+7 melee, tail +9 melee
Damage:	Claw 1d6+1, tail 1d6+1	Claw 1d6+1, tail 1d6+1	Claw 1d8+2, tail 1d6+1	Claw 1d8+2, tail 1d6+1	Claw 1d8+3, tail 1d6+1
Face/Reach:	5 ft. by 5 ft./ 10 ft.	5 ft. by 5 ft./ 10 ft.	5 ft. by 5 ft./ 10 ft.	5 ft. by 5 ft./ 10 ft.	5 ft. by 5 ft./ 10 ft.
Sp. Attacks:	Freezing charge	Freezing charge	Freezing charge	Freezing charge	Freezing charge
Sp. Qualities:	Uncanny dodge	Uncanny dodge	Uncanny dodge, fire resistance 30	Uncanny dodge, fire resistance 10, +6 save vs. poison	Uncanny dodge, fire resistance 30, +2 save vs. poison, +6 save vs. mind control
Saves:	F +1, R -5, W +5	F +2, R +6, W +6	F +3, R +6, W +6	F +3, R +7, W +7	F +5, R +8, W +7
Abilities:	SI2, DI2, CI0, I6, WI2, CH10	SI2, DI2, CI0, I7, WI2, CH10	SI4, DI2, CI2, I8, WI2, CH10	SI4, DI2, CI2, I9, WI2, CH10	SI6, DI4, CI4, I13, WI2, CH12
Skills:	Hide +9, Jump +15, Spot +9	Hide +10, Jump +17, Spot +10	Hide +11, Jump +20, Spot +11	Hide +12, Jump +22, Spot +12	Hide +16, Jump +29, Spot +15
Feats:	Imp. Init., Multiattack	Imp. Init., Multiattack	Imp. Init., Multiattack	Imp. Init., Multiattack, Weap. Foc. (claw)	Blind-Fight, Imp. Init., Multiattack, Weap. Foc. (claw)
Org.:	Brood (2-5)	Brood (2-5)	Brood (2-5)	Brood (2-5)	Brood (2-5)
CR:	2	3	4	5	6
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil

Vipers are hideous snake-like creatures with arms and other humanoid features. They will serve the legions of Hell.

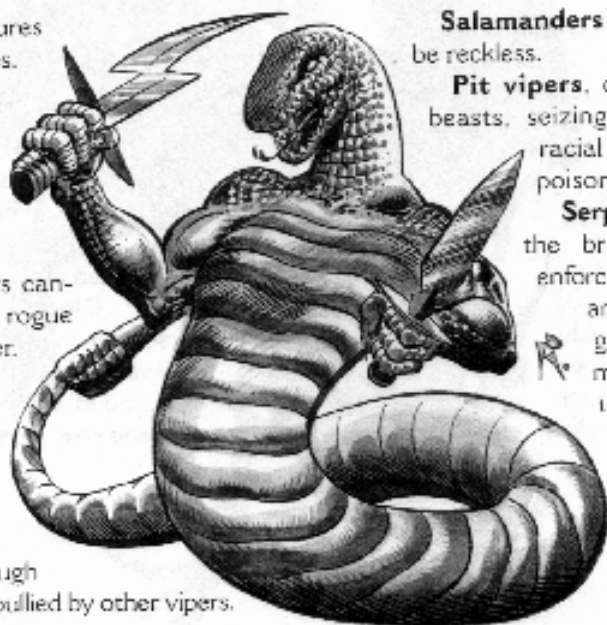
Freezing Charge (Sp): Any time a claw viper could make a charge attack, it can make a leaping charge that does claw damage and affects the target as a *slow* spell.

Uncanny Dodge (Ex): Claw vipers cannot be flanked. This defense denies a rogue the ability to sneak attack a claw viper.

Skills: Claw vipers receive a +12 racial bonus to Jump checks.

Tomb vipers are the weakest of the lot, constantly taking the brutality of their serpentine kin.

Claw vipers prefer to slash with their claws rather than bite. Though tougher than tomb vipers, they too are bullied by other vipers.



Salamanders live in fiery lakes. They tend to be reckless.

Pit vipers, on the other hand, are crafty beasts, seizing their foes. They gain a +6 racial saving throw bonus against poison.

Serpent magi are far smarter than the brethren they lead—they also enforce the separation between lesser and more powerful vipers. The greater vipers hardly care, but the magi spread fear among the underlings.

Serpent magi have a -2 racial saving throw bonus against poison and a +6 racial saving throw bonus against mind-influencing effects.

⊕CORRUPT ROGUE

	Dark Hunter Medium-Size Humanoid	Vile Hunter Medium-Size Humanoid	Dark Stalker Medium-Size Humanoid	Black Rogue Medium-Size Humanoid	Flesh Hunter Medium-Size Humanoid
Hit Dice:	1d8 (4 hp)	2d8 (9 hp)	3d8 (13 hp)	4d8 (18 hp)	7d8+21 (52 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	11 (-1 Dex)	12 (+2 Dex)	13 (+2 Dex, +1 nat)	14 (+2 Dex, +2 nat)	22 (+2 Dex, +10 nat)
Attacks:	Short sword +0 melee; or shortbow +1 ranged	Short sword +1 melee; or shortbow +2 ranged	Spear -3 melee; or shortbow +4 ranged	Spear +4 melee; or shortbow +5 ranged	Spear +8 melee; or shortbow +8 ranged
Damage:	Short sword 1d6; or shortbow 1d6	Short sword 1d6; or shortbow 1d6	Spear 1d8+1; or shortbow 1d6	Spear 1d8+1; or shortbow 1d6	Spear 1d8+8; or shortbow 1d6+8
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Qualities:	—	—	+4 save vs. poison	+12 save vs. poison	+12 save vs. poison, damage reduction 10/-1
Saves:	F +0, R +3, W +2	F +0, R +4, W +3	F +1, R +5, W +3	F -1, R +5, W -5	F +5, R +7, W -7
Abilities:	Str, D13, C11, Int, W11, Ch8	Str, D14, C11, Int, W11, Ch8	Str, D14, C11, Int, W11, Ch8	Str, D14, C11, Int, W12, Ch8	Str, D16, C16, Int, W14, Ch8
Skills:	Hide +2, Kn. (rel.) +0, Move Silently +2, Search +0, Spot +1	Hide +3, Kn. (rel.) +0, Move Silently +3, Search +1, Spot +1	Hide +4, Kn. (rel.) +1, Move Silently +4, Search +1, Spot +2	Hide +5, Kn. (rel.) +2, Move Silently +4, Search -2, Spot +4	Hide +6, Kn. (rel.) -4, Move Silently -6, Search +4, Spot +6
Feats:	Lightning Reflexes	Lightning Reflexes	Lightning Reflexes	Lightning Reflexes	Dodge, Lightning Reflexes
Org.:	Party (1-4)	Party (2-5)	Party (3-6)	Party (4-7)	Party (5-8)
CR:	1/4	1/2	1	2	4
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil

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

Corrupt rogues carry bows as well as melee weapons, and fight with them interchangeably as the situation demands.

Dark hunters and **vile hunters** are the lowest rank of corrupt rogue. Both dark and vile



hunters are rightly feared when they appear in mortal lands.

Dark stalkers and **black rogues** often charge opponents with their spears. If they can move 20 feet in a straight line, they treat any successful hit as a critical hit. In addition, both dark stalkers and black rogues are more resistant to poison than lesser corrupt rogues.

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

FALLEN ONE

	Fallen One Small Outsider	Carver Small Outsider	Devilkin Small Outsider	Dark One Small Outsider	Warped One Small Outsider
Hit Dice:	1/2 d8 (2 hp)	1d8 (4 hp)	1d8 (4 hp)	2d8 (9 hp)	4d8 (18 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	10 (-1 Dex, +1 size)	11 (-1 Dex, +1 size, +1 nat)	12 (-1 Dex, +1 size, +2 nat)	13 (-1 Dex, +1 size, +3 nat)	15 (-1 Dex, +1 size, +5)
Attacks:	Short sword +2 melee	Short sword +2 melee	Short sword +2 melee	Short sword +3 melee	Short sword +7 melee
Damage:	Short sword 1d6	Short sword 1d6	Short sword 1d6	Short sword 1d6+1	Short sword 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Saves:	F +1, R +0, W +0	F +2, R +1, W +1	F +2, R +1, W +1	F +3, R +2, W +2	F +4, R +3, W +3
Abilities:	Str 0, D9, C10, 15, W8, Ch7	Str 0, D9, C10, 15, W8, Ch7	Str 0, D9, C10, 15, W8, Ch7	Str 2, D9, C10, 15, W8, Ch7	Str 4, D9, C10, 15, W8, Ch7
Skills:	Hide +4 Listen +3, Spot +3	Hide +4 Listen +3 Spot +3	Hide +4 Listen +3 Spot +3	Hide +5, Listen +3, Move Silently +3, Spot +3	Hide +8, Listen +6, Move Silently +4, Spot +6
Feats:	Alertness	Alertness	Alertness	Alertness	Alertness
Org.:	Pack (3-12)	Pack (3-12)	Pack (3-12)	Pack (3-12)	Pack (3-12)
CR:	1/6	1/4	1/2	1	2
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil

The grunts of the underworld, these demons are small, nasty, murderous creatures. They have a rough tribal organization and are ruled by more powerful shamans, who have some magical abilities (see next entry).

The fallen are courageous only in numbers; killing one of their pack causes the rest to flee if they fail a Wisdom check (DC 14), unless a shaman is present.

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

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

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

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

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



FALLEN ☉ SHAMAN

	"Enraged" Small Outsider	"Demented" Small Outsider	"Deranged" Small Outsider	"Depraved" Small Outsider	"Warped" Small Outsider
Hit Dice:	1d8 (4 hp)	2d8 (9 hp)	3d8 (13 hp)	4d8 (18 hp)	6d8 (27 hp)
Initiative:	+0	+0	+0	+0	+0
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	11 (+1 size)	12 (+1 size, +1 nat)	13 (+1 size, +2 nat)	16 (+1 size, +5 nat)	17 (+1 size, +6 nat)
Attacks:	Short sword +2 melee	Short sword +3 melee	Short sword +4 melee	Short sword +5 melee	Short sword +7 melee
Damage:	Short sword 1d6	Short sword 1d6	Short sword 1d6+1	Short sword 1d6+1	Short sword 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Attacks:	<i>Fire bolt</i> , raise fallen one	<i>Fire bolt</i> , raise fallen one	<i>Fire bolt</i> , raise fallen one	<i>Fire bolt</i> , raise fallen one	<i>Fire bolt</i> , raise fallen one
Sp. Qualities:	Morale	Morale	Fire resistance 10, morale	Fire resistance 30, morale	Fire resistance 30, +4 save vs. mind control, morale
Saves:	F +2, R -2, W +2	F +3, R +3, W +3	F +3, R +3, W +3	F +4, R +4, W +4	F +5, R +5, W +9
Abilities:	StO, DI0, CI1, I9, W9, Ch11	StO, DI0, CI1, I9, W9, Ch12	StI2, DI0, CI1, III, WII, ChI2	StI3, DI0, CI1, III, WII, ChI3	StI4, DI0, CI1, II4, WI4, ChI3
Skills:	Heal +0, Hide +6, Listen -3 Spot -3	Heal +2, Hide -7, Listen +4, Move Silently +2, Spot +4	Heal +4, Hide +8, Listen -6 Move Silently -4, Spellcraft -4, Spot +6	Heal -5, Hide +10, Listen +7 Move Silently +6, Spellcraft +5, Spot +7	Heal +11, Hide +12, Kn. (arcana) -10, Listen +13, Move Silently +9, Spellcraft +10, Spot +13
Feats:	Alertness	Alertness	Alertness	Alertness	Alertness
Org.:	30%; 1 per 4 Fallen Ones	30%; 1 per 4 Carvers	30%; 1 per 4 Devilkin	30%; 1 per 4 Dark Ones	30%; 1 per 4 Warped Ones
CR:	1	2	2	3	4
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil

Fallen shamans are larger and definitely more authoritarian than their lesser brothers. If a pack of fallen ones has at least four members, there is a 30% chance per four fallen that one shaman is also present.

Fire Bolt (Su): Once per round, a fallen one shaman can cast a flaming missile at a single foe within 100 feet as a partial action. A successful Reflex save (see entries) reduces damage by half.

Morale (Su): Lesser fallen ones do not break or run as long as one of their shamans is present.

Raise Fallen One (Sp): The shaman can bring back to life any fallen one or lesser shaman within 50 feet, as if using a *true resurrection* spell. The revived fallen one has full hit points and can attack and function normally the next round. This is a full-round action.

