



DIABLO™ II: TO HELL AND BACK



DIABLO™

Jason Carl, David Eckelberry,
Jeff Quick, and Rich Redman

DUNGEONS & DRAGONS®

DIABLO II: TO HELL AND BACK

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INTRO⊕DUCTION⊕

Welcome to *DIABLO II: To Hell and Back*. This book adapts the excitement and adventure of *DIABLO II* to a *DUNGEONS & DRAGONS*® campaign adventure. If you already have *DIABLO II: Diablerie* then you already have the *DIABLO II* character classes, powers, and magic items. However, the new *DUNGEONS & DRAGONS* game contains all the rules you need to use this product—we'll give you notes for playing without *Diablerie* where necessary.

WHAT'S GOING ⊕N

The *DIABLO* adventure is an epic story in four acts. Starting from a wilderness base camp, the players undertake an epic Quest to cleanse the land of Evil and to defeat the plans of the demon Diablo.

Hey, That's Not Right!

We purposely changed some things to keep players on their toes (you can tell your players this). We also give suggestions for changes to surprise players who have memorized the computer game.

What You Need

In addition to either *DIABLO II: Diablerie* or 3rd Edition *DUNGEONS & DRAGONS Player's Handbook* and *DUNGEON MASTER'S Guide*, you need a pad of 8 1/2-inch x 11-inch graph paper (quarter-inch, four squares per inch), pencils, and a set of dice. You probably want an eraser, too. Get yourself a place big enough for you and your players to spread out your books and maps.

Using this book in your D&D campaign: You can add the threat of Hell or some other infernal realm to your campaign world. Decide who knows about that threat, and how it affects the people and nations in your game. Since all *DIABLO* characters are human, either add the other races or explain their absence.

Consider increasing demonic encounters gradually, so your PCs have a chance against the hordes common in *DIABLO II*. Then again, you could always set the events in this book on an alternate plane and allow your PCs to travel there.

Where to Begin

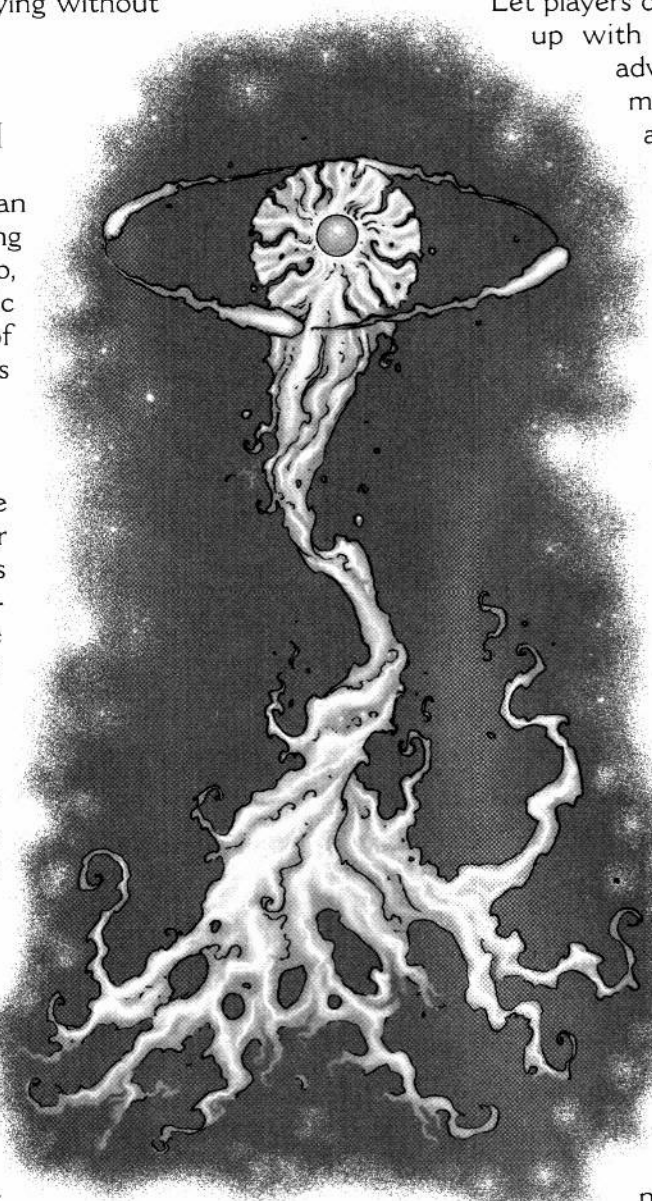
Let players create new characters or come up with a transition story or mini-adventure for existing PCs. The main adventure starts with Act I at the Rogue Encampment. For example, the PCs may have heard Rumors of blocked trade routes through the desert to the East and decided to investigate. A strange portal could open unexpectedly near the PCs and draw them in. You might write a full mini-adventure where the heroes eventually find themselves among the Rogues. From the Rogue Camp, they must explore the dread wilderness around the camp, and confront the minions of Hell.

It's time to face Diablo.

Average Party Level

This is an important number that you will be using throughout this adventure to balance encounters and assign treasure.

To figure out average party level, add up the character levels of all the characters in the adventuring party, divide by the number of characters, and drop fractions. The resulting number is the *average party level*.



DIABLO ⊕VERVIEW

If you have played the *DIABLO* or *DIABLO II* computer games, you can skip ahead to Exploring and Adventuring, below.

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

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

The campaign-adventure focuses on locations under Hell's influence. Heroes who are up to the task of clearing the catacombs and strongholds of demonic monsters strike a strong blow against Hell's plans for the mortal realm.

Demons and the Prime Evils: Demons seek to win the Great Conflict. In the past, this meant warring directly against the forces of Heaven. However, the demons now see mortals as a valuable resource for their war against the Light. They also fear that mortals could pose a threat if their lore continues to grow, or if they join with the side of Light.

To wage all-out war on humanity would dangerously weaken Hell's forces, which are already spread thin against the Hosts of Heaven. Thus, they are using a secret plan. The Princes of Hell have staged a civil war in Hell that cast the three Prime Evils onto the mortal plane. Through a long campaign of subtle corruption, the three "outcast" brothers, Diablo, Mephisto, and Baal, have corrupted mortals without Heaven realizing the extent of the infiltration.

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

Baal lured a powerful wizard named Tal-Rasha, into "imprisoning" him within the wizard's own body. With full access to the prideful mortal for many years, Baal corrupted him utterly and gained access to the magical lore of humanity's greatest sorcerous cabal, the Horadrim.

In the city of Kurast, the capital of the Eastern Empire, the captured Mephisto dwelt under the main temple of Zakarum. Over time, he gained control over the *Soulstone* that held him, and used his influence to corrupt the local priesthood. The tainted priests worked spells to shatter Mephisto's *Soulstone* into five shards, freeing the Lord of Hatred. Four fallen archbishops now run the temple and feed him human sacrifices. The body of Que-Hegan Sankekur, highest divine authority of the Zakarum faith, has now become Mephisto's focus on the mortal plane, and its visage has been warped into a semblance of Mephisto's own.

At this time, Diablo and Baal plan to travel to Kurast. In Mephisto's temple, Diablo, Baal, and Mephisto will use their combined power to open a gateway to Hell. Then Diablo will go through the gate to assemble the demonic forces for the mass invasion of the mortal world. Once Baal finds and corrupts the *Worldstone*, the demonic horde will arrive. Mephisto will stay in his temple to kill any heroes who pursue and buy time for the invasion to arrive.

Will the heroes prove stronger than the three Prime Evils anticipate? Can they defeat the Zealots and Mephisto? Do they have the courage to plunge through the gateway into Hell? Once there, they may meet the archangel Tyrael at the Pandemonium Fortress, Heaven's ancient staging ground for incursions into Hell. With this aid, the mortal champions might defeat Diablo and his demonic minions. Then they must return to the mortal plane to stop Baal and seal the gateway once more.



EXPLORING AND ADVENTURING

This section discusses some of the aspects unique to tabletop roleplaying games or to the DIABLO setting in particular.

MAPPING

No two adventuring groups should go through exactly the same DIABLO II adventure. To simulate the random maps of the computer game, get a pad of 8 1/2-inch × 11-inch graph paper, 4 squares per inch. You will use one sheet for each region in the game. (Your maps each cover an entire sheet of paper, except for some special areas covered later.) Your working area on each page is 8 inches by 10 inches, subdivided into “zones” of 2 square inches that you will use for placing monsters.

Scale: Each small square is 10 feet on a side, so an unencumbered human, walking, moves three squares each round of the game.

DM Note: Make the map edges as jagged as you like. Also, make some sections impassable, surrounding them with walls and filling them with trees, hedges, and undergrowth, or whatever is native to the current region. This saves some time and effort, and makes the maps more interesting. We recommend mapping a few regions before each game session (start with the Blood Moor).

For how fast monsters reappear in a previously explored region, see Spawning, below.

You can run the game faster if you plan the encounters before play. Then you know where all the monsters in a region are and you can set up extensive “trains” and “streams” of monsters (see *Monster Tactics*, below). We have provided examples and maps of fixed places.

So what does the world look like?

The Base Camp

Each act of this adventure has a base camp for the PCs. In this region, PCs can heal their wounds, buy magic items (or have the ones they have identified), have their equipment repaired, hire mercenaries, receive **Quests**, and so on. Each base camp has a cast of nonplayer characters (NPCs) who have important information and provide needed services. Also, the PCs can store recovered items here.

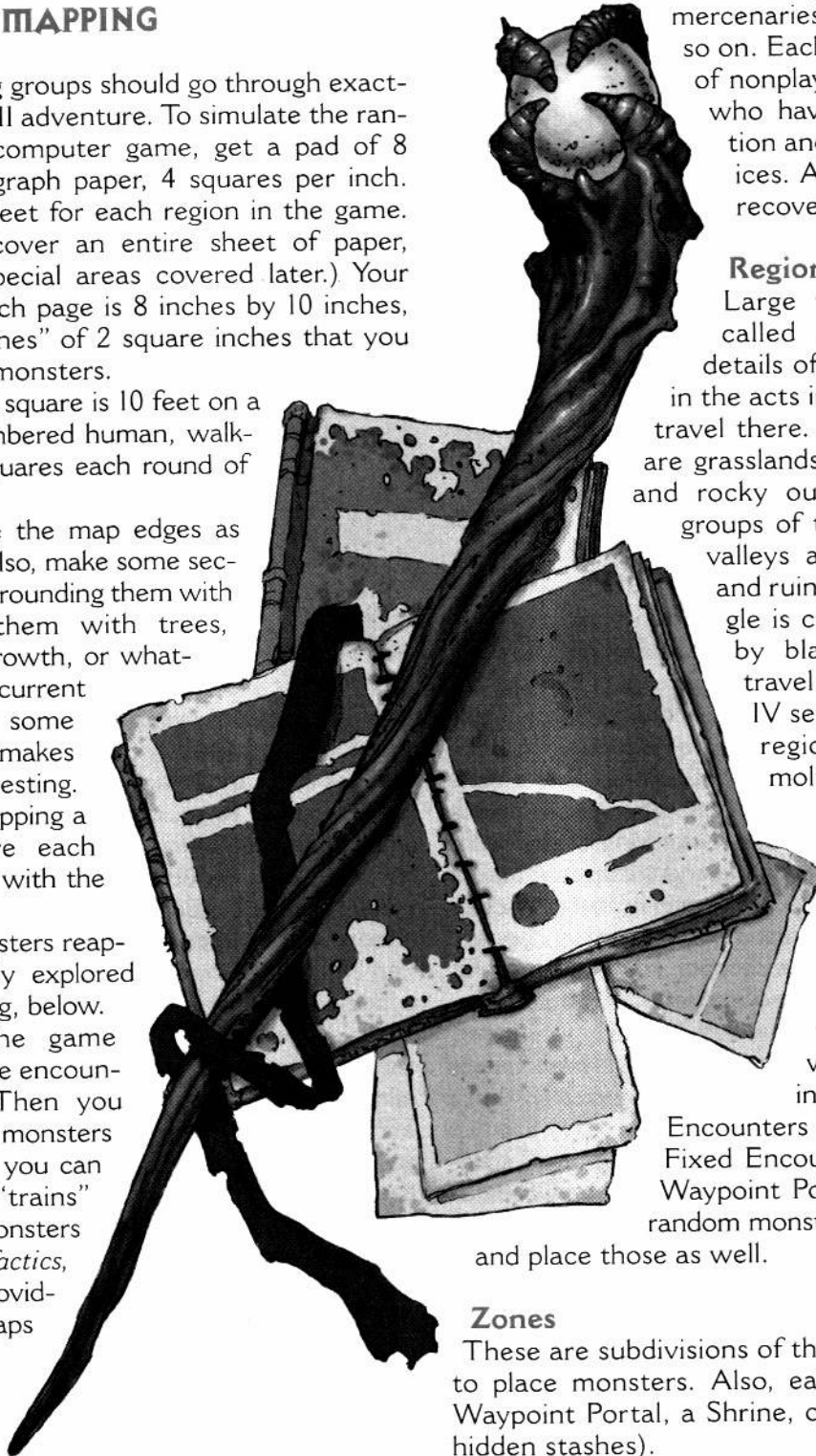
Regions

Large wilderness areas are called *regions*. The general details of each region are given in the acts in which the characters travel there. In brief, Act I regions are grasslands alternating with bogs and rocky outcrops, with isolated groups of trees. In Act II, sandy valleys are dotted with oases and ruins. In Act III, dense jungle is cut into isolated islands by black rivers, and most travel relies on bridges. Act IV sends the PCs to infernal regions of caverns and molten rock.

DM Note: Each region can be mapped on one sheet of graph paper. First, mark where the PCs can enter, 4 squares wide, on one edge. Placing the Fixed Encounters wherever you like (they include all the exits; see Encounters below, for the size of Fixed Encounter areas). Place any Waypoint Portal next, then roll for random monsters, shrines, and troves, and place those as well.

Zones

These are subdivisions of the regions, and are used to place monsters. Also, each zone might have a Waypoint Portal, a Shrine, or a Trove (of chests or hidden stashes).



DM Note: If you are setting up the map before the game, place Fixed Encounters and any Waypoint Portal in whatever zones you want. Then, roll a random encounter check for each empty zone (these checks are defined later for each region). Note which zones have monsters and their type, then roll for and place Shrines and Troves.

Waypoint Portals

Most regions in each act have a Waypoint Portal. This is a magical gateway that lets PCs go directly from one Waypoint to another. This allows rapid travel once an area has been cleared, and a rapid retreat route if that becomes necessary. However, a specific Waypoint can be used only after it has been activated. As the PCs go from base camp to base camp in each act, each leader will provide the knowledge required to activate and operate the Waypoint Portals in the act. This knowledge is secret—the minions of evil do not have access to it and cannot use the Waypoint system.

DM Note: The first region, the Blood Moor, does not have a Waypoint Portal. Waypoint Portals should not be placed in the same zone as a Shrine or Fixed Encounter.

Shrines

Throughout the adventure, the player characters (PCs) find shrines. These magical altars confer bonuses (or penalties) on the first character to touch them. Shrines take up a 2-square × 2-square space. You can set the effect of specific shrines, or roll 3d6 on the Shrine Table for the result. A shrine has only one effect and can be used only once a day. Each effect on the table affects the PC (or the PC's items) unless otherwise noted in the description. The effect lasts as long as the time given within parenthetical notes, and is instantaneous if there's no note. An effect that boosts or lowers a caster's level affects only the results of spells cast, opposed checks based on level, and so on. It would not, for example, affect the number of spells per day that a wizard could prepare.

DM Note: Each region and dungeon level, unless otherwise noted, has 1d4+1 shrines. Generally, these should not be placed in adjacent zones. They are not placed on the lowest level of an underground complex. Shrines should not be placed in the same zone as a Waypoint

Troves

A trove is one or more chests, hidden stashes, dead bodies, barrels, undefiled graves, goo piles, and other places treasure might be hidden. Treasure is defined for each Fixed Encounters. Otherwise, 1d3 containers exist in the zone.

DM Note: Roll 1d10 for each random monster encounter and once for each unpopulated zone in the region. A trove is 1d3 treasure sources (see table).

Monster: Roll of 5–0 means trove.

Empty: Roll of 9–0 means trove.

Stop! Take a piece of graph paper and your dice and practice making a map of the Blood Moor. If you don't like it, you can change it or make another.

Special Areas

Most regions have special secondary adventuring areas: caverns or dungeons. These are entered from the main region. Since their descriptions are similar unless specially noted, we're covering them here.

Cavern regions are natural formations slightly modified by demons and undead. Floors are relatively flat. Here and there, tripod-mounted torches provide light. Walls and ceilings are rough, formed by nature rather than by hands and tools. Crude stairs allow movement between uneven areas of floor. Here and there, monsters store their treasures, or a chest hidden in antiquity awaits discovery. Act I passages are generally wide and easy to use. In Acts II and III, giant insects have burrowed out the caverns. Their tunnels are narrow, twisty, and more difficult to navigate.

Dungeon regions are man-made cellars, crypts, sewers, or reliquaries. They have stone or tile floors, and pillars support arched or flat ceilings. Walls are also stone. Typical dungeons contain caskets and graves, as well as the tools and wealth of their builders. They're lit by torches and candle racks.

DM Note: In buildings and underground areas, the walls between two adjacent rooms are usually about a foot thick. To penetrate them, 100+ points of damage or special spells, such as *passwall*, are required. A wall that is 10 feet thick or more is immune to damage, but can be affected by spells.

Because of Diablo's spreading magic, damage and spells or spell effects that normally allow passage lower into a cavern or dungeon (even spells or items that allow ethereal or astral travel) won't affect floors. Once a PC penetrates a level, such magical effects allow passage upward, either from one level to another or from the dungeon to the surface.

Light Sources

In wilderness regions, light comes from the sun and moon. Storms make it darker. In caverns, light comes from campfires built by various species and from tripod-mounted braziers. In dungeons, light comes primarily from the characters, though they may encounter cresseted torches or candlestands in these



places. Any special light sources are noted in the specific region chapters.

Time

Outside combat, the passing of time is still important, because it changes lighting (see above). Characters in *DIABLO II* never get hungry or sleepy. If tracking time slows your game, make rough estimates and describe the changing light to the players.

Spawning

Regions cleared of monsters don't necessarily stay cleared. Sometimes you will want to restock an area that has been mostly cleared (the *DIABLO* term for replacing monsters is spawning). As the flow of each campaign will be somewhat different, the DM must make the final decision to spawn new monsters or not.

As a default:

- Each region spawns each week of campaign time as long as any monster has survived anywhere in its zones or in its attached caverns or dungeons.
- All areas respawn if the party is completely wiped out.

Aside from this, you might decide to respawn a region if the PCs are not strong enough to tackle the next one yet, or if they need more treasure or items to continue (or maybe you just don't have your next map done yet).

DM Note: The procedure for spawning is just like setting up a new map. Even the Fixed Encounters return. The positions of Waypoint Portals and positions and effects of shrines remain the same, of course.

Between the Acts

Between the acts, the PCs travel long distances. You as DM might decide to introduce some short adventures of your own creation at these times. Publications like *DUNGEON Magazine* have

short adventures that you can adapt into the framework of your greater epic.

Story XP Awards

The Quests of *Diablo* are a major source of story award experience points, more so than in the usual D&D game. Sometimes, not all characters will participate for the entire Quest. In this case, the DM should give full experience to the characters that participated most, and give proportionately less to characters that participated less. Most of the time, the PCs must return to their base camp to receive story awards, but in a few cases, the awards are immediate.

NPC Hirelings

The PCs can, after proving themselves, hire NPC mercenaries at their base camp. These hirelings are run by you, but are generally loyal and do their best to follow orders that are not obviously suicidal. These hirelings receive a normal share of experience and advance as Warriors (see the *DUNGEON MASTER'S Guide*). They are automatically cured by the local healer on return to the base camp. A PC who dismisses a mercenary angers their leader and the



yourself with it before playing *To Hell and Back*. However, one difference between DIABLO and more traditional D&D wilderness adventures is line of sight rules. In D&D, PCs see up to 250 yards across open terrain in daylight. That takes a lot of fun out of exploring new regions.

Here, Diablo's influence has caused a general overcast and haze, reducing visibility. Also, you can use patches of trees, underbrush, rocks, and ruined buildings to block lines of sight. Use time to bring nightfall and darkness. Let it rain sometimes, too. Do let PCs see the top of a tower or monastery wall from a

party cannot hire another mercenary for a full week (if they really need help, the leader might relent for double or triple the price).

Mercenaries do not leave their act, and leave the PC's service if they advance to a higher level than their leader provides. In this case, a hireling 1d4 levels less than the departing one is provided at no cost.

☉☉RFUL, ☉LOCAL INHABITANTS

Monster encounters are random, with a few exceptions noted in the regions. For instance, Blood Raven starts in one specific place in the Burial Grounds, and we show that on the map of that region. Rather than list a specific number of monsters for such Fixed Encounters, we list an Encounter Level. For instance, Corpsefire (a special Zombie boss) has CR 3 Zombies with him. You can use the *DUNGEON MASTER'S Guide* (Table 4-1) to calculate just how many Zombies that means for the party level when the PCs encounter Corpsefire. That way the game adjusts the challenges the PCs face as they go up in level.

Encounters

Chapter 3 of the *DUNGEON MASTER'S Guide* contains a great deal of useful information on handling encounters, and we highly recommend familiarizing

distance—they just won't know what's between them and it.

To find how far away the monsters are when an encounter begins, use the following numbers:

Terrain	Encounter Distance
Wilderness	3d6×10 feet (100 feet average—into adjacent zones)
Raining or Night	2d4×10 feet (50 feet average—into same zone)
Underground/ Dungeon	Line of sight

Fixed Encounters

Some regions have Fixed Encounters. These major encounters remain much the same each time you play. They are described for each region. Assume that each Fixed Encounter takes an area 4 squares on each side (40 feet × 40 feet) or in one room of a cavern or a dungeon.

Random Encounters

When the PCs enter a zone, they automatically encounter any monsters in that zone. In addition, make a Random Encounter check for each adjacent zone (use your judgement if it's night or raining). A positive check means the monsters in that zone start moving in to attack as well.

Likewise, some monsters (like Fallen Ones or Fetishes) that move out of the PCs' zone won't come back unless they are triggered again.

If the PCs enter a new zone, they trigger more random checks, so if they're not careful, they can activate a lot of monsters. In the wilderness, monsters always pursue the PCs. In dungeons and caverns, they pursue only on their own level. Characters who flee up stairs or through a *town portal* escape. A *town portal* allows a one-time, there-and-back passage to a base. Only those who step through the front of the portal can return back through it.

Monsters will pursue if the PCs flee into an adjacent region, but only into the first zone. If the heroes flee up or down a level, monsters will not pursue.

MONSTER TACTICS

Before running this game for your friends, study Chapter 4 of the *DUNGEON MASTER'S Guide*. Pay close attention to the section on Challenge Ratings and Encounter Levels.

If you want to duplicate the way monsters react in *DIABLO II*, we have some suggestions.



Frontage

An encounter in a constricted space allows only a limited number of monsters to attack the first rank of PCs. Track positions of monsters and PCs by using miniatures, dice, or even marks on paper to figure out which monsters get melee attacks and which do not. Of course, many monsters have ranged magical attacks, but keep in mind that most monsters don't possess immunity to their own ranged attacks. Thus, even monsters in the middle or the rear ranks are constrained from cutting loose with their full firepower, or else they risk decimating their own ranks. Of course, in a larger, unconstricted space (like most wilderness regions), monsters can approach from many directions, so PCs should consider other options.

DM Note: Irregular areas and cul-de-sacs on the map let the PCs limit the number of monsters that can reach them. A little extra care when mapping gives clever players a tool to improve the survivability of their characters.

Trains

Since large areas with dense monster populations can be lethal to PCs, a useful tactic is to draw out the monsters a few at a time. We call this type of piecemeal attack a *train*. Often, monsters in a train can be lured into a constricted area where only a few of them can reach the PCs at a time (see Movement and Position in the *Player's Handbook*, page 130).

When PCs run from a large group of monsters, only some are likely to chase them. A train might form when they first become aware of the PCs. Once a train forms, the monsters making in it follow the PCs until: 1) any PC turns to fight, 2) they catch at least one PC, or 3) all PCs elude them. When a train catches up to any or all the PCs, conflict ensues. Monsters not killed or that lose the PCs return to their original station.

Base chance to form train: 80%. Alerted monsters that do not send a train after fleeing PCs instead prepare an ambush, if possible, in anticipation of the PCs return to the area.

Number of monsters in train: Total number of monsters encountered) divided by 2d4 (round up).

DM Note: Trains are possible between regions. When your PCs approach the exit to a new region, or one that respawned, check for an encounter just inside the other region. Check for any group of monsters to train or stream (see below). Use this to heighten the danger of encounters in areas already traversed, where the monsters can't really hurt the PCs no matter how many there are. Fighting a pack of Spike Fiends gets a lot more interesting when Blood Clan Goat Demons train from a neighboring region.

Streaming

Trains that go wrong can trigger a phenomenon called streaming at the DM's option. PCs who successfully draw off some monsters still run the risk of fighting all them—but not all at once. Simply put, the entire encounter rouses after the departure of a train, and continues to reinforce the train at a specific rate, until all the monsters in the area are active.

Cutting the Stream:

Streaming ends if all PCs at the site of conflict successfully disengage and elude the current trained or streamed monster foes. Streaming also ends if PCs kill all trained or streamed monsters before the next 1d4 monsters appear (see Base Rate, above). Finally, when a total number of monsters in a train and in subsequent streaming equals the number of monsters originally encountered, streaming also ceases.

DM Note: Corrupt Rogues are especially prone to streaming (+20%). Use that to increase the danger of

an encounter. Fighting Brutes is a lot tougher while Vile Hunters pepper you with arrows.

The percentages and numbers provided are base values, and you may modify them based on the situation. For instance, if the PCs cast *taunt* or otherwise use a particularly flagrant method to get the monster's attention, the chance to form a train could increase to 100%. The number of train participants could also rise (by rolling only 1d4 instead of 2d4 to divide the encounter). Likewise, flagrant, loud, or other noteworthy actions on the part of the PCs also increase the chance for streaming. The remaining demons recognize the PCs as a real threat, and so are more likely to continue sending reinforcements. On the other hand, if PCs take special pains to quietly dispatch a train, streaming is less likely (say, 20%), and at a reduced progress rate determined by the DM.

Base chance of streaming: 40%. Check for streaming only if a train already departed the original encounter location.

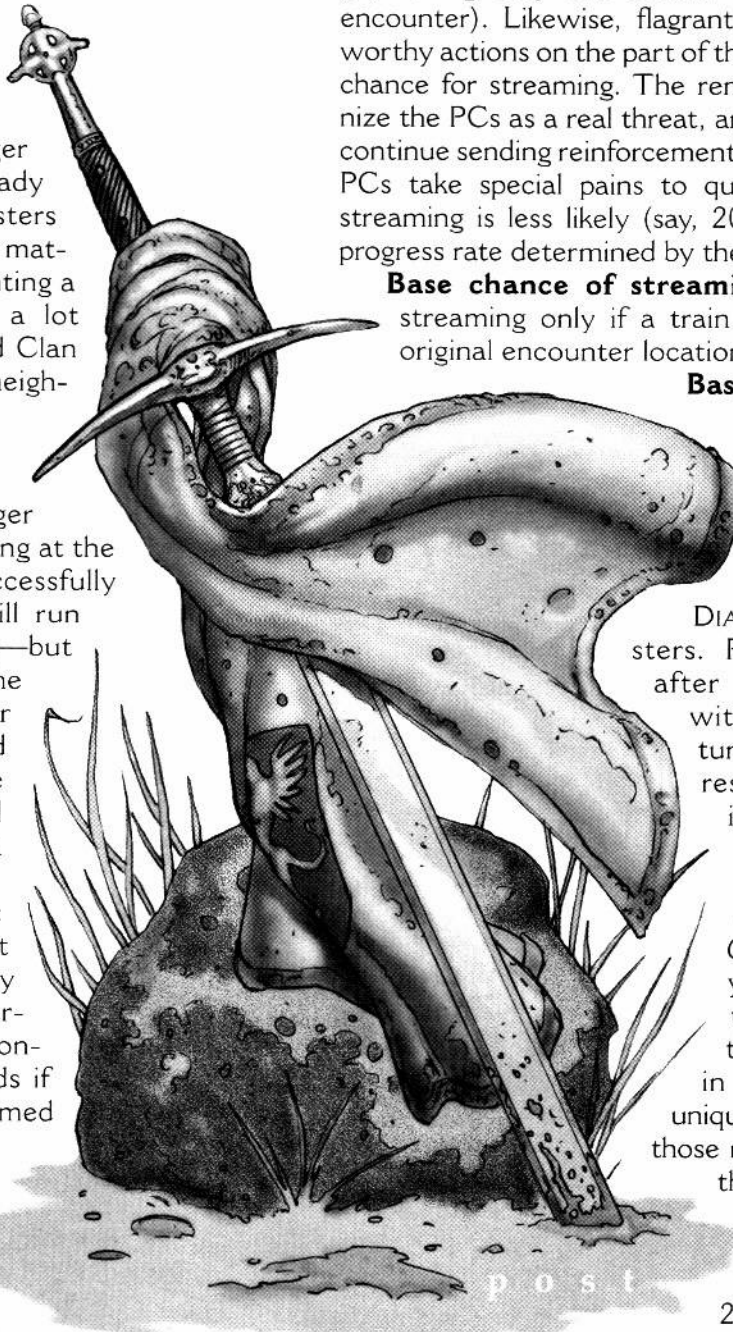
Base rate: 1d4 monsters every 1d4 rounds (beginning 4 rounds after the train's departure).

Pride Goeth Before a Fall

DIABLO is all about monsters. Players expect wave after wave of monsters, with higher level creatures in the rear ranks resurrecting their minions. If you find the guidelines for Challenge Ratings in the *DUNGEON MASTER'S Guide* don't impress your players, feel free to double or even triple the number of monsters in an encounter. Add unique, named versions of those monsters as well. Give them unusual powers.

For instance, if Zombies don't impress your players, throw 24 Zombies at them, with 2 random, unique

versions and a third with the power to resurrect its Zombie minions. If the heroes survive, they'll have something to brag about, as well as treasure and experience points.



THE SIGHTLESS EYE

This section gives details of the party's first base camp in Act I, the Rogue Encampment.

THE ROGUE ENCAMPMENT

DM Note: New characters may move outside the Rogue Encampment and explore without speaking to the people within its walls. Such characters find all the items and fight all the monsters. Make the people in the camp more aggressive about relating what they know so your players don't lose the excitement of the important events in which their characters feature.

Introduction to the Camp

The Rogue Encampment is a safe place, free of monsters, where PCs heal and buy needed equipment. Locations of note within the Rogue Encampment are keyed to the map found on page 12. PCs should visit the important locations on a regular basis for rest, healing, information, and special equipment. Furthermore, the named NPCs may have special information.

Special Influence

Treating the NPCs poorly is a recipe for failure. Though no special enchantment keeps the peace in the camp, PCs should be respectful and well behaved. NPCs defend themselves if attacked, and Kashya (see #3, below) leads her archers to defend any NPC under attack inside the walls.

A Note on Rumors: Random Rumors appear after each keyed entry. If a random die roll doesn't provide you with something useful, ignore the roll and give the useful information. Use Rumors to provide fun and adventure for your heroes.

A Note on Quests: NPCs give some Quests automatically when a hero opens a conversation. Others they give only on completion of another Quest. These Quests appear separate from the Rumor section, and we have marked them automatic, or by which Quest the party must complete first. Feel free to give both a Rumor and a Quest.

1. Your Camp

In the Rogue Encampment, the merchant Warriv has allowed you use of several chests and a wagon of your own for storage.

Sooner or later, PCs die. A PC who dies returns to the Rogue Encampment without any gold carried, without any armor or items worn, and without any weapons carried. (Equipment in a container, like a belt pouch or a backpack, remains with the character.) New equipment must be bought or taken out of the character's stash. The items dropped when the character dies stay where they fall, and might be recovered later. If several PCs are adventuring together, the survivors can pick up the dropped items immediately.

The Stash

The NPC Merchant Warriv (see below) will allow each PC a special stash. This is a heavy, secure chest in which the PC can store up to 150 pounds of items. Warriv also provides safe storage for an unlimited number of coins. (While a PC might try to buy more stash space as storage needs grow, Warriv has only a limited number of wagons and pack animals and needs them to transport his merchandise. A generous DM may allow some additional storage space, but remember that PCs selling excess equipment creates profit for him and others in the camp. How well the PCs treat him and the others in the camp may influence him to increase their space after they defeat Andariel.)

DM Note: Having players make new characters later in the game may cause problems because veteran PCs may be significantly higher level than the new folks. The strain shows noticeably when the gap is three or more levels. In an ongoing campaign, you might allow new characters to start a level or two below the party average level.

If you want to simulate the computer game closely, allow PCs to recover the deceased's belongings. On the other hand, you could let the monsters loot the bodies and take the goods back to their lair, forcing the PCs on a mini-Quest to recover precious wealth or magic.



One Square Equals Five Feet

The Rogue Encampment

2. The Fire Pit

Read or paraphrase the opening paragraph to your players. If the party includes a Paladin from the world of Diablo, read paragraph A. Otherwise, read paragraph B. Do not read both A and B to your players.

Welcome to the Rogue Encampment. Once there was a great citadel, a Monastery of the Sightless Eye, guarding the gates to the mysterious East. The Sisterhood of the Sightless Eye held the citadel for generations, serving as a bastion for women who sought to forge their own destiny. Now most of the Sisterhood's deadly fighting force is dead or scattered through the surrounding wilderness. This encampment remains, a last center for resistance against evil, holding out behind rickety wooden palisades. Rude huts shelter the Sisters who are permanent residents. Tents shelter the traders who stop here on their way East. A stream flows along the east side of the camp. Here and there, heavy traffic has worn muddy tracks in the grass. Archers stand guard at the gate and at strategic points throughout the camp.

A man in loose, desert clothing and wearing a turban greets you:

A. "Well met, noble Paladin and friends. It's been a while since I have seen any of your kind in the west. It would be an honor to aid you in any way that I can.

"I've been leading my trade caravans across the eastern deserts for more than twenty years now. Bandits and outlaws have attacked me more times than I can remember. But never when a Paladin accompanied me. Yes sir, your Order has saved me from losing a small fortune over the years. I just hope you can discover what's going on around here and get the Gates to the East open.

"No doubt you've heard about the tragedy that befell the town of Tristram. Some say that Diablo, the Lord of Terror, walks the world again. I don't know if I believe that, but a Dark Wanderer did travel this route a few weeks ago. He headed east to the mountain pass guarded by the Rogue Monastery.

"Maybe it's nothing, but evil seems to have trailed in his wake. You see, shortly after the Wanderer went through, the Monastery's Gates to the pass closed and strange creatures began ravaging the countryside. Until it's safer outside

the camp and the gates re-open, I'll remain here with my caravan.

"I hope to leave for Lut Gholein before the shadow that fell over Tristram consumes us all. If you're still alive then, I'll take you along. You should talk to Akara, too. She seems to be the leader of this camp. Maybe she can tell you more."

B. "Greetings, strangers. I am Warriv, a caravan master unable to complete my journey to the East. I'm not surprised to see your kind here. Many adventurers have traveled this way since the recent troubles began.

"No doubt you've heard about the tragedy that befell the town of Tristram. Some say that Diablo, the Lord of Terror, walks the world again. I don't know if I believe that, but a Dark Wanderer did travel this route a few weeks ago. He headed east to the mountain pass guarded by the Rogue Monastery. Maybe it's nothing, but evil seems to have trailed in his wake. You see, shortly after the Wanderer went through, the Monastery's Gates closed and strange creatures began ravaging the countryside. Until it's safer outside the camp and the gates re-open, I'll remain here with my caravan. I hope to leave for Lut Gholein before the shadow that fell over Tristram consumes us all. If you're still alive then, I'll take you along. You should talk to Akara, too. She seems to be the leader of this camp. Maybe she can tell you more."

Interaction: Warriv always has a smile in his beard for those Akara welcomes to the encampment. He is a polite, devout man, with a special welcome for any paladins in the party. Since he's reserving all his goods for Lut Gholein, he spends his time gossiping rather than trading.

Normal Services: Warriv is a source of information, some of it useful for specific Quests and some useful for making the Encampment more interesting.

Warriv: Human male Exp4; HD 4d6; hp 18; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d6+1, *Short Sword of Craftsmanship* or 1d4+2/x3 crit, *Silver Dagger of Maiming*); AL LN; SV Fort +4, Ref +2, Will +5; Str 10, Dex 13, Con 13, Int 14, Wis 13, Cha 15.

Skills: Appraise +5, Diplomacy +7, Gather Information +5, Handle Animal +5, Innuendo +4, and Profession (merchant) +5.

Rumors: Warriv (1d12)

1. "Gheed is a wandering merchant of Questionable character who is traveling along with my caravan to the East. He buys and sells most anything. He's greedy, but his wares are beyond reproach. I suggest keeping both eyes open when you deal with him."
2. "One who hesitates . . . does so with good reason."
3. "That which does not kill you makes you stronger."
4. "Remember: Wealth is as insubstantial as a cloud and passes as quickly. Ignore Gheed. All that twitters is not bold."
5. "When the dead return to prey upon the living, it is a terror beyond understanding."
6. "Months ago, I came across a few survivors from Tristram. They said that the Horadric sage, Deckard Cain, had gone half-mad and could no longer distinguish fact from fantasy."
7. "He who seeks what cannot be found must look inside himself for further guidance . . . or look harder."
8. "It is too dangerous to travel to Tristram. I won't be leaving here until the way is clear."
9. "Rumors of treasure are no different from Rumors of any other kind. They hold false promise to those who should know better."
10. "Better an empty pocket than a full grave."
11. "Just as an archer needs bow and arrow, or a draughtsman pen and paper, so Charsi needs the Horadric Malus with which to ply her trade."
12. "The mapmakers tell us the shortest distance between two points is a straight line. Our way east is a line that runs through Andariel's stronghold, the Monastery."

Feats: Endurance, Great Fortitude, and Skill Focus (Diplomacy).

Possessions: *Bracers of Defense* +2, *Ring of Grandeur* (+2 AC), *Bronze Short Sword of Craftsmanship* (bonuses noted above), *Silver Dagger of Maiming* (bonuses noted above)

Quote: "Your presence honors me."

Kashya

A woman paces near the central fire pit. She wears chainmail, with a sword at her hip and a cloth around her forehead in a vain attempt to keep her luxurious hair out of her eyes.

She addresses the PCs if they approach her. If the party does not include an Amazon from the world of Diablo, read only the second boxed paragraph.

"Well, well, I never expected to see an Amazon in these lands. When I was very young, Akara told me tales of the Amazons' fearlessness in battle and of their skills with spears and bows. I like to think we Rogues have much in common with you Amazons.

"I am Kashya, commander of the surviving warriors in the Sisterhood. You're very brave to have come here, you know. Many of my fellow Sisters have fallen under some dark spell, and if you're not careful you may fall prey to it as well. And know this: Akara may be our spiritual leader, but I command the Rogues in battle. It will take more than just killing a few beasts in the wilderness to earn my trust."

Interaction: Kashya is an abrupt, busy woman concerned with the defense of the camp and the wellbeing of her archers. She'll make time to speak with any Amazons in the party.

Normal Services: In addition to information, Kashya provides the PCs with one archer (a 2nd-level warrior) after they defeat Blood Raven. She makes more archers available, for a price, as long as the PCs keep completing Quests and don't start trouble in camp.

Kashya: Human female War9; HD 9d8; hp 68; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +11/+6 melee (1d8+2, *longsword of Bonding*) or +12/+7 ranged (1d8+2, composite shortbow); AL LN; SV Fort +9, Ref +6, Will +5; Str 15, Dex 17, Con 16, Int 13, Wis 14, Cha 15.

Skills: Climb +5, Craft (bowmaking) +4, Intimidate +4, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +4.

Feats: Alertness, Ambidexterity, Dodge, Expertise, Point Blank Shot.

Rumors: Kashya (1d8)

1. "Some of my Rogues told me of a sage descended from the Horadrim named Deckard Cain. They said that he is a man of great wisdom. Personally, I don't know how wise he could be if he never learned how to wage battle himself."
2. "Akara has been like a mother to me for as long as I can remember. She is wise and good, but I don't think she has the steel to retake our Monastery by force."
3. "In this camp, those of us who have remained true to our Order are forced to live among common traders and farm animals. Welcome to our circle of suffering."
4. "I don't trust many outlanders, but Warriv seems fine. He never says much to me, though."
5. "Charsi is wasting her time using an inferior hammer. Had she the Horadric Malus, she could make the steel sing and craft you a suit of armor as impenetrable as the Great Eye. To do battle with Andariel requires more than thick skin and a strong will. You'll want armor or weaponry forged with the hammer's enchantments."
6. "Gheed is a pig. I've been tempted to throw him out of the camp many times, but Charsi seems to think that he's good company. I don't trust the man, but if she's comforted by him, then I'll desist."
7. "Deckard Cain or Akara might have more information for you, friends."
8. "Perhaps Tristram deserved its fate . . . for letting Evil loose upon the land. I only hope we don't suffer the same."

Possessions: Grand Leather Armor of Balance (–1 to foe's initiative, +4 AC), Bronze Longsword of Bonding (bonus to hit and damage noted above, +2 luck bonus to item saving throws), Bronze Composite Longbow (bonuses noted above).

Quote: "Hello, outlanders. Word of your great exploits has reached us, even here."

Rogue Archer: Human female War2; HD 2d8; hp 12; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 ranged (1d8, longbow) or +2 melee (1d4, dagger); AL LN; SV Fort +4, Ref +2, Will +0; Str 12, Dex 14, Con 14, Int 11, Wis 10, Cha 10.

Skills: Craft (bowmaking) +1, Listen +2, Move Silently +3.

Feats: Point Blank Shot, Precise Shot.

Possessions: Leather armor, longbow, dagger.

Quote: "As you command."

DM Note: The price for hiring archers is 40 × their level in gold pieces. Kashya supplies archers up to 9th level. They advance in level as warriors in the *DUNGEON MASTER'S Guide*, but have an unusual understanding of certain mystical processes—in particular, those that relate to missile weapons—similar to that of Amazons (if you have *DIABLO II: Diablerie*, these will already be familiar).

At 3rd level, an archer hireling may know either *fire arrow* or *cold arrow* (50% chance, then equal chance for either). At by 8th level, one special attack will definitely be known.

To quickly calculate values for higher-level archers, increase their attack number by +1 per level and also add +6 hit points per level.

Cold Arrow: The archer takes a full-round action to enchant and fire normal arrows as cold arrows. A hit deals normal damage +1d6 points of cold damage. A target subject to cold effects must make a Fortitude save or be *slowed* for 1d3 rounds. (A *slowed* creature can take only a partial action each turn. It suffers –2 penalties to AC, melee attack and damage rolls, and Reflex saves, and can jump only half as far as normal.) The archer can turn one nonmagical arrow into a cold arrow for each ranged attack per round her level allows. Arrows used in this way can't be recovered.

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

Quest: Kashya

On completion of the Den of Evil:

"My Rogue scouts have just reported a horror in the Monastery graveyard. Apparently, Andariel is not content to take only our living.

"Blood Raven, one of our finest captains in the battle against Diablo at Tristram, was also one of the first to be corrupted by Andariel. Now, you'll find her in the Monastery graveyard raising our dead as Zombies. We cannot abide this defilement. If you truly are our ally, you will help us destroy her."

Deckard Cain

This special encounter happens after the heroes rescue Cain from Tristram.

Deckard Cain warms himself by the fire, nodding absently at Warriv and mumbling to himself. Kashya glares darkly at him when she paces past the fire pit.

Interaction: Cain is warm and friendly to the party, since they rescued him. He is long-winded and never seems to catch on that others might be impatient.

Magical Services: Cain identifies magic items brought to him by the heroes for free after they have rescued him.

Deckard Cain: Human male Sor20; hp 108 (156); Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (touch 15, flat-footed 16); Atk +15/+9 melee (1d6+5/12-20/x2 crit, *King's Staff*); AL LG; SV Fort +12, Ref +13,

Special Magic Items

Healing Potion: 25 gp. A single *healing potion* (one bottle) restores 2d4+2 hit points.

Mana Potion: 25 gp. A single dose of *mana potion* (one per bottle) restores up to 3 previously cast spell levels: one 3rd-level spell, or three 1st-level spells, or one 1st-level and one 2nd-level spell. This potion does not grant spell levels beyond what the spellcaster could already cast.

Thawing Potion: 25 gp. A single dose of *thawing potion* (one bottle) eliminates the side effects of freezing attacks like *ice bolt* and *ice maelstrom*. It does not heal damage.

Poison Antidote: 40 gp. A single dose of *antidote* restores 1d4+1 points of any ability score lowered by poison effects. It cannot restore the ability to more than the original score. It also negates poison currently active in the system.

Will +19; Str 12 (16), Dex 16 (20), Con 15 (19), Int 19 (28), Wis 14 (18), Cha 12 (16).

Skills: Alchemy +36, Appraise +36, Concentration +36, Gather Information +30, Knowledge (arcana) +36, Scry +36, Sense Motive +31, Spellcraft +36.

Feats: Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Improved Initiative, Maximize Spell, Quicken Spell, Silent Spell, Still Spell.

Special Qualities: The last of the Horadrim, Deckard Cain has spell resistance: SR 15.

Spells Known (9/5/5/4/4/4/3/3/3/3): 0—*arcane mark, daze, detect magic, disrupt undead, flare, mage hand, ray of frost, read magic, resistance*; 1st—*burning hands, charm person, mage armor, reduce, shocking grasp*; 2nd—*blur, blindness, hypnotic pattern, Melf's acid arrow, web*; 3rd—*dispel magic, fireball, lightning bolt, slow*; 4th—*energization, improved invisibility, stonewall, wall of ice*; 5th—*cone of cold, feeblemind, telekinesis;*

teleport; 6th—*antimagic field; chain lightning; greater dispelling; true seeing*; 7th—*forcecage; phase door; power word, stun*; 8th—*iron body; power word, blind, symbol*; 9th—*power word, kill, shapechange, time stop.*

Possessions: *Fortified Ring of Wizardry* (+5 Int, 1-in-4 chance on casting that the spell slot is instantly restored), *Holy Cape* (+6 AC), *Ring of the Heavens* (+4 to all ability scores), *King's Staff* (+5 to hit, double base damage on a natural roll of 12-20), *Staff of Identify* (per the spell in the *Player's Handbook*, as a standard action), *Plentiful Wand of Static Field* (175 charges)

Quote: "Stay awhile and listen."

Quest: Cain

Automatic:

"It is certain that we face the demon queen, Andariel, who has corrupted the Rogue Sisterhood and defiled their ancestral Monastery. This

Rumors: Deckard Cain (1d4)

1. "Long ago, the *Soulstones* were given to the Horadrim by the Archangel Tyrael. They were used to bind the three Prime Evils. I now know that even these holy artifacts were no match for Diablo's power. I hope that his two brothers are more securely held . . . but I fear the worst."
2. "It takes time to master your skills . . . and use will hone your technique. But take care to choose your new skills wisely."
3. "You may recover some mysterious items from the demons you kill. Some of these objects will be of great use to you . . . some of great peril. Bring them to me and I'll reveal their secrets."
4. "Have I told you about the Horadrim? They were an ancient confederation of mage-clans that sought to bind the three Prime Evils for eternity. The Horadrim are now nearly forgotten . . . and it appears that the bonds they wove are unraveling. As the last of the Horadrim, I pray that I can help you remedy their failure."

does not bode well for us, my friends. Ancient Horadric texts record that Andariel and the other Lesser Evils once overthrew the three Prime Evils—Diablo, Mephisto and Baal—banishing them from Hell to our world.

“Here, they caused mankind untold anguish and suffering before they were finally bound within the *Soulstones*. Andariel’s presence here could mean that the forces of Hell are once again aligned behind Diablo and his brothers. If this is true, then I fear for us all.

“Diablo is heading east for some foul purpose. And the only passage east is through the Monastery gate. Obviously, Diablo summoned Andariel to block any pursuit. For her part Andariel hopes to win Diablo’s favor . . . the lesser demons are always vying for positions of power within the unholy hierarchy. You must kill her before the Monastery becomes a permanent outpost of Hell and the way east is lost forever.”

DM Note: Giving this Quest automatically after being rescued keeps Cain faithful to the computer game. Consider carefully whether your PCs are ready before allowing Cain to give this Quest.

3. Akara’s Hut

Rude walls grant this simple hut more privacy than other areas of the camp. A woman wearing a hooded purple cloak over a purple gown paces restlessly outside the hut. She is Akara, priestess of the Order and leader of this camp.

Any Sorceress from the world of Diablo gets Akara’s special greeting.

Identify Scroll: 75 gp. The *identify scroll* allows one magic item from the world of Diablo to be positively identified by full name and function (as the spell in the *Player’s Handbook*). All combat bonuses, powers, and charges are revealed. Most magic items (including scrolls) in the world of Diablo cannot be used until this spell is employed to unlock their secrets; however, *healing potions* and *mana potions* can be recognized and used without recourse to this spell. Certain Quest items also may not yield to this spell—in such cases, the services of a powerful sage or similar entity may be required.

Town Portal Scroll: 90 gp. This one-use item allows a one-time, there-and-back passage to a base. Only those who step through the front of the portal can return back through it. This scroll automatically opens a portal near the user, with the other end in the base camp for this act.

Tome of Identify and *Tome of Town Portal* (see scrolls, above): 150 gp+scroll cost. These tomes can hold up to 20 copies of the appropriate scroll. When purchased, a tome contains 1d6 scrolls of its type.

“Greetings, young sorceress. It is good to see more of your kind at work in the world these dark days. In my opinion, the world needs more women to fight against the great shadow. But I am forgetting my manners.

If the party contains no Sorceress, read the following greeting.

“I am Akara, High Priestess of the Sisterhood of the Sightless Eye. I welcome you, travelers, to our exile camp, but I’m afraid I can offer you but poor shelter within these rickety walls. You see, our ancient Sisterhood has fallen under a strange curse. The Demoness, Andariel, has corrupted the mighty Citadel from which we have guarded the gates to the East for generations. I still can’t believe it . . . but she turned many of our sister Rogues against us and drove us from our ancestral home. Now the last defenders of the Sisterhood are either dead or scattered. I implore you, strangers: Please help us. Find a way to lift this terrible curse and we will pledge our loyalty to you for all time.”

Interaction: Akara is a quiet, dignified woman in her early forties on whom the burdens of responsibility have fallen heavily. She is warm and welcoming with anyone who offers to help the Sisterhood fight the evil surrounding the camp, but quickly turns stern and reproving with those that disrupt the orderly life of the her sisters. She is especially warm to any Sorceress in the party.

Magical Services: Akara provides limited healing services without charge (up to 20 hp/day per PC, split as the party chooses). She also sells potions and scrolls. (While you might introduce other potions from the *DUNGEON MASTER’S Guide*, she does not have *rejuvenation potions* available.)

Rumors: Akara (1d6)

1. "Kashya has always been fiercely loyal, but I fear that her anger and frustration over these recent events will lead her into harm's way. She is highly protective of the few Rogues remaining under her command and will not send them into combat unless there is dire need."
2. "Charsi is young and innocent. However, I believe her Barbarian blood thrills to the prospect of adventure and danger. She takes great pride in her work and finds comfort in the fact that her weapons and armor are helping to end this evil plague."
3. "Though he has only been our guest for a short time, I sense that Warriv has faced many harrowing trials. Though he knows, as I do, that a terrible evil has blanketed the land, his only real concern is to reach the eastern trading ports with his caravan."
4. "Blood Raven, one of our finest captains, fought valiantly against Diablo in the catacombs beneath Tristram, but she was never quite the same afterward. I'm coming to believe that she brought an evil influence back with her."
5. "To be honest, I have done my best to stay clear of Gheed. He wears dishonesty about himself like a cloak and seeks only to better his situation by preying on the misfortunes of others."
6. "Even though the corrupted ones were once of our Order, you need not shy from slaying them, for they stand between you and Andariel. Perhaps, when the Demon Queen is dead, our Sisters will return to life, but more likely they will be forever bound to their unholy pact."

Akara: Human female Adp12; Init +0; Spd 20 ft.; AC 23 (24 against missiles); touch 11, flat-footed 22, 23 against missiles); Atk +8/+3 melee (1d10+2, *Silver Heavy Flail*) or +6/+1 ranged (1d4, *Sling of Seeking*); AL LG; SV Fort +5, Ref +4, Will +11; Str 14, Dex 12, Con 13, Int 15, Wis 17, Cha 16.

Skills: Alchemy +7, Craft (scrollmaking) +7, Diplomacy +8, Heal +8, Knowledge (arcana) +7, Knowledge (religion) +8, Sense Motive +8, Spellcraft +7.

Feats: Brew Potion, Combat Casting, Dodge, Extra Turning, Iron Will, Martial Weapons (heavy flail).

Spells: 0—*cure minor wounds* (3); 1st—*cure light wounds* (2), *protection from evil*; 2nd—*cure moderate wounds* (2), *delay poison*; 3rd—*cure serious wounds*, *neutralize poison*.

Additional Knowledge: Akara has an ancient, arcane secret that allows her to heal Golems. She refuses to share this knowledge for any reason, but heals any Golems created by party Necromancers.

Possessions: *Silver Heavy Flail* +2, *Sling of Seeking* +2, *Glorious Chainmail* +3, *Blessed Large Shield* +3, +4 against Missiles.

Quote: "The Order welcomes you."

Quests: Akara

Automatic:

"A place of great evil exists in the wilderness. Kashya's Rogue scouts have informed me that a cave nearby is filled with shadowy creatures and horrors from beyond the grave. I fear that these creatures are massing for an attack against our encampment. If you are sincere about helping us, find the dark labyrinth and destroy the foul beasts. I should add that many Rogue scouts have died in that horrible place. We cannot afford to lose any more. If you choose to enter that Den of Evil, you must do so alone. May the Great Eye watch over you."

After defeating Blood Raven:

"It is clear that we are facing an Evil difficult to comprehend, let alone combat. Only one Horadrim sage still lives, schooled in the most arcane history and lore, who could advise us . . . His name is Deckard Cain. You must go to Tristram and find him, my friends. I pray that he still lives. It is too far to journey on foot . . . Cain would likely be dead when you arrived. However, there is a magical portal that will take you there instantly. To open it, one must stand within the circle of Cairn Stones and touch them in a certain order. The proper order can be found in the runes written on the bark of the Tree of Inifuss. You must find the sacred Tree of Inifuss and bring back its bark. I will translate the runes to unlock the Stones' mystic pattern."

4. Smithy

While this looks and smells like a blacksmith's shop, there are noticeably fewer tools. The blacksmith, Charsi, wears protective leather leggings, gloves, and a full-length apron to protect herself from the sparks of her forge. She keeps her hair in a ponytail.

Charsi believes her real family is among the northern tribes of barbarians, and so reserves a special greeting for any Barbarian from the world of Diablo:

"Wow. You're a Barbarian, huh? It's really great to meet you. I've seen a few of your kind around here lately. You know, I've been with the Sisters for as long as I can remember. But Akara told me that my real parents were Barbarians from the northern tribes and that they were killed when I was very young.

"Sometimes I wonder what life would have been like if I had been raised as a Barbarian. I don't know. I love being a blacksmith . . . but sometimes I just want to get out and explore the world, you know?

"I'm a little jealous . . . I wish I could go off adventuring with you. Many of our Sisters fought bravely against Diablo when he first attacked the town of Tristram. They came back to us true veterans, bearing some really powerful items. It seems like their victory was short-lived, though . . . most of them are now corrupted by Andariel."

Interaction: Charsi is younger than the other NPCs in the camp, and more naive. She loves stories of adventure and interrogates any barbarians in the party for hours about the home she left as an infant. Charsi keeps no money on the premises, choosing instead to let Gheed guard it for her. Charsi reserves her armor for times of emergency. She freely admits that most of her best tools were left behind when the Sisters fled the citadel.

Normal Services: Charsi has on hand (or forges in 2d8 days) any common armor or weapon item listed in the *Player's Handbook*, for the same price. She'll also repair common or magical armor or weapons for 1% of the item's full cost per point of damage. Furthermore, she'll also buy unbroken armor or weapons offered by the PCs, but only at 1/4th each item's full value, including magic items.

Imbuing an Item

When the PCs return the *Horadric Malus*, Charsi offers to imbue one item per character with magical powers. Charsi only imbues ordinary items. Magic items (and unique items from the *Player's Handbook* and *DUNGEON MASTER'S Guide*) won't be imbued with additional magic. She remembers owing them this favor, no matter how long they wait to collect it. In general, the item must be in active use to get the effects. If the item is a piece of clothing or armor, it must be worn to get the effects. If it's a weapon, the owner must have the weapon readied to get any effects. You'll have to rule on other items (e.g., you might rule that an imbued gem must be fashioned into a brooch or necklace and worn to get the effects).

It takes her 1d6+5 days to imbue the item. Roll three times on the appropriate *Diablerie Prefix Table* for the item, and twice on the appropriate *Suffix Table* in Chapter Four.

Magical Services: Charsi also has 1d8+7 magic weapons and 1d8+7 pieces of magic armor on hand at any time. Roll on the Base Item Table for weapons and armor. All the items are completely identified and she charges the list price.

(If you are using the *DUNGEON MASTER'S Guide*, see Tables 8-3 and 8-10. Roll on the Minor weapon or armor column, but on a roll of 86-00 you roll again on the Medium column—if you roll 64-00 on the Medium column, follow the normal instructions in the *DUNGEON MASTER'S Guide*.) Charsi might also imbue items with magic. See the special notes to the left.

DM Note: Her basic stock should be rolled up before play. To cut down your die rolling, you can restrict her to the starting stock for the rest of the game (unless the PCs buy or sell something), or you might cycle out 1d4 magic items of each type per week, replacing them with new items.

Charsi: Human female War6; hp 48; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +11/+6 melee (1d10+4, *Bronze*

Bastard Sword) or +10/+5 melee (1d8+4/19-20/x3 crit, *Warhammer of Maiming*); AL NG; SV Fort +8, Ref +2, Will +1; Str 19, Dex 11, Con 17, Int 12, Wis 8, Cha 14.

Skills: Climb +8, Craft (armor smithing) +4, Craft (weaponsmithing) +4, Handle Animal +3, Profession (blacksmith) +3.

Feats: Cleave, Exotic Weapon (bastard sword), Quick Draw, Toughness.

Possessions: *Grand Scale Mail* (+6 AC); *Bronze Bastard Sword* (bonuses noted above), *Warhammer of Maiming* (bonuses noted above).

Quote: "What'cha need? Hey, nice armor!"

Rumors: Charsi (1d8)

1. "Akara felt something was wrong even before Andariel descended upon us. She feared that Blood Raven had stumbled upon some evil force beneath Tristram. I wish we had acted then. . . ."
2. "Oh, Kashya's fantastic. Sure, she's a little hard on outsiders, but who can blame her? All she wants is to protect our Order. But now that our Sisters have turned against us. I think this whole mess has hardened her heart."
3. "Akara, our priestess and seer, is most upset by the corruption of our Sisters. I fear that she blames herself."
4. "Warriv's all right, I guess. He seems too serious most of the time. I haven't really talked to him all that much."
5. "Oh, I like Gheed. He's very funny. He has all sorts of interesting stories from the places he's been. I wish I could see the sights he has."
6. "That wretched tower is as rotten on the inside as it appears on the outside. I heard that several Sisters came to a gruesome end when a stairwell collapsed on them."
7. "You'll probably go east after slaying Andariel. It was good to know you. I hope you'll come back if you ever need anything."
8. "I don't know why some of my Sisters chose to follow Andariel. Those who strayed were among our finest warriors."

Quests: Charsi

After rescuing Deckard Cain:

"When I fled the Monastery, I left behind the *Horadric Malus*, my enchanted smithing hammer. If you can retrieve it for me, I'll use its magic to strengthen your equipment. The Monastery can confuse even those who know it well. Stay alert in there."

5. Gheed

Outside this shack, rugs and blankets carpet the ground, displaying a merchant's wares. A large blond man, with a bushy mustache and beard, wearing a cap and a fur-trimmed coat, watches everyone who passes. Though he appears jovial, a calculating glint lurks in his eyes.

Necromancers are the bane of Gheed's life, so he has a few choice words for any characters of that class. Otherwise, he introduces himself with a warm smile and a firm handshake as Gheed.

"Don't think you can fool me, Necromancer. I've seen what your kind can do. I hoped I would never have to lay eyes on one of you again. If you're involved with any of the evil out there, I don't even want to know. Nevertheless, your money's good. . . ."



Sooner or later, he'll work in the following:

"A spare weapon, some gold, a small gem is all I want in exchange for the equipment you'll need on whatever Quests you might undertake. Now don't be shy, all my items are guaranteed for life, and come with a two-day warranty."

Interaction: Gheed is a master haggler, and pinches every gold piece until it screams. Players must be prepared for long negotiations when dealing with Gheed. While Gheed is not actively dishonest, buyers should always beware of what he doesn't tell them.

Normal Services: Gheed sells many different items found in the *Player's Handbook*. Gheed is a source for purchasing keys. These skeleton keys open any locked chest the PCs find. They last for six or fewer uses before the soft metal wears away too far to work the pins and tumblers. Keys cost 50 gold pieces per use.

Magical Services: Gheed also has 1d8+7 magic weapons and 1d8+7 pieces of magic armor on hand at any time. Roll on the Base Item Table for weapons and armor. All the items are completely identified and he charges the list price. In addition, Gheed has an equal number of unidentified items (1d8+7 armor, 1d8+7 weapons). He charges 100 times the list price for the common version of the item. For instance, Gheed might sell a set of full plate for 150,000 gold pieces, but it could be a major magic item.

If you are using the *DUNGEON MASTER'S Guide*, see Tables 8-3 and 8-10. Roll on the Minor weapon or armor column, but on a roll of 86-00 you roll again on the Medium column—if you roll 64-00 on the Medium column, follow the normal instructions in the *DUNGEON MASTER'S Guide*. For unidentified items, if you roll 64-00 on the Medium column, roll again on the Major column.

DM Note: His basic stock should be rolled up before play. To cut down your die rolling, you can restrict him to the starting stock for the rest of the game (unless the PCs buy or sell something), or you might cycle out 1d4 magic items of each type per week, replacing them with new items.

Rumors: Gheed (1d12)

1. "Akara and Kashya are Sisters in the Order of the Sightless Eye, but they are worlds apart. Akara is a slow river of magic, and Kashya, a viper of war. They are both deeply devoted to their religion, yet the corruption of their Sisters pains them both to no end."
2. "Charsi is a fine girl, but she has no business savvy. I know she means well, but the prices she charges for weapons and armor will never earn her a profit. As long as I keep filling her mind with stories of adventure, she'll never catch on that I'm raking in gold hand over fist."
3. "Warriv was kind enough to let me travel with his caravan but don't let him drag you into a search for a new Eastern trade route. I'm making a fortune right here, from the Rogues of course. You, on the other hand, always get my best prices."
4. "Andariel's demonic forces have taken up residence in the forests as well as the Monastery. I won't be venturing out of the camp. So, if you need anything, I'll be right here."
5. "When, or if, I get to Lut Gholein, I'm going to find the largest bowl of Narlant weed and smoke 'til all earthly sense has left my body."
6. "The only good demon is a dead one, I say. By the way, have you happened to find anything you would like to sell?"
7. "The undead are bad for trade. I have a strict no-return policy."
8. "I'm told that Tristram now resembles a mead hall after a barbarian wedding."
9. "The only wealth you're likely to find in that tower is a wealth of vermin."
10. "I've named a boil on my ass after you. It, too, bothers me every time I sit down."
11. "Warriv's advice is like corpse gas; it befools the air for a moment and then disappears."
12. "Charsi talks of nothing anymore, but this *Horadric Malus*. Between you and her, my ears need a rest. Just find it and bring it back quickly."

Gheed: Human male Exp6; hp 18; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d4/19–20/x3 crit, *Silver Dagger of Maiming* or 1d4 + 2d6, *Dagger of Venom*); AL CN; SV Fort +2, Ref +5, Will +3; Str 9, Dex 17, Con 13, Int 13, Wis 9, Cha 17.

Skills: Appraise +8, Bluff +8, Gather Information +8, Innuendo +4, Listen +6, Read Lips +6, Search +6, Spot +6.

Feats: Alertness, Ambidexterity, Improved Initiative.