Enraged are shamans of the fallen ones. They tend to be bad-tempered and violent. Their *fire bolt* (DC 11) deals 1d6 points of damage.

Demented are shamans of the carvers. Their insanity gives them a low cunning and dangerous attitude. Their *fire bolt* (DC 12) deals 2d6 points of damage.

Deranged are shamans of the devilkin. They are fully insane and gibber to unnerve their foes. Humans with 1 Hit Die or less and normal animals must make a Will save (DC 11). Animals that fail flee, humans take a -1 Morale penalty to their attack rolls, Armor Class, and skill checks. Their *fire bolt* (DC 13) deals 3d6 points of damage.

Depraved are shamans of the dark ones. They think nothing of the safety of their fellow fallen ones and put their own survival first. Their *fire bolt* (DC 14) deals 4d6 points of damage.

Warped are shamans of the warped fallen. The worst of the worst lot, no task is too monstrous for them. Their *fire bolt* (DC 16) deals 6d6 points of damage. They have a +4 saving throw bonus against mind-influencing effects.

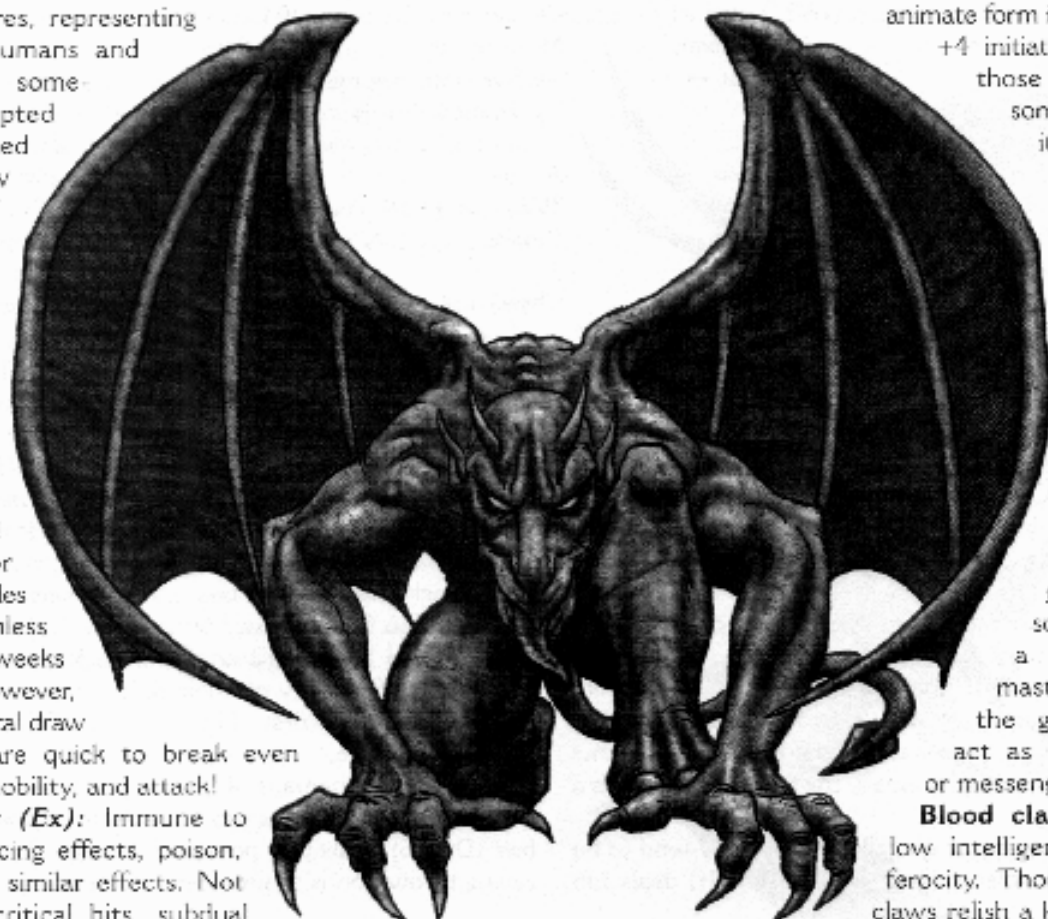
GARGOYLE

	Winged Demon Medium-Size Construct	Gargoyle Medium-Size Construct	Blood Claw Medium-Size Construct	Death Wing Medium-Size Construct
Hit Dice:	6d10 (33 hp)	8d10 (44 hp)	11d10 (60 hp)	13d10 (72 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	Fly 30 ft. (poor)	Fly 30 ft. (poor)	Fly 30 ft. (poor)	Fly 30 ft. (poor)
AC:	18 (+1 Dex, +7 nat)	18 (+1 Dex, +7 nat)	19 (+1 Dex, +8 nat.)	20 (+1 Dex, +9 nat)
Attacks:	Slam +4 melee	Slam +6 melee	Slam +9 melee	Slam +11 melee
Damage:	Slam 2d6	Slam 2d6	Slam 2d6+1	Slam 2d6+3
Face:	5 by 5 ft./5 ft.	5 by 5 ft./5 ft.	5 by 5 ft./5 ft.	5 by 5 ft./5 ft.
Sp. Attacks:	+4 to Initiative when leaving stone shape			
Sp. Qualities:	— Stone shape (Damage reduction 100/+10, spell immunity, cannot attack or move), Regenerate 1 hp/hr —			
Saves:	Construct, fire immunity	Construct, electricity immunity	Construct, fire immunity	Construct, electricity immunity
Abilities:	F -2, R +3, W +2 S11, D13, C-, I6, W11, Ch7	F +2, R +3, W +2 S11, D13, C-, I9, W11, Ch7	F +3, R +4, W -4 S13, D13, C-, I7, W12, Ch7	F +4, R +5, W +5 S14, D13, C-, I10, W12, Ch7
Org.:	Wing (2-7)	Wing (2-7)	Wing (2-7)	Wing (2-7)
CR:	4	5	6	7
Alignment:	Neutral evil	Neutral evil	Neutral evil	Neutral evil

Carved figures, representing grotesque humans and animals, are sometimes corrupted and animated by evil. Now possessed of horrid life, these stony horrors have spread to many deep and dark parts of the world. With no need for food or water, gargoyles stand motionless for days or weeks at a time. However, should a mortal draw near, they are quick to break even years of immobility, and attack!

Construct (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual, ability damage, energy drain, or death from massive damage.

Stone Shape (Ex): Because it looks exactly like a stone statue, the first round gargoyle shifts from stone form to



animate form it has an additional +4 initiative bonus, unless those attacked have somehow discovered its true nature.

Winged demons are, like all gargoyles, capable of flight. Winged demons make good guards, especially for noncritical areas of the Sin War.

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

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

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

GOATMAN

	Moon Clan Medium-Size Outsider	Night Clan Medium-Size Outsider	Blood Clan Medium-Size Outsider	Death Clan Medium-Size Outsider	Hell Clan Medium-Size Outsider
Hit Dice:	2d8+2 (11 hp)	3d8+6 (19 hp)	4d8+8 (26 hp)	5d8+10 (32 hp)	6d8+12 (39 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	15 (-1 Dex, +4 nat)	17 (+1 Dex, +6 nat)	20 (+1 Dex, +9 nat)	20 (+1 Dex, +9 nat)	22 (+2 Dex, +10 nat)
Attacks:	Axe +4 melee; or longbow +4 ranged	Axe +5 melee; or longbow +5 ranged	Axe +6 melee; or longbow +6 ranged	Axe +8 melee; or longbow +15/+10/+5 ranged	Axe -19/-14/-9 melee; or longbow +17/+12/+7 ranged
Damage:	Axe 1d8+2, longbow 1d8	Axe 1d8+2; longbow 1d8	Axe 1d10+2; longbow 1d8*	Axe 1d10-3; longbow 1d8	Axe 1d10+5; longbow 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Attacks:	—	-2 first melee attack	+2 melee damage to wounded foe	—	Night and Blood sp. attacks
Sp. Qualities:	—	—	—	+8 save vs. mind control	Fire resistance 20
Saves:	F +4, R +4, W +4	F +5, R +4, W +4	F +6, R +5, W +5	F +6, R +5, W +5	F +7, R +7, W +6
Abilities:	SI4, DI2, CI2, II1, WI2, CH3	SI4, DI2, CI4, II2, WI2, CH3	SI5, DI3, CI4, II3, WI2, CH3	SI6, DI3, CI4, II3, WI2, CH3	SI8, DI4, CI4, II4, WI2, CH5
Skills:	Intimidate -5, Jump +6, Listen +5, Search +4	Intimidate +7, Jump -7, Listen +6, Search +7, Spot +6	Intimidate +9, Jump +9, Listen +8, Search +8, Spot +8	Intimidate +10, Jump -10, Listen -9, Search +9, Spot +9, Wild. Lore -6	Hide +8, Intimidate +11, Jump +13, Listen +10, Search +11, Spot -10, Wild. Lore +10
Feats:	Weap. Foc (bow)	Weap. Foc (bow) Point Blank Shot	Weap. Foc (bow) Point Blank Shot	Weap. Foc (bow) Point Blank Shot	Weap. Foc (bow) Point Blank Shot
Org.:	Herd (1-12)	Herd (1-12)	Herd (1-12)	Herd (1-12)	Herd (1-12)
CR:	1/2	1	2	3	4
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil

Warriors of Hell, the goatmen once battled each other for the amusement of the Prime Evils. Now, they war against all who seek to stop their vile masters. The goatmen are broken into clans, the members of each with their own boon from their dark lords. These goat-headed humanoids are armed with curved blades, and half of them carry bows as well.

Moon Clan goatman flesh has a pale, luminous glow.

Night Clan goatmen blend with the darkness. Thus, Night Clan goatmen get



a +2 attack bonus to their first attack in any melee.

Blood Clan goatmen become fierce at first blood. They get a +2 damage bonus against any foe that has been wounded in this combat.

Death Clan goatmen are killers through and through. Death clan receive a +8 racial saving throw bonus against mind-influencing effects.

Hell Clan goatmen are the ultimate terror of their kind. They have the special attacks of the Night and Blood Clans.

GOLEM

	Clay	Blood	Iron	Fire
	Medium-Size	Medium-Size	Medium-Size	Medium-Size
	Construct	Construct	Construct	Construct
Hit Dice:	4d10 (22 hp)	7d10 (38 hp)	8d10 (44 hp)	12d10 (66 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)	+0
Speed:	20 ft. (can't run)	20 ft. (can't run)	20 ft. (can't run)	20 ft. (can't run)
AC:	12 (-1 Dex, +3 nat)	15 (-1 Dex, +6 nat)	20 (-1 Dex, +9 nat)	18 (-1 Dex, +9 nat)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +10 melee	Slam -13 melee
Damage:	1d6+3	1d8+5	2d6+6	2d6+7 +1d6 fire
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Qualities:	Construct	Construct	Construct	Construct, immune to fire, fire regeneration
Saves:	F +1, R +0, W +1	F +2, R +1, W +2	F +2, R +1, W +2	F +4, R +4, W +4
Abilities:	St4, D8, C—, I—, Will, Chl	St6, D8, C—, I—, Will, Chl	St8, D9, C—, I—, Will, Chl	St20, D11, C—, I—, Will, Chl
Org.:	Solitary	Solitary	Solitary	Solitary
CR:	2	3	4	6
Alignment:	Neutral	Neutral	Neutral	Neutral



Blood Golem



Clay Golem

GOLEM (CONT.)

DIABLO golems are temporary automatons, brought into existence by powerful necromancy spells. However, these creatures quickly disperse into dust when their time runs out or when they are destroyed in combat.

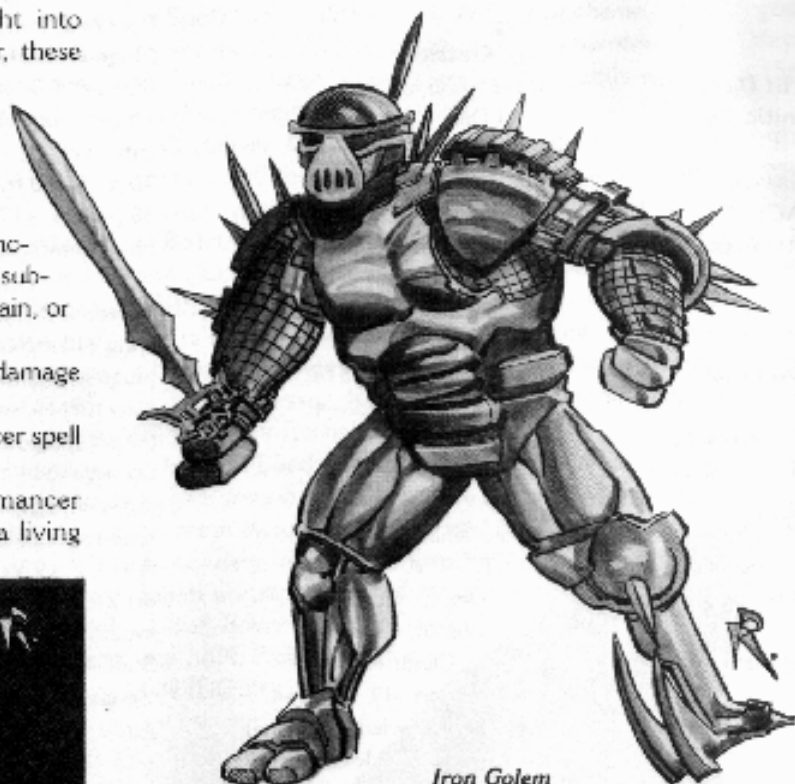
The golem follows simple orders given by its creator. When ordered to attack the caster's foes, they attack nearest, then the next nearest, and so on.