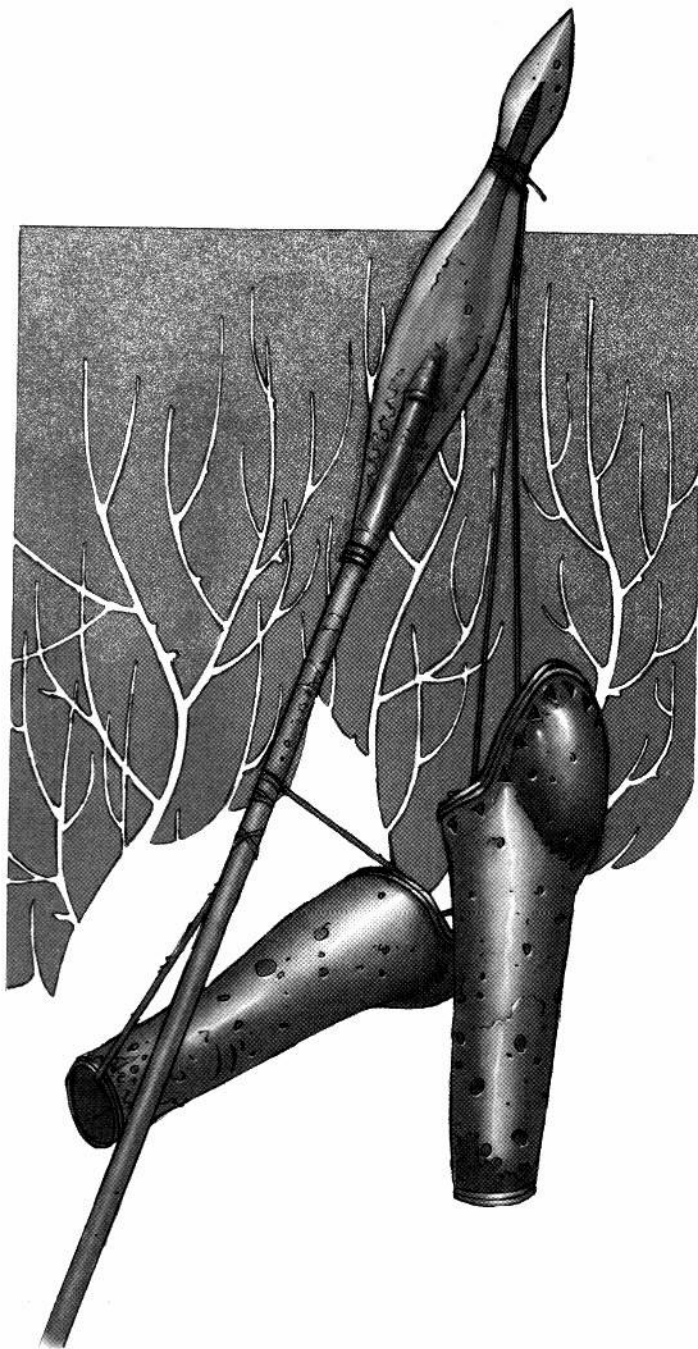
Possessions: *Ring of Glory* (+3 AC), *Silver Dagger of Maiming* (bonuses noted above), *Dagger of Venom* (bonuses noted above).

Quote: "Let's deal, my friends."

6. Waypoint

Near your personal camp space is a square stone inscribed with a magic circle. As you travel outside the encampment, you'll find other such stones. Teleportation spells link all the stones. To activate a link, you must step on the stone. For instance, the Waypoint in the Rogue Encampment is useless initially because you haven't visited any of the other stones. Once you have, you can always move between any such stones.

Waypoint Portals reach across vast distances. Waypoint Portals around Lut Gholein or Kurast, or even in Hell, reach Waypoint Portals around the Rogue Encampment.



Imbuing using the DUNGEONS & DRAGONS rules:

Once the time passes, roll 2d6 five times on the following table. Roll separately for attack bonus, damage bonus (nonweapon items with attacks and damage bonuses give those bonuses to all melee and ranged attacks), resistance, and twice for additional power.

Resistance

Fire, Cold, Poison, Electricity: This is a bonus to any save (Reflex, Fortitude, or Will) against attacks of this type. This resistance allows saves in cases where saves may not be made otherwise. Also, if an attack would deal half damage on a successful save, this resistance negates all damage on a successful save.

Spells: This is a bonus to any save against a spell or spell-like effect. This resistance allows saves in cases where saves may not be made otherwise. Also, if an attack would deal half damage on a successful save, this resistance negates all damage on a successful save.

-2 Damage: This reduces damage from each attack dealt to the wielder or wearer. It can't reduce damage below 1.

-4 Magical Damage: This reduces damage from each spell or spell-like effect used against the wielder or wearer. It can't reduce damage below 1.

+4 Reflex, Fortitude, or Will Saves: This is a bonus to a specific type of save. This resistance allows saves in cases where saves may not be made otherwise. Also, if saving against an attack that deals half damage on a successful save, this resistance negates all damage on a successful save.

+2 Ability Scores: This raises all the wielder's ability scores by +2 while the item is worn or in use.

Additional Power

Increased Durability: Adds 1d10+10 to the durability of the imbued item (if you're ignoring item durability, reroll this result).

Lightning Damage: Adds 1d8 electricity damage to any normal damage done by an attack.

Poison Damage: Adds poison effects to any normal damage done by an attack. The poison requires a Fortitude save (DC 20). If the target fails the save, it loses 3d6 Constitution. At the beginning of each round for the next five rounds, the target must make its save or lose another 3d6 Constitution. If the target's Constitution reaches 0, it dies.

Fire Damage: Adds 1d8 fire damage to any normal damage done by an attack.

Freezing Damage: Adds 1d6 cold damage to any normal damage done by an attack. Target must make a Will save (DC 20) or suffer the effects of a *slow* spell for 1d6 rounds.

Damage Shield: Any melee attack against this character deals 2d4 points of damage to the attacker.

Increased Speed: This character acts as if under the effect of a *haste* spell.

Increased AC: Character gains +4 AC.

Regeneration: Wielder regains her level in hit points every round, and regains half her level (round down) in ability damage every round.

Life Drain: In addition to any normal damage dealt by an attack, this additional power subtracts 1d6 hit points from the foe and transfers them to the draining character. This additional power restores hit points damage to the character's normal maximum, excess healing is lost.

Spell Drain: In addition to any normal damage dealt by an attack, this power erases 1d6 levels of spells or spell-like abilities from the target (if it has any). This ability starts with the highest-level spell possible and works its way down. For instance, it might erase one 3rd-level spell, one 2nd-level spell, and one 1st-level spell, for a total of six levels. Partially affected spells are not erased, except that at least one spell is erased each time the power is used. This ability does negate the resurrection abilities of Shamans. The drained power is transferred to the draining character and restores an equal number of expended spell levels, up to the character's normal maximum.

Roll	Att. Bonus	Dam. Bonus	Resistance	Add'l. Power
2	+7	—	+2 ability scores	Life drain
3	+5	+5	+4 Will saves	Increased AC
4	+5	—	-2 damage	Damage shield
5	+3	+3	+2 against poison	Poison damage
6	+3	—	+2 against fire	Fire damage
7	+2	—	-4 magic damage	Incr. durability
8	+2	+2	+2 against cold	Cold damage
9	+4	—	+2 against electricity	Lightning damage
10	+4	+4	+2 against spells	Increased speed
11	+6	—	+4 to Fort saves	Regeneration
12	+6	+6	+4 to Reflex saves	Spell drain

ACT I REGION

In this wilderness, grassland alternates with bogs and rocky outcrops. Here and there, solitary trees stand. Chest-high stone walls surround larger, impassable areas of brush, brambles, and trees. Signs of human habitation are few: abandoned single-room houses, crude animal shelters, and occasional chests dropped by caravans fleeing the monsters that infest the land around the Rogue Encampment.

The Blood Moor

The Blood Moor is a dreary place where danger may appear in the form of lightning, drowning bogs, or vicious creatures. Bordered by thick hedges and stone walls, the Moor is a flat plain of grass and scattered stones, interrupted by black pools and the occasional tree. Dirt paths cross the Moor, but it's unclear what travels the gloomy place frequently enough to keep the paths clear.

This is a wilderness region, infested by Quill Rats and Zombies.

Random Encounters

When the PCs enter a zone in the Blood Moor, roll 1d10. On a 7 or higher, they have an encounter.

Quests

The Blood Moor has the Den of Evil (see Fixed Encounter #3). Completing this Quest gives a story award of 500 XP to each character, in addition to XP earned defeating the monsters there.

DM Note: Keep track of how many monsters your PCs encounter. When they encounter (and kill) 40 monsters, they have cleansed the Den of its evil and No more monsters in Level 1 of the Den. They return to Akara for their reward.

Quest Variation, Second Level: You may add a second level to the Den of Evil. If you do, increase the number of monsters that must be destroyed to 60. Level 2 of the Den of Evil is a smaller place (see map, page 30). Use the same Random Encounter system you did for Level 1. There are two Fixed Encounters in Level 2. The first is 7 Gargantuan Beasts and one unique Gargantuan Beast (generate randomly) guarding 2d6x100 gold pieces per player character (#1 on the map). The second is a locked chest (#2 on the map). Roll twice on the Base Treasure



Table (or Table 7-4) per player character when they open the chest.

You may also change the reward for cleansing the Den by revealing that Akara has a secret stash of minor magic items she managed to smuggle from the Monastery before it fell. Generate one item randomly for each PC.

Fixed Encounters

Feel free to add Random Encounters to any fixed situations. For instance, put a covey of Quill Rats in the abandoned hut (Fixed Encounter #2).

As a reminder, Fixed Encounters take up a 4-square by 4-square space on the map, and it's up to you to place them.



1. Fallen One Camp:

The map for this encounter appears on page 24. Fallen Ones build camps like this in all the wilderness regions. In the camp are 6 Fallen and a Fallen Shaman.

2. Hut: Though no one lives in the wilderness outside the Rogue Encampment anymore, various huts, livestock shelters, and houses remain. See the map, page 12 for an example. This particular hut contains a wooden table with a blanket draped over it, and a chest. Searching under the blanket gives a roll on the Base Treasure Table, as does opening the chest.

3. Den of Evil:

This cavern has rocky dirt floors. The walls are naturally formed stone. The only sign of intelligence is the tripod-mounted braziers that light the musty cave. You must clear the cave of all monsters to complete Akara's Quest.

The Den of Evil is a random area in the computer game, but we provide a map on page 26. Underground adventuring is very dangerous, so on a roll of 6 or higher, the characters have an encounter.

DM Note: Roll for additional encounters in any unexplored area that neighbors the encounter area, unless you pre-planned all the encounters in the Den. Monsters that hear the current fight may come to investigate (see Trains, page 9).

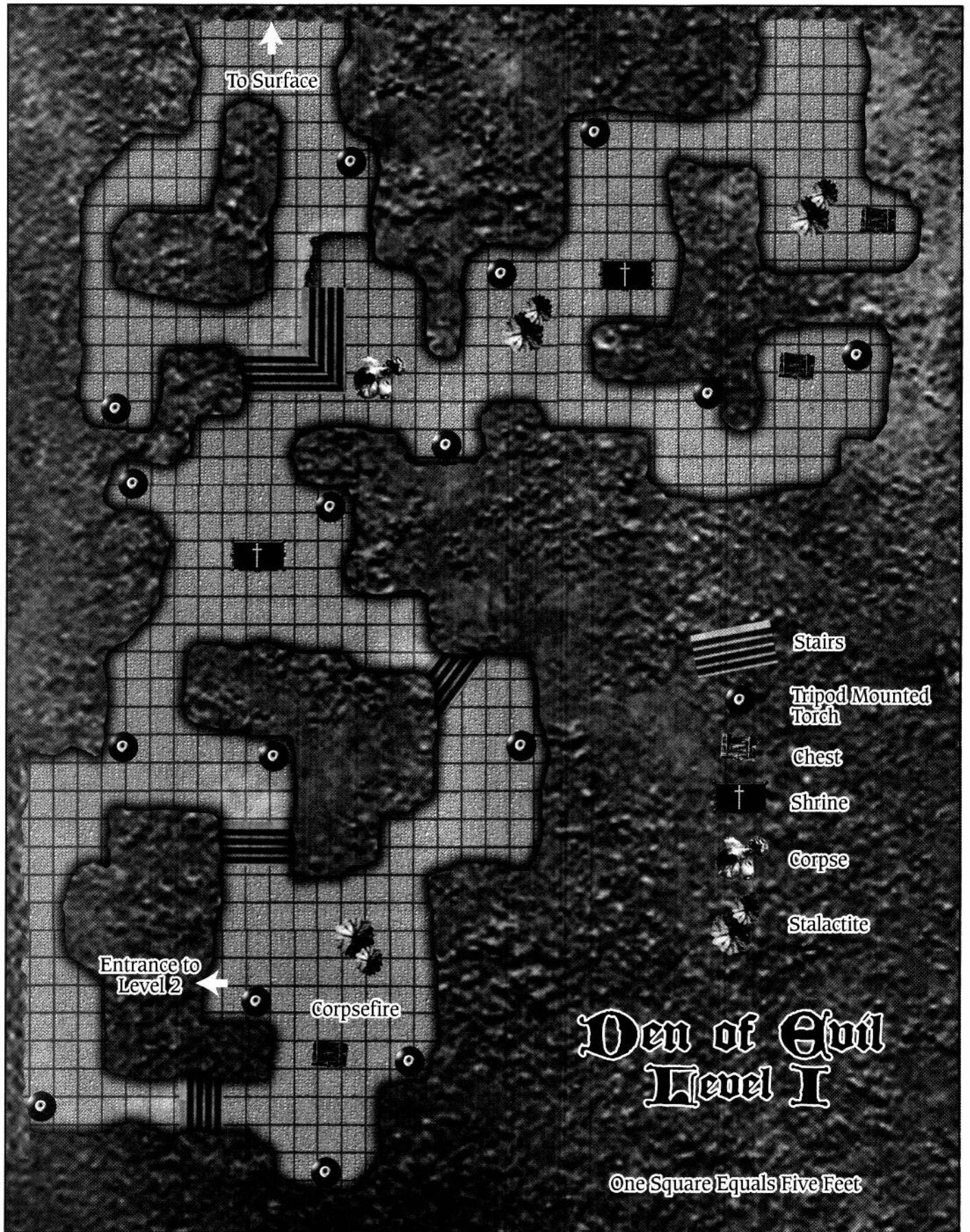
The one Fixed Encounter in the first level of the Den of Evil is a group of Zombies (CR 3 that includes Corpsefire).

4. Exit to the Cold Plains: This exit to the next region is four squares wide, just like the entrance. Here, Kashya has stationed Flavie, a 9th-level Rogue. Flavie warns off any group that has not completed the Den of Evil Quest. She also warns off parties that are not at least 2nd level.

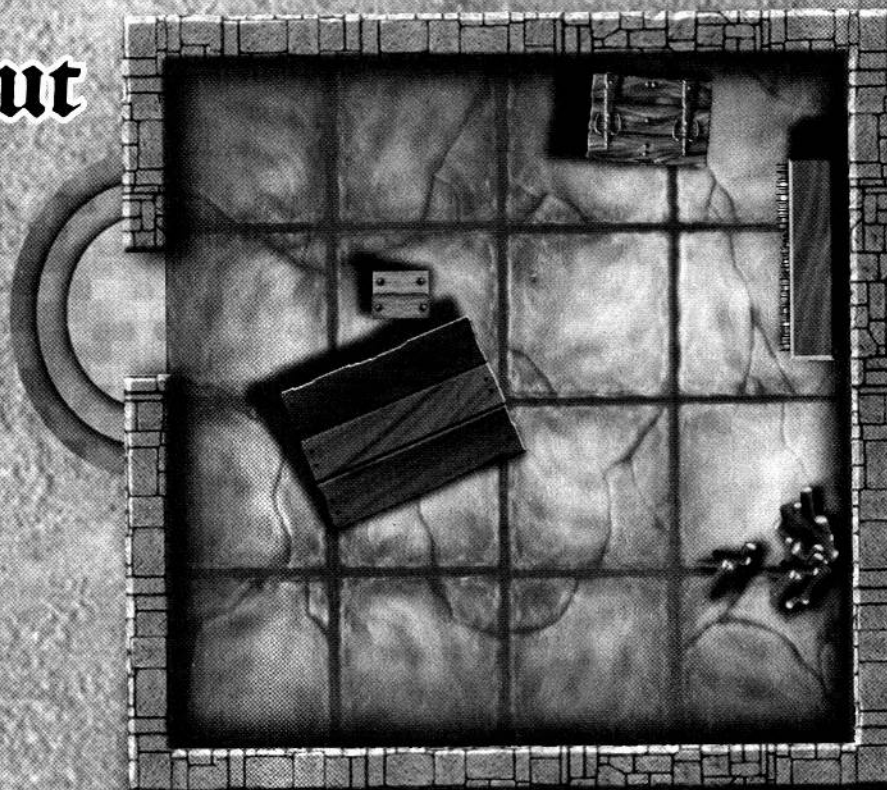
If the characters fight in her vicinity, she will support them with missile fire. Monsters will not pursue into the Blood Moor beyond her short missile range, and ignore her in favor of attacking PCs. If she is the only one left, they will retreat back into the Cold Plains.

Quote 1: "Halt! You should complete Akara's Quest before venturing farther. Search for the Den in the wilderness closer to camp."

Quote 2: "Turn back! I can tell that you need more experience to fight safely in the next wilderness."



Hut



One Square Equals
Five Feet

Gold Coins

2

Tripod Mounted
Torch

Exit to
Level 1

Stalactite

Chest

1

Den of Evil Level 2

One Square Equals Five Feet

4. The Cold Plains

Like the Blood Moor, this wilderness region is a damp and windswept field bordered by impassable thickets and stone walls. You won't find any ponds here, but be careful not to stumble into any of the occasional bogs. Just past the entrance to the Cold Plains, you find your first Waypoint outside the Rogue Encampment. Safe and speedy passage back to the camp does not make this place less dangerous, however.

This is a wilderness region.

Random Encounters

When the PCs enter a zone in the Cold Plains, roll 1d10. On a 7 or higher, they have an encounter.

Quests

No Quests take place in the Cold Plains.

Fixed Encounters

1. Fallen One Camp: This Fixed Encounter takes 8 squares. It's two Fallen One Camps (see map, page 24) next to each other. Place them side by side, corner to

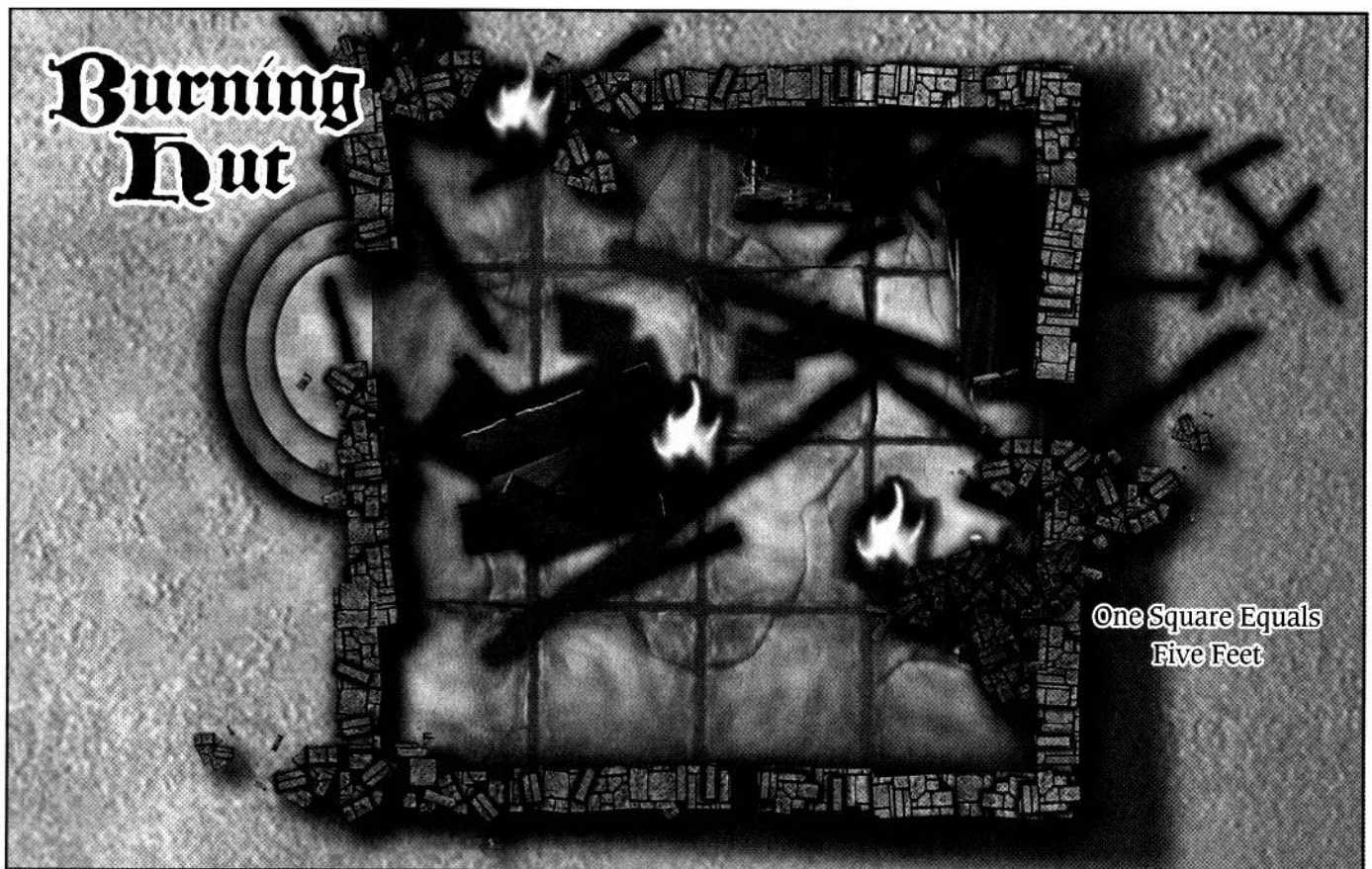
corner, top to bottom, or even separated by a square or two. Here there are 2 Fallen Shamans, a CR 3 Fallen, and Bishibosh.

2. Burning Hut: A single Fallen Shaman hides inside the perpetually burning house while his CR 2 Fallen One soldiers attack all who pass (see map below).

3. Passage to Burial Grounds: This is a four-square wide exit to the next area, without a Rogue guard. This passage holds no special dangers, unlike the passage to Stony Field, because Zombies and Skeletons don't move fast enough to react to someone on the Cold Plains side of the passage.

4. Passage to Stony Field: This is a four-square wide exit to the next area, without a Rogue guard. If characters come near it, roll for an encounter on the Stony Field encounter table. Player characters may wind up with a train of higher CR monsters charging them.

5. Waypoint: Place this portal close to the passage between the Cold Plains and the Blood Moor. This is identical to the Waypoint in the Rogue Encampment, except that it is inactive. When a PC steps in the magic circle inscribed in the stone, it activates. PCs may now travel from the Cold Plains to the Rogue Encampment using this magical device.



The Burial Grounds

A cold wind lifts the hair on the back of your neck as the rusty iron fencing of the Burial Grounds comes into view. The gates are damaged, and sections of the fence have fallen. In the center of the grounds, a huge dead tree stands. From its branches, like grotesque fruit, hang the bodies of Rogues who refused Blood Raven's corruption. Graves inside the fence yawn open, and you wonder where the bodies are. Faint moans ahead of you hint at the truth.



See the map on page 31 for the Burial Grounds. This is a wilderness region.

Random Encounters

PCs have the opportunity to roam around outside the Burial Grounds proper before facing Blood Raven. When the PCs enter a zone in the Burial Grounds, roll 1d10. On a roll of 6 or higher, they encounter some of Blood Raven's minions.

Quests

This Quest is easy to describe, but hard to accomplish. The PCs must kill Blood Raven. Completing this Quest gives a story award of 500 XP to each character, in addition to XP earned defeating the monsters there.

Quest Variants: Blood Raven might have different special abilities (see the list of abilities possessed by Kashya's Rogues for ideas). You might also place magic items throughout the Crypt and Mausoleum (see Fixed Encounters, below) specifically geared to your PCs. If you're using *Diablerie*, try placing class-focused items such as a *Fletcher's Hunter's Bow* for an Amazon. If you're using the *DUNGEON MASTER'S Guide*, try placing minor weapons or items useful to the PCs. You could even hide such items in the Gallows Tree.

Fixed Encounters

- 1. The Crypt:** This is the entrance to an underground area that we describe below.
- 2. The Mausoleum:** This is the entrance to an underground area that we describe below.
- 3. The Gallows Tree:** Read the following text to the players.

Under the stark branches of this tree, from which hang the bodies of those Rogues who refused to follow Blood Raven into corruption, she waits for you: Blood Raven. She laughs at you, saying "Matron Andariel commands your death. My army will destroy you."

Fighting Blood Raven

If the PCs roamed around the outside of the graveyard killing all the Zombies and Skeletons they found, Blood Raven only has those Hungry Dead she summons.

Blood Raven uses her army to stop the PCs while she stays in the background, shooting arrows while her army converges on her attackers. CR 1 Skeletons and CR 1 Hungry Dead arrive every round, until a total of CR 8 monsters, minus what the PCs already killed, show up. Blood Raven summons more Hungry Dead from the graves around her (see her description, below). Killing Blood Raven severs the magical ties between her and her army, killing all them instantly.

Blood Raven: Medium-size undead; HD 6d12; hp 39; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +5 ranged (1d8/19–20/x3 crit, longbow); SA *Fire arrow*, summon undead; SQ Undead, SV Fort —, Ref +5, Will +7; SZ M; AL CE; CR 4; Str 12, Dex 16, Con —, Int 10, Wis 10, Cha 9.

Skills: Hide +12, Spot +9.

Feats: Improved Critical, Improved Initiative, Iron Will, Weapon Focus (composite longbow).

Fire Arrow: As the Rogue Archer ability, see Kashya's archers for details.

Summon Undead: Each round, Blood Raven summons two Hungry Dead from the graves around her as a standard attack action. They appear 2d10 feet from her and attack her enemies.

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.

The Crypt and the Mausoleum

The Crypt and the Mausoleum are dungeon regions with random interiors. They have stone floors, graves and stone caskets, arched passages, stone walls, and both rats and bats. When the PCs enter a room in either, roll 1d10. On a 7 or higher, they have an encounter.

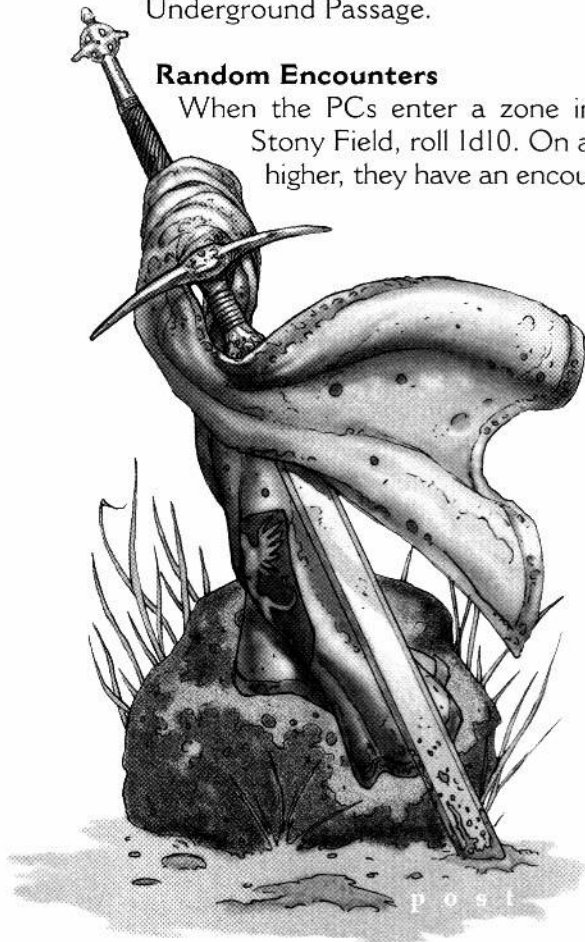
The Stony Field

A sheer cliff borders one side of this region. The trees here are taller and sturdier, since the ground isn't as wet and soft.

The Stony Field is a wilderness region. The only other exits from it are via the Cairn Stones or the Underground Passage.

Random Encounters

When the PCs enter a zone in the Stony Field, roll 1d10. On a 7 or higher, they have an encounter.



Quests

No Quests occur in the Stony Field, but it's pivotal to the Quest for Deckard Cain.

Fixed Encounters

1. Entrance to Underground Passage: In the cliffs, PCs find the entrance to the subterranean passage that leads to the Dark Wood (see *Underground Passage*, below).

2. Fallen One Camp: This Fixed Encounter takes 4x8 squares. It's two Fallen One Camps (see page 24) next to each other. Place them side by side, corner to corner, top to bottom, or even separated by a square or two. Here there are 2 Fallen Shamans, CR 2 Fallen, and CR 1 Carvers.

3. Cairn Stones: Here lurk Rakanishu and CR 2 Carvers. Until Akara translates the bark of the Tree of Inifuss these stones remain still and silent. Once touched in the order dictated by the bark, they open a portal, much like a *town portal scroll*, directly to Tristram.

Rakanishu (Carver): Small male outsider; HD 8d8; hp 36; Init +4 (Improved Initiative); Spd 30 ft.; AC 14 (touch 11, flat-footed 14); Atk +9/+4 melee (1d6, short sword); SA *Fire bolt*; SQ Morale, outsider, raise Fallen One; AL CE; SV Fort +6, Ref +6, Will +6; CR 5; Str 10, Dex 10, Con 11, Int 9, Wis 9, Cha 12.

Skills: Climb +5, Concentration +10, Heal +7, Hide +8, Listen +10, Move Silently +10, Search +2, Spot +10.

Feats: Alertness, Improved Initiative.

Morale: Lesser Fallen Ones do not break and run if Rakanishu is present.

Raise Fallen One: Rakanishu brings back to life any Fallen One or Fallen One Shaman within 60 feet, as if using a *true resurrection* spell. The revived Fallen One has full hit points and attacks and functions normally the next round. This is a full-round action.

4. Moldy Tome: The Moldy Tome sits on a book pedestal, oddly whole despite being exposed to the elements. Removing the book is simple. If the PCs do, however, it vanishes within 24 hours from wherever they put it and reappears on the pedestal. If a PC who reads Common examines the book, read the following aloud:

“... And so it came to pass that the Countess, who once bathed in the rejuvenating blood of a hundred virgins, was buried alive... And her castle in which so many cruel deeds took place fell rapidly into ruin. Rising over the buried dungeons in that god-forsaken wilderness, a solitary tower, like some monument to evil, is all that remains. The Countess's fortune

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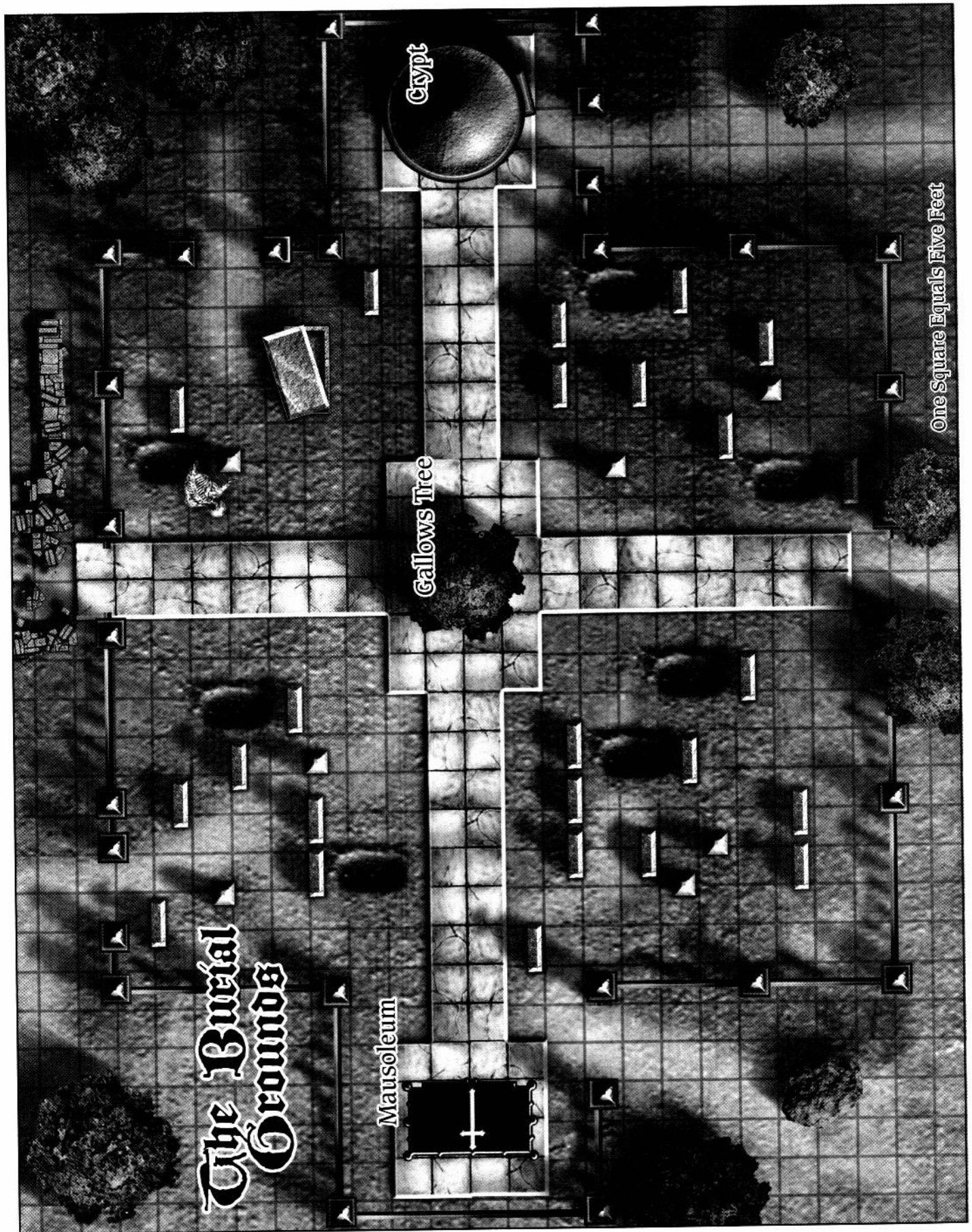
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was believed to be divided among the clergy, although some say that more remains unfound, still buried alongside the rotting skulls that bear mute witness to the inhumanity of the human creature.”

Charsi, Warriv, or Akara tell your characters to seek the Forgotten Tower in the Black Marsh beyond the Dark Woods.

5. Hut: The same as the hut on the Blood Moor (Fixed Encounter).

6. Waypoint.

Underground Passage

The Underground Passage resembles the Den of Evil. Formed by nature, it has an earth floor, rough stone walls, and scattered stalactites. Bats flitter about the passages and chambers, preying on the rats. The only signs of intelligent work are the occasional brazier on a tripod, lighting the immediate area, and the stone steps that shift between levels.

The Underground Passage is a cavern region.

Random Encounters

When the PCs enter a room in the Underground Passage, roll 1d10. On a 5 or higher, they have an encounter.

Quests

No specific Quests exist in the Underground Passage.

Fixed Encounters

Two elements must appear in the Underground Passage. The first is an entrance to the next lower level of the Passage, and the second is an exit to the Dark Wood.

DM Note: Map the lower level of the Underground Passage any way and size you want, give it hidden exits to any region you want, stock it

with monsters and treasures and traps, or just ignore it. It's all yours. Use the same map you used for the lower level of the Den of Evil. Use the same Random Encounter system you use for Level 1 (see below). One Fixed Encounter occurs in Level 2 where the PCs find 2d6×100 gold pieces per character and a locked chest. Roll twice on the Base Treasure Table (or Table 7-4) per PC when they open the chest.

The Dark Wood

This area has sections of dense trees, as well as scattered individual ones. One border is a sheer, stone cliff, just as in the Stony Field.

After the Underground Passage, your PCs are probably ready for this wilderness region.

Random Encounters

When the PCs enter a zone in the Dark Wood, roll 1d10. On a 7 or higher, they have an encounter.

Quests

The Dark Wood is a steppingstone to the completion of the Deckard Cain Quest.

Fixed Encounters

1. Tree of Inifuss: This is a large, dead tree sitting in the middle of a bare patch of barren ground. When the PCs take a piece of bark from this tree back to Akara, she translates its runes and tells them how to activate the Cairn Stones in the Stony Field. Treehead Woodfist and CR 1 of his fellow Brutes guard the Tree.

Treehead Woodfist (Brute): Huge giant; HD 8d8+48; hp 84; Init +0; Spd 40 ft.; AC 14 (touch 8, flat-footed 14); Atk +15/+10 melee (1d8+9/x2 crit, slam); Face/Reach 10 ft. by 10 ft./15 ft.; SQ Darkvision; SV Fort +12, Ref +2, Will +2; SZ H; AL N; CR 6; Str 29, Dex 10, Con 23, Int 5, Wis 11, Cha 8.

Skills: Spot +10.

Feats: Cleave, Power Attack.

2. Waypoint: Like the ones in the Cold Plains, the Stony Field, and the Rogue Encampment.

3. Exit to Black Marsh.

4. Exit to Underground Passage.

5. Hut.

6. Barn.

7. Carver Village: Resembling a Fallen Village, this contains CR 1 Carvers with one Shaman.

Tristram

The safe little village is now shattered: a burning prelude to what awaits the world should Diablo take over. Dead cows lie bloated around the village. Along the river on one side of town, poor Wirt lies dead, his wooden leg clenched in his fist. From the blood on it, he must have used it defend himself. In the center of town, Deckard Cain sits in a cage suspended from a pole.

We provide a map on page 35. For other purposes such as lighting, treat this as a wilderness region.

Random Encounters:

When the PCs enter a zone in Tristram, roll 1d10.

On a 5 or higher, they have an encounter. Tristram should have about 50 monsters.

Quests

PCs must rescue Deckard Cain from the center of town. The story award is 2,000 XP per character once Cain reaches the Rogue Encampment.

Quest Variants: You could lock Cain's cage. If you do, the PCs must find some way to bend the bars or disable the lock. Griswold (see below) has any key to the cage's lock. You might make it harder to get Cain out of the cage. For instance, the winch handle might be missing, in which case the PCs have to improvise one (they might use Wirt's wooden leg, see below).



Fixed Encounters

1. Deckard Cain: Cain is in a cage suspended from a wooden frame by steel chains. A winch attached to the frame lowers him. Once you free him, he casts a *town portal* spell immediately and returns to the Rogue Encampment. You find him there from now on.

2. Wirt's Body: Wirt, the wooden-legged boy from Tristram, lies here dead. Searching his body reveals 4d6x100 gold pieces. His wooden leg is also there.

3. Corrupted Griswold

DM Note: Your PCs may defeat Griswold easily, or they may have to run from him, heal, and make another try. If the latter occurs, it's to your advantage to know where all the possible enemies are ahead of time, in case your PCs run into them. We suggest you roll the Random Encounters in advance and place them as you wish.

Griswold: Medium-size undead Exp7; HD 7d12; hp 45; Init +4 (Improved Initiative); Spd 20 ft.; AC 10; Atk +9 melee (2d6+9, slam); SA Cursed, SQ Damage reduction 10/+2; partial actions only; undead; SV Fort—, Ref +4, Will +8; SZ M; AL NE; CR 4; Str 19, Dex 10, Con —, Int 12, Wis 13, Cha 11.



Skills: Craft (armorsmithing) +11, Craft (bowmaking) +11, Craft (leatherworking) +11, Craft (weaponsmithing) +11, Hide +10, Profession (blacksmith) +11, Spot +11.

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Power Attack.

Cursed: Anyone struck by Griswold must make a Will save (DC 13). If failed, then each time the victim is struck for hit point damage while the curse lasts, that damage is increased by +1d6 points of damage. The curse ends after 7 rounds.

Partial actions only (Ex): Like Zombies, Griswold has poor reflexes and can only perform partial actions. Thus, he can move or attack, but can only do both if he charges (a partial charge).

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.

Quote: "rrRRRRRngghh!"

4. Portal to the Cairn Stones

The Black Marsh

As you enter the Black Marsh, it seems much like the other dreary, terror-ridden regions you have visited before. Over the trees, you see the crumbled stone remains of a tower.

This is a wilderness region.

Random Encounters

When the PCs enter a zone in the Black Marsh, roll 1d10. On a 7 or higher, they have an encounter.

Quests

The Black Marsh does not, in itself, hold a Quest. It does hold the entrance to the Forgotten Tower, which is the focus of the Countess Quest.

Fixed Encounters

1. The Forgotten Tower: This tower is a crumbling stone shell, 30 feet tall at its highest. See map, page 36. Nothing remains of the interior except the floor, and a ladder leading down into a cellar. Someone, or something, knocked a hole in one wall the cellar, and it's through this hole that the Quest for the Countess begins. See The Forgotten Tower section below.

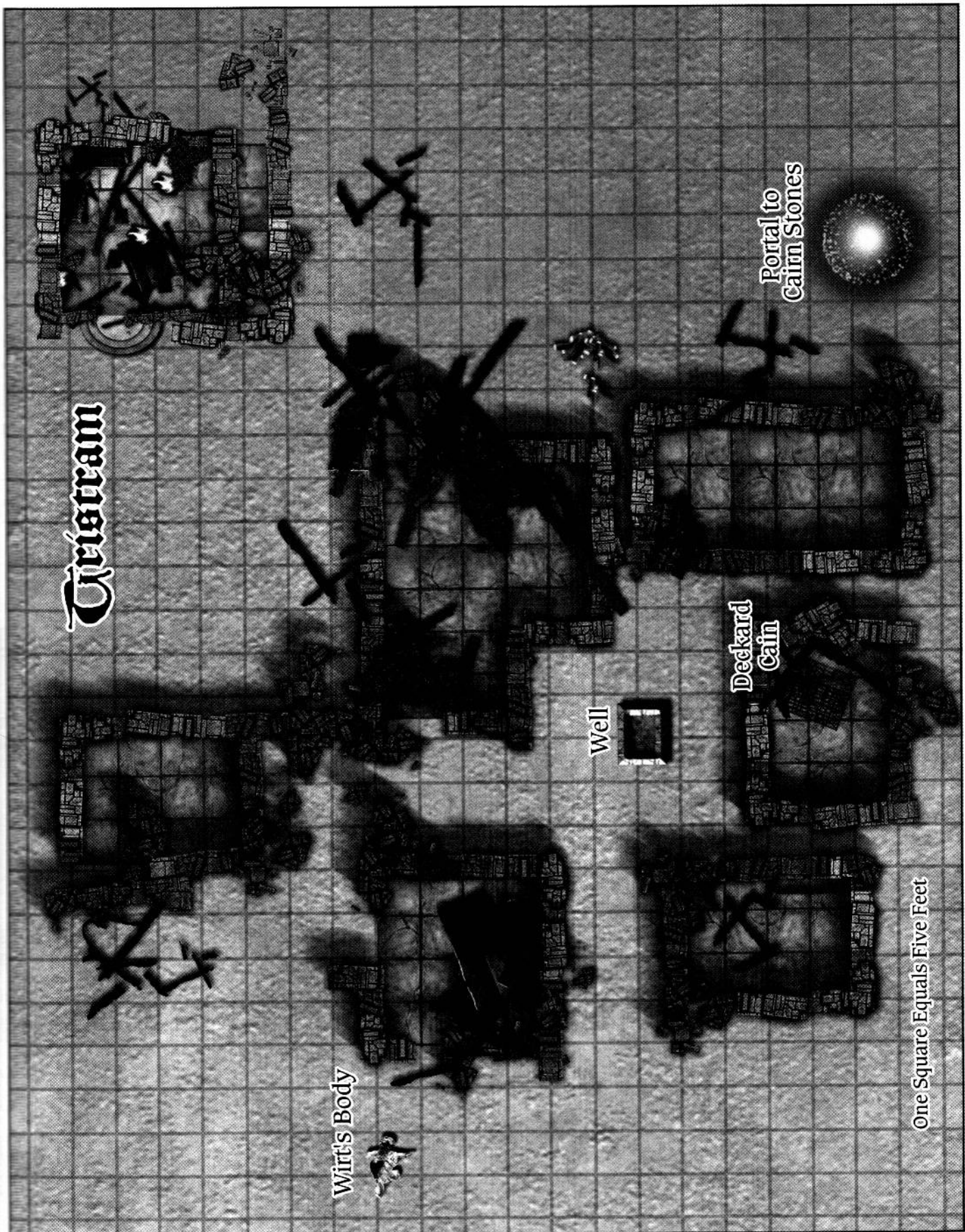
2. Exit to the Dark Wood.

3. Exit to the Tamoe Highlands.

4. Hut: Use the standard hut, or make up one of your own.

5. Waypoint.

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Tristram

Wirt's Body

Well

Deckard
Cain

Portal to
Cairn Stones

One Square Equals Five Feet

The Forgotten Tower

As you approach the crumbling stone walls, you wonder what secrets this place holds.

The home of the wicked countess is five levels deep, and she is at the bottom. All levels have pillars, stone walls and floors, and the occasional scurrying rat. Large racks of candles light some rooms, but otherwise the rooms and passages are dark. Arched doorways link individual rooms and halls.

DM Note: Make the first four levels of the Cellar any size and shape you like. Treat them as dungeon regions. If you want to stay true to the computer game, limit yourself to about half the area of a sheet of graph paper. Vary the shape by halving the paper the short way on some levels and the long way on others.

Random Encounters

When the PCs enter a room in the Tower Cellars, roll 1d10. On a 6 or higher, they have an encounter.

Quests

The Quest is the destruction of the wicked countess. Completing this Quest gives a story award of 1,000 XP

to each character, in addition to XP earned defeating the monsters there.

Fixed Encounters

The only Fixed Encounters in the tower are the exits to lower levels and the countess on Level 5.

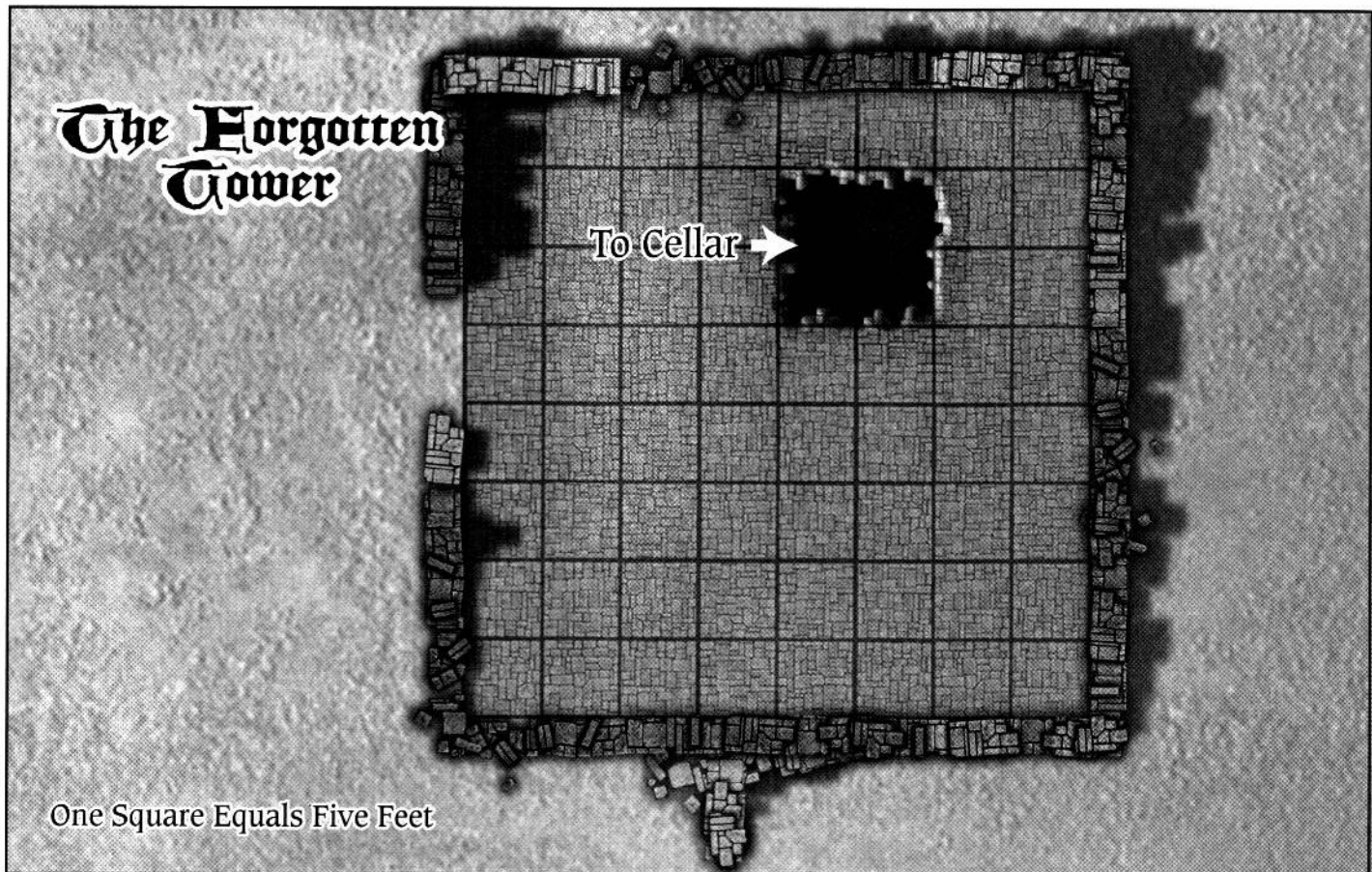
Fighting the Countess

See the map below.

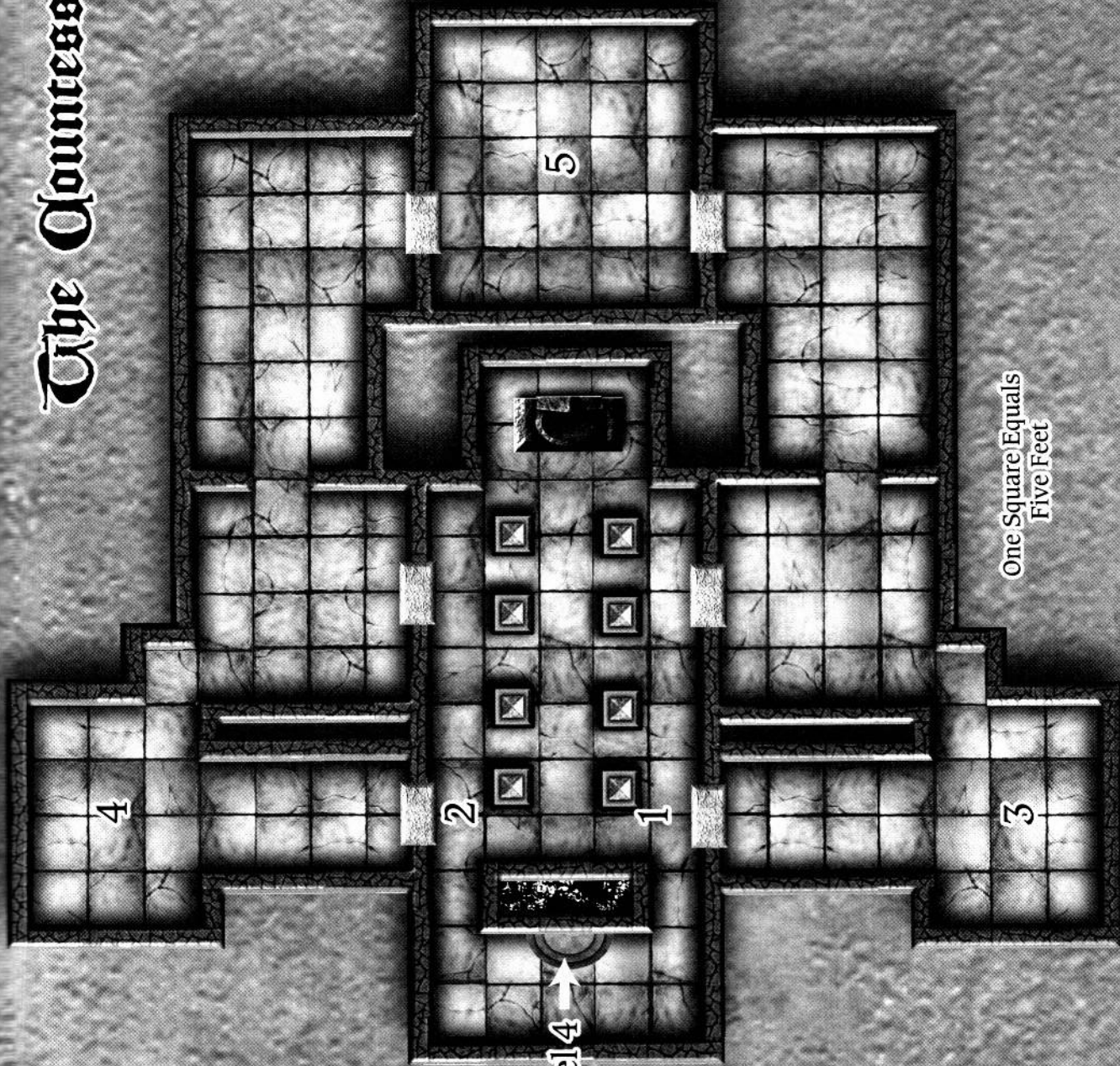
1. Blood Clan: Here are CR 2 Blood Clan, plus one random unique (see the Unique Monsters section in Appendix B for generating such a creature). When they hear or see the PCs, they charge them and fight to defend their unholy master.

2. Ghosts: Here are CR 1 Ghosts, plus one random unique. When they hear or see the PCs, they try to sneak up on the party and attack. Once detected, they all attack the party.

3. Trove 1: Here the PCs find $(1d20 \times lvl) + 500$ gold pieces, three chests, and an armor rack. Roll on the Treasure Source table in Appendix B to get the contents of the chests, but add 10 to your roll. If you get a trap, roll again ignoring any trap result. For the armor rack, roll 1d4 on the following table:



The Clowtress' Lair



1. Roll on the Armor section of the Base Treasure Table.
2. Roll on the Headgear section of the Base Treasure Table.
3. Roll on the Accoutrements section of the Base Treasure Table.
4. Roll on the Shields section of the Base Treasure Table.

If you're using the *DUNGEON MASTER'S Guide* roll for a minor magic weapon on table 8–10.

4. Trove #2: Here the PCs find $(1d20 \times lvl) + 500$ gold pieces, three chests, and a weapons rack. Roll on the Treasure Source table in Appendix B to get the contents of the chests, but add 10 to your roll. If you get a trap, roll again ignoring any trap result. For the weapons rack, roll 1d10 on the following table:

1. Roll on the Knives section of the Base Treasure Table
2. Roll on the Swords section of the Base Treasure Table
3. Roll on the Clubs section of the Base Treasure Table
4. Roll on the Spears section of the Base Treasure Table
5. Roll on the Polearms section of the Base Treasure Table
6. Roll on the Axes section of the Base Treasure Table
7. Roll on the Bows section of the Base Treasure Table

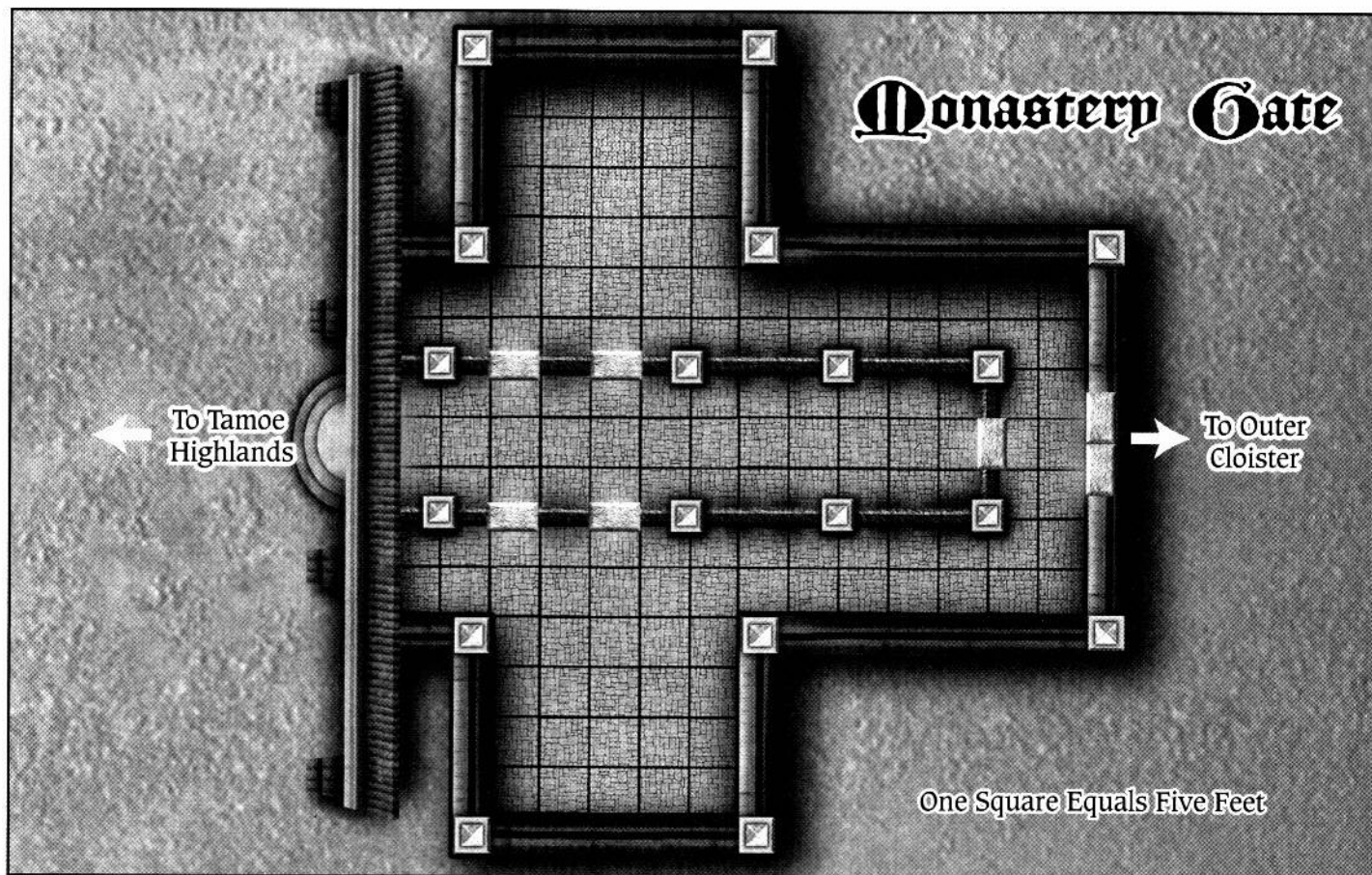
8. Roll on the Crossbows section of the Base Treasure Table
9. Roll on the Wands section of the Base Treasure Table
10. Roll on the Staves section of the Base Treasure Table

If you are using the *DUNGEON MASTER'S Guide*, then roll for a minor magic armor on table 8–3.

5. Countess's Chamber: CR 3 Dark Stalkers armed with battleaxes guard the Countess and a locked chest in her chamber. In addition to the normal lock, a magical lock secures the chest. That vanishes when the Countess dies. Once the PCs open the chest, roll 4 times on the Base Treasure Table, adding +4 to the average party level.

The Countess (Corrupt Rogue): Medium-size undead; HD 10d12; hp 65; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +9 melee (1d6+4/17–20/x2 crit +1d8 fire, short sword); SA Fire; SQ Fire resistance 8, undead; SV Fort—, Ref +8, Will +11; SZ M; AL CE; CR 6; Str 17, Dex 17, Con—, Int 12, Wis 14, Cha 12.

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.

Skills: Hide +16, Move Silently +16, Spot +15.

Feats: Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (short sword).

Quote: "Your blood will boil."

Tamoe Highlands

What separates this from other wilderness regions you have encountered is that one border of it is the outer wall the monastery.

See Monastery Gate, below, for more information on the monastery's appearance.

Random Encounters

When the PCs enter a zone in the Tamoe Highlands, roll 1d10. On a 7 or higher, they have an encounter.

Quests

No Quests exist in the Tamoe Highlands.

Fixed Encounters

The only Fixed Encounter here is the Monastery Gate.

Monastery Gate

The walls of the Monastery are made from the local, gray stone. The roof is red tile. Symbols of the Order flank the door. Iron spikes run along the top of the wall, some formed into symbols of the monastic order.

Inside the great wooden doors, you find yourself in a cross-shaped chamber, with an arched arcade running down the sides and across the far end. The floors are stone, like the walls, but some reddish-brown fungus grows between them.

You think to yourself, "Even the Light cannot pierce this gloom."

This is a small area that quickly leads to the Outer Cloister. See map, page 38. Treat this as an Indoors (lit) area.

Random Encounters

When the PCs enter the Monastery Gate, roll twice on the Outer Cloister Random Encounter table. Place the two encounters anywhere within the Gate region you choose. They may or may not be aware of the PCs, and the PCs may not spot them immediately. Decide that by how you place them, or roll Spot checks for both sides.

Quests

No Quests take place in the Monastery Gate.

Fixed Encounters

No Fixed Encounters occur in the Monastery Gate.

Outer Cloister

This graceful area would be peaceful and relaxing if it weren't for the constant attacks by terrible beasts. It is open to the sky. A stone walk surrounds an arched arcade, which in turn surrounds a grassy square. In the center of the square is a cruciform space for shrubbery. For the first time, you see clear signs of battle here: Blood splashed across the floor and walls.

See map, page 41. For other purposes, treat this as a wilderness region.

Random Encounters

When the PCs enter the Outer Cloister, roll twice on the Outer Cloister Random Encounter table. Place the two encounters anywhere within the Outer Cloister region you choose. They may not be aware of the PCs, and the PCs may not spot them immediately. Decide that by how you place them, or roll Spot checks for both sides.

Quests

No Quests exist in the Outer Cloister.

Fixed Encounters:

A Waypoint gleams in the grass of the Outer Cloister. An exit to the Barracks is here.

The Barracks

The barracks are made of the same material as the Gate and the Outer Cloister. Here, however, no sunlight penetrates the gloom. Wall-mounted torches only occasionally relieve the resulting darkness. This is where the Rogues forged their weapons.

Treat this as a dungeon region, even though it is technically aboveground. When you map the area, alternate large rooms, small rooms, and passages. Sprinkle large rooms with stacks of wine casks and wooden crates.

Random Encounters

When the PCs enter a room in the Barracks, roll 1d10. On a 7 or higher, they have an encounter.

Quests

The Barracks contains the Smithy, in which PCs find the demonic Smith and the *Horadric Malus*. See the Smithy for further details.

Fixed Encounters

The two Fixed Encounters in the barracks are the Smithy and the entrance to the Jail levels. See map below. The entrance to the Jail levels is a set of stairs leading down.

The Smithy and the *Horadric Malus*

You open the wooden door, and the first thing you notice is the smell of old ashes. Around a corner you see a dim glow. Then the Smith shuffles around the corner . . . and attacks.

See the map below.

Random Encounters

No Random Encounters take place in the Smithy.

Quests

Around the corner by the fire pit is the *Horadric Malus*. Returning the Malus to Charsi gives a story award of 500 XP to each character. In addition, Charsi offers to imbue a single item from each person with magical abilities.