Construct Defenses (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual, ability damage, energy drain, or death from massive damage.

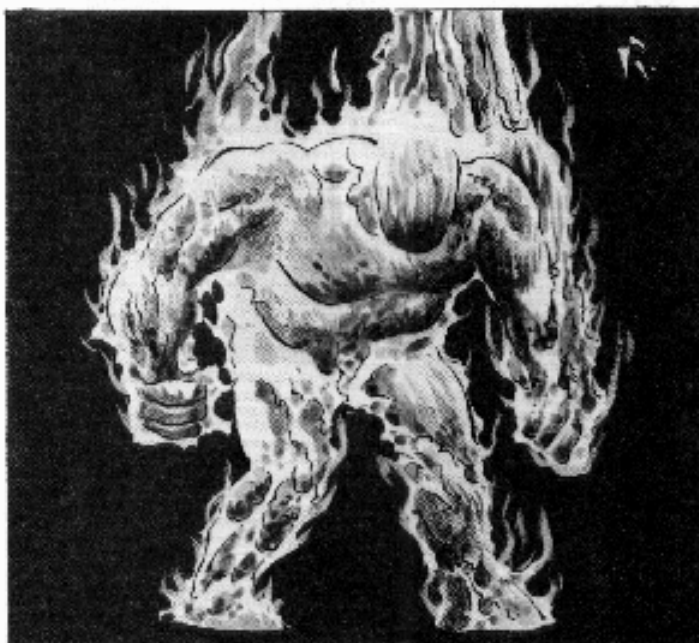
Fire Regeneration (Ex): For every 5 points of fire damage a fire golem is dealt, it heals back 1 point of damage.

Clay golems are raised by the 2nd-level necromancer spell *clay golem*.

Blood golems are raised by the 4th-level necromancer spell *blood golem*. When the blood golem strikes a living



Iron Golem



Fire Golem

foe, the caster is cured of 1 point of damage point for each 2 points the golem deals. When the golem is dealt damage, the caster takes 1 point of damage for each 5 dealt to the golem.

Iron golems are raised by the 5th-level necromancer spell *iron golem* from a metal magic item (not an artifact). The golem has the powers granted by the item's prefix and suffix of the item (see Chapter Four: Magic Items for details of these and the *iron golem* spell in Chapter Three for an example).

Fire golems are raised by the 6th-level necromancer spell *fire golem*. The golem deals an additional 1d6 points of fire damage with each hit and is immune to fire damage.

MEGADEMŌN

	Balrog Large Outsider	Pit Lord Huge Outsider	Venom Lord Huge Outsider
Hit Dice:	15d8+65 (1s6 hp)	17d8+70 (139 hp)	19d8+75 (152 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +5 Improved Initiative)
Speed:	30 ft., fly 60 ft. (average)	30 ft., fly 60 ft. (average)	30 ft., fly 60 ft. (average)
AC:	28 (-1 size, +1 Dex, +18 natural)	30 (-1 size, +1 Dex, +20 natural)	32 (-1 size, +1 Dex, +20 natural)
Attacks:	Huge greatsword +19/+14/+9	Huge greatsword +20/+15/+9	Huge greatsword +21/+16/+10
	melee; or 2 claws +14 melee, wing +19 melee	melee; or 2 claws +15 melee, wing +10 melee	or 2 claws +16 melee, wing +11 melee
Damage:	Huge greatsword 2d8+7, claw 1d6+7, wing 1d6+4	Huge greatsword 2d8+8, claw 1d8+8, wing 1d6+5	Huge greatsword 2d8+9, claw 1d10+9, wing 1d6+6
Sp. Attacks:	breath weapon	breath weapon	breath weapon
Sp. Qualities:	Damage reduction 20/+3, outsider, regeneration 3, spell-like abilities	Damage reduction 20/+3, outsider, regeneration 3, spell-like abilities	Damage reduction 20/+3, outsider, regeneration 3, spell-like abilities
Saves:	F +13, R +9, W +13	F +14, R +9, W +13	F +15, R +9, W +13
Abilities:	Str 25, Dex 13, Con 21, Int 20, Wis 20, Cha 16	Str 27, Dex 13, Con 23, Int 20, Wis 20, Cha 16	Str 29, Dex 13, Con 25, Int 20, Wis 20, Cha 16
Skills:	Bluff +17, Climb +20, Concentration +19, Hide +4, Jump +19, Knowledge (arcana) +20, Listen +21, Move Silently +17, Search +21, Spot +21	Bluff +19, Climb +22, Concentration +21, Hide +6, Jump +21, Knowledge (arcana) +22, Listen +23, Move Silently +19, Search +23, Spot +23	Bluff +21, Climb +23, Concentration +23, Hide +7, Jump +23, Knowledge (arcana) +24, Listen +25, Move Silently +21, Search +25, Spot +25
Feats:	Cleave, Great Cleave, Improved Initiative, Power Attack	Cleave, Great Cleave, Improved Initiative, Power Attack	Cleave, Great Cleave, Improved Initiative, Power Attack
Org.:	Solitary or team (2-4)	Solitary or team (2-4)	Solitary or team (2-4)
CR:	16	18	20
Alignment:	Lawful evil	Lawful evil	Lawful evil

MEGADEMON (CONT.)

Megademons are the archetypal demons spawned from the hottest fires of the netherworld, born with no other purpose than as a scourge to mortal souls. Terrifying to behold, these fiends are one of Hell's most formidable weapons in the battle for the mortal realm.

Combat

Megademons are formidable opponents. They attack without hesitation, wielding their massive greatswords with deadly effect. Even disarmed they are capable of inflicting serious damage with their razor-sharp claws and tough leathery wings. But their most fearsome weapon is their hellish fiery breath with which they cook their opponents alive.

Flame Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Special Attacks:

Breath Weapon (Su): Cone of fire, 30 feet, every 1d4 rounds; damage and save DC by megademon type.

Spell-like abilities: At will—*blasphemy*, *detect good*, *detect magic*; 2/day—*produce flame*, *pyrotechnics*; 1/day—*fire wall*. These abilities are as the spells cast by a 15th-level sorcerer.

Outsider Qualities: Outsiders have darkvision with a range of 60 feet. A slain outsider cannot be raised or resurrected, although a *wish* or *miracle* spell can restore it to life.

Balrog: Balrogs sometimes lead troops into battle for the glory of their hellish masters. *Breath weapon:* Damage 1d10, Reflex save for half (DC 15).

Pit Lord: These horrifying creatures are often entrusted with messages and assignments too important or sensitive for lesser beings. *Breath weapon:* Damage 2d10, Reflex save for half (DC 17).

Venom Lord: When the forces of Hell simply cannot afford to give ground to their enemies or lose a battle, they call on these awful creatures to lead the fight.

Absolutely merciless, the Venom Lords are rightly feared by one and all. *Breath weapon:* Damage 3d10, Reflex save for half (DC 19).



SCAVENGER

	Scavenger Small Magical Beast	Plague Eater Small Magical Beast	Shadow Beast Small Magical Beast	Bone Gnasher Small Magical Beast
Hit Dice:	1/2d10+1 (4 hp)	1d10+1 (6 hp)	2d10+2 (13 hp)	2d10+4 (15 hp)
Initiative:	+0	+0	+1 (Dex)	+1 (Dex)
Speed:	50 ft.	50 ft.	50 ft.	50 ft.
AC:	12 (+1 size +1 nat)	13 (+1 size, +2 nat)	14 (+1 Dex, +1 size, +2 nat)	14 (+1 Dex, +1 size, +2 nat)
Attacks:	2 claws +2 melee, bite +1 melee	2 claws +2 melee, bite +1 melee	2 claws +4 melee, bite +3 melee	2 claws +5 melee, bite +3 melee
Damage:	Claw 1d2, bite 1d3	Claw 1d2, bite 1d4	Claw 1d3, bite 1d4	Claw 1d4+1, bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Attacks:	Multidexterity Rend (if both front claws hit, two back claws hit for claw damage)			
Sp. Qualities:	Scent	Fever Scent	Scent	Scent, +6 save vs. mind control, fear immunity
Saves:	F +3, R +2, W +0	F +3, R +2, W +0	F +4, R +4, W +0	F +5, R +4, W +0
Abilities:	S8, D10, C12, I2, W10, Ch6	S8, D10, C12, I2, W10, Ch6	S10, D12, C12, I2, W10, Ch6	S12, D12, C14, I2, W10, Ch6
Feats:	Weap Foc (claw)	Weap Foc (claw)	Weap Foc (claw)	Weap Foc (claw)
Skills:	Hide +4, Listen +2, Spot +2	Hide +4, Listen +2, Spot +2	Hide +5*, Listen +2, Spot +3	Hide +5, Listen +2, Spot +3
Org.:	Pack (2-16)	Pack (2-12)	Pack (1-8)	Pack (1-8)
CR:	1/3	1/2	1	1
Alignment:	Neutral	Neutral	Neutral	Neutral

These foul carrion eaters, hunted to nigh unto extinction, have bred in secret places. Now, they prowl in packs, ganging up on living prey. A strong defense often drives them off.

Multidexterity (Ex): A scavenger makes all attacks as primary attacks.

Rend (Ex): A scavenger attacks with a bite and two claws. If both claws hit the same foe the same round, the two rear claws automatically hit as well.

Scent (Ex): A scavenger can track creatures by scent within a 30-foot radius (60-foot downwind). They can also track by scent (Wisdom check, DC 10, -2 per hour, ignore surface conditions and visibility).

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

Plague eaters have more of a reddish hue to their unwashed fur, and are extremely territorial. They often hunt in areas where disease or plague creates a bounty of potential carrion. **Disease (Ex):** Bite, Make a Fortitude save (DC 11) or suffer initial damage of 1 point of temporary Constitution and secondary damage of 1 temporary point of Dexterity and 1 temporary point of Constitution.

Shadow beasts blend with the darkness. they have a +4 circumstance bonus to Hide checks in shadowy conditions.

Bone gnashers routinely descend in numbers upon their selected prey, even in full daylight. The only way to disperse them is to kill every one. They have a +6 racial saving throw bonus against mind-influencing effects.