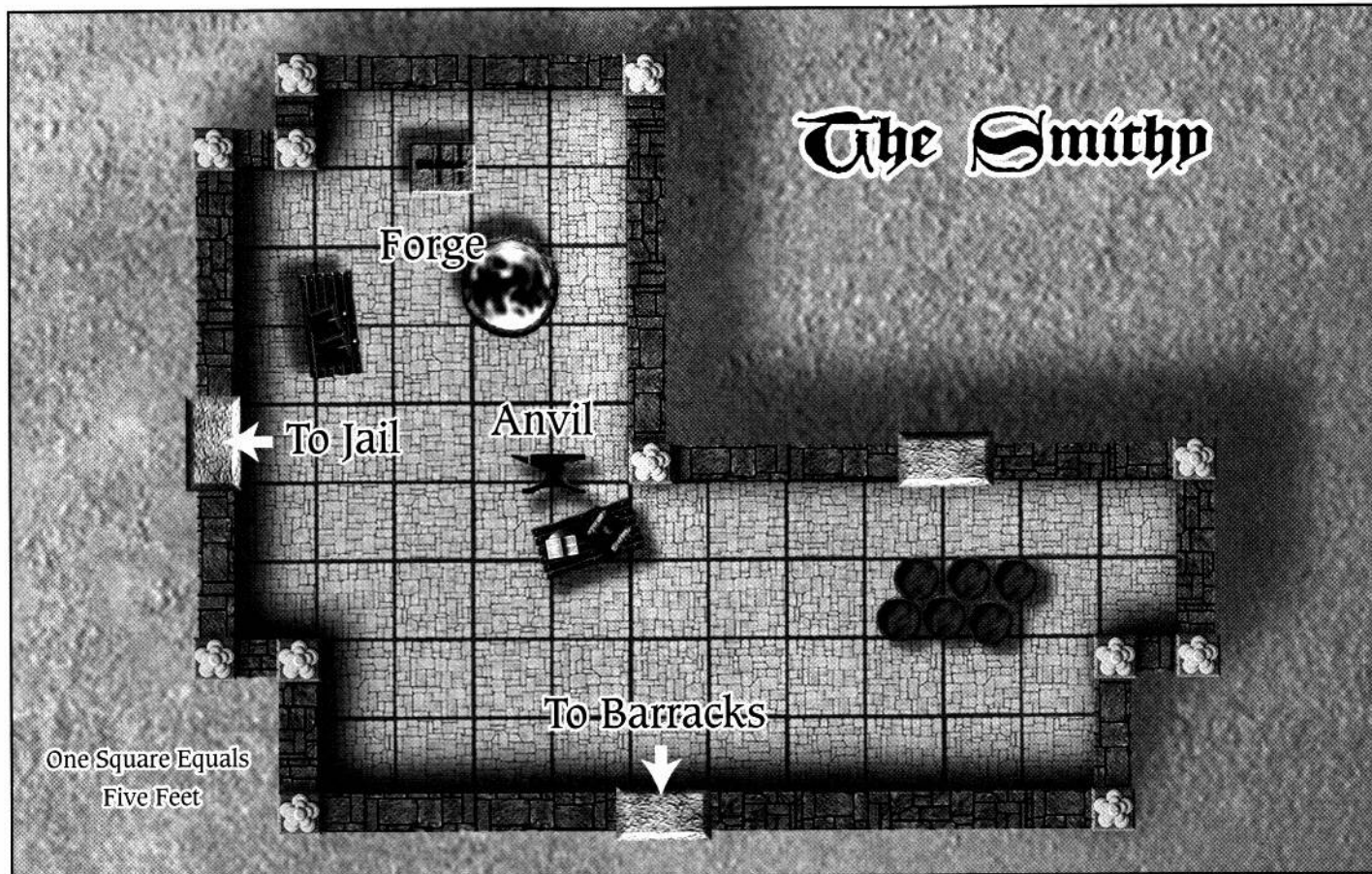
Horadric Malus: This appears to be a very large, exceptionally heavy warhammer. A character smaller than Medium, or with a Strength score of less than 15, cannot wield the weapon properly because it is too ungainly, and suffers a -2 penalty to attack rolls. A character of sufficient size and strength finds that the weapon functions with a +3 enchantment bonus and deals double damage on any hit against an undead creature.

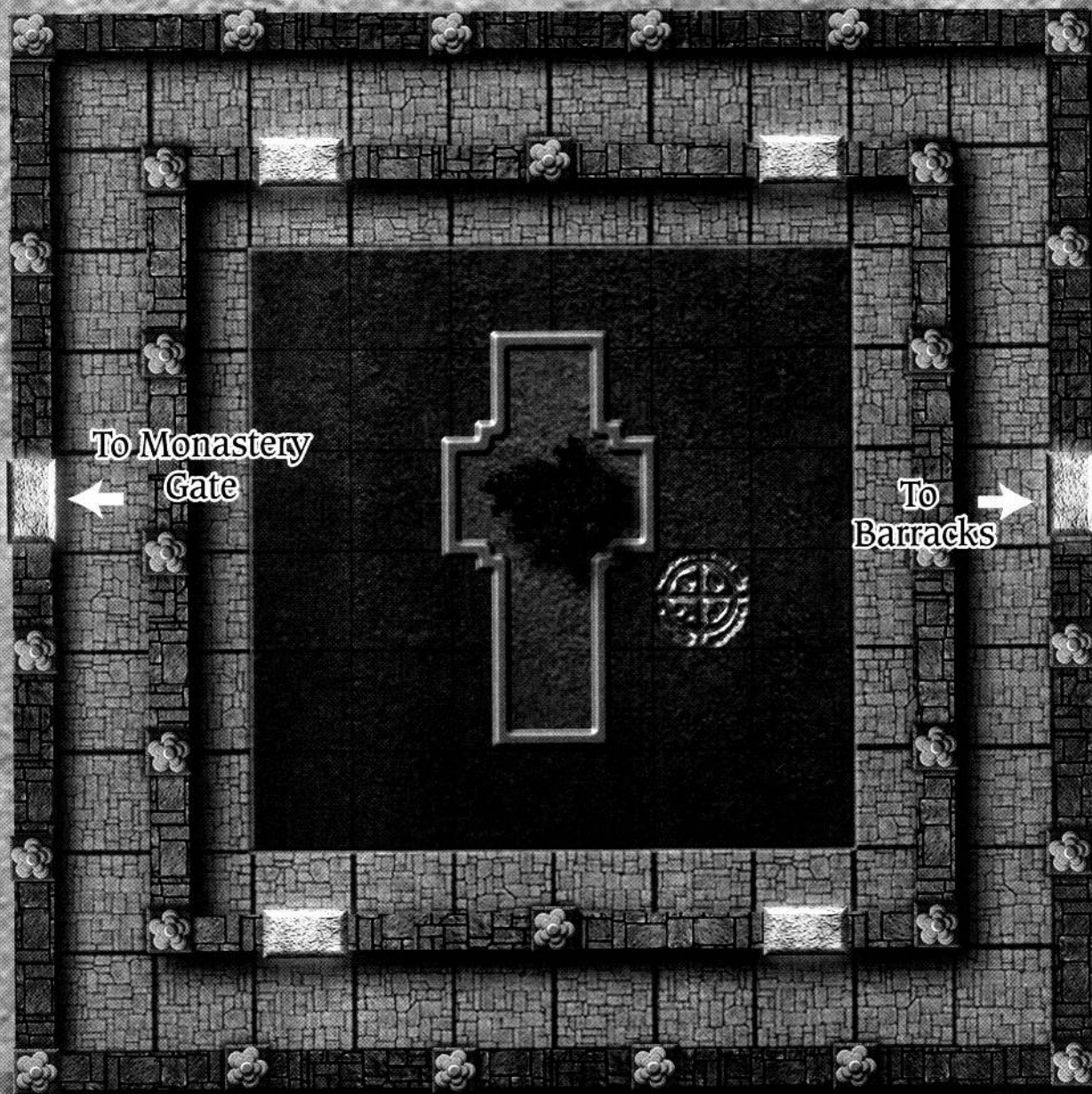
Fixed Encounters

There are two Fixed Encounters in the smithy. The first is the Smith and his bodyguard of CR 3 Death Clan demons (see *Fighting the Smith*, below). The second is behind the door in the smithy storeroom, where CR 2 Devilkin and 2 Devilkin Shamans lurk. If the PCs don't open that door, the Devilkin do not attack.

Fighting the Smith

The Smith is not a subtle fighter. He knows the PCs are there as soon as they open the door to his domain, and he leads his guards to the attack.





One Square Equals Five Feet

The Outer Cloister

The Smith: Large humanoid; HD 16d8+32 hp 104; Init +0; Spd 30 ft.; AC 18 (touch 9, flat-footed 18); Atk +19/+14/+9 melee (1d4+7, punch); Reach 10 ft.; SQ Damage reduction 5/+1; SR 15; SZ L; AL NE; SV Fort +12, Ref +5, Will +5; CR 6; Str 24, Dex 10, Con 14, Int 10, Wis 10, Cha 7.

Skills: Hide +6, Profession (blacksmith) +7, Spot +7.

Feats: Blind-Fight, Power Attack, Cleave, Great Cleave, Improved Bull Rush.

Quote: "I shall make weapons from your bones."

Note: See the Unique Monsters section of Appendix B for rules on the Smith's treasure.

The Jail

You descend the stairs into the jail. You shudder at the sight of the iron bars and torture implements. Surely, no one should die caged like this.

The three jail levels present a new threat for your PCs. Not all the walls are solid. Many "walls" are archways blocked by iron bars. This allows monsters to shoot bows and magical attacks from behind barriers. If the PCs don't have missile weapons or magical attacks of their own, they have to run away or find ways through the bars.

Random Encounters

When the PCs enter a room in the Jail levels, roll 1d10. On a 6 or higher, they have an encounter.

Quests

No Quests occur in the Jail. PCs must go through it to get to Andariel.

Fixed Encounters

Every jail level contains a set of stairs leading to the next level. Level 1 contains a Waypoint. Otherwise, Fixed Encounters take place in the Jail.

Inner Cloister

The stairs from the jail lead up a long way. Eventually, you see daylight above you, and catch the scent of fresh air. You step out of the stairwell into a long hallway with great casks stacked along one wall. A door leads farther into the Inner Cloister. The walls and floor resemble that of the Outer Cloister and the Monastery Gate.

Random Encounters

No Random Encounters exist in the Inner Cloister.

Quests

No Quests occur in the Inner Cloister.

Fixed Encounters

1. Surprise: Have PCs make a Listen roll. If they fail, CR 3 Dark Lancers armed with spears surprise them. If they succeed, the Lancers can't catch them flat-footed.

2. Waypoint: CR 1 Razor Spines and a named unique Razor Spine guard the Waypoint. Any time PCs enter the Inner Cloister from the Waypoint or the Jail, those Razor Spines are present in the courtyard around the Waypoint.

3. Entrance to the Cathedral: This is a huge, double wooden door.

Cathedral

The Cathedral is a majestic, cruciform space. Carpets with intricately woven patterns cushion the stone floor. Sturdy pillars stand sentry in the echoing space. From behind them, swarms of hideous monsters attack you.

See map, page 43. Treat this as a dungeon level.

Random Encounters

No Random Encounters take place in the Cathedral.

Quests

No Quests occur within the Cathedral.

Fixed Encounters

The Cathedral is one, big Fixed Encounter. There are CR 4 Dark Ones and 4 Dark One Shamans, CR 1 Wraiths and one named unique Wraith, CR 1 Tainted, and CR 2 Tainted Champions in the Cathedral. There are also 4 chests and 2 sarcophagi. You decide where these creatures are within the Cathedral, and check for trains and streaming as the PCs deal with them.

A spiral staircase leads down to the Catacombs.

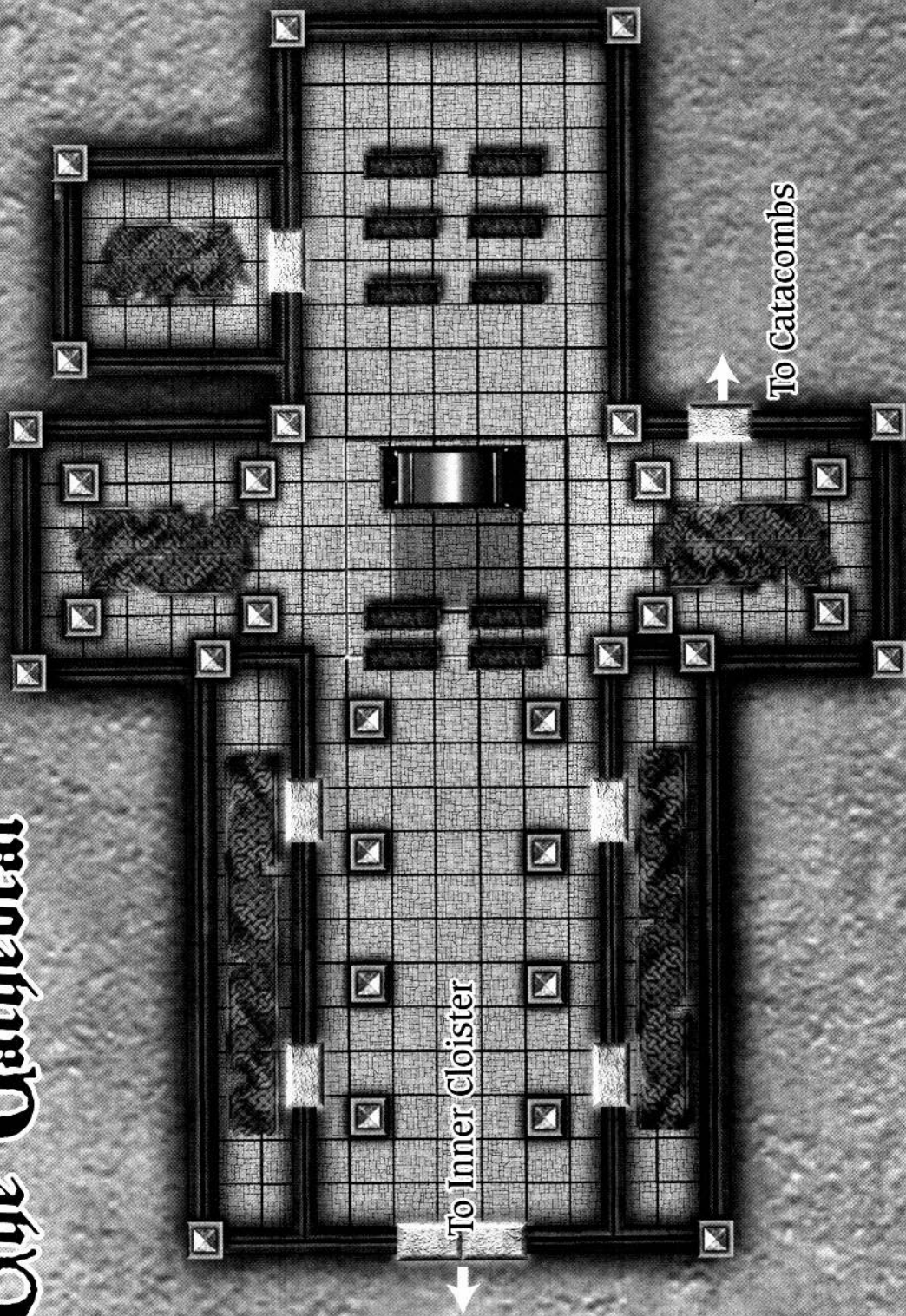
Entrance to Catacombs

A cool, damp wind blows up the stairs as you descend into the Catacombs. You're not sure if it's the wind, or the eerie sensation of a demonic presence that chills you to the bone.

Random Encounters

When the PCs enter a room in the Catacomb levels, roll 1d10. On a 6 or higher, they have an encounter.

The Cathedral



One Square Equals Five Feet



Andariel: Large outsider; HD 14d8; hp 42; Init +4 (Improved Initiative); Spd 30 ft.; AC 16 (touch 9, flat-footed 16); Atk +19/+14/+9 (1d6+5, claw); Reach 10 ft.; SA Poison strike, cone of poison; SQ Damage reduction 10/+2, outsider; AL CE; SV Fort +18, Ref +17, Will +16; CR 11; Str 20, Dex 10, Con 16, Int 17, Wis 14, Cha 12.

Skills: Alchemy +20, Hide +16, Knowledge (arcana) +20, Listen +21, Move Silently +20, Search +20, Sense Motive +19, Spellcraft +20, Spot +21.

Feats: Alertness, Cleave, Improved Initiative, and Power Attack.

Poison Strike (Ex):

If Andariel makes a successful claw attack, she inflicts poison damage; Fort save negates (DC 20); initial damage 1d2 temporary Constitution, secondary damage 1d2 temporary Constitution. The poison continues to inflict secondary damage for 5 consecutive rounds (Fort save each round to negate until successful).

Cone of Poison (Su): Quarter circle spray of poison every 4 rounds; Reflex save (DC 20) avoids; Fortitude save negates (DC 20); initial damage 1d2 temporary Constitution, secondary damage 1d2 temporary Constitution. The poison continues to inflict secondary damage for 5 consecutive rounds (Fort save each round to negate until successful).

Possessions: See the Unique Monsters section in Appendix B for rules on Andariel's treasure.

Quote: "The East is beyond your grasp."

Once they defeat Andariel, an earthquake collapses the ceiling atop the demon. A portal opens to take the PCs back to the Rogue Encampment immediately. If they choose to remain to search Andariel's inner lair, the portal remains. Inside Andariel's lair, six chests can be found.

Quests

The PCs must locate and destroy Andariel. Her lair is the fourth and lowest level of the Catacombs. Completing this Quest gives a story award of 3,000 XP to each character, in addition to XP earned defeating the monsters.

Fixed Encounters

Every level of the Catacombs contains a set of stairs to the next lower level. Level 2 of the Catacombs contains a Waypoint. Andariel's lair is on the fourth and lowest level. See Fighting Andariel, below.

Fighting Andariel

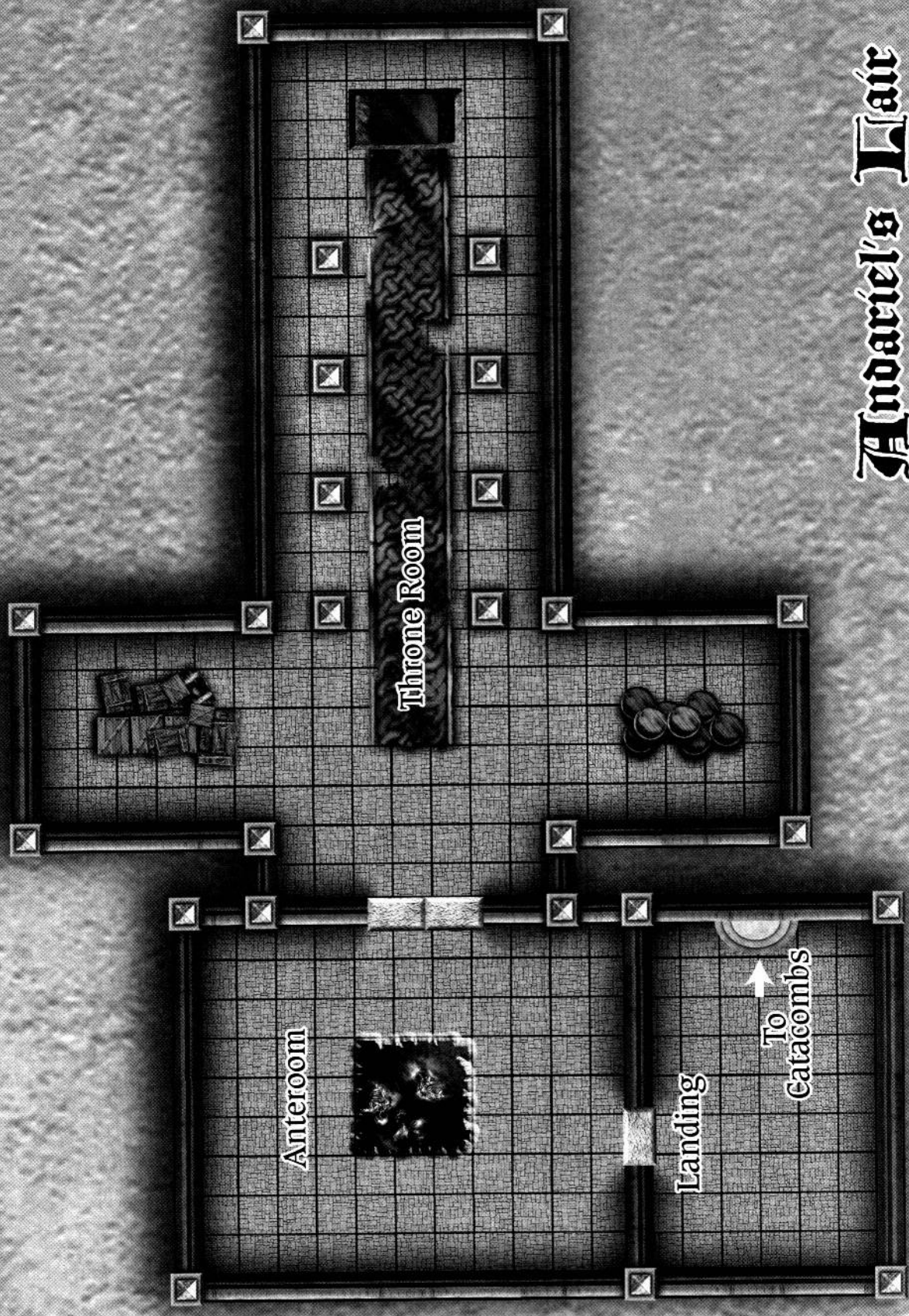
See map, page 45.

1. Stairs: When the PCs enter the room at the base of the stairs, they encounter CR 3 Death Clan demons. Make sure the PCs get a chance to make their Listen rolls before entering the room.

2. Anteroom: When they enter Andariel's anteroom, CR 3 Dark Ones, 3 Dark One Shamans, and CR 2 Ghouls attack them.

3. Lair: When the PCs open the great doors to Andariel's inner lair, she attacks, along with CR 2 Dark Ones, 2 Dark One Shamans, CR 1 Wraiths, and a unique Wraith.

Andariel's Lair



One Square Equals Five Feet

The Return to the Rogue Encampment

A heroes' welcome awaits the PCs back at the camp once they complete this Quest. Everyone crowds around to slap them on the back and congratulate them for banishing Andariel. Several of the NPCs make a point of speaking directly to the PCs:

Akara:

"Finally, we may rejoice. We owe you a debt we can never repay. I only hope that in time we will be able to rebuild our Order. All our thanks go with you, my friends."

Kashya:

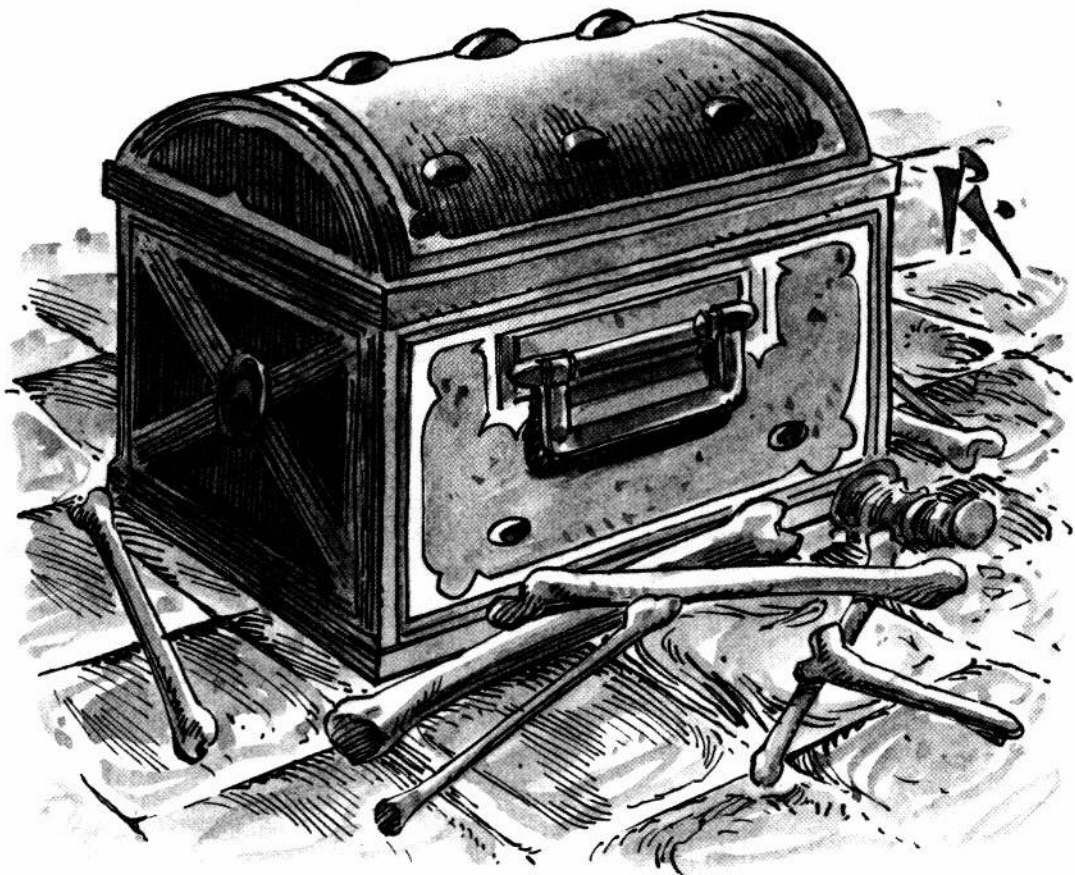
"Andariel's death brings about renewed life for us all. We mourn the loss of our dear Sisters, but at least now we can get on with our lives. I may have misjudged you, outlander. You are true heroes and testament to the noble spirit that has inspired our Order for generations. Fare well . . . my friends."

Cain:

"This is a great victory indeed, but many more battles await. I will accompany you on your journey, lending what assistance I can . . . Remember, Diablo is still out there, seeking something in the desert. I'm afraid that this nightmare will not end until you find what it is that he seeks."

Warriv:

"The caravan is prepared. We may now journey eastward to Lut Gholein. We leave at dawn."



THE SECRET OF THE VIZIEREI

The caravan journey to Lut Gholein, the Act II base city, takes a few weeks, but is uneventful. You can, of course, introduce side adventures along the way if you wish.

LUT GHOLEIN

Lut Gholein is a safe place, free of monsters, where characters heal and buy needed equipment. Locations of note within Lut Gholein are keyed to the map of the city found on page 48. PCs should visit most of the important locations on a regular basis for rest, healing, information, and special equipment. Furthermore, many of the named NPCs have special information that could give the PCs short-term goals.

Special Influence: PCs should be respectful and well behaved inside the walls. NPCs defend themselves, and Greiz (see #3, below) leads his mercenaries to defend any NPC under attack inside the walls.

A Note on Rumors: A list of random Rumors appears after each keyed entry.

A Note on Quests: NPCs give some Quests automatically when a hero opens a conversation. Others they give only on completion of another Quest. These Quests appear separate from the Rumor section, and we have marked them automatic, or by which Quest the party must complete first.

I. Old Friends

Welcome to Lut Gholein. Together with Deckard Cain, you crossed the desert of Aranach in Warriv's caravan. You fought past many dangers and fierce creatures. Warriv seems shocked at the state of the port city. Clearly, something is terribly wrong. Few people go about their business on the streets, and hard-faced mercenaries watch them carefully. When they notice you, the mercenaries make sure their weapons are handy.

A man in rich robes and a turban approaches you. He appears to have much on his mind, but he forces a smile and says:

"Greetings, honored travelers. I am Jerhyn, Lord of Lut Gholein, and I bid you welcome to my fair port-city. I'm glad to know that once again caravans are free to travel through the Western Pass. For some time now, we have been under siege by an evil power that I cannot identify.

"It all began when a Dark Wanderer came this way, looking for the Tomb of Tal-Rasha. No one knows exactly where Tal-Rasha, Keeper of Baal, is entombed, but it is certain to be far out in the desert. Now, my people whisper tales of the dead rising from their tombs and horrible creatures lurking among the moonlit dunes. Even I have witnessed things that I cannot explain. I've ordered the port closed and all trade ships moored until I am sure that my city is safe.

"For trade in magic and the like, see Drognan or Lysander. Drognan is the wisest man I know: He's without equal in magic and ancient lore. Poor Lysander is nearly deaf, but he's a reliable potion chemist. For travel back west, see Warriv, whom you already know.

"Our own Fara is a fine and honest armorer, and she can heal wounds as well. Elzix is the Innkeeper and may also have some items to trade.

Greiz, the mercenary captain I hired to secure the gates of Lut Gholein, keeps order in town, as well. There are others here, too. I'm sure you'll meet most of them. Just look around . . ." He hurries off down the street without another word.

Warriv says, "I sent your chests ahead to the bazaar. Deckard Cain waits for you there. Now that Andariel is dead, I can return and outfit the Rogues properly. Once I've made some trades here, I'll be free to head back to their Monastery. Let me know if you want to travel along."

PCs find Jerhyn at the Palace from this point on.

Interaction: Warriv is a polite, devout man who always has a smile in his beard for the PCs.

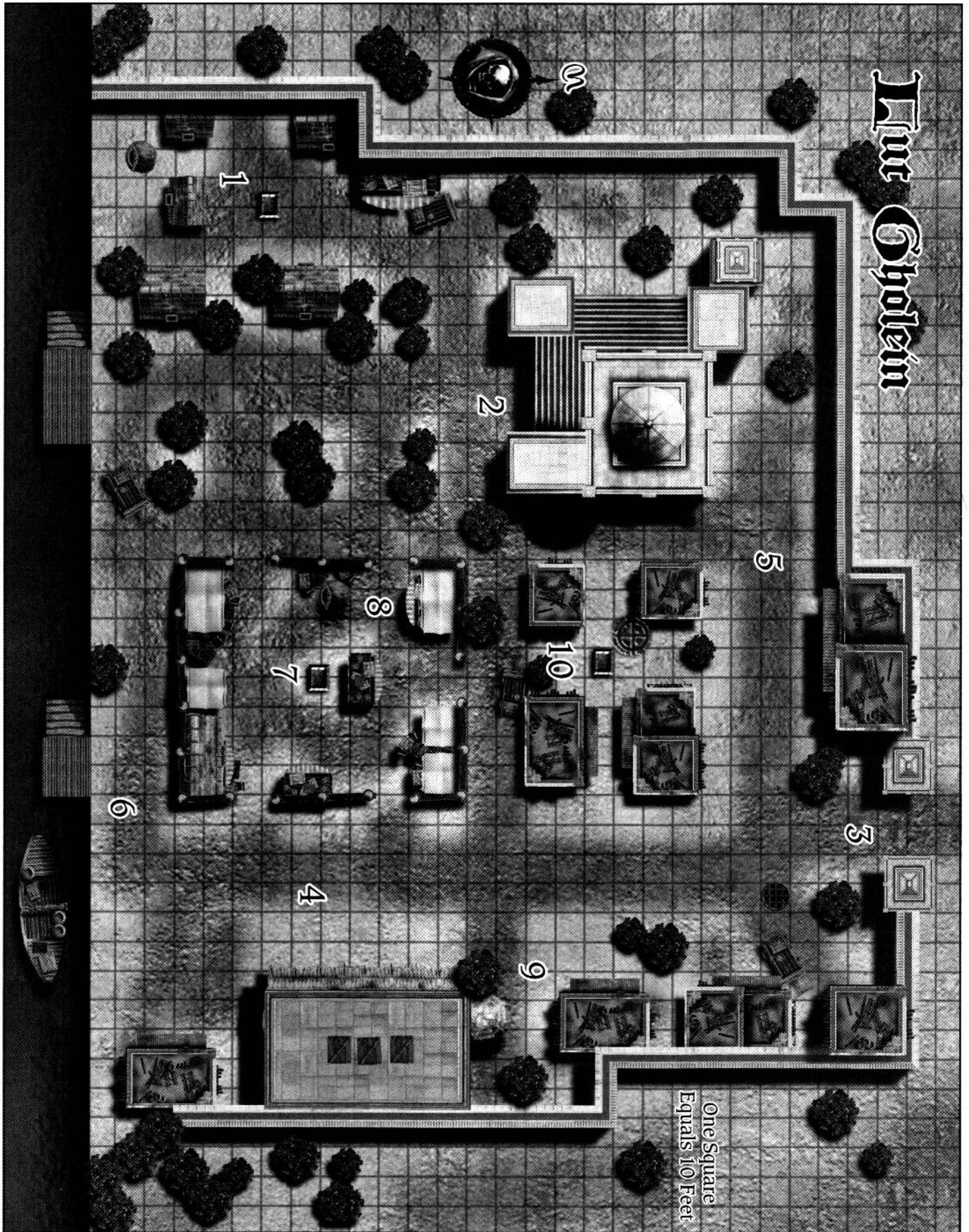
Services: Warriv is a source of information, some of it useful for specific Quests and some useful for making Lut Gholein more interesting.

Warriv: Human male Exp4; HD 4d6; hp 18; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 13, flat-footed 14); Atk +3 melee (1d6+1, *Short Sword of Craftsmanship* or 1d4+2/x3 crit, *Silver Dagger of Maiming*); SV Fort +4, Ref +2, Will +5; Str 10, Dex 13, Con 13, Int 14, Wis 13, Cha 15.

Skills: Appraise +5, Diplomacy +7, Gather Information +5, Handle Animal +5, Innuendo +4, and Profession (merchant) +5.

Feats: Endurance, Great Fortitude, Skill Focus (Diplomacy).

Mr. Gholam



One Square
Equals 10 Feet

Rumors: Warriv (1d6)

1. "Caravans take people where they want to go . . . until they get there."
2. "By ship is the only way eastward from here. I believe Captain Meshif has a small trading vessel moored at the docks."
3. "There used to be a lot of brothels here . . . I guess the troubles scared all the women away, or maybe they're 'safe' in Jerhyn's palace."
4. "That old desert fox, Elzix, is as crafty as they come. Years back, he made off with a small fortune of my caravan's wares. I certainly never expected to see him so . . . domesticated."
5. "Jerhyn has his father's strength and wits. He's young, but he rules this place with wisdom and care. I think he'll grow into a fine Sultan, provided we all survive this crisis."
6. "I've met Meshif many times on my travels here. I've always enjoyed trading stories with him about the exotic lands of the East. I would wager he's sailed to many strange lands."

Possessions: Bracers of Defense +2, Bronze Short Sword of Craftsmanship (bonuses noted above), Ring of Grandeur (+2 AC), Silver Dagger of Maiming (bonuses noted above).