SKELETON

Skeleton Medium-Size Undead

Hit Dice: 1/2 d12+3 (6 hp)
Initiative: -0
Speed: 30 ft.
AC: 10
Attacks: Short sword +0 melee;
 or shortbow +0 ranged
Damage: Short sword 1d6;
 or shortbow 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Sp. Qualities: —
Saves: F +0, R +0, W +2
Abilities: S10, D11, C—,
 I—, W10, Ch11
Feats: Toughness
Org.: Band (3-12)
CR: 1/4
Alignment: Neutral evil

Burning Dead Medium-Size Undead

Hit Dice: 3d12+3 (22 hp)
Initiative: -1 (Dex)
Speed: 30 ft.
AC: 14 (+1 Dex, +3 nat)
Attacks: Longsword +2 melee;
 or longbow +2 ranged
Damage: Longsword 1d8+1 and
 1d4 fire; or longbow 1d8
 and 1d6 fire
Face/Reach: 5 ft. by 5 ft./5 ft.
Sp. Qualities: —
Saves: F +1, R +2, W +3
Abilities: S12, D13, C—,
 I—, W10, Ch11
Feats: Toughness
Org.: Band (3-12)
CR: 2
Alignment: Neutral evil

Returned Medium-Size Undead

Hit Dice: 1d12+3 (9 hp)
Initiative: +0
Speed: 30 ft.
AC: 11 (+1 nat)
Attacks: Short sword +0 melee;
 or longbow +0 ranged
Damage: Short sword 1d6;
 or longbow 1d8
 5 ft. by 5 ft./5 ft.
Sp. Qualities: —
Saves: F +0, R +0, W +2
Abilities: S11, D11, C—,
 I—, W10, Ch11
Feats: Toughness
Org.: Band (3-12)
CR: 1/2
Alignment: Neutral evil

Horror Medium-Size Undead

Hit Dice: 4d12+3 (29 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 15 (+1 Dex, +4 nat)
Attacks: Longsword +3 melee;
 or longbow +3 ranged
Damage: Longsword 1d8+1;
 or longbow 1d8
 5 ft. by 5 ft./5 ft.
Sp. Qualities: —
Saves: F -1, R +2, W -4
Abilities: S12, D13, C—,
 I—, W10, Ch11
Feats: Imp. Init., Toughness
Org.: Band (3-12)
CR: 3
Alignment: Neutral evil

Bone Warrior Medium-Size Undead

Hit Dice: 2d12+3 (16 hp)
Initiative: +0 (Dex)
Speed: 30 ft.
AC: 12 (+1 Dex, +1 nat)
Attacks: Short sword +2 melee;
 or longbow +2 ranged
Damage: Short sword 1d6+1;
 or longbow 1d8
 5 ft. by 5 ft./5 ft.
Sp. Qualities: —
Saves: Cold resistance 10
 F +0, R +1, W -3
Abilities: S12, D12, C—,
 I—, W10, Ch11
Feats: Toughness
Org.: Band (3-12)
CR: 1
Alignment: Neutral evil

Hell Horror Medium-Size Undead

Hit Dice: 6d12+3 (42 hp)
Initiative: +5 (+1 Dex, +4 Imp. Init.)
Speed: 40 ft.
AC: 17 (+2 Dex, +5 nat)
Attacks: Longsword +4 melee;
 or longbow +4 ranged
Damage: Longsword 1d8+1 and
 1d8 cold; or longbow 1d8
 and 1d10 cold
 5 ft. by 5 ft./5 ft.
Sp. Qualities: —
Saves: Fire resistance 30,
 +4 AC when not
 attacking
Abilities: F +1, R -3, W +5
 S13, D13, C—,
 I—, W10, Ch11
Feats: Imp. Init., Toughness
Org.: Band (3-12)
CR: 4
Alignment: Neutral evil

SKELETON (CONT.)

	Returned Mage Medium-Size Undead	Bone Mage Medium-Size Undead	Burning Dead Mage Medium-Size Undead	Horror Mage Medium-Size Undead
Hit Dice:	2d12+3 (16 hp)	3d12+3 (22 hp)	4d12+3 (29 hp)	5d12-3 (35 hp)
Initiative:	+0	+1 (Dex)	+1 (+1 Dex, +4 Imp. Init.)	+1 (+1 Dex, +4 Imp. Init.)
Speed:	20 ft.	20 ft.	20 ft.	20 ft.
AC:	11 (+1 natural)	12 (+1 Dex, +1 natural)	14 (+1 Dex, +3 natural)	15 (+1 Dex, +4 natural)
Attacks:	Poison +1 ranged	Cold +1 ranged	Electricity +2 ranged	Any one energy -2 ranged
Damage:	Poison 2d6	Cold 3d6	Electricity 4d6	Any one energy 5d6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Attacks:	—	—	—	—
Sp. Qualities:	Undead, half damage from piercing/slashing	Undead, half damage from piercing/slashing, cold resistance 10	Undead, half damage from piercing/slashing, cold resistance 10, fire resistance 30	Undead, half damage from piercing/slashing, cold resistance 30
Saves:	F +0, R +0, W +2	F +0, R +1, W +3	F +1, R +2, W +4	F +1, R +2, W -4
Abilities:	Str 11, Dex 11, Con —, Int —, Wis 11, Cha 2	Str 12, Dex 12, Con —, Int —, Wis 11, Cha 2	Str 12, Dex 13, Con —, Int —, Wis 11, Cha 2	Str 13, Dex 13, Con —, Int —, Wis 11, Cha 2
Feats:	Toughness	Toughness	Imp. Init., Toughness	Imp. Init., Toughness
Org.:	Band (1-4)	Band (1-4)	Band (1-4)	Band (2-4)
CR:	1	3	4	5
Alignment:	Neutral evil	Neutral evil	Neutral evil	Neutral evil

Skeletons are the bones of the dead, animated by the spells of necromancers and demons. They are armed with the weapons they were buried with: rusted swords, decaying maces, and axes.

Half of those encountered (50%) carry bows and arrows. Those with melee weapons seek to close with living enemies and destroy them. Those with ranged weapons let others rush forward, while they hang back and fire arrows into the melee.

Skeletons can be turned by a cleric (see the Turning Undead table in the *Player's Handbook*).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual, ability damage, energy drain, or death from massive damage.

Skeletons are the weakest of these monsters, but show a relentless tenacity in their attacks.

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

Bone warriors are a more dangerous form of skeleton. They often serve as guards in eldritch temples and lost tombs.

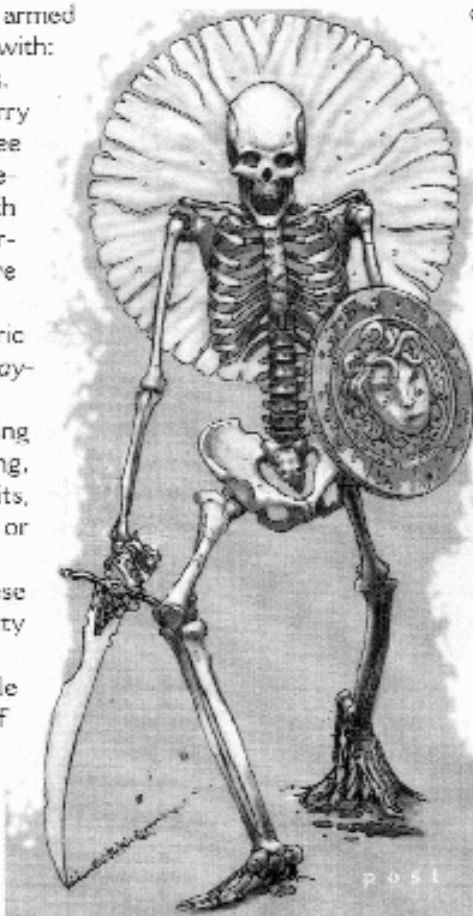
Burning dead were killed in hellish conflagrations. They cast a flickering red radiance wherever they go. Their melee blows deal an additional 1d4 points of fire damage.

Horrors bear the final rictus of pure terror that killed them. They are grim manifestations of the worst in the world.

Hell horrors are the personal servants of other creatures. They circle their opponents at high speeds before attacking, gaining a +4 dodge bonus to AC.

Skeleton mages sometimes lead a band of other skeletons. In truth, a skeleton mage is no smarter than a normal skeleton. Its only additional power is a lethal blast of energy shot from its hands. Skeleton mage blasts inflict 1d6 points of damage per hit dice of the skeleton mage, and a Fortitude save reduces this damage to half.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. All Skeleton varieties turn according to their HD value on the Turning Undead table in the *Player's Handbook*.



SPIDER

Arach Medium-Size Magical Beast

Hit Dice: 3d10 (16 hp)
Initiative: +1 (Dex)
Speed: 30 ft., climb 20 ft.
AC: 17 (+1 Dex, +6 nat)
Attacks: Bite +4 melee
Damage: Bite 1d6
Face: 5 ft. by 5 ft./5 ft.
Sp. Attacks: Poison, web

Sp. Qualities:

Saves: F +3, R +4, W +1
Abilities: S11, D12, C11, I5, W11, Ch3
Skills: Climb +9, Hide +8, Move Silently +7, Spot +6
Feats: Weap Foc (bite)
Org.: Swarm (2-5)
CR: 2
Alignment: Neutral evil

Poison Spinner Medium-Size Magical Beast

Hit Dice: 4d10+4 (26 hp)
Initiative: +1 (+1 Dex, +4 Imp. Init.)
Speed: 30 ft., climb 20 ft.
AC: 17 (+1 Dex, +6 nat)
Attacks: Bite +6 melee
Damage: Bite 1d8+1
Face: 5 ft. by 5 ft./5 ft.
Sp. Attacks: Poison, web

Sp. Qualities: Immune to entanglement
Regeneration 1
F +5, R +5, W +1
S12, D12, C12, I5, W11, Ch3
Hide +6, Listen +6, Move Silently +5, Spot +6
Imp. Init., Weap Foc (bite)
Swarm (2-5)
4
Neutral evil

Flame Spider Medium-Size Magical Beast

Hit Dice: 5d10+10 (37 hp)
Initiative: +6 (+2 Dex, +4 Imp. Init.)
Speed: 30 ft., climb 20 ft.
AC: 18 (+2 Dex, +6 nat)
Attacks: Bite +8 melee
Damage: Bite 2d4+2
Face: 5 ft. by 5 ft./5 ft.
Sp. Attacks: Poison, web

Sp. Qualities: Immune to entanglement
Regeneration 2
F +6, R +6, W +1
S14, D14, C14, I5, W11, Ch3
Climb +9, Hide +9, Move Silently +9, Spot +8
Imp. Init., Weap Foc (bite)
Swarm (1-4)
5
Neutral evil

Spider Magus Medium-Size Magical Beast

Hit Dice: 6d10-12 (52 hp)
Initiative: +6 (+2 Dex, +4 Imp. Init.)
Speed: 30 ft., climb 30 ft.
AC: 19 (+2 Dex, +7 nat)
Attacks: Bite +6 melee
Damage: Bite 2d4+2
Face: 5 ft. by 5 ft./5 ft.
Sp. Attacks: Poison, web, charged bolt

Sp. Qualities: Immune to entanglement
Regeneration 3
F +7, R +7, W +3
S14, D14, C14, I8, W12, Ch3
Climb +13, Hide +11, Move Silently +10, Spot +10
Imp. Init., Weap Foc (bite)
Swarm (1-3)
6
Neutral evil

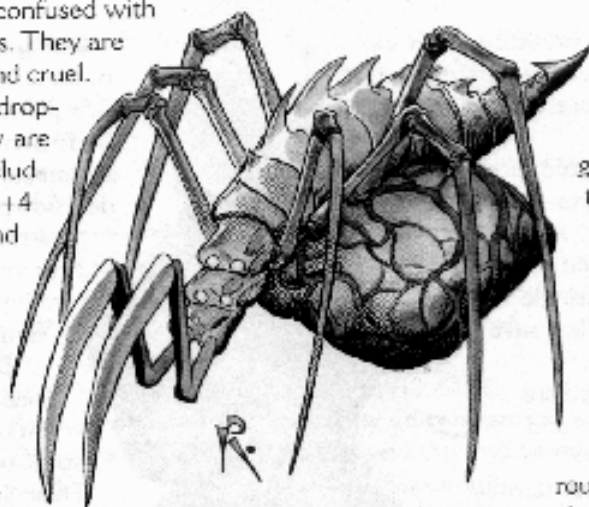
These evil arachnids should not be confused with the oversized spiders of other worlds. They are exceptionally intelligent, cunning, and cruel.

They often crawl on the ceiling, dropping webs on anyone below. They are immune to entangling attacks, including their webs. Spiders have a +4 racial bonus to Move Silently and Hide checks.

These spiders slash with their swordlike mandibles, suck the blood from their prey, and use the carcasses as incubators for their young.

Web (Ex): Spiders can cast a web eight times a day. This is similar to an attack with a net, but maximum range is 50 feet (range increment 10 feet) and is effective against foes of Medium size or less (see "Weapons" in Chapter 7: Equipment in the *Player's Handbook* for net attacks). The web anchors the foe in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst it with a Strength check (DC 26). Both are standard actions (against fire, webs have 6 hit points).

Poison (Ex): The bite delivers a virulent poison that requires a Fortitude save (see table).



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

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

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

Spider magi can cast a 2d8 charged bolt as a 5th-level caster each round if not in melee. A spider mage in melee fights one round, then retreats a half move and casts a bolt (both partial actions)—this does not provoke an attack of opportunity. It engages in continuous melee only if cornered or surrounded. *Charged bolt (Sp)*: Range 35 ft., damage 2d8 (x3) electrical, Reflex save (DC 12) for half damage.

Type	DC	Initial	Secondary
Arach	11	1d2 Str	1d2 Str
Poison Spinner	13	1d3 Str	1d3 Str
Flame Spider	14	1d3 Str	1d3 Str
Spider Magus	13	1d2 Str	1d2 Str

TAINTED

	Misshapen Medium-Size Magical Beast	Disfigured Medium-Size Magical Beast	Tainted Medium-Size Magical Beast	Afflicted Medium-Size Magical Beast	Damned Medium-Size Magical Beast
Hit Dice:	2d10+2 (13 hp)	3d10+3 (19 hp)	5d10+5 (32 hp)	7d10+7 (45 hp)	13d10+26 (97 hp)
Initiative:	+0	+0	+0	+0	+1 (Dex)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	12 (+2 nat)	13 (+3 nat)	15 (+5 nat)	16 (+6 nat)	21 (+1 Dex, +10 nat)
Attacks:	Bite +3 melee	Bite +4 melee	Bite +7 melee	Bite +10/+5 melee	Bite +17/+12/+7 melee
Damage:	Bite 1d6+1	Bite 1d6+1	Bite 1d8+2	Bite 1d10+3	Bite 2d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Sp. Attacks:			Lightning breath (1d6/HD)		
Sp. Qualities:	Electricity resistance 10	Electricity resistance 15	Electricity resistance 20	Electricity resistance 25	Electricity resistance 40
Saves:	F +4, R +3, W +0	F +4, R +3, W +1	F +5, R +4, W +3	F +6, R +5, W +4	F +12, R +9, W +6
Abilities:	S13, D10, C13, I5, W10, Ch6	S13, D10, C13, I5, W10, Ch6	S14, D11, C13, I6, W10, Ch6	S16, D11, C13, I6, W10, Ch6	S18, D13, C14, I7, W10, Ch6
Skills:	Listen +8 Spot +7	Listen +8, Spot +8	Listen +10, Spot +10	Listen +11 Spot +11	Jump +12 Listen +11 Spot +11
Feats:	Alertness	Alertness	Alertness Iron Will	Alertness, Iron Will	Alertness, Great Fortitude, Iron Will
Org.:	Pack (1-4)	Pack (2-5)	Pack (3-6)	Pack (4-7)	Pack (5-8)
CR:	1	3	4	6	9
Alignment:	Neutral evil	Neutral evil	Neutral evil	Neutral evil	Neutral evil

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

Lightning Breath (Su): A tainted prefers to breathe lightning balls rather than bite—it switches to its bite only in melee combat. A tainted breathes a bright ball of electricity as a ranged touch attack that strikes a single foe within 100 feet. A successful Reflex save reduces the damage by half.

Electricity Resistance (Ex): Tainted are immune to their own breath weapons and resistant to other electricity attacks.

Misshapen are the weakest of the tainted. Their lightning balls (DC 12) deal 2d6 points of damage.



Disfigured have a more twisted visage and musculature. Their lightning balls (DC 13) deal 3d6 points of damage.

Tainted show the influence of their demonic masters. Their lightning balls (DC 15) deal 5d6 points of damage.

Afflicted are even more cunning and demonic than lesser breeds. Their lightning balls (DC 16) deal 7d6 points of damage.

Damned are those that have literally died, gone to hell, and been resurrected through unholy rites. As such, their abilities transcend those of lesser tainted. Their lightning balls (DC 19) deal 13d6 points of damage.

VAMPIRE

Banished Medium-Size Undead

Hit Dice: 2d12 (13 hp)
Initiative: -6 (+2 Dex, -4 Imp. Init.)
Speed: Fly 40 ft. (avg.)
AC: 15 (+2 Dex, +3 nat)
Attacks: Touch -3 melee
Damage: Touch 1d8 fire
Face: 5 ft. by 5 ft./5 ft.
Sp. Attacks:
Sp. Qualities:

Saves: F +0, R +2, W +4
Abilities: S14, D14, C—, I11, W12, Ch12
Skills: Hide -7, Kn. (arcana) +5, Listen -10, Move Silently +11, Search +5, Spellcraft +5, Spot +10
Feats: Imp. Init.
Org.: Coterie (1-3)
CR: 4
Alignment: Chaotic evil

Dark Lord Medium-Size Undead

Hit Dice: 6d12 (39 hp)
Initiative: +6 (+2 Dex, +4 Imp. Init.)
Speed: Fly 40 (avg.)
AC: 20 (+2 Dex, +8 nat)
Attacks: Touch +6 melee
Damage: Touch 2d8 fire
Face/Reach: 5 ft. by 5 ft./5 ft.
Sp. Attacks: Meteor/fire wall
Sp. Qualities: Damage reduction 10/+1
Undead, cold resistance 20

Saves: F +2, R +6, W +6
Abilities: S15, D15, C—, I14, W12, Ch14
Skills: Hide +10, Kn. (arcana) +9, Listen +15, Move Silently +14, Search +11, Spellcraft +9, Spot +15
Feats: Alertness, Imp. Init., Lightning Reflexes, Weap. Foc (touch)
Org.: Coterie (1-3)
CR: 7
Alignment: Chaotic evil

Ghoul Lord Medium-Size Undead

Hit Dice: 4d12 (26 hp)
Initiative: +6 (+2 Dex, +4 Imp. Init.)
Speed: Fly 40 ft. (avg.)
AC: 17 (-2 Dex, +5 nat)
Attacks: Touch +4 melee
Damage: Touch 1d10 fire
Face: 5 ft. by 5 ft./5 ft.
Sp. Attacks: Meteor/fire wall
Sp. Qualities: Damage reduction 10/+1
Undead, cold resistance 20

Saves: F +1, R +5, W +5
Abilities: S14, D14, C—, I12, W12, Ch13
Skills: Hide +8, Kn. (arcana) +7, Listen +13, Move Silently +12, Search +7, Spellcraft -7, Spot +13
Feats: Alertness, Imp. Init., Lightning Reflexes
Org.: Coterie (1-3)
CR: 5
Alignment: Chaotic evil

Blood Lord Medium-Size Undead

Hit Dice: 7d12 (45 hp)
Initiative: +6 (+2 Dex, +4 Imp. Init.)
Speed: Fly 40 ft. (avg.)
AC: 21 (+2 Dex, +9 nat)
Attacks: Touch +6 melee
Damage: Touch 1d10 and 1d10 fire
Face: 5 ft. by 5 ft./5 ft.
Sp. Attacks: Meteor/fire wall
Sp. Qualities: Damage reduction 10/+1
Undead, cold resistance 20

Saves: F +2, R +6, W +6
Abilities: S15, D15, C—, I14, W12, Ch14
Skills: Hide +10, Kn. (arcana) +9, Listen +15, Move Silently +14, Search +10, Spellcraft +9, Spot +15
Feats: Alertness, Imp. Init., Lightning Reflexes, Weap. Foc (touch)
Org.: Coterie (1-3)
CR: 8
Alignment: Chaotic evil

Night Lord Medium-Size Undead

Hit Dice: 5d12 (31 hp)
Initiative: +6 (+2 Dex, +4 Imp. Init.)
Speed: Fly 40 ft. (avg.)
AC: 19 (-2 Dex, +7 nat)
Attacks: Touch +4 melee
Damage: Touch 1d12 fire
Face: 5 ft. by 5 ft./5 ft.

Saves: F +1, R +5, W +5
Abilities: S15, D15, C—, I13, W12, Ch14
Skills: Hide +9, Kn. (arcana) +7, Listen +14, Move Silently +13, Search +8, Spellcraft +7, Spot +14
Feats: Alertness, Imp. Init., Lightning Reflexes
Org.: Coterie (1-3)
CR: 6
Alignment: Chaotic evil

VAMPIRE (CONT.)

DIABLO vampires are quite unlike those found in traditional AD&D worlds. These hellspawn are undead possessed of a demonic fire that burns throughout their unlife. They can be affected by spells that affect either undead or demonic creatures. Vampires can be turned by a cleric (see the Turning Undead table in the *Player's Handbook*).

Vampires have a +14 racial bonus to Listen, Move Silently, and Spot checks.

Undead:

Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual, ability damage, energy drain, or death from massive damage.

Meteor/Fire Wall (Sp):

Once every third round, a vampire can blast vengeful fire across a room (as the *meteor* spell: range 30 ft., +30 ft./HD; damage 3d6 and an additional 1d6/HD in a 20 ft. radius) or create a defensive *fire wall*.

Vampires prefer to attack at range, but stand their ground, rather than maintain their distance. Thus, a single vampire tends to cast a *meteor*, then protect itself with a *fire wall*. Multiple vampires alternate their *meteor* attacks to try to keep



foes off-balance, but when it comes to self-defense each vampire creates its own *fire wall*.

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

Ghoul lords are more detached than the banished, killing with merciless precision. When ghouls (see *Zombie* entry) are

in the presence of ghoulish lords, they follow the ghoulish lords' commands blindly, even if nominally controlled by another force.

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

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

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

WRAITH

Ghost

Medium-Size Undead

Hit Dice: 3d12 (19 hp)
Initiative: +4
Speed: Fly 30 ft. (good)
AC: 15 (+5 nat)
Attacks: Touch +1 melee
Damage: Touch 1d12
Face/Reach: 5 ft. by 5 ft./5 ft.
Sp. Attacks:

Sp. Qualities:

Undead

Saves: F +1, R +1, W +3
Abilities: S—, D11, C—, I11, W11, Ch10
Skills: Hide +5, Intimidate +5, Intuit Direction +5, Listen +6, Search +5, Sense Motive +5, Spot -6
Feats: Imp. Init.
Org: Party (2-8)
CR: 2
Alignment: Neutral evil

Wraith

Medium-Size Undead

Hit Dice: 4d12 (26 hp)
Initiative: +5 (Dex, Imp. Init.)
Speed: Fly 30 ft. (good)
AC: 17 (+1 Dex, +6 nat)
Attacks: Touch +2 melee
Damage: Touch 2d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Sp. Attacks: Materialize attack
 Steal spell

Undead

Invisibility at will (must be visible to attack)

Turn resistance +1
Saves: F +1, R +2, W +4
Abilities: S—, D12, C—, I12, W11, Ch10
Skills: Hide -7, Intimidate +6, Intuit Direction +6, Listen +8, Search +7, Sense Motive +6, Spot +8
Feats: Alertness, Imp. Init.
Org: Party (2-8)
CR: 3
Alignment: Neutral evil

Specter

Medium-Size Undead

Hit Dice: 5d12 (32 hp)
Initiative: +5 (Dex, Imp. Init.)
Speed: Fly 30 ft. (good)
AC: 19 (+1 Dex, +8 nat)
Attacks: Touch +2 melee
Damage: Touch 2d8
Face/Reach: 5 ft. by 5 ft./5 ft.

Undead

Turn resistance +2
Saves: F +1, R +2, W +4
Abilities: S—, D13, C—, I13, W11, Ch10
Skills: Hide +8, Intimidate +7, Intuit Direction +7, Listen +8, Search +8, Sense Motive +7, Spot +8
Feats: Alertness, Imp. Init.
Org: Party (2-8)
CR: 4
Alignment: Neutral evil

Apparition

Medium-Size Undead

Hit Dice: 6d12 (39 hp)
Initiative: +6 (Dex, Imp. Init.)
Speed: Fly 30 ft. (good)
AC: 20 (+2 Dex, +8 nat)
Attacks: Touch +4 melee
Damage: Touch 1d20
Face/Reach: 5 ft. by 5 ft./5 ft.
Sp. Attacks:

Sp. Qualities:

Fear touch

Invisibility at will (must be visible to attack)

Undead, turn resistance +3

Saves: F +2, R +4, W +5
Abilities: S—, D14, C—, I14, W11, Ch10
Skills: Hide -9, Intimidate +8, Intuit Direction +8, Listen +9, Search +9, Sense Motive +8, Spot +9
Feats: Alertness, Combat Reflexes, Imp. Init., Weap. Foc. (touch)
Org: Party (2-8)
CR: 5
Alignment: Neutral evil

Dark Shape

Medium-Size Undead

Hit Dice: 7d12 (45 hp)
Initiative: -6 (Dex, Imp. Init.)
Speed: Fly 30 ft. (good)
AC: 22 (+2 Dex, +10 nat)
Attacks: Touch -4 melee
Damage: Touch 2d10
Face/Reach: 5 ft. by 5 ft./5 ft.

Materialize attack

Steal spell

Fear touch

Undead, turn resistance +4

Saves: F +2, R +4, W +5
Abilities: S—, D15, C—, I14, W11, Ch10
Skills: Hide +9, Intimidate +8, Intuit Direction +8, Listen +10, Search +9, Sense Motive +8, Spot +10
Feats: Alertness, Combat Reflexes, Imp. Init., Weap. Foc. (touch)
Org: Party (2-8)
CR: 6
Alignment: Neutral evil

WRAITH (CONT.)

Wraiths are invisible, spectral undead. They materialize to attack as skeletal, bat-winged creatures, ringed by an aura of eldritch energy. These creatures are distinct from undead of the same name in the *Monster Manual* tome.

Materialize Attack (Su): A wraith materializes as an incorporeal undead creature in order to attack, or when a living creature moves within 5 feet. It gains an attack as a free action as it materializes. Otherwise, this ability functions like the *invisibility* spell (*Player's Handbook*, Chapter II: Spells).