Quote: "Your presence honors me."

Interaction: Cain is warm and friendly to the party, since they rescued him. He is long-winded and never seems to catch on that others might be impatient.

Magical Services: Cain identifies magic items brought to him by the heroes for free after they have rescued him.

Deckard Cain: Human male Sor20; hp 108 (156); Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (touch 15, flat-footed 16); Atk +15/+9 melee (1d6+5/12-20/x2 crit, *King's Staff*); AL LG; SV Fort +12, Ref +13, Will +19; Str 12 (16), Dex 16 (20), Con 15 (19), Int 19 (28), Wis 14 (18), Cha 12 (16).

Skills: Alchemy +36, Appraise +36, Concentration +36, Gather Information +30, Knowledge (arcana) +36, Scry +36, Sense Motive +31, Spellcraft +36.

Feats: Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Improved Initiative, Maximize Spell, Quicken Spell, Silent Spell, Still Spell.

Special Qualities: The last of the Horadrim, Deckard Cain has spell resistance: SR 15.

Spells Known (9/5/5/4/4/4/3/3/3/3): 0—arcane mark, daze, detect magic, disrupt undead, flare, mage hand, ray of frost, read magic, resistance; 1st—burning

Rumors: Deckard Cain (1d4)

1. "Greetings, my friends. Have you spoken to Jerhyn yet? He's quite a remarkable leader for being such a young man. Then again, the old blood has always run strong in this land."
2. "Something about Fara troubles me. Her manner is strange for a lonely desert-maid."
3. "Elzix is quite a scoundrel, but I like him all the same."
4. "Meshif is an interesting man. Part of him longs for the freedom of the open seas . . . Yet his heart belongs in his homeland."

hands, charm person, mage armor, reduce, shocking grasp; 2nd—blur, blindness; hypnotic pattern, Melf's acid arrow, web; 3rd—dispel magic, fireball, lightning bolt, slow; 4th—enervation, improved invisibility; stonewall, wall of ice; 5th—cone of cold, feeblemind, telekinesis; teleport; 6th—antimagic field; chain lightning; greater dispelling; true seeing; 7th—forcecage; phase door; power word, stun; 8th—iron body; power word, blind, symbol; 9th—power word, kill, shapechange, time stop.

Possessions: Fortified Ring of Wizardry (+5 Int, 1-in-4 chance on casting that the spell slot is instantly restored), Holy Cape (+6 AC), Ring of the Heavens (+4 to all ability scores), King's Staff (+5 to hit, double base damage on a natural roll of 12-20), Staff of Identify (per the spell in the *Player's Handbook*, as a standard action), Plentiful Wand of Static Field (175 charges)

Quote: "Stay awhile and listen."

Quests: Deckard Cain

When the PCs defeat Radament (see the Tavern, below, for their first Quest), they recover the *Horadric Scroll*. When they take it to Cain for interpretation, he says, "Ah, The lost *Horadric Scroll*! What a fortunate turn of events . . . As the last living Horadrim, I alone have knowledge of its meaning. Now, to read the Horadric runes it bears. Hmmm . . . The Horadric Mages, after binding Baal within Tal-Rasha, magically sealed off his Burial Chamber from the mortal realm. Those same Mages also crafted fearsome *Horadric Staves* and imbued them with the special power to open the Chamber's hidden door.

"After nearly losing one to the thievery of a rogue sorcerer, they divided all the *Horadric Staves* into two parts . . . wooden shaft and metal headpiece . . . hiding them separately to safeguard them. The Horadrim foresaw our current plight and designed the hiding places to reveal themselves to worthy

heroes such as you. Collect both parts of a *Horadric Staff* and unite them using a *Horadric Cube*. Then, you may enter Tal-Rasha's Burial Chamber. I'm not sure, but I think these runes are clues to the locations you must seek. Perhaps Drognan can tell you what they mean."

When the PCs defeat Duriel and free the archangel Tyrael, Cain tells them this:

"The Archangel Tyrael was the one who gave the *Soulstones* to the Horadrim 260 years ago. It is highly unusual for the forces of Heaven to so directly interfere with man's destiny, but Tyrael was said to act of his own volition. We have never been able to discern why.

"Perhaps, he goes against the consensus of Heaven because he doubts our ability to defend ourselves, or perhaps he sees more threat than his peers. Where the actions of Hell often seem straightforwardly bent on destruction, the motives of Heaven are unfathomable. Now make haste . . . Both Diablo and Baal must be stopped before they join with their brother, Mephisto. If the three Prime Evils unite once again, the world as we know it will be no more."

2. The Palace

The Palace of Lut Gholein is a beautiful, domed building with walls of striped marble. Two guards stand before the arched front gate in gray robes and red sashes. They carry glaives, and look like they know how to use them. Prince Jerhyn is also there, just inside the gate. You see him pacing, stopping occasionally to share a worried word with the two guards.

Interaction: If PCs try to enter the palace before destroying the Serpent Altar, one guard steps forward to block their path. His name is Kaelan. He's very loyal to Jerhyn, and has no special information about what's going on in Lut Gholein. He'll admit to be as worried as anyone else, but he believes Jerhyn knows what to do. Kaelan does not let the PCs enter, and summons guards and mercenaries if the PCs try to force their way past him.

Kaelan: Human male War6; hp 39; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +8/+3 melee (1d6+2/18-20/x2 crit, scimitar or 1d10+2, glaive); AL

LN; SV Fort +5, Ref +2, Will +3; Str 15, Dex 10, Con 14, Int 8, Wis 12, Cha 13.

Skills: Intimidate +10.

Feats: Power Attack, Cleave.

Possessions: Chain shirt (+4 AC, -2 armor check penalty, 25 lb.), Glaive (15 lb., large, slashing), Scimitar (4 lb., medium, slashing).

After the PCs destroy the Serpent Altar, the guards welcome them and cheerfully allow them entrance.

Interaction: Jerhyn is a worried young man. He is responsible for a city beset by demons outside the walls and under the streets, so he acts distracted and curt with the PCs at first. Once they prove themselves capable of defeating the evil threat, and worthy of his trust, Jerhyn opens his heart to them.

Normal Services: Jerhyn provides nothing but information.

Jerhyn: Human male Ari8; hp 48; Init +0 (+1 Dex); Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +10/+5 melee (1d8+3/19-20/x2 crit, *Topaz Longsword of the Moon*); AL LG; SV Fort +5, Ref +5, Will +11; Str 15 (17), Dex 10 (12), Con 10 (12), Int 12 (14), Wis 14 (16), Cha 13 (15).

Skills: Bluff +13, Diplomacy +13, Gather Information +13, Sense Motive +14.

Feats: Leadership, Quick Draw, Weapon Focus (longsword).

Rumors: Jerhyn (1d6)

1. "Things are getting worse by the hour. I know everything looks fine, but trust me, they aren't."
2. "To any who aid me in the defense of Lut Gholein, I pledge my support. Passage East, wealth, honor—all are due to those who help my city."
3. "You seem very capable, but no offense is intended when I say that I must choose my confidants carefully. It wouldn't do to have rumors sending everyone into a panic."
4. "Even though he was once a bandit, I permitted Elzix to take over the Desert Rain Inn. He has been quite civilized ever since."
5. "When you arrived, Warriv's caravan had been long overdue. With all the evil that's arisen in the land, I'm surprised he got through at all."
6. "Meshif is an honorable man, but I fear that he is growing impatient with me about impounding his ship. I dare not tell him what's really happening in this city."

Possessions: Awesome Studded Leather Armor of Protection (+7 AC, -2 from all damage), Topaz Longsword of the Moon (+2 on all saves, +2 on all ability scores).

Quote: "Welcome, heroes."

Quests: Jerhyn

After they defeat Radament, Atma sends the PCs to speak with Jerhyn. This is what he tells them:

"I have heard of your many deeds of skill and bravery. I feel I can trust you with something I have been hesitant to speak of. . . . Drognan and I have concluded that the Dark Wanderer who passed through here recently was Diablo, himself. Drognan believes that Diablo is searching the desert for the secret tomb where the great Horadric mage, Tal-Rasha, keeps Baal imprisoned.

"You must find Diablo and put an end to the terrible evil that has fallen upon our city. Drognan is wise and is sure to have some helpful advice for you as to how Tal-Rasha's tomb may be found. It may take you quite some time to find the Tomb. May you be ready when you do."

Although this begins the Quest to find Tal-Rasha's tomb, the PCs must complete many intermediate steps. Once they find the Tomb, they need a *Horadric Staff* to open it. To get a *Staff*, they'll have to gather the shaft and the headpiece and transmute them using a *Horadric Cube*. Use Jerhyn, Deckard Cain, or Drognan to remind over-eager PCs of the need to complete the earlier steps before assaulting the Tomb.

After removing the solar eclipse and speaking with Drognan:

"When the troubles began here, I allowed the terrified Harem Guilds to join me within the safety of the palace. All was fine, until one night. . . . Screams echoed up the stairwells from the harem. My guards arrived to find the poor girls being slaughtered by a merciless band of hell-spawned demons. My brave guardsmen tried to push the demons back into the mysterious rift from which they came.

"Ever since, my men have fought a losing battle. Demons have continued to pour through the rift into the palace. Ultimately, I hired Greiz and his mercenaries to help protect the rest of my fair

city. Drognan believes that the Arcane Sanctuary lies buried underneath this palace, since Lut Gholein occupies the site of an ancient Vizjerei fortress. My palace is open to you now. Take care."

After the PCs defeat Duriel and free the archangel Tyrael, the other inhabitants of Lut Gholein send the PCs to speak with Jerhyn. He tells them this:

"You have done very well. Few could have come this far, let alone discover the True Tomb of Tal-Rasha. Unfortunately, I hear that Diablo and Baal have eluded your grasp. This is most unfortunate. If you wish to travel east, I have authorized Meshif to give you passage by sea. I imagine he should be very anxious to leave by now. Good luck on your Quest, and thank you again for saving my beloved city. You will always be welcome in Lut Gholein, my friends."

3. The City Gate

A man armed and dressed like the other mercenaries stands inside the gate to the desert. He introduces himself as Greiz, and says "I'll bet you wonder how this town manages to stay safe with all the trouble going on out in the desert. Well, I can tell you that it's got nothing to do with the local town guards. They're all in the palace for some reason. Jerhyn hired me and my mercenaries to help keep the peace around here.

"We're not cheap, but we're the best this wasteland has to offer. If you're looking for a place to stay, we only have the one tavern. Atma runs the place, poor woman. I wish I had the men and the time to help her."

Interaction: Greiz is an overconfident blowhard who is just beginning to realize that the evil outside the city is far greater than he and his men. He wants someone else to take responsibility for destroying it, but he won't reveal his own fear and weakness. As the PCs prove their worth, he'll become more friendly and relaxed around them.

Normal Services: Greiz is a source of information, some of it useful for specific Quests and some useful for making the city more interesting

Rumors: Greiz (1d12)

1. "We do a good job in town, but beyond the city gates, you'll find all manner of demons."
2. "The local guards were all relocated to the palace after the troubles began. No one really knows why. Actually, all the town's brothel girls have been hiding out in the palace's cellar lately, so I assume that the guards have been assigned to 'protect them' with their lives."
3. "I might spare you a few of my men. Why, enough gold can muster an army."
4. "Jerhyn's got a nice little trading post going here. Despite his youth, he is a clever businessman. As you can see by that palace, he's done quite well for himself."
5. "We're keeping the town safe and tight, but I've got a hunch there's something Jerhyn's not telling us."
6. "Ah, Elzix is quite a character. I had a few run-ins with his band of outlaws in my younger years. Now, he's as settled as the dunes out there. The Desert Rain Inn is his pride and joy these days."
7. "Atma seems to be a fine woman. But I'm sure the loss of her family has made her lonely. Perhaps I should go over and console her when I get off duty tonight."
8. "Geglash is an imposing warrior, but he's never been able to back down from a fight. One of these days, his pride will be the death of him."
9. "Meshif has sailed all around the southern seas and visited many strange lands. It must be driving him mad, having to stay anchored here."
10. "I haven't talked much to Fara. She keeps to herself most of the time. I get the feeling that she doesn't like us mercenary types much."
11. "I would stay clear of Lysander, if I were you. He's always mixing his damned potions and chemicals. I wouldn't be surprised if he winds up blowing himself to smithereens."
12. "Drognan's a mystery to me. Then again, I never did trust mages much."

Greiz: Human male War4; hp 30; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 ranged (1d8/19–20/x2 crit, light crossbow) or +7 melee (1d6+3, *Axe of Measure*); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Skills: Climb +10, Jump +10, Swim +10.

Feats: Dodge, Mobility.

Possessions: *Axe of Measure* (minimum damage roll is 2), *Grand Leather Armor* (AC +4), Light Crossbow w/20 bolts.

Quote: "Who goes there?"

Mercenary: Human male War9; hp 58; Init +1 (Dex); Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +12/+8 melee (1d8+2/x3 crit, spear); Reach 10 ft.; AL LN; SV Fort +8, Ref +4, Will +3; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Skills: Intimidate +12, Jump +15 (+9 in armor).

Feats: Cleave, Improved Bull Rush, Power Attack, Sunder, Weapon Focus (spear).

Possessions: Chainmail, small metal shield, spear.

Quote: "As you command."

DM Note: The price for hiring mercenaries is 40 × their level in gold pieces. Greiz supplies mercenaries from 9th to 18th level. They advance in level as warriors in the *DUNGEON MASTER'S Guide*.

4. The Tavern

An imposingly large structure on the eastside of town, the only tavern in Lut Gholein seems strangely subdued. A dark-haired woman stands behind the counter, wearing purple and gray trimmed with gold. She must be Atma. Most of her patrons stare morosely at the platters and mugs on the tables before them, but one watches you merrily.

Interaction: Atma is a strong-willed, beautiful woman. It takes some effort to get her attention through the veil of her sadness, and she always speaks as if thinking about some great loss.

Atma: Human female Exp4; hp 20; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atk +3 melee (1d4–1/19–20/x2 crit, *Silver Blade*); AL LN; SV Fort +4, Ref +5, Will +9; Str 8, Dex 10, Con 12, Int 13, Wis 16, Cha 14.

Skills: Craft (brewing) +8, Diplomacy +10, Innuendo +10, Listen +12, Profession (innkeeper) +10, Sense Motive +10, Spot +12.

Feats: Alertness, Lightning Reflexes.

Possessions: *Grand Robe of Protection* (+3 AC, –2 from all damage), *Silver Blade* (+1 attack), *Topaz Ring of Spikes* (+2 on all saves, successful melee attacker takes 2d4 damage).

Quote: "There's no trouble a mug can't cure."

Quests: Atma

Automatic:

"I don't expect this of you, but if you want to help me, I would be grateful. In the sewers below our

Rumors: Atma (1d8)

1. "Evil has laid siege to Lut Gholein and you may be our last hope."
2. "This public house used to be quite lively, until this plague of evil. Luckily, I've managed to save away a tidy nest egg. Unfortunately, I couldn't save everything I cared for . . ."
3. "In addition to my public house, there used to be several brothels doing business here. When the troubles first started in the desert, the Harem Guilds sought sanctuary within the palace. Of course, Jerhyn was glad to oblige. I'll bet they're finding many ways to repay him for his protection."
4. "Geglash may seem like a sot, but he's a brave man. All this trouble has driven him to drinking more than his usual."
5. "Elzix and I have reached an understanding over the years. He sends travelers to me for drink and entertainment, and I send them back to him for a soft bed. The travelers often trade their wares for lodging."
6. "Meshif seldom patronizes my establishment. I think he prefers to stay out there on his leaky ship."
7. "Oh, Lysander is cranky, but he's a good old man. He used to give me medicines when . . . when my son was ill."
8. "Drognan is a very private person. He's always studying ancient scrolls and such. He may be a mystery to me forever."

city, there lurks a horrid creature that hungers for human flesh. The creature has killed many, including my son and my husband. If you destroy it, I will reward you. Please be careful though, that beast has taken enough from us already. The sewer entrance is through the trap door just up the street."

After defeating Radament:

"They say that the taste of vengeance is bitter-sweet, but I find it to my liking. In addition to my undying gratitude, I have spoken on your behalf with the rest of the townspeople. The merchants have agreed to show their gratitude by offering their wares and services at lower rates. Oh, Jerhyn wants to see you, too. You'll find him in front of the Palace."

Geglash

Geglash is a tall, muscular man with a growing beer belly. His white tunic and loose leggings show signs of long wear and little washing. He wears a brown vest, a blue sash, and an untidy white turban. When you approach him, he says, "Bah! I don't know why you people keep pestering me. Greiz seems to have this place locked down nice and tight. Not that I couldn't have done the same. I've proven my valor in combat plenty of times."

Geglash has a special greeting for Barbarians from the world of Diablo:

"Hey, you're a Barbarian, aren't ya? Ferocious as the wild beasts of the north, that's what they say. I suppose you've come to help save this city. You needn't bother. Greiz seems to have this place locked down

Rumors: Geglash (1d8)

1. "Sure, I hear lots of what goes on. Did you hear about the Harem Guilds? They were the only ones allowed to hide out in the palace when the raids started. Ah, it figures."
2. "I've killed plenty of those demons out in the desert. It doesn't seem to slow them down any, though. They just keep coming back for more."
3. "Have you found those big Sand Maggots yet? Arrows and all that don't work so well against them. Best thing is to hack 'em with a sword or such."
4. "Some ancient tombs exist out there in the desert. You have to go pretty far to find them, though. Rumor has it that they're crawling with walking corpses now. As if the Saber Cats and Claw Vipers weren't bad enough."
5. "Yeah. Meshif's okay, I guess. But I'll be damned if I ever get on his ship. I don't even like to drink water."
6. "Jerhyn's been acting strange lately. I can't imagine why he recalled the town guards into the palace. If there is something wrong in there, I hope he doesn't expect me to handle it."
7. "I've seen Fara defend herself against a few drunken ruffians. She's got moves I've never even seen before. Wherever she's from, she sure learned how to fight there."
8. "I've got no time for old alchemists. Lysander would be completely useless in a real fight."

nice and tight. I heard that you Barbarians can wield multiple weapons at once. I never learned to fight two-handed. Carrying a sword and a wineskin at the same time is all I can ever handle.”

Interaction: Geglash was once a fighter, and is now a drunk. People still remember his reputation as a brawler and leave him plenty of space.

Geglash: Human male War9; hp 59; Init +0; Spd 30 ft.; AC 10; Atk +13/+8 melee (1d3+4 subdual, fists); AL LN; SV Fort +8, Ref +3, Will +3; Str 18, Dex 10, Con 14, Int 9, Wis 10, Cha 8.

Skills: Intimidate +11.

Feats: Improved Bull Rush, Power Attack, Sunder.

Possessions: None.

Quote: “Hey . . . Don’t touch my drink or I’ll bore a hole into your skull with my thumb.”

5. The Desert Rain Inn

Lut Gholein’s only inn is a two-story building of stone, plastered and whitewashed, with a wooden expansion that extends out from the second-floor. It’s on the north side of the city. A man stands outside the front door. When you get close enough to make out his scars and missing eye, you’re surprised he’s still alive. He introduces himself as Elzix and says:

“You look like sturdy adventurers. You know, I used to be quite the scoundrel in my day. I led the fiercest group of bandits who ever terrorized these sands. Nowadays, I run this here Inn and pretty much stay out of trouble. My days of adventuring are behind me.”

Elzix reserves a special greeting for Necromancers:

“You know, I’ve lost a number of body parts over the years. An eye here, a leg there. Say, do you know any spells that would grow them back for me? On second thought, I’ll leave well enough alone.”

Interaction: Elzix is a furtive, sly man who watches everyone like a fox in with the chickens.

Normal Services: Elzix sells all items and equipment found in the *Players Handbook*.

Rumors: Elzix (1d8)

1. “What tales Drogan can tell. You would do well to listen carefully to that wizened wizard.”
2. “There are many ancient tombs in the desert. Most of them are already plundered, but I imagine that some have remained hidden.”
3. “I miss the brothels that used to do business here. You know, all the ladies fled to the palace as soon as the trouble in the desert started. You would think that they could at least come out once in a while now that Greiz and his men have things relatively under control.”
4. “Atma, now there’s a fine woman. Lately, though, she’s only thinking about revenge. She has reason enough.”
5. “Geglash is a fool who would fight his own shadow if he could. Fighting’s all he ever thinks about.”
6. “Meshif is a wise Captain, I think. Wise enough to know silver from tin and truth from dung, that’s for sure.”
7. “Fara is a good woman. She seems very sad, but seldom speaks of her past. She’s good to the poor and helps people when she can. That makes her all right in my book.”
8. “That Lysander’s a grumpy old cuss. You had better not disturb him while he’s working on his potions, or . . . BOOM! You could get blasted to the moon.”

Magical Services: Elzix also has 1d8+7 magic weapons and 1d8+7 pieces of magic armor on hand at any time. Roll on the Base Item Table for weapons and armor. All the items are completely identified and he charges the list price. In addition, Elzix has an equal number of unidentified items (1d8+7 armor, 1d8+7 weapons). He charges 100 times the list price for the common version of the item. For instance, Elzix might sell a set of full plate for 150,000 gold pieces, but it could be a major magic item.

(If you are using the *DUNGEON MASTER’S Guide*, see Tables 8–3 and 8–10. Roll on the Minor weapon or armor column, but on a roll of 86–00 you roll again on the Medium column—if you roll 64–00 on the Medium column, follow the normal instructions in the *DUNGEON MASTER’S Guide*. For unidentified items, if you roll 64–00 on the Medium column, roll again on the Major column.)

DM Note: His basic stock should be rolled up before play. To cut down your die rolling, you can restrict him to the starting stock for the rest of the game (unless the PCs buy or sell something), or you might cycle out 1d4 magic items of each type per week, replacing them with new items.

Elzix: Human male War4; hp 22; Init +2 (Dex); Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (1d6+3, *Subduing Spiked Club*); AL LN; SV Fort +4, Ref +3, Will +3; Str 15 (16), Dex 14, Con 10, Int 12, Wis 14, Cha 8.

Skills: Craft (brewing) +8, Profession (innkeeper) +10, Spot +12.

Feats: Alertness, Quick Draw.

Possessions: *Boots of Strength* (+1 AC, +1 Strength), *Fine Cap* (+2 AC), *Howling Gloves* (+1 AC, Chosen foe takes fear effect [see *Player's Handbook*] Will save DC 18 negates), *Sash of Health* (+1 AC, -1 damage from all attacks), *Subduing Spiked Club* (Chosen foe flatfooted next round; Will save DC 15 negates).

Quote: "How do you like desert life?"

6. The Docks

The south side of Lut Gholein is the docks. A stone jetty forms a breakwater and a relatively safe harbor for ships. A low seawall protects the town from the waves. Standing atop this wall is a man wearing dark leggings, a blue tunic, and a white turban. He paces the seawall with one hand on the hilt of the scimitar thrust through his sash. When you approach, he nods.

If an Amazon from the world of Diablo is in the party, Meshif smiles, otherwise, he is neutral. If there is no Amazon in the party, use the second greeting below.

"Greetings, Amazon. I haven't seen one of your kind in many years. It's good to know that warriors of your caliber are protecting this city. I was wondering if you've heard any news from Kurast? I know you Amazons travel extensively. Have you been there recently? Well, I hope the port opens soon. I need to get home to Kurast and find out what's been happening there."

"Greetings. I'm Meshif, captain of this ship here. I make port runs around the Twin Seas and occasionally out to Kingsport in Westmarch. I haven't sailed anywhere lately, though. Jerhyn has ordered me to stay docked here in case of emergency."

Interaction: Meshif is eager for someone, anyone, to deal with whatever Jerhyn fears so he may resume his voyages. As the PCs gain reputations in the town, Meshif grows more excited about the chance to make the next tide.

Rumors: Meshif (1d8)

1. "There's something Jerhyn's not telling me, I just don't know what. To my eye, the town doesn't look that bad, especially since Warriv's caravan route opened up."
2. "I've been all around the seas in these parts. It's dangerous sailing west this time of year, though. Until the season changes, the caravan through the desert is the main trade route to Westmarch. My ship is the only way east from here. Still, Lord Jerhyn tells me that I may not leave until the current crisis is over."
3. "Oh, I've known Elzix for years. He always offers me a free room at his inn when I dock here, but I prefer the comforts of my own cabin."
4. "Warriv is a good friend. We've shared many tales, he and I. If we had it all to do over again, I believe we would both be explorers of some renown."
5. "Greiz seems to be a dependable fellow. I hope he can handle it if those things in the desert decide to attack this town."
6. "Atma serves a fine ale in her establishment."
7. "Hah! That braggart Geglash says he fears neither man nor beast. Yet, when I offer to take him out to sea, he quakes with fear."
8. "The lady Fara has a proud, noble air about her."

Normal Services: Meshif is a source of information, some of it useful for specific Quests and some useful for making Kurast more interesting. Should the DM wish to offer water transportation out of Kurast, Meshif is the one with means.

Meshif: Human male Exp4; hp 25; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d6/18-20/x2 crit, *Subjugating Scimitar*); AL LN; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 15, Int 13, Wis 8 (10), Cha 12.

Skills: Balance +9, Climb +7, Diplomacy +8, Gather Information +8, Intuit Direction +7, Profession (sailor) +7, Use Rope +9.

Feats: Quick Draw, Weapon Focus (scimitar).

Possessions: *Hard Leather Armor of the Leopard* (+3 AC, +2 Wisdom), *Subjugating Scimitar* (Chosen foe takes only partial actions for 2d4 rounds; Will save DC 28).

Quote: "Ahoy, Mate. My ship is your ship."

Quests: Meshif

Meshif does not hold the key to the beginning of any Quest. When the PCs complete all the Quests in this act, Jerhyn sends them to see Meshif for passage East to Kurast. Meshif says:

"Jerhyn tells me I should take you east to Kurast. I haven't been there for several years, but rumor has it that things are pretty grim. We leave with the tide."

7. The Bazaar

Although once a bustling center for trade, the bazaar is now almost empty. A central, walled area within Lut Gholein, the bazaar surrounds the town's well. Here people draw water, merchants lay their wares out on rugs, and the smoke rises from the town smithy. Near the smithy you spy your trunks.

Deckard Cain sits in the shade provided by one of the walls. He speaks quietly with a red-haired woman in a white tunic, leather boots, cream-colored leggings, and a scorched leather apron. When you approach them, she gazes at you frankly and says, "My name is Fara. I know much about the ancient religions. I was trained as a Paladin of Zakarum in the Eastern Kurast temple many years ago."

Fara reserves a special greeting for Paladins from the world of Diablo.

"Welcome, brother Paladin. Perhaps in time, you will play a part in reclaiming our Order's honor and spirit. You are an inspiration to me, brother."

Interaction: Fara hides a keen mind behind a humble facade. She is proud of her training as a paladin, but refuses to discuss her reasons for abandoning her calling. She is glad that someone has finally come to help her town.

Normal Services: Fara has on hand (or forges in 2d8 days) any common armor or weapon item listed in the *Player's Handbook*, for the same price. She also repairs common or magical armor or weapons for 1% of the item's full cost per point of damage. Furthermore, she buys unbroken armor or weapons offered by the PCs, but only at 1/4th each item's full value, including magic items.

Magical Services: Fara provides limited healing services without charge (up to 40 hp/day per PC, split as the party chooses). She also has 1d8+7 magic weapons and 1d8+7 pieces of magic armor on hand at any time. Roll on the Base Item Table for weapons and armor. All the items are completely identified and she charges the list price.

If you are using the *DUNGEON MASTER'S Guide*, see Tables 8-3 and 8-10. Roll on the Minor weapon or armor column, but on a roll of 86-00 you roll again

Rumors: Fara (1d8)

1. "The shrines in the desert are leftover artifacts from the great Sin War that ravaged these lands almost a thousand years ago. They still function, but most travelers believe them only to be remnants of the distant past."
2. "I've no love for brothels, as they can lead honorable men to dishonorable acts. Since the local harems took up hiding in the palace, however, there seems to be a rise in foul tempers."
3. "When the Three Evils were bound ages ago, Mephisto, the Lord of Hatred, was moved to Kurast and bound by the holiest of magics."
4. "Warriv may not remember me, but I helped him out when I was a young Paladin. There's no need to remind him. The rewards for honor will not come in this life."
5. "Greiz is a fine warrior and leader, but in his heart, he will always be a mercenary. I cannot be loyal to those who have no loyalty to themselves."
6. "Atma is a good, loving woman. But I fear she will succumb to her despair."
7. "Geglash is too confident in his abilities. A warrior's true strength is in his heart."
8. "Meshif is an honest man as far as I can tell. He has never pestered me about my past."

on the Medium column—if you roll 64-00 on the Medium column, follow the normal instructions in the *DUNGEON MASTER'S Guide*.

DM Note: Her basic stock should be rolled up before play. To cut down your die rolling, you can restrict her to the starting stock for the rest of the game (unless the PCs buy or sell something), or you might cycle out 1d4 magic items of each type per week, replacing them with new items.

Fara, Human female Exp4; hp 21; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +5 melee (1d8+2, *Morningstar of Brilliance*); AL LG; SV Fort +2, Ref +3, Will +5; Str 16, Dex 10, Con 13, Int 8 (11), Wis 12, Cha 14.

Skills: Craft (armorsmithing) +6 (+8), Craft (bowmaking) +6 (+8), Craft (weaponsmithing) +6 (+8), Knowledge (arcana) +6 (+8), Knowledge (religion) +6 (+8), Profession (armorers) +8.

Feats: Lightning Reflexes, Quick Draw.

Possessions: *Glorious Studded Leather Armor* (+6 AC), *Morningstar of Brilliance* (+3 Intelligence).

Additional Knowledge: Fara has an ancient, arcane secret that allows her to heal Golems brought forth by casting a spell. She refuses to share this knowledge for any

reason, but heals any such Golems created by party Necromancers.

Quote: "It is my honor to serve you."

8. The Alchemist Shop

Strange smells emerge from a ramshackle hut in the bazaar. A man putters around it, supporting his bent back with a staff. He has a long, scraggly black beard and equally long and unkempt black hair. He's wearing a fez, a vest, and leggings all dyed orange, and a stained white shirt.

When you approach, he snaps peevishly, "How do I know I can trust you? Hmm? You may be as shifty as that pack rat, Elzix, who runs the Inn. But, if you need a potion, though, I suppose I can make you one . . . for a price, of course."

If anyone asks his name, it's Lysander.

Interaction: Lysander is a grumpy, peevish man who leaves his "research" only for gold. He's also mostly deaf.

Special Magic Items

Healing Potion: 25 gp. A single *healing potion* (one bottle) restores 2d4+2 hit points.

Thawing Potion: 25 gp. A single dose of *thawing potion* (one bottle) eliminates the side effects of freezing attacks like *ice bolt* and *ice maelstrom*. It does not heal damage.

Poison Antidote: 40 gp. A single dose of *antidote* restores 1d4+1 points of any ability score lowered by poison effects. It cannot restore the ability to more than the original score. It also negates poison currently active in the system.

Choking Gas Potion: 100 gp. A creature that inhales this gas must make a Fortitude save (DC 15). Failure deals 1d4 points of temporary Constitution damage and the gas dissipates. A creature that inhales the gas again before fully recovering this loss must successfully save again or take 1d6 more points of temporary Constitution damage.

Magical Services: Lysander sells various potions and skeleton keys. These skeleton keys open any locked chest the PCs find. They last for six or fewer uses before the soft metal wears away too far to work the pins and tumblers. Keys cost 50 gold pieces per use.

Lysander: Human male Adp4; hp 21; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d6, *Short Staff of Might*); AL CG; SV Fort +2, Ref +5, Will +5; Str 8 (10), Dex 14, Con 12, Int 15, Wis 13, Cha 10.

Skills: Alchemy +9, Concentration +8, Knowledge (arcana) +9, Spellcraft +9.

Feats: Brew Potion, Lightning Reflexes.

Spells: 0—*detect magic, guidance, mending, read magic*; 1st— *Bless, cause fear, command*; 2nd—*resist elements*.

Possessions: *Fine Robe* (+2 AC), *Short Staff of Might*, weasel familiar (gives master +2 on Reflex saves, has +2 natural

armor, Int 7, and the familiar abilities alertness, improved evasion, share spells, empathic link, and touch; see *Player's Handbook*).

Quote: "Good evening. Welcome to my shop."