Manifestation (Su): All wraiths have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, they become visible but remain incorporeal. Once a wraith attacks, it remains visible as long as it remains in sight (usually until it is destroyed or driven off). Materialized wraiths can be turned by a cleric (see the Turning Undead table in the *Player's Handbook*).

Incorporeal: While incorporeal, wraiths can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic. They have a 50% chance to ignore any damage from a corporeal source, can pass through solid objects at will, and move silently.

Steal Spell (Su): When a wraith hits a spellcaster, the caster must make a Will save (DC 15) or lose one spell slot of his or her choice for the rest of the day.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual, ability damage, energy drain, or death from massive damage.

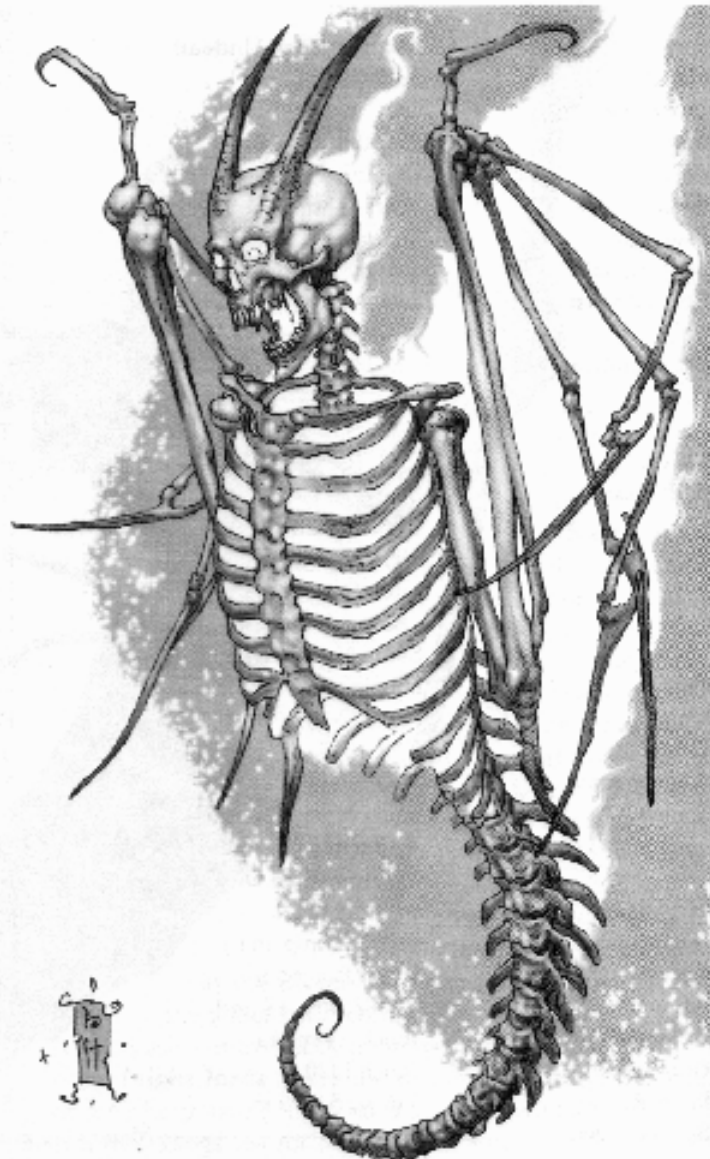
Ghosts tend to remain in place and appear when a foe moves next to them. They then attack until either they or the foe has been defeated.

Wraiths close with their opponents and attack. Those taking more than 10 points of damage retreat from battle, turn invisible, and return to fight until destroyed. Wraiths have +1 turn resistance.

Specters haunt the most desolate and deserted of places. They hate all life and light. Specters have a +2 turn resistance.

Apparitions project a powerful supernatural aura of fear. Any living creature one strikes must make a Will save (DC 16) or flee randomly for 1 round. Apparitions have a +3 turn resistance.

Dark shapes are so supernaturally terrible that any living creature one strikes must make a Will save (DC 17) or be paralyzed with fear for 2d4 rounds. Dark shapes have a +4 turn resistance.



ZOMBIE

	Zombie Medium-Size Undead	Hungry Dead Medium-Size Undead	Ghoul Medium-Size Undead	Plague Bearer Medium-Size Undead	Drowned Carcass Medium-Size Undead
Hit Dice:	1/2 d12+3 (6 hp)	1d12+3 (9 hp)	3d12+3 (22 hp)	8d12+3 (55 hp)	10d12+3 (68 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.	20 ft.	20 ft.
AC:	10 (-1 Dex, +1 nat)	10 (-1 Dex, +1 nat)	12 (-1 Dex, +3 nat)	14 (-1 Dex, +5 nat)	16 (-1 Dex, +7 nat)
Attacks:	Slam +1 melee	Slam +1 melee	Slam +3 melee	Slam +8 melee	Slam +9 melee
Damage:	Slam 1d6+1	Slam 1d8+1	Slam 2d4+2	Slam 2d8+3	Slam 4d4+3
Face:	5 by 5 ft./5 ft.	5 by 5 ft./5 ft.	5 by 5 ft./5 ft.	5 by 5 ft./5 ft.	5 by 5 ft./5 ft.
Sp. Attacks:	—	—	Disease	Disease	Drowning
Sp. Qualities:	Undead	Undead	Partial Actions only Undead	Undead	Undead, fire resistance 30, damage reduction 15/+1
Saves:	F+0, R-1, W+0	F+0, R-1, W+0	F+1, R+0, W+1	F+2, R+1, W+4	F+3, R+2, W+7
Abilities:	St2, D8, C—, I—, W6, Ch11	St2, D8, C—, I—, W6, Ch11	St4, D8, C—, I—, W6, Ch11	St6, D8, C—, I—, W6, Ch11	St6, D8, C—, I—, W6, Ch11
Feats:	Toughness	Toughness	Toughness	Iron Will, Toughness, Weap Foc (slam)	Iron Will, Toughness, Weap Foc (slam)
Org.:	Pack (3-12)	Pack (3-12)	Pack (2-8)	Pack (2-7)	Pack (2-7)
CR:	1/3	1/2	1	4	6
Alignment:	Neutral evil	Neutral evil	Neutral evil	Neutral evil	Neutral evil

A zombie is an animated corpse that cannot rest in death. Zombies can be turned by a cleric (see the Turning Undead table in the *Player's Handbook*).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual, ability damage, energy drain, or death from massive damage.

Zombies are weak, shambling automata that follow simple orders from their masters.

Hungry dead are more powerful creatures that mindlessly lust after the life-energy of the living.

Ghouls are stronger yet, and most often serve as tomb guardians. Despite their slow speed, they retain some knowledge of tactics. *Disease (Su):* Their disease



requires a Fortitude save (DC 13), to avoid an immediate initial damage of 1 point of temporary Constitution. Secondary damage is 1 point of temporary Dexterity and 1 point of temporary Constitution.

Plague bearers are bloated corpses, swollen with pestilence. *Disease (Su):* Make a Fortitude save (DC 18) or suffer initial damage of 1d2 points of temporary Constitution and secondary damage of 1d2 points of temporary Constitution and another Fortitude save (DC 18) or suffer a permanent 1-point Charisma drain.

Drowned carcasses lost their lives in the depths. *Drowning (Su):* Free Grapple if attack hits. Any living creature successfully grappled starts to drown (see the *DMG*) until the grapple is broken.

PLANNING DIABLO II MONSTER ENCOUNTERS

Everything after this chapter is an introductory adventure to *DIABLO II*—a little something give you an idea of how to create your own adventures.

The hardest part of designing encounters is choosing just how many encounters with what type of creatures will put the characters where you and the players want them to be. Too few encounters, or too weak creatures, and the characters will be a collection of 98-pound weaklings who get sand kicked in their collective face by the big monsters. Too many encounters, or too powerful critters, and the players will soon have a really thick notebook entitled "Famous Last Words," full of amusing sayings like "I think there're only one or two of these things. . . ." and "Well, they haven't hit me so far. . . ."

The ideal mix of monster power and number is the one that lets your players' characters reach their full potential as butt-kicking bad-to-the-bone adventurers with the least amount of going through the pockets of old characters to equip new ones. You might also sprinkle a few extra healing and mana potions about the adventures you set up, in order to keep the action rolling.

Sure, the adventurers will burn through large quantities of supplies, and may end up dead anyway. No amount of prior planning on your part keeps players from, say, splitting up to explore different parts of the dungeon, or trying on the crown they just took off that skeleton with the charred ring around its skull.

You can juggle the encounters a bit to make sure that by the time the characters clear a dungeon level of every last monster and bit of loot, they've all advanced to the next level, if that's what you're after. And why not? Without plowing through underground passages like army ants at a bake sale, it just wouldn't seem like *DIABLO*.

ADVENTURERS AND THE SINGLE MONSTER

The *DUNGEON MASTER's Guide* has even more details about how to arrange encounters so that defeating a given group of foes provides the characters with a desired amount of experience. Actually, the process is pretty straightforward—but there's a lot of helpful text and tables in the *DMG*.

For those *DIABLO II* Dungeon Masters who wish to carefully plan out how far and how fast the characters advance, we strongly suggest you refer to the chart in the *DMG*, Chapter 7: Rewards. That chapter shows you how to work out in detail how much experience the party would gain from defeating an encounter of a given Challenge Rating, and how to either scale back or scale up the encounter to better fit the player characters' abilities.

You decide how many encounters to put in a given area—say, a dungeon level—by choosing how many experience points the adventurers gain by the time they've cleared it. By using the *DMG* chart, find how much experience a single encounter of a given Challenge Rating is worth to characters of the party's average level, then make enough encounters of that Challenge Rating to give the desired total.

It's really simple. To help, we've created two aids. The first, the *DIABLO* Monster Challenge Rating Chart, lists the monsters in this book by Challenge Rating. The second is the introductory adventure. It shows how we chose how much experience we wanted the party to have, and how many encounters of each Challenge Rating that meant we put in. We've also included some guidelines for increasing or decreasing the Challenge Rating of each encounter, in case the party doesn't have exactly the same number of adventurers in it.

TABLE 19: Diablo Monster Challenge Rating Chart

This chart lists *DIABLO II* monsters by their *challenge ratings* (CR) and lists them alphabetically. You can use these lists for making up your own adventures—they are a guide to how powerful the monsters are.

Important Note: In general, a monster's Hit Dice are more important than how many monsters appear—you

can't just add the CRs of individual monsters and have your encounter balance dead on. As we said before, the *DMG* Chapter 7: Rewards has a more detailed system for fine-tuning encounter balance. Right now, we suggest you just try to eyeball it and play around until you find out what works for you.