Rumors: Lysander (1d10)

1. "Potions are delicate mixtures. They're just as liable to go off in your face as anything."
2. "Ah. The sweetest desert flower . . . that's Atma. Even my strongest brew can't bring back her family, though."
3. "There are some ancient enchanted fountains in the desert that can heal your wounds, if you drink enough from them."
4. "Oh. Deafness has its advantages, you know. I'm no longer forced to overhear the tedious gossip of others."
5. "I never patronized the brothels, mind you. But since those ladies took up hiding in the palace, there certainly has been less scenery to feast my eyes on."
6. "Oh, I have great faith in Greiz. He seems to have things well in hand."
7. "I've traded my potions to Warriv many times. Yes. They seem to fetch a good price in the western lands."
8. "I've sold many sea-sickness potions to Meshif over the years. It seems that many of his passengers don't take well to the rocking of his ship on the open seas."
9. "Oh. Young Jerhyn used to purchase minor love potions from me, hoping to win the favors of the harem girls. But now that the girls have taken up residence in the palace, he doesn't come around here anymore. Well, I've always said, 'alchemy is no substitute for experience.'"
10. "Drogan? Oh. He's a good friend of mine. I help him find exotic spell components and alchemical books from time to time. I think he used to be a sorcerer of great renown, but he doesn't like to talk about his past."

9. The Sorcerer's Court

A white-bearded man in red robes waits for customers outside another shop known for its arcane wonders. When you approach, he speaks: "I've heard that you are responsible for banishing Andariel back to the Burning Hells. I'm impressed, strangers. That couldn't have been easy. My name is Drognan and I know what you're up against, my friends. Demons have spread throughout the desert wasteland and threaten to engulf our quiet port-city. You ought to look over my inventory of items for trade."

Drognan reserves a special greeting for Sorceresses.

"And welcome, young Sorceress, to Lut Gholein. I hope your skills are a match for the horrors that lie beyond the city's walls. A mage of your limited experience may find the evil too great to withstand

Strangling Gas Potion: 500 gp. This is the most foul alchemical gas. A creature that inhales this gas must make a Fortitude save (DC 18). Failure deals 2d4 temporary Constitution damage and the gas dissipates. A creature that inhales the gas again before fully recovering this loss must successfully save again or take 2d4 more points of temporary Constitution damage.

Exploding Potion: 100 gp. The potion bottle shatters on impact, exposing the explosive alchemical mixture to air (damage 3d6 direct, 1d6 splash within 5 feet). This potion has full effect on creatures resistant to fire.

Fulminating Potion: 25 gp. 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 acid damage (to targets directly struck) or 1 point of acid damage (to targets splashed).

alone. Many of the Mage Clans feel that women shouldn't practice magic openly. But since you've made it this far, I must say that you have proven your right to do so."

Interaction: Drognan is a confident man who speaks bluntly and honestly with the PCs.

Magical Services: Drognan sells some *healing potions*, but primarily he sells scrolls, tomes, and items of interest to arcane spellcasters. PCs interested in quarterstaffs should inquire here. Drognan also has a selection of magic wands, staffs, and scepters (rods, if you are using the *DUNGEON MASTER'S Guide*). He has 1d6+3 of each type of item. Generate them randomly using the appropriate tables.

Drognan: Human male Adp4; hp 31; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6-1 +1d6 cold, *Staff of Frost*); AL NG; SV Fort +4, Ref +3, Will +5; Str 8 (9), Dex

14 (15), Con 12 (13), Int 15 (16), Wis 13 (14), Cha 10 (11).

Skills: Concentration +8, Heal +8, Knowledge (arcana) +9 (+10), Spellcraft +9 (+10).

Rumors: Drognan (1d8)

1. "The Horadrim were a powerful order, although maybe too prideful. Tal-Rasha was one of their order. And that should tell you something. Any man who believes himself strong enough to contain one of the Prime Evils is in for a rude awakening, I should think."
2. "I have heard of your friend, Cain. He is the last of the Horadrim. You would do well to heed whatever advice he has to give you."
3. "Not long ago, one of my Vizjerei comrades, who I believed had died in Tristram, came to this city. He seemed quite insane, so I dismissed much of what he said. However, he was able to talk his way into Jerhyn's palace. No one has seen him since. I fear that fool may have found something in the palace that led to his doom."
4. "I've been practicing magic for more years than you could know. I'm older than I look, though not so old that I can't conjure up a few sparks."
5. "Elzix is a sly one, I'll give him that. Of course, he never tries to cheat me. He knows what my magic skills can do."
6. "Meshif and his vessel should remain here, lest we risk taking demonic stowaways to other lands."
7. "When the recent troubles began, Lord Jerhyn came seeking my council. I advised him to close the port and put the town under strict watch. Lately, though, he's been occupied within the palace. I doubt his whores could divert him from his civic duties for this long, though."
8. "Lysander is harmless enough. We keep each other company with our mutual interests, yet I don't think he could handle the enormity of our present situation."

Feats: Forge Ring, Scribe Scroll.
Spells: 0—Cure minor wounds (3), detect magic, read magic;
1st—bless, cure light wounds (3);
2nd—cure moderate wounds (2).

Possessions: Rat familiar (gives master +2 on Fortitude saves, has +2 natural armor, Int 7, and the familiar abilities alertness, improved evasion, share spells, empathic link, and touch; see *Player's Handbook*), *Resilient Ring of the Sky* (+1 AC, +1 on all ability scores), *Short Staff of Frost* (+1d6 cold damage).

Quote: "Welcome back, strangers. I hope the battle goes well in the east. Allow me to advise you."

Quests: Drognan

When the PCs bring the *Horadric Scroll* to Drognan, he tells them this:

"Ah yes! Without detailed knowledge of the surrounding ruins, hills, and oases, one could not find meaning in these runes. Fortunately, I have such knowledge. You must search the Halls of the Dead under the Dry Hills for the *Horadric Cube*. The shaft of the *Horadric Staff* is under the Far Oasis. Oh dear, I believe that is now a Maggot lair. You must be very careful there. Finally, the headpiece rests in a temple now used by the Claw Vipers."

If the PCs ask about the strange darkness that falls while they explore the Far Oasis, he tells them this:

"I've been researching this lengthy eclipse and I believe it to be the work of Claw Vipers. Find their temple beneath the desert sands and destroy their altar. That should lift the curse."

Healing Potion: 25 gp. A single healing potion (one bottle) restores 2d4+2 hit points.

Identify Scroll: 75 gp. The *identify scroll* allows one magic item from the world of Diablo to be positively identified by full name and function (as the spell in the *Player's Handbook*). All combat bonuses, powers, and charges are revealed. Most magic items (including scrolls) in the world of Diablo cannot be used until this spell is employed to unlock their secrets; however, *healing potions* and *mana potions* can be recognized and used without recourse to this spell. Certain Quest items also may not yield to this spell—in such cases, the services of a powerful sage or similar entity may be required.

Town Portal Scroll: 90 gp. This one-use item allows a one-time, there-and-back passage to a base. Only those who step through the front of the portal can return back through it. This scroll automatically opens a portal near the user, with the other end in the base camp for this act. *Tome of Identify* and *Tome of Town Portal* (see scrolls, above): 150 gp + scroll cost. These tomes can hold up to 20 copies of the appropriate scroll. When purchased, a tome contains 1d6 scrolls of its type.

Give this speech after PCs stop the solar eclipse:

"I've been researching the old records, trying to find the location of Tal-Rasha's Tomb. Though I haven't found the Tomb itself, I may have a good lead for you. The great Vizjerei Summoner, Horazon, built his Arcane Sanctuary somewhere around here. He was a powerful spellcaster and kept demons as slaves within the Sanctuary. He kept a close eye on great events, too—such as the imprisonment of Baal within Tal-Rasha's Tomb.

"If you could find Horazon's Sanctuary, I'm sure that it would hold some clue as to the Tomb's location. Though I doubt Horazon is still alive, you must proceed with caution. There's no telling what could be waiting inside. When I spoke of this with Lord Jerhyn, he asked that I send you to him. Perhaps he knows of a secret entrance or the like."

10. Waypoint

Near your personal camp space is a Waypoint. Initially it only returns you to Waypoint Portals around the Rogue Encampment. Once you activate other Waypoint Portals in the desert, you can move around Lut Gholein.

ACT II REGIONS

This act takes place in desert regions. Rocky outcrops, ruins, and oases dot sandy valleys. The larger outcrops create impassable areas, and cliffs divide regions into smaller sections. Adventurers can also find huge ancient statues defaced by wind and sand, the pillars of great buildings, and the occasional cactus. The borders between regions in this act are made up of steep rocky ridges about forty feet higher than the region they surround (DC 30 to climb). Exits to other regions are made up of narrow defiles lined by similar ridges.

Giant insects have burrowed out the cavern regions. Their tunnels are narrow, twisty, and more difficult to navigate than previous caverns.

The Sewers

The entrance is a trap door in a public alley (see map, page 61). For mapping purposes, treat all three levels of the sewer as dungeon regions.

The Sewers of Lut Gholein are brickwork tunnels with arching ceilings. Metal grates in floors or walls lead to drainage tunnels. Torches mounted high on the walls provide the occasional pool of light. The smell is that of seawater compounded with sewage and rotting garbage, but something else lays beneath the stench, a distinct odor of something evil, and not quite of this world.

We provide a map (page 61) of the first level of the Sewers as an example for the other two levels.

Random Encounters

When the PCs enter a room in the Sewer levels, roll 1d10. On a 6 or higher, they have an encounter.

Quests

PCs must venture beneath the streets of Lut Gholein, locate Radament, and kill him. When they return to Lut Gholein, Atma talks the town merchants into lowering their prices 10%. If the PCs accept Atma's Quest, and seek more information from NPCs in town, here is what they can find out:

Greiz: "I've found some of that devil's victims washed up out of the sewer. Often, they are missing limbs or a head, and their bodies have always been skinned. At first the creature raided the town at night.

"That's how Atma lost her family. Now we've got him barricaded in the Sewers. You're safe up here on

the surface, but every now and again some fool wants to be a hero and heads down to the waste tunnels with a pig-sticker."

Elzix: "I hear that the creature kills his victims in order to hack off their limbs. I guess that makes me a less likely candidate, eh?"

Warriv: "I've heard tales of walking corpses out in the desert at night, though I've never actually seen one."

Fara: "I believe that the creature you refer to is one of the ancient Horadric Mummies from the tombs that lie buried beneath the desert sands. It is unusual for one of his kind to be so far away from his resting place. I sense in this entity a restless and malevolent spirit."

Drognan: "Fara and I have been talking about the creature recently. From my studies, I have deduced that it is Radament the Fallen, an ancient Horadric Mummy that has for some reason left his tomb to prey on mortals. I'm doing some more research now. If you check back later, I may have some more insight as to his nature."

Quest Variants: You may move the *Horadric Scroll* out to the Stony Tomb, beneath the Rocky Waste. That delays the *Horadric Staff* Quest, and rewards PCs for poking around in a tomb that otherwise has no story purpose.

Fixed Encounters

1. Exit to Lut Gholein: In the first level of the Sewers, PCs find an exit to the docks of Lut Gholein at a water level. Stairs lead up to the top of the seawall (see map, page 61).

2. Stairs Down: Levels 1 and 2 both have stairs leading deeper into the labyrinthine Sewers.

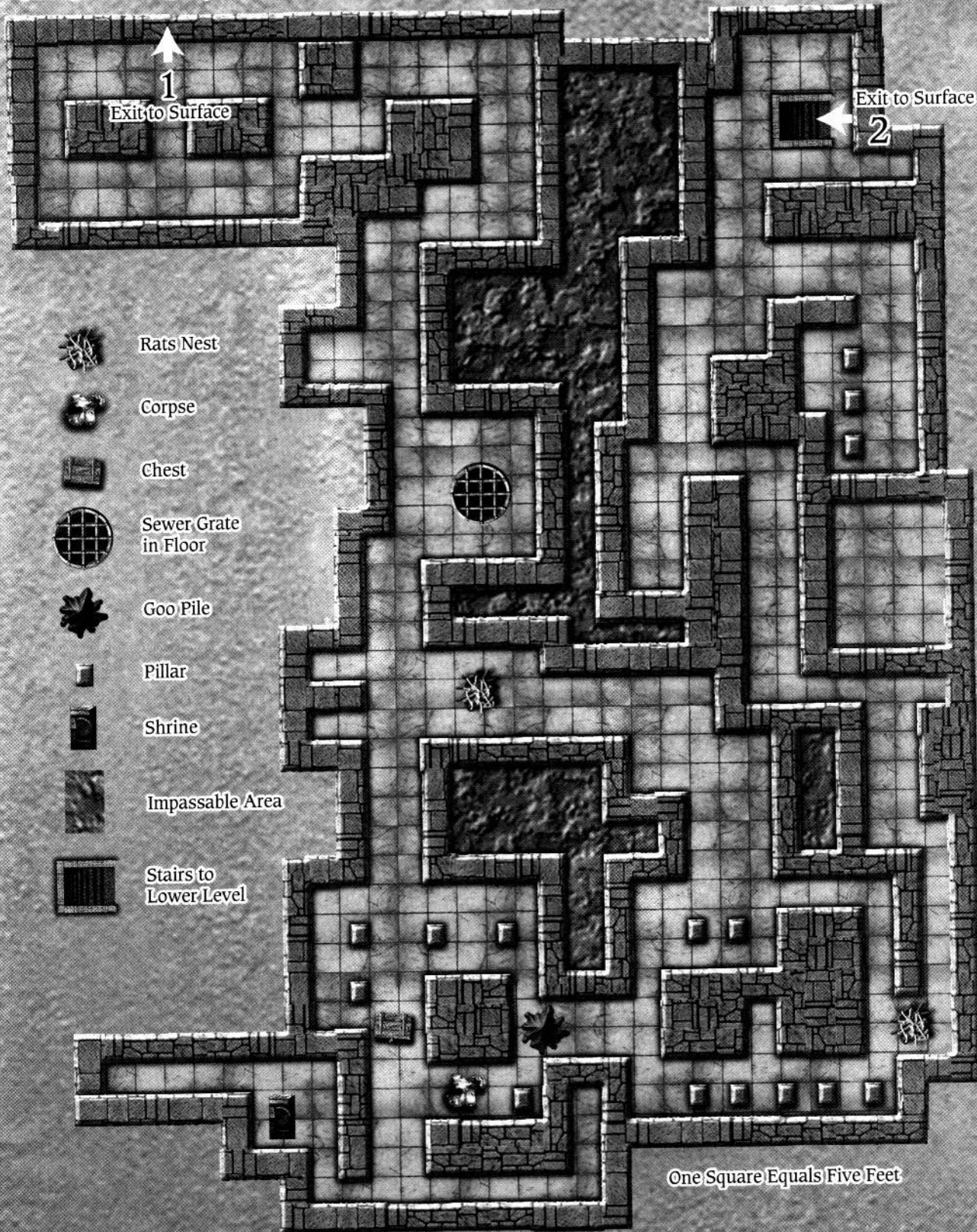
3. Waypoint: A Waypoint exists in Level 2 of the Sewers.

4. Radament's Lair: In the lowest (third) level of the Sewers, Radament waits in a relatively large, square open area with his minions (see *Fighting Radament* below). Also in the area is a chest containing the *Horadric Scroll*, a large (4d6x400 gp) amount of coins, and Radament's implements of torture and dissection.

Fighting Radament:

Radament avoids fighting the PCs directly. Instead, he stays in the background and resurrects any of his minions who fall. If there are none to resurrect, then he throws his special attacks over his minions at the PCs.

Lut Gholein Sewer



-  Rats Nest
-  Corpse
-  Chest
-  Sewer Grate in Floor
-  Goo Pile
-  Pillar
-  Shrine
-  Impassable Area
-  Stairs to Lower Level

One Square Equals Five Feet

Radament: Greater Mummy; Large undead; HD 20d12+3; hp 133; Init -1 (Dex); Spd 20 ft.; AC 20 (touch 5, flat-footed 20); Atk +17/+12 (2d8, 2 slams); Reach 10 ft.; SA Breath weapon, *unholy shock*; SQ *Create greater undead, create undead*; damage reduction 10/+2, undead; SV Fort +8, Ref +5, Will +15; SZ L; AL LE; CR 11; Str 33, Dex 8, Con —, Int 10, Wis 16, Cha 16.

Skills: Hide +4, Knowledge (religion) +9, Listen +14, Move Silently +9, Spot +14.

Feats: Alertness, Great Fortitude, Toughness.

Breath Weapon (Su): 60-ft. cone, poison, DC 15, 1d4 temporary Con damage initial and 1d4 temporary Con damage secondary.

Unholy Shock (Sp): Radament can take a move-equivalent action to concentrate, then release a bolt of infernal lightning. The bolt automatically strikes the nearest opponent within 15 feet, dealing 4d6 points of electricity damage. Using this power in a threatened space triggers an attack of opportunity.

Create greater undead and create undead: As the spells, at will, as a 20th-level cleric.

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.

Quote: "We live again!"

The Rocky Waste

The Rocky Waste is a windswept, barren region. Little moisture from the sea reaches even this far inland. Here and there, you see where the earth has dried and cracked. Rocks protrude from the dirt like the bones of some immense beast. Toppled columns and other signs of some ancient, lost civilization break the glaring monotony. Cacti struggle to survive here, providing shade for scorpions.

"You have heard from your caravan journey that subterranean springs provide murky oases around which palm trees and saw-bladed bushes crowd. Also, you expect to find the decapitated corpses of city guards impaled on stakes as a warning from the demons that control this wilderness. This wasteland you must cross, searching for a pass through the buttes and mesas that leads deeper into the desert and, eventually, to the goal of your Quest.

The Rocky Waste is a wilderness region.

Random Encounters

When the PCs enter a zone in the Rocky Waste, roll 1d10. On a 7 or higher, they have an encounter. When they enter a room in the Stony Tomb, roll 1d10. On a 6 or higher, they have an encounter.



Quests

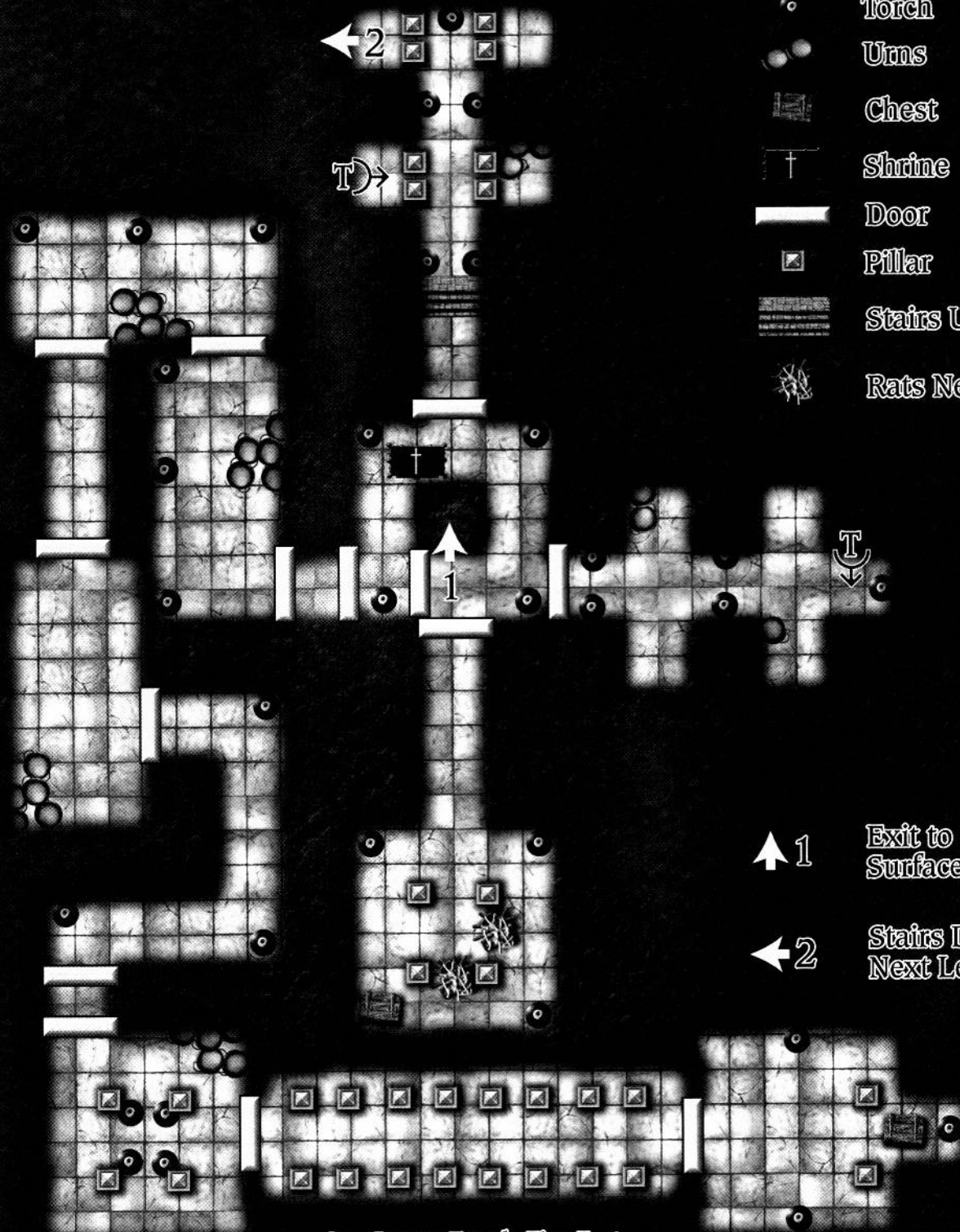
No Quests occur in the Rocky Waste.

Quest Variants: If you moved the *Horadric Scroll* to the Stony Tomb (see Fixed Encounter #4, below) then investigating that ancient place starts the *Horadric Staff* Quest. If they already have the *Horadric Scroll*, you might switch the Stony Tomb with the Halls of the Dead (see The Halls of the Dead, below).

Fixed Encounters

- 1. Sand Leapers:** CR 1/2 Sand Leapers wait just outside the gate to the city for unwary travelers.
- 2. Gate to Lut Gholein.**
- 3. Passage to the Dry Waste.**

Desert Temple



-  Trap
-  Torch
-  Urns
-  Chest
-  Shrine
-  Door
-  Pillar
-  Stairs Up
-  Rats Nest

 1 Exit to Surface

 2 Stairs Down to Next Level

One Square Equals Five Feet

4. The Stony Tomb: This is a two-level tomb beneath the sands, marked by an entrance of enormous, rough-hewn stones. Ancient runes are cut deeply into the stones that surround the actual entryway. If the PCs already found the *Horadric Scroll*, they clearly see these runes don't match, so they know this isn't the Halls of the Dead (unless you varied the Quests). See map, page 63 for an example of a temple level.

The Dry Hills

The Dry Hills rise up away from you, first in low ridges and then in low bluffs. Carrion birds circle overhead, waiting for signs of weakness.

The low ridges are like stairs for giants. The ground abruptly rises three to four feet, then levels off until the next step. Use the ridges (DC 30 climb) to break up the terrain. The low bluffs have steps cut into them, but if PCs don't look for the stairs or choose to climb the bluffs (DC 15 climb), the rough stones are twenty feet high.

Random Encounters

When the PCs enter a zone in the Dry Hills, roll 1d10. On a 7 or higher, they have an encounter.

Quests

This region provides the entrance to the Halls of the Dead.



Fixed Encounters

1. Waypoint.

2. Ruins: This should be a small maze of crumbling stone walls, with brick floors, 1d6 urns, and 1d3 chests.

3. Exit to the Far Oasis.

4. Natural Steps: Referred to above, these lead to a higher plateau in which the PCs find the Halls of the Dead.

The Halls of the Dead

The wind is stronger on this higher plateau, but otherwise it very much resembles the rest of the desert you have searched for the Halls of the Dead. In the distance, through the heat shimmer on the horizon, you see what you think is the entrance to a tomb. You hope the runes over the doorway match those that Drognan showed you.

The Halls of the Dead resemble an elaborate, ancient Egyptian tomb. The walls are plastered stone. The ceilings are flat slabs of stone, and are twenty feet high. Some of the halls are quite wide, with rows of pillars along the walls supporting the ceiling. Many of the walls are painted with scenes of life in an ancient civilization, or of legends of the afterlife and the deities. Ceilings were painted to resemble the night sky. Some chambers hold the mummified remains of servants meant to follow their masters into the afterlife. Some hold dozens of urns and chests.

Random Encounters

When the PCs enter a room in the Halls of the Dead, roll 1d10. On a 6 or higher, they have an encounter.

Quests

The PCs find the *Horadric Cube* here. Once it is returned to Lut Gholein, each character receives a story award of 1,000 XP.

Horadric Cube: This device appears to be a wooden box approximately two feet square, bound in brass, with a hinged lid. A circular button can be found atop the lid. The *Cube* functions exactly like a *bag of holding* (30 cubic feet, see the *DUNGEON MASTER'S Guide*, p. 207 and 210). If the proper objects are placed inside and the button depressed, the *Cube* transmutes the objects placed inside into completely different objects (see table below). You can transmute items as often as you wish, the number of uses is unlimited. Using the *Cube* during combat requires two full-round actions, one round to ready and use the *Cube*, another to retrieve and ready the transmuted item.

If the button is depressed when the box contains items, but not the items required for one of the recipes below, nothing happens. Any extra items placed in the *Cube* prevent its proper operation. For example, if you place 2 quivers of crossbow bolts and a dagger inside the cube and depress the button, they are still there when you open it.

Fixed Encounters

1. The Entrance to the Halls of the Dead: This entrance does resemble the entrance to the Stony Tomb previously discovered, but the runes over the entrance match those given the PCs by Drogan.

2. Stairs Down: Each of the first two levels of the Halls has a set of stairs leading deeper underground.

3. Level 1 Trap: Along with the Random Encounters on level 1, the PCs stumble across a trap that shoots a spiked metal ball across the corridor (DC 15 to Spot or to Disable Device). If the PCs don't Spot the trap ahead



of time, they must make a Reflex save (DC 15) or take 1d6 damage (no damage to PCs that make the save).

4. Waypoint: This is on level 2.

5. Level 2 Trap: On this level is a relatively large square room where spikes spring up from the floor to impale the unwary (DC 15 to Spot or to Disable). PCs that don't avoid the trap must make a Reflex save (DC 20) or take 1d8 damage (no damage to PCs that make the save).

6. Horadric Cube: This device is in a chest on the third level.

Horadric Cube Table

Into Cube	Out of Cube
2 cases of crossbow bolts	1 quiver of arrows
2 quivers of arrows	1 case of crossbow bolts
1 spear and 1 quiver of arrows	1 javelin
3 healing potions and 3 mana potions	1 full rejuvenation potion*
3 rings	1 amulet
3 amulets	1 ring
1 ring and 2 topazes	1 coral ring
3 gems of equal type and grade	1 gem of the next higher grade

* This is the only way to get a full rejuvenation potion other than by finding one. Full rejuvenation potions heal all damage and restores up to 9 spell levels. As DM, you can make up new recipes for your campaign if you wish.

The Far Oasis

As you enter the Far Oasis, the insects drawn here by the relatively abundant water take notice of you. Soon biting flies, mosquitoes, and tiny, flying things that you can barely see, much less name, surround you. Their buzzing replaces the winds as the normal sound of the desert. You smell the foul, stagnant water in which they lay their eggs. If these are the normal inhabitants of the desert, you fear what demons must live among them.

PCs should usually see at least two pools of foul, stagnant water fed by underground springs and surrounded by scabrous palm trees and wickedly sharp bushes. This region also has the features of the previous desert wilderness areas—ruined buildings, fallen monumental statues, pillars supporting nothing, rocky bluffs, impaled guard corpses, and so on.

The Strange Darkness: After an hour of exploring the Far Oasis, darkness falls abruptly. This darkness continues indefinitely. If the PCs return to Lut Gholein and ask about it, Drognan has information for them, and other NPCs suggest the PCs speak with him. Note that PCs may not notice this darkness immediately, if the hour occurs at night. When the sun doesn't come up the next morning, they should worry.

Random Encounters

When the PCs enter a zone in the Far Oasis, roll 1d10. On a 7 or higher, they have an encounter.

Quests

Beneath the sands of the Far Oasis the PCs find the first piece of the *Horadric Staff*. No story XP award is given until the *Staff* is assembled.

Fixed Encounters

1. Stairs Up: Stairs up to a higher plateau. As in the Dry Hills, PCs may choose to climb the bluffs instead of using the stairs. If so, the Climb is DC 15 and the bluffs are twenty feet high.

2. Entrance to the Maggot Lair: The entrance is on the higher plateau. The entrance is little more than a circular hole in the ground surrounded by mounds of earth. It looks most like a giant ant mound.

3. Exit to the Lost City.

4. Waypoint.

The Maggot Lair

Entering the darkness of the Maggot Lair, you see a very different world. No human hands shaped these tunnels. They are rough and rounded, with sandy floors. The walls and ceilings are held in place by some kind of resin. Pools of green slime dot the floors. The corpse of a guard lies against a wall near the entrance, encased in hardened green slime.

The Maggot Lair is a cavern region. It has no lights except those brought by the PCs. It is a completely natural formation, and the bugs have dragged down any urns or chests found here. The corridors are barely wide enough for two people to fight side by side, though in some places they swell enough for four people to fight.

The ceilings are irregular, between six and ten feet high. Let the tunnels loop around and spiral. Make the layout conform to bug logic, not human.

Random Encounters

When the PCs enter a room in the Maggot Lair, roll 1d10. On a 6 or higher, they have an encounter.

Quests

The Lair holds the first piece of the *Horadric Staff*.

Horadric Staff: This staff is fashioned of a dark, very hard wood and capped with an elaborate, jeweled headpiece of worked metal. The staff is very durable, with double the hardness and hit points of a normal object of this type. Merely possessing the staff grants the owner a +5 luck bonus to all saving throws and a +10 bonus to hit points. The staff is also a +2 quarterstaff and against undead has an additional damage bonus of 1d6+2.

Quest Variants: You may swap the *Staff of Kings* and the *Amulet of Kings* (the shaft and headpiece of the *Horadric Staff*). If the PCs dawdle or make no attempt at stealth, increase the number of Sand Maggots and Sand Maggot Young in the Queen's Chamber, and perhaps even make her mobile in preparation to attack the PCs (see *Fighting the Queen*, below).

Fixed Encounters

1. Chutes Down: The first two levels of the Maggot Lair have chutes that lead down to the next lower level. Characters can climb up without difficulty.

2. The Queen's Chamber: See *Fighting the Queen*, below.

Fighting the Queen

The faster PCs reach the queen, the less time she has to hatch warriors for defense of the lair.

Coldworm the Burrower: Ultimate Sand Maggot Queen; Huge vermin; HD 8d8+24; hp 60; Init +1 (Dex); Spd burrow 20 ft.; AC 17 (touch 7, flat-footed 17); Atk +14/+9 melee (2d8+6, bite + poison); Face/Reach 5 ft. by 25 ft./5 ft.; SA Spit poison; SQ Brood, burrow, damage reduction 10/+2; SR 15, vermin; AL NE; SV Fort +9, Ref +1, Will +2; CR 9; Str 22, Dex 8, Con 17, Int —, Wis 10, Cha 9. *Skills:* Hide –5*, Spot +6.

Brood (Ex): Coldworm gives birth to CR 1/2 Sand Maggots every round as a full-round action. Note that XP for the offspring are incorporated into Coldworm's CR.

Burrow (Ex): The Sand Maggot Queen is too large to fit through any of the tunnels, but if she spends a round doing nothing else she frees herself from the floor and can move 20 feet per round in her royal chamber. Once free, Coldworm can take a full move to bury herself in the sand to escape from combat. She does this only if there are no

other Sand Maggots of any type in her chamber. She remains at least 10 feet underground until she believes danger has passed (minimum 1 minute).

Poison Spit (Ex): As a standard action, Coldworm can spit poison at a foe within 60 feet. This attack provokes attacks of opportunity. Reflex save (DC 15) to avoid, Fortitude save (DC 23) to resist. Initial damage 2 temporary Strength, secondary damage 1d2 temporary Strength. The poison continues to inflict secondary damage a total of 4 consecutive rounds; the foe makes a Fortitude save (DC 24) each round to resist.

Poison Bite (Ex): Anyone bitten by Coldworm must make a Fortitude check as described above or take the poison effect.

Skills: Coldworm has a +8 racial bonus to Hide checks.

The Lost City

You see immediately why this patch of desert is called a city. Instead of the open expanses of rock and sand to which you have become accustomed there are fallen buildings as far as you can see. Here and there an open space surrounds a dried-up well or an ancient monument.

When mapping this wilderness region, make sure the PCs are never out of sight of a crumbling wall or two. You may place part of the region on a lower plateau, with stairs leading down. If so, the second plateau is twenty feet lower than the first, and you may make climbing it as hard as you wish.

Random Encounters

When the PCs enter a zone in the Lost City, roll 1d10. On a 7 or higher, they have an encounter.