CHALLENGE RATING 1/6

Fallen One (Fallen One)

CHALLENGE RATING 1/4

Carver (Fallen One)
Dark Hunter (Corrupt Rogue)
Skeleton (Skeleton)

CHALLENGE RATING 1/3

Scavenger (Scavenger)
Zombie (Zombie)

CHALLENGE RATING 1/2

Devilkin (Fallen One)
Foul Crow (Bloodhawk)
Hungry Dead (Zombie)
Moon Clan (Goatman)
Plague Eater (Scavenger)
Returned (Skeleton)
Vile Hunter (Corrupt Rogue)

CHALLENGE RATING 1

Black Raptor (Bloodhawk)
Bloodhawk (Bloodhawk)
Bone Gnasher (Scavenger)
Bone Warrior (Skeleton)
Dark One (Fallen One)
Dark Stalker (Corrupt Rogue)
Desert Wing (Bat Demon)
"Enraged" (F. One Shaman)
Fiend (Bat Demon)
Ghoul (Zombie)
Misshapen (Tainted)
Night Clan (Goatman)
Returned Mage (Skeleton Mage)
Shadow Beast (Scavenger)

CHALLENGE RATING 2

Acid Beast (Acid Beast)
Arach (Spider)
Black Rogue (Corrupt Rogue)
Blink Bat (Bat Demon)
Blood Clan (Goatman)
Burning Dead (Skeleton)
Clay Golem (Golem)
Cloud Stalker (Bloodhawk)
"Demented" (F. One Shaman)
"Deranged" (F. One Shaman)
Ghost (Wraith)
Gloom Bat (Bat Demon)
Tomb Viper (Claw Viper)
Warped One (Fallen One)

CHALLENGE RATING 3

Blood Diver (Bat Demon)
Blood Golem (Golem)
Bone Mage (Skeleton Mage)
Claw Viper (Claw Viper)
Death Clan (Goatman)
"Depraved" (F. One Shaman)
Disfigured (Tainted)
Horror (Skeleton)
Poison Spitter (Acid Beast)
Wraith (Wraith)

CHALLENGE RATING 4

Barished (Vampire)
Burning Dead Mage
(Skeleton Mage)
Dark Familiar (Bat Demon)
Flesh Hunter (Corrupt Rogue)
Hell Clan (Goatman)
Hell Horror (Skeleton)
Iron Golem (Golem)
Pit Beast (Acid Beast)
Plague Bearer (Zombie)
Poison Spinner (Spider)
Salamander (Claw Viper)
Specter (Wraith)
Tainted (Tainted)
"Warped" (F. One Shaman)
Winged Demon (Gargoyle)

CHALLENGE RATING 5

Apparition (Wraith)
Flame Spider (Spider)
Gargoyle (Gargoyle)
Ghoul Lord (Vampire)
Horror Mage (Skeleton Mage)
Pit Viper (Claw Viper)

CHALLENGE RATING 6

Afflicted (Tainted)
Blood Claw (Gargoyle)
Dark Shape (Wraith)
Drowned Carcass (Zombie)
Fire Golem (Golem)
Lava Maw (Acid Beast)
Night Lord (Vampire)
Serpent Magus (Claw Viper)
Spider Magus (Spider)

CHALLENGE RATING 7

Dark Lord (Vampire)
Death Wing (Gargoyle)

CHALLENGE RATING 8

Blood Lord (Vampire)

CHALLENGE RATING 9

Damned (Tainted)

CHALLENGE RATING 16

Balrog (Megademon)

CHALLENGE RATING 18

Pit Lord (Megademon)

CHALLENGE RATING 20

Venom Lord (Megademon)

CHAPTER SIX: MORGEN KEEP

LEVEL ONE: THE RUINED KEEP

Through a dark woods lie the ruins of an ancient keep. Local rumors say that a catacomb beneath the keep contains long-lost treasures—but diabolical monsters have lately infested the ruins. The treasures might still be safe, but certainly not for much longer.

The great thing about ruins and dungeons and such is that they tend to have lots of features in common: doors to break down, locks to be picked, traps to foil, and so on. Designing the average dungeon can be as simple as drawing a map, putting in a few doors and similar obstacles, and plopping down some monsters and treasure.

The great thing about *DIABLO* dungeons is that they're chock full of monsters and even more treasure! The average party of adventurers might gain a level after only a play session or two. By the time the evil has been vanquished in a given location, the heroes generally have a huge pile of treasure and magic items to show for their efforts. Not bad for a couple of days' work!

USING THIS ADVENTURE

Morgen Keep is a sample adventure, a guideline for those of you who have never designed dungeons of your own before. It has an outdoor area, an underground level, and a deep cave complex with running (and dangerous) water.

You can also customize the monsters there, depending on how tough your player characters are. If they're just starting out as 1st-level characters, the standard list of monsters should be plenty for them to handle.

On the other hand, if your heroes already have some experience, you can punch things up a bit, using one of the alternative monster lists, or even make up one of your own! Nothing says that the same characters can't come back to the same ruined tower again and again, each time facing the newer, tougher monsters that have moved in since last time (and maybe laid a few new traps of their own too).

To run this adventure, you'll want a copy of the *Player's Handbook* and the *DUNGEON MASTER's Guide*. Beyond that, it's up to your imagination, and the courage and abilities of the players' characters. Give them a tough battle, but make sure it pays off in the end!

Reading the Monster Lists

The letter corresponds to a location on the DM's map. The letter may have a number if more than one monster is there. For example, two bloodhawks can be found on Level I in each location marked "2A."

The first name given is the exact name of the creature encountered. The name in parentheses is the monster type under which the creature is detailed in Chapter Five.

A winding, half-forgotten road leads to the gate of the keep. Old shattered walls of stone poke out of the tree cover. A fallen oak provides cover at a bend in the road, and piles of loose rubble give testament to the decrepit state of the place. A creaky plank connects all that remains of the keep's watchtowers. Inside, the rubble of the collapsed ceiling fills the corners, and a crumbling stairway leads down into darkness.

Special Areas (See Map 1)

In the forest are Bloodhawks (2A = 2 Bloodhawks). They ignore anyone on the road or in the keep. They attack only if someone goes into the woods and approaches within 20 feet of them.

The Corrupt Rogues on the towers can be reached only by climbing the wall (unless the adventurers have some means of flying). A crude ladder leads up to the eastern tower, and an old but sturdy plank connects the two towers. Climbing the wall requires a check (DC 15); climbing the ladder is DC 10. Crossing the plank requires a Balance check (Dex DC 10; PCs can "take 10" to cross it cautiously and safely unless they're being attacked). The Dark Hunter and Vile Hunter on the towers rain arrows down on anyone who approaches their positions.

Monsters (for PCs levels 1–2)

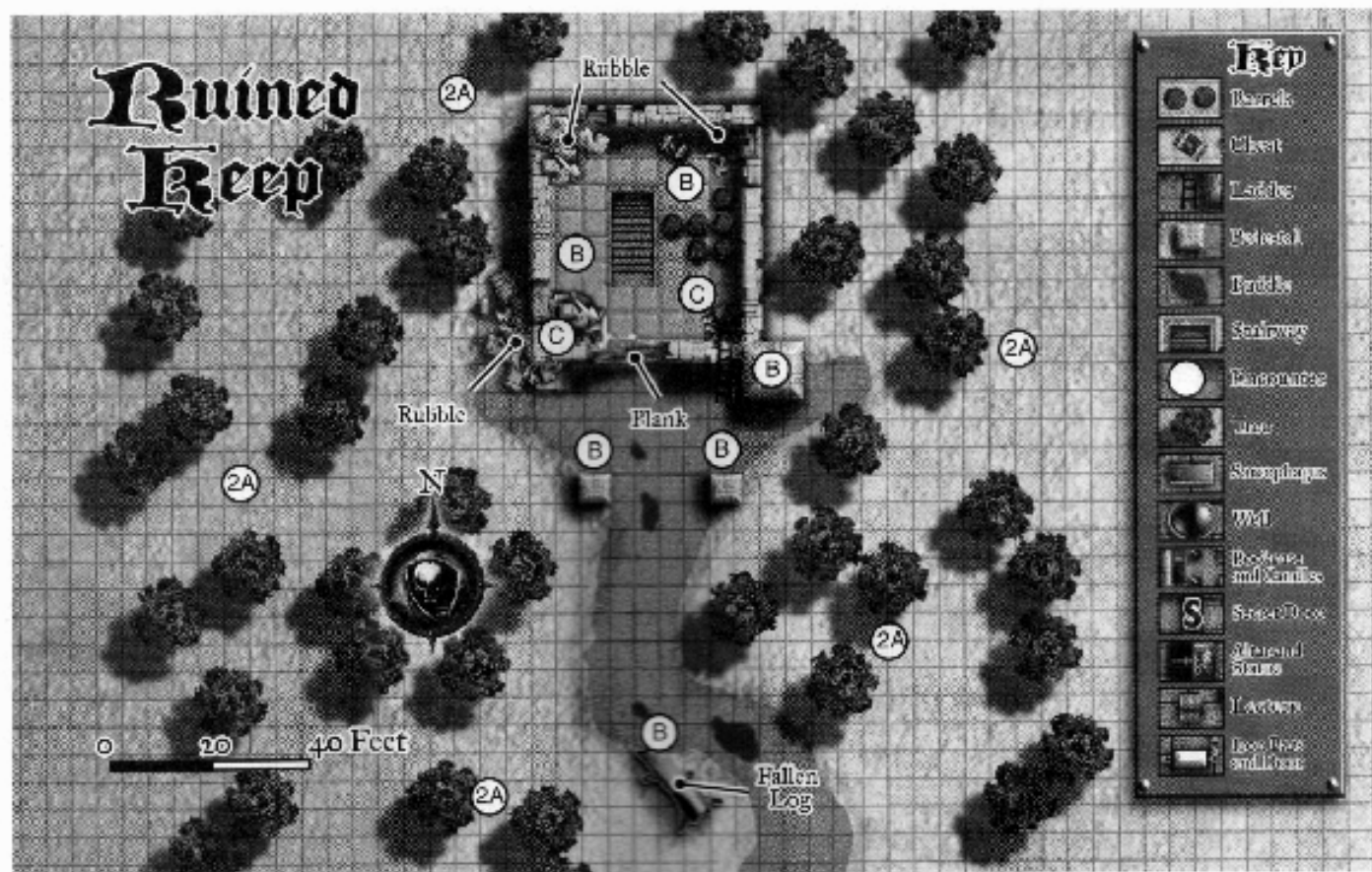
- A: Foul Crow (Bloodhawk)
- B: Dark Hunter (Corrupt Rogue)
- C: Vile Hunter (Corrupt Rogue)

Nightmare Level Monsters (PCs level 3–4)

- A: Cloud Stalker (Bat Demon)
- B: Warped One (Fallen One)
- C: "Warped" Shaman (Fallen One Shaman)

Hell Level Monsters (PC level 5–6)

- A: Winged Demon (Gargoyle)
- B: Flesh Hunter (Corrupt Rogue)
- C: Moon Clan (Goatman)



LEVEL TWO: THE CATACOMBS

A crumbling staircase leads down from the ruined keep to dark vaults lit only by torches and candles. Reinforced wooden doors close off many musty areas, and in other places, iron bars separate rooms with locked gates. Scattered among the rooms are chests, barrels, and sarcophagi filled with ancient treasures—or sleeping dangers.

Quests

In a bookcase in the library in the center of the catacombs, the ancient diary of the keep's long-dead lord tells of a secret passage leading out of the keep.

"In times of danger, the faithful well leads through caverns old to safety in the forest beyond. But I worry what will happen should our ancestral castle fall into evil hands. I pray that should that happen, brave heroes will quest into the caverns and retrieve my grandfather's mystic weapon, *Siegehammer*, and use it for the cause of good."

Undertaking this quest is worth additional experience, and puts a powerful weapon into the hands of the heroes (see Level Three: The Caves.)

Special Areas (See Map 2)

Also in the library are two other books: one bearing the necromancer spell *weaken*, the other a sorceress's book with the spell *ice blast*. (Alternately, if the party is higher level, the spells found could be *blood golem* and *flame wave*, or for even higher level groups, *confusion* and *greater magic weapon*.)

Just south of the library is an ancient shrine. The first adventurer to pray at this shrine hears a heavenly voice say: "Thy wounds be healed, thy spirit be strong."

Thereafter, each adventurer who prays at the shrine regains all lost damage and cast spells—this works only once for each player character.

In the southwest corner of the catacombs, a secret door hides the castle's ancient treasure store. Finding the secret door requires a Search check (DC 18).

Finally, in the northeast corner of the catacombs lies the well spoken of in the diary from the library. It descends 20 feet down into running water. Climbing down requires a Climb check (DC 15). Once characters are in the water, they need to use the Swim skill to deal with the deep, fast-flowing current—this check is covered in the next section. The stream leads to the underground caves of Level Three.

Catacombs

Monsters (PC level 1-2)

- A: Scavenger (Scavenger)
- B: Plague Eater (Scavenger)
- C: Skeleton (Skeleton)
- D: Fiend (Bat Demon)
- E: Zombie (Zombie)
- F: Returned (Skeleton)
- G: Bone Warrior (Skeleton)
- H: Burning Dead (Skeleton)

Nightmare Level Monsters (PC level 3-4)

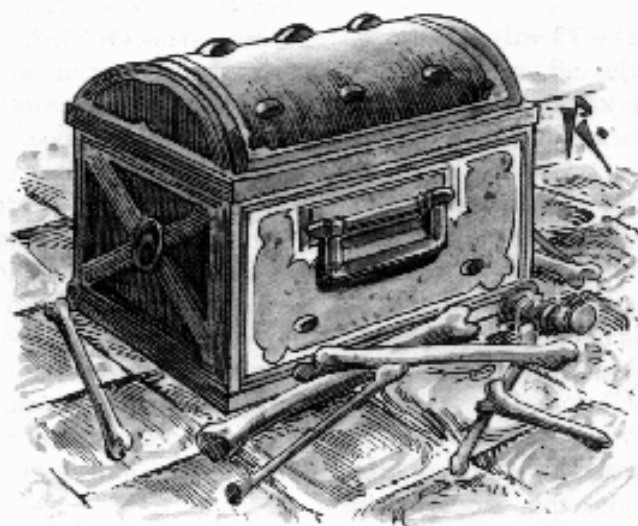
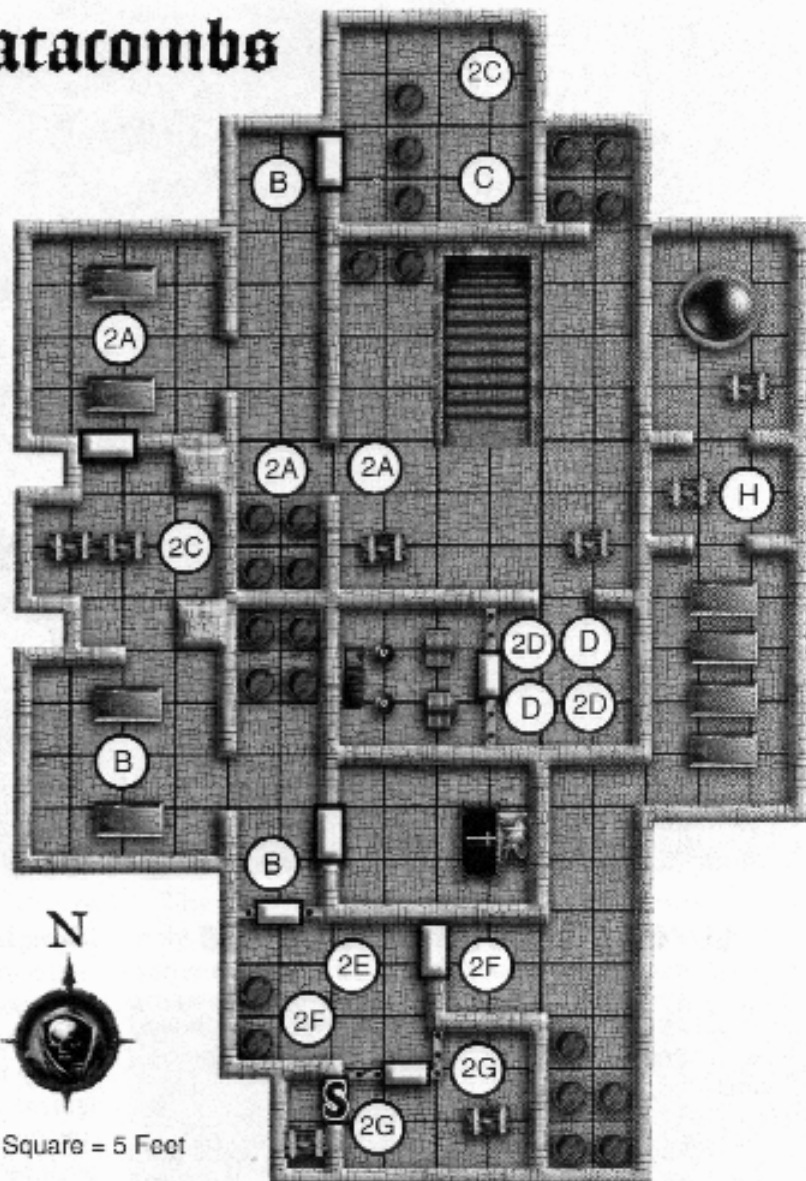
- A: Acid Beast (Acid Beast)
- B: Poison Spitter (Acid Beast)
- C: Horror (Skeleton)
- D: Gloom Bat (Bat Demon)
- E: Black Death (Zombie)
- F: Burning Dead (Skeleton)
- G: Banished (Vampire)
- H: Ghost (Wraith)

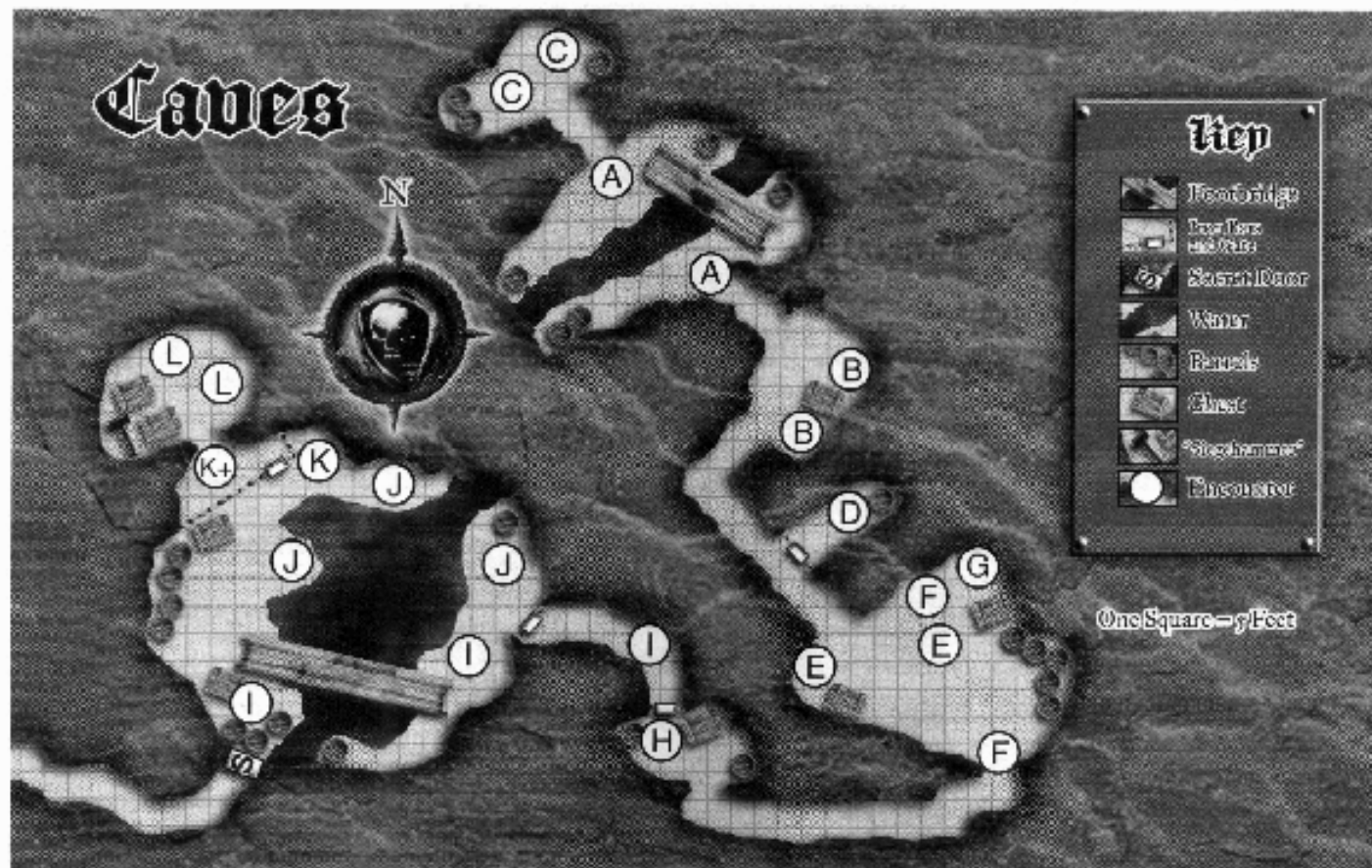
Hell Level Monsters (PC level 5-6)

- A: Flame Spider (Spider)
- B: Spider Magus (Spider)
- C: Hell Horror (Skeleton)
- D: Dark Familiar (Bat Demon)
- E: Plague Bearer (Zombie)
- F: Night Lord (Vampire)
- G: Dark Lord (Vampire)
- H: Dark Shape (Wraith)

Unique Magic Items

Although the weapon *Siegehammer* is mentioned in a book on this level, it is in the caves on Level Three.





LEVEL THREE: THE CAVES

At the bottom of the well in the level above is an underground river. There is just enough room for someone to keep their head above the water here.

Breathing here isn't a problem. However, the current is fast and characters can't touch bottom.

Getting from the well shaft of Level Two to the northeast cave on Level Three requires a Swim check (DC 15—remember to apply penalties for armor). Success means a character can float along and leave the river at will. Failure means the character takes 1d3 points of subdual damage and must make an immediate second check or start to drown (requires Constitution checks, see the *DUNGEON MASTER'S Guide* section on Water Dangers). The characters reach the northeastern cave area 2 rounds after falling into the river. The current carries them across the chamber in 2 rounds, and through the tunnel into the lake in 2 more. The lake here is calm enough to disperse the force of the current—its flow to the south is gentle.

Quests

No new quests begin here—at least, unless you want one to! In the westernmost chamber of the cave system lies the long-forgotten magic weapon, *Siegehammer*. See "Unique Magic Items," below, for more information on this wondrous treasure.

Special Areas (See Map 3)

In the caves, moisture collects on the walls and floors—a persistent dripping can be heard. Here and there are iron gates, and rotting wooden bridges span the water where necessary. The only illumination is whatever the adventurers bring with them.

The only unusual areas here are the underground river and lake. Crossing either bridge is easy, but if more than one character tries to cross at a time, the bridge collapses, sending the characters into the water below.

Negotiating the water takes a Swim check. Everywhere north of the lake, the DC is 15. In the underground lake, the water is considerably calmer (DC 10); again, remember to apply armor penalties.

Monsters (PC level 2–3)

- A: Fiend (Bat Demon)
- B: Gloom Bat (Bat Demon)
- C: Arach (Spider)
- D: Arach (Spider)
- E: Fallen One (Fallen One)
- F: Carver (Fallen One)
- G: Fallen One Shaman (Fallen One)
- H: Dark Stalker (Corrupt Rogue)
- I: Misshapen (Tainted)
- J: Devilkin (Fallen One)
- K: Misshapen (Tainted)
- K+: Crushskull, a unique demon
- L: Warped One (Fallen One)

Nightmare Level Monsters (PC level 4–5)

- A: Gloom Bat (Bat Demon)
- B: Blink Bat (Bat Demon)
- C: Arach (Spider)
- D: Blood Diver (Bat Demon)
- E: Soul Killer (Fallen One)
- F: Warped One (Fallen One)
- G: Warped One Shaman (Fallen One)
- H: Black Rogue (Corrupt Rogue)
- I: Moon Clan (Goatman)
- J: Moon Clan (Goatman)
- K: Moon Clan (Goatman)
- K+: Crushskull, a unique demon
- L: Disfigured (Tainted)

Hell Level Monsters (PC level 6–7)

- A: Poison Spinner (Spider)
- B: Flame Spider (Spider)
- C: Salamander (Claw Viper)
- D: Blood Clan (Goatman)
- E: Disfigured (Tainted)
- F: Tainted (Tainted)
- G: Moon Clan (Goatman)
- H: Spider Magus (Spider)
- I: Hell Horror (Skeleton)
- J: Winged Demon (Gargoyle)
- K: Gargoyle (Gargoyle)
- K+: Crushskull, a unique demon
- L: Wraith (Wraith)

Crushskull the Demon: Large outsider (Lawful, Evil) (8 ft. tall); HD 10d8+24; hp 69; Init +0; Spd 30 ft.; AC 21 (+12 natural, -1 size); Atk +16/+16 melee (1d6+6 ×2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA: *fire bolt* (at will), *fireball* (once every five rounds); SQ fire immunity, +1 AC when not attacking; SV Fort +10, Ref +7, Will +7; SZ L; AL LE; CR 5; Str 22, Dex 11, Con 16, Int 12, Wis 10, Cha 14.

Skills: Bluff +7, Climb +11, Concentration +9, Heal +5, Intimidate +8, Jump +11, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +9, Move Silently +5, Search +6, Spellcraft +6, Spot +9, Use Magic Device +7.

Feats: Alertness, Power Attack.

Unique Monsters

Standing just outside the entrance to the chamber where-in *Siegehammer* waits is Crushskull, a demon (see map, K+). Crushskull has been sent to guard *Siegehammer* until more powerful demons arrive to destroy it. He does not leave the enclosed area. If he thinks he is overmatched, he withdraws to the back chamber. From there, he sends out the two monsters in the cave (Fallen Ones—for higher level characters, Tainted or Wraiths), while he lobbs *fireballs* from behind his servants.

Unique Magic Item: *Siegehammer*

The ancestral weapon of the family that once lived here, this large warhammer has two magic abilities.

First, it has a +2 attack and damage bonus, which increases to +3 against undead or demonic creatures. Second, *Siegehammer* is designed to open doors: whenever it is used to bash open a door, add a +5 enhancement bonus to the wielder's Strength check.

Damage	Crit.	Wt.	Type	Durability*
1d8+2	×3	8 lb.	B	15/15

+3 against undead and demonic creatures

+5 to Strength check against doors

*Durability: Points Left/Maximum Points

Completing the Quest

Successfully completing the quest to retrieve *Siegehammer* is worth an additional 1,000 experience points to the entire party. *Siegehammer* is worth 4,000 gp if the heroes elect to sell it at any time.

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