Quests

No Quests take place in the Lost City.

Quest Variants: You may choose to place a piece of the *Horadric Staff* in the Ancient Tunnels (see Fixed Encounter #2, below). If the PCs somehow missed

The King's Amulet

The bejeweled headpiece of the *Horadric Staff* is a potent magical artifact even when separated from the *Staff of Kings*. The owner of the headpiece receives a +5 luck bonus to his Fortitude saves, and a +5 hit point bonus, which remains as long as the amulet is worn.

The Horadric Staff

The wielder of the *Horadric Staff* gains the following benefits: +6 luck bonus to Fortitude saves; 10 damage reduction to cold, lightning, and fire attacks; +10 bonus to hit points as long as the staff is carried. The staff is also a +3 *quarterstaff*. The wielder can make one additional melee attack with the staff each round at her best attack bonus. The staff deals double damage to undead.

Creating the Staff: When the PCs return to Lut Gholein, Deckard Cain pesters them until they transform the pieces into the *Horadric Staff*. Once they do that, each receives a story award of 5,000 XP. Finally, Cain suggests they go speak with Drogan.

the *Staff of Kings*, you can place it here as well.

Fixed Encounters

1. Waypoint.

2. Entrance to the Ancient Tunnels: Rather than an elaborate tomb entrance, this is a trapdoor set in an ancient floor. The Ancient Tunnels is a single-level dungeon that resembles the Sewers of Lut Gholein.

3. Exit to the Valley of the Snakes.

The Valley of the Snakes

An eerie silence pervades this natural. You clearly see the ridges that outline this region, as it is quite small. In the center of it is the largest tomb entrance you have seen yet. Two statues flank the entrance. Each appears to be a snake carved from rocky protrusions in the desert floor. Those tell you more than the runes above yawning, black entrance. This is the entrance to the Claw Viper Temple.

Random Encounters

No Random Encounters exist in the Valley of the Snakes.

Quests

No Quests occur in the Valley of the Snakes.

Fixed Encounters

The only Fixed Encounter is the entrance to the Claw Viper Temple.

The Claw Viper Temple

A faint hissing grows louder as you descend the stairs into the Temple. Sand shifts under your feet, blown in by the desert winds. Here and there you see scraps of what appear to be snakeskin. The stink of rattlesnake nests fills your nostrils.

The Temple is a dungeon region that resembles the tombs previously encountered, including the traps found in the

Stony Tomb. It has two levels, with the altar room on the lowest level. This temple is clearly an ancient tomb taken over by the Claw Vipers and converted to their purposes.

Random Encounters

When the PCs enter a room in the Claw Viper Temple, roll 1d10. On a 6 or higher, they have an encounter.

Quests

The headpiece to the *Horadric Staff* is in a chest in the altar room of the temple. Smashing the Viper Altar lifts the curse of darkness on the outside world. The instant they do, each character receives a story award of 2,000 XP.

Quest Variants: If you swapped which piece of the *Horadric Staff* was in the Maggot Lair, then the shaft, the *Staff of Kings*, is here instead of the headpiece. If you moved the either piece from here to the Ancient Tunnels below the Lost City, then the only Quest resolved here is the end of the eclipse.

Fixed Encounters

1. Entrance to Level 2: The first level has an exit to the lower level.

2. The Serpent Altar: The second level is a single room just off the stairwell. The Serpent Altar sits inside a circle of earth the Vipers have built up about four feet. See map, page 69.

The Harem

The Palace is a marvel after the desert and the tombs under the sands. Here is luxury and comfort. Elaborately carved pillars support balconies overlooking a central Atrium, beneath the golden dome. The only jarring note is the quiet. You have never been in a royal residence that didn't bustle with activity day and night. The few servants you see move in the shadows, from one hiding place to another. In the back of the Atrium you see a spiral staircase down to the Harem.

The Harem is equally luxurious, filled with statues, intricate carpets, and silk pillows. You might expect beautiful women listening to musicians and poets. After what you have seen in the desert around Lut Gholein, you might expect all the signs of demonic occupation, including symbols drawn in blood and eviscerated bodies. Instead you see neither. The Harem is empty. Only when you descend the next flight of steps do you see the first signs of trouble. From here on, it gets interesting.

The Palace is a dungeon level in terms of lighting and visibility. There are two levels of the Harem, and noth-

ing at all in the first. Beyond the second level of the Harem there are three levels of Palace Cellar. We provided a map of the first level of the Harem (page 70) and of the bottom level of the Cellar as examples.

Random Encounters

When the PCs enter a room beneath the first Harem level, roll 1d10. On a 5 or higher, they have an encounter.

Quests

The arcane portal to Horazon's Sanctuary rests in the center of the lowest level of the Cellar.

Fixed Encounters

1. Stairs Down: Each level of the Harem, and the first two levels of the Cellar, have two sets of stairs going down.

2. Waypoint: A Waypoint exists on level 1 of the Cellar.

The Arcane Sanctuary

When you step through the portal, a chill seizes your very bones. You stand on a platform floating in space, with stars all around you. The portal is at your back, in one corner of the square platform. Stairs curve down from two sides to a larger square of marble tiles. You rush down the stairs to the Waypoint on that larger platform. Once you activate it, you look around at the narrow paths leading away into space, warping in strange ways as they loop back on each other, simultaneously above and beside themselves. Surely whoever, or whatever, built this was mad.

The paths are just wide enough for two people to fight abreast. Intersections are generally marked by platforms of various sizes. Occasionally, stairs lead up to another level. The whole region looks as if M.C. Escher designed it. On the other hand, it's as bright as midday all the time.

Random Encounters

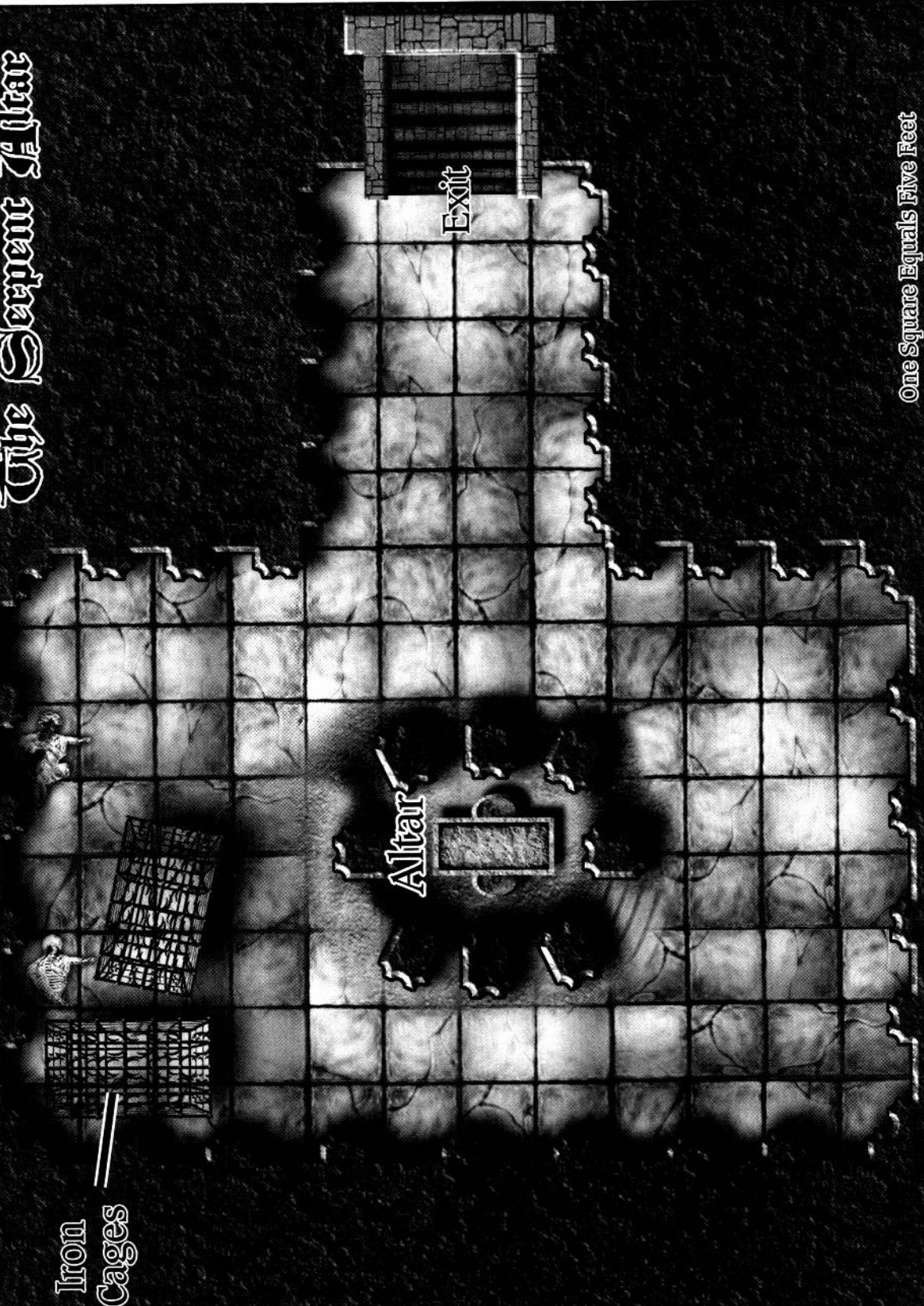
When the PCs enter a room in the Arcane Sanctuary, roll 1d10. On a 6 or higher, they have an encounter.

Quests

The Arcane Sanctuary Quest ends with the defeat of the false Summoner. Once the characters return to Lut Gholein, each receives a story award of 2,000 XP.

Quest Variants: The computer game strongly implies the true Horazon died many years before the events in the game. That doesn't have to be true. The Arcane Sanctuary is a vast place, and the PCs might stumble into the mad Horazon. If you want that to be possible, make Horazon a triple upgrade from the False









The Serpent Altar

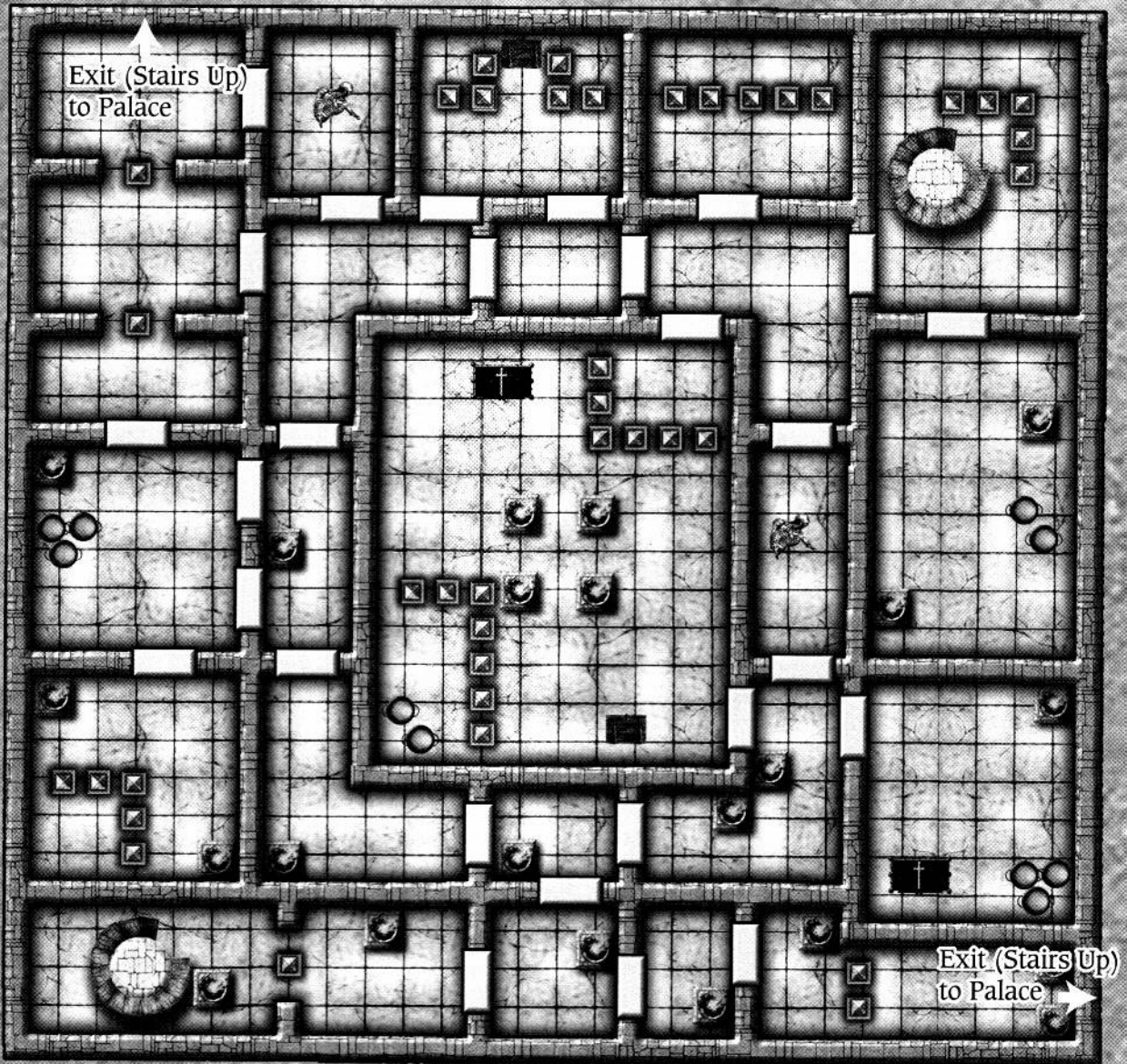


Iron
Cages

One Square Equals Five Feet








Harem Example

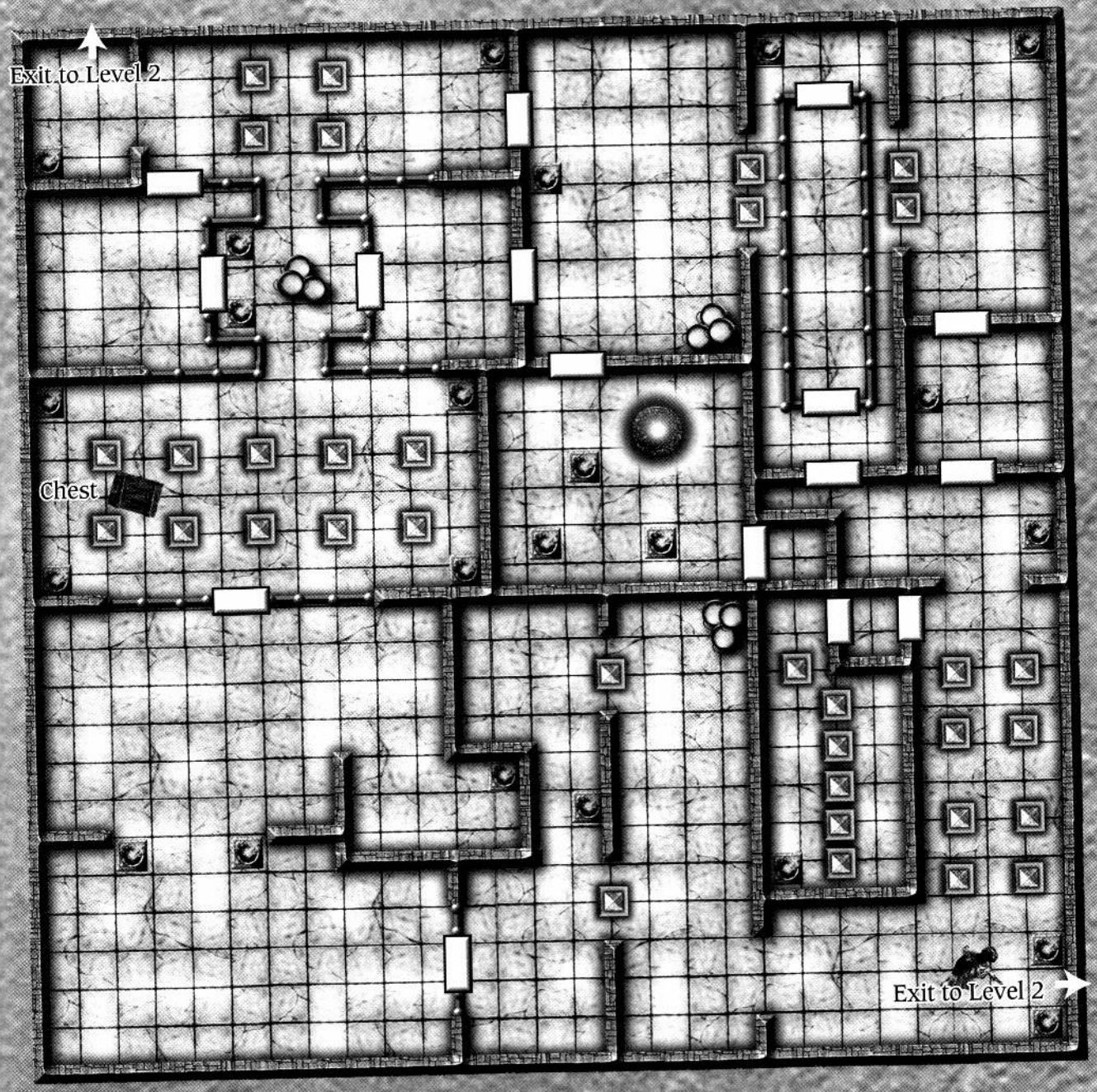
-  Corpse
-  Urn
-  Chest
-  Brazier
-  Shrine
-  Door
-  Spiral Stair Down to Harem Level 2
-  Pillar



One Square Equals Five Feet

Palace Cellar

-  Corpse
-  Pillar
-  Brazier
-  Door
-  Urns
-  Portal
-  Iron Bars



One Square Equals Five Feet

Summoner (see *Fighting Horazon*, below). You may also choose to hide Horazon's journal (see Fixed Encounter #2, below) in a chest somewhere outside his lair. Doing so means the PCs don't understand why there are seven symbols marked on the floor, but only six floating in the air. Use the NPCs in Lut Gholein, particularly Deckard Cain and Drogan, to tell the PCs about the journal and that it probably holds the key to the location of Tal-Rasha's true tomb.

Fixed Encounters

- 1. Waypoint:** A Waypoint exists just inside the Portal.
- 2. The Summoner** (see *Fighting Horazon*, below): He waits on a large, square platform. His journal is open on a bookstand in the middle of the platform. Engraved in the floor around the stand are seven symbols. Six of those symbols dance like frozen lightning along two sides of the platform, three on each side. If the PCs examine the journal, read the following to them:

"Seekers of the Tomb of Tal-Rasha will find it through the Portal. But know that the glowing glyphs recorded here in my Arcane Sanctuary are the signs of the six False Tombs. The missing Seventh Sign marks the Tomb of Tal-Rasha. Of the Horadrim he might be called the foremost. It was a shining . . . but brief . . . moment for the Mage Clans when they set aside their differences and worked together against the common enemy.

"The Horadrim relentlessly pursued the Three across the desolate Empires of the East, and even into the uncharted lands of the West, leaving the Archangel Tyrael's hands unblemished. Presuming the Three to be vanquished, the Horadrim's unstable fellowship began to dissipate. Abandoning their sacred charge to safeguard the three *Soulstones*, the disparate Mage Clans began to squabble amongst each other over petty differences. Their conflicts not only dissolved their brotherhood, but strengthened the Evils which they had buried beneath the cold earth."

- 3. The Portal:** Once the PCs read the journal, which also includes a brief description of how all the mage clans once joined together to defeat Diablo, a portal opens to the Canyon of the Magi.

Fighting Horazon

Horazon watches for intruders, so he's ready for the PCs. His bodyguards include CR 2 Hell Clan Goat Demons, CR 2 Specters, and CR 1 Ghoulish Lords. He'll start casting spells while his bodyguards fight the PCs, saving touch

attacks for when any survivors actually breach his sanctum. Using his staff is absolutely a last ditch effort, since he deals so much more damage with spells.

Horazon, the False Summoner: Sor9; Medium-size male outsider; HD 10d8+20; hp 65; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +9/+4 melee (1d6-1, *Serpent's Gnarled Staff of the Magus*); SA Spells; SQ Damage reduction 5/+2, outsider; AL CE; SV Fort +8, Ref +8, Will +9; CR 6; Str 9, Dex 13, Con 15, Int 15, Wis 14, Cha 10.

Skills: Concentration +13, Hide +12, Knowledge (arcana) +13, Listen +13, Move Silently +12, Scry +13, Search +13, Spellcraft +13, Spot +14.

Feats: Combat Casting, Empower Spell.

Spells Known: 1st—*ice bolt*; 2nd—*frozen armor*; *ice blast*; 3rd—*shiver armor*; 4th—*glacial spike*.

Alternate D&D Spells: 0—*ray of frost*; 1st—*chill touch*; 2nd—*ghoul touch*; 3rd—*vampiric touch*; 4th—*ice storm*.

Possessions: *Glorious Robe of Health* (+5 AC, -1 penalty to opponent's damage rolls); *Serpent's Gnarled Staff of the Magus* (+5 spell levels/day, +4 enhancement bonus to Concentration checks).

Note: Horazon the False Summoner always has at least one magic item when searched. Reroll on the treasure tables until you get a magic item.

The Canyon of the Magi

You step from the icy reaches of the Summoner's strange dimension back into the blast furnace heat of the desert. You're in a large bowl-shaped valley somewhere in the high rocks around Lut Gholein. Near the portal, a stone platform rises a few feet above the sand, with steps leading to the top on all four sides. Atop the platform is a Waypoint. Heat shimmer from the desert floor obscures all but the top of the rock wall that surrounds the valley. You just barely make out the top parts of seven tomb entrances carved from the wall itself.

The Canyon of the Magi is a wilderness region.

Random Encounters

When the PCs enter a zone in the Canyon of the Magi, roll 1d10. On a 6 or higher, they have an encounter.

Quests

No Quests take place in the Canyon itself.

Fixed Encounters

- 1. Waypoint:** A Waypoint exists right next to the portal from the Arcane Sanctuary.

2. Six False Tombs: Six of the seven tomb entrances lead to false tombs. Each tomb has a symbol carved into the pillars at the entrances. PCs easily compare them with the symbols they saw in the Arcane Sanctuary and realize that they're false tombs. Treat them as one- or two-level dungeons resembling the previous tombs and temples encountered in the desert.

When the PCs enter a room in a false tomb, roll 1d10. On a 7 or higher, they have an encounter.

3. The Tomb of Tal-Rasha: Marked by the seventh symbol found in the Arcane Sanctuary.

The Tomb of Tal-Rasha

The symbols at this tomb's entrance match the identifying symbol you discovered in the Arcane Sanctuary. Prepare to enter the darkness and deal a crippling blow to the Prime Evils' plans.

The Tomb of Tal-Rasha is a single-level dungeon sprawling beneath the desert sands. It's similar to the tombs encountered previously.

Random Encounters

When the PCs enter a room in the Tomb of Tal-Rasha, roll 1d10. On a 6 or higher, they have an encounter.

Quests

Placing *Horadric Staff* on the altar (Fixed Encounter #2) completes this Quest. Defeating Duriel and speaking with Tyrael completes the Tal-Rasha Quest. Simultaneously, this completes Act II. When the characters return to Lut Gholein each receives a story award of 7,500 XP.

Jerhyn happily pays for their passage east on Meshif's ship. Meshif takes them to Kurast in pursuit of the mysterious Dark Wanderer and Diablo.

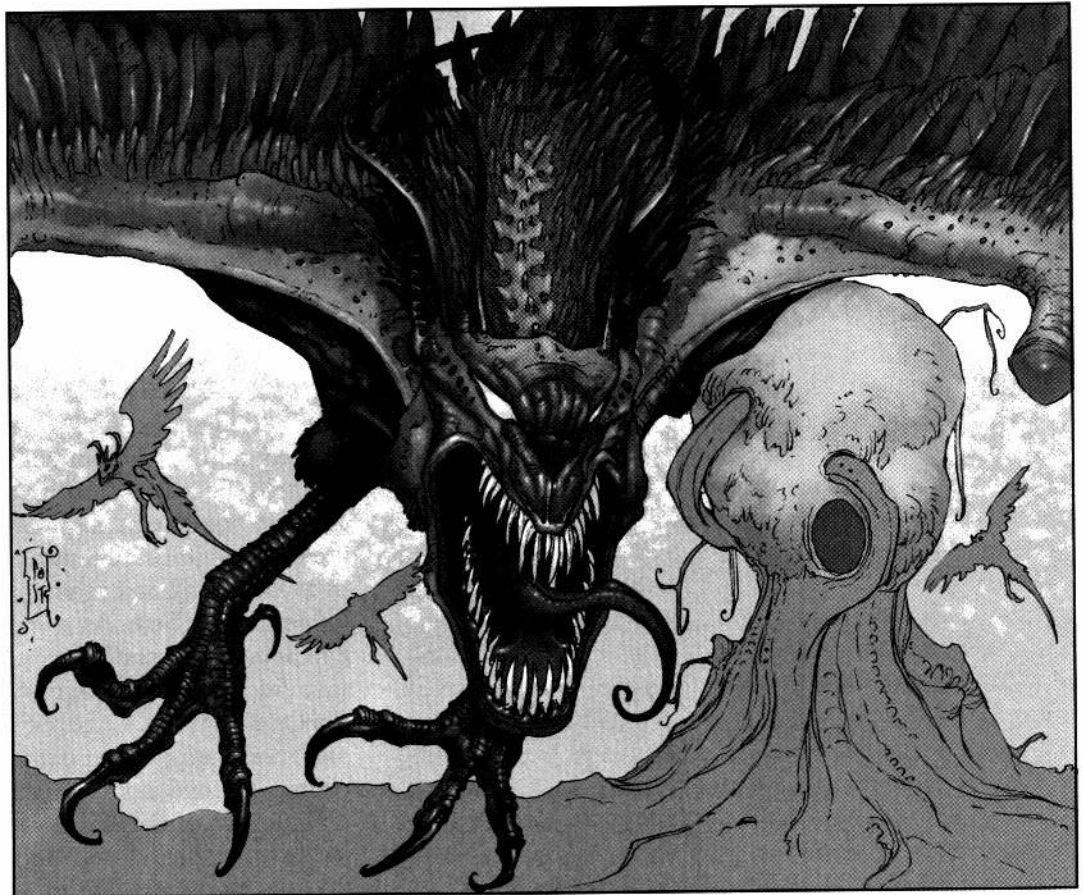
Fixed Encounters

1. The Altar: In a large square room a stone plat-

form covered in marble and gold rises from the floor. A three-foot cone made of gold juts from the center of the platform. Surrounding the cone are white marble plaques inset in the platform. Each is inscribed with one of the seven symbols that mark the tombs in the Canyon of the Magi. A bright white column of light springs from the tip of the cone and rises to the ceiling, lighting the whole room. Closer inspection reveals a socket in the tip of the cone the same diameter as the shaft of the Horadric Staff. Inserting the staff in the cone completes the Horadric Staff Quest and has the effect described below.

2. Entrance to Tal-Rasha's Tomb: When the PCs insert the staff into the cone, the light consumes the staff. Shafts of light reach up from each symbol, clicking on one at a time. The central shaft of light intensifies. The earth shakes and shudders for several minutes, but doesn't threaten the PCs. If they want to dodge falling stones or leave the chamber, they may. When the tremors end and the dust settles, the PCs see that a section of wall has fallen away, revealing a crumbling earthen ramp. This ramp leads down to Duriel's lair, an unlit chamber where they must face another test before entering Tal-Rasha's actual tomb (see Fighting Duriel, below).

3. Tal-Rasha's Chamber: When the PCs defeat Duriel, the earth shakes and there are bursts of light and heat as puffs of noxious gas explode in various





places throughout the tomb. The quake causes more stones to fall away, revealing a further man-made corridor. Around a right-angle turn, the corridor opens into a large, square chamber. In the center of the chamber is a roughly circular pit of glowing, molten magma. Chains run from the edge of the pit to a stone platform, suspending the platform above the magma. A wooden bridge runs from the edge of the pit to the platform. On the platform, at the edge of the bridge, stands the angel Tyrael. When the PCs approach the angel, it says:

"I thank you, mortal, for my freedom. But I did expect you earlier. I am the Archangel Tyrael. I came here to prevent Diablo from freeing his brother, Baal. But I have failed. Now, Terror and Destruction roam free throughout your world. Even now, they head toward the Eastern capital of Kurast—to the very heart of the Zakarum Temple.

"There they hope to find their eldest brother, Mephisto, the Lord of Hatred who was imprisoned there ages ago. If the three Prime Evils unite, they will be invincible. Though it is unclear as to what their aims are, it is certain that they must be stopped at all costs.

"I am broken and the energies that tie me to this world are diminishing rapidly. You must take up this Quest and prevent the Three Brothers from reuniting. You must cross the sea and search for Diablo and Baal in Kurast. Now hurry, mortals . . . Time is running out for all us."

After his speech, Tyrael opens a portal back to Lut Gholein. When the PCs return there, any NPC they meet wants to know what happened in the tomb. That NPC also says that Jerhyn wants to see the PCs.

Fighting Duriel

At the bottom of the earthen ramp, you find a slimy, muddy pit. Around the edges of the pit you see the remains of a stone floor like that in the rest of the tomb. The mud and slime are only ankle deep, the pit itself is only about six feet deep. A voice like rocks grinding together asks, "Looking for Baal?" Then a hideous monster, the demon Duriel, is upon you.

Duriel: Large outsider; HD 26d8 +78; hp 195; Init +4 (Improved Initiative); Spd 50 ft.; AC 16 (touch 9, flat-footed 16); Atk +31/+26/+21/+16/+11/+6 melee (1d6+5, 6 claws); Reach 10 ft.; SA Ice claws, hellfrost; SQ Damage reduction 10/+2, outsider; AL NE; SV Fort +18, Ref +15, Will +15; CR 17; Str 20, Dex 10, Con 17, Int 8, Wis 10, Cha 17.

Skills: Climb +12, Hide +28, Intimidate +32, Listen +29, Move Silently +29, Search +32, Spot +29.

Feats: Blind Fighting, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Sunder.

Ice Claws (Su): Duriel's claw attack inflicts an additional 5d4 cold damage (Reflex save against DC 18 for half). A creature that fails the save takes a -2 cold penalty to AC, melee attack rolls, melee damage rolls, and Reflex saves, and jumps only half as far as normal for one minute. Duriel uses this ability on each character present and in melee until they all suffer the cold effects, then uses his claws until the cold wears off. After one minute, he attacks with his cold powers until everyone is frozen again.

Hellfrost (Su): As a move-equivalent action, Duriel can deliver a blast of *hellfrost*. All creatures within 20 feet take 5d4+5 cold damage. Any cold resistance is ignored. Fortitude save (DC 26), if failed lose all Dexterity feats and modifiers and be restricted to partial actions for 1d3 rounds. A *thaw potion* won't remove this effect.

Possessions: Duriel always has at least two magic items when searched. Reroll on the treasure tables until you get two magic items.

THE INFERNAL GATE

The journey across the Twin Seas is rough, and Meshif's ship seems none too sturdy. However, the PCs eventually reach their destination. You are free to insert special side adventures or situations arising from the voyage if you wish.

KURAST DØCKS

Read the following as an introduction to the city:

Thanks to the seamanship of Meshif, you and your dependable advisor Deckard Cain crossed Twin Seas and sailed up the Argentek River into the heart of the Eastern Empire. Although Meshif is returning to the city he once called home, he seems surprised to see the magnificent city in such a sorry state. Climbing out of the ship's hold, you gladly leave behind the battered ship that bore you. And yet, this was not the inviting city that you had hoped for.

Gazing out before you, a single ramshackle hut and a dilapidated pier are the only sign of civilization. From a rock platform, worn and old bridges of rotting wood create the only dry path to other fortifications and stoneworks. Most of these look like they have been torn down at least once. Surrounding these stone edifices, water reeking of salt, sulfur, and decay bubbles up from below. You can see nothing alive in its depths, but the task is made hard by the mist that clings to the surface, and by the overgrowth of vines, weeds, and algae. Beyond this small dockside settlement, a thick jungle looms.

Looking out from this point, the Kurast Docks appear just as stagnant as its waters. Few people can be seen in the city. Those you can see look despairing and hopeless. Guards bearing swords and wearing loose-fitting red robes patrol the docks warily. Most of the people look back at you with expressionless faces and disinterested eyes. They do not appear afraid—as if no harm you could inflict could compare to the horrors that they have already endured.

Deckard Cain leaves the ship to find out what he can, and he offers to help set up your camp where there's room. Meanwhile, Meshif points down at a robed man standing nearby who's clearly waiting to talk to you.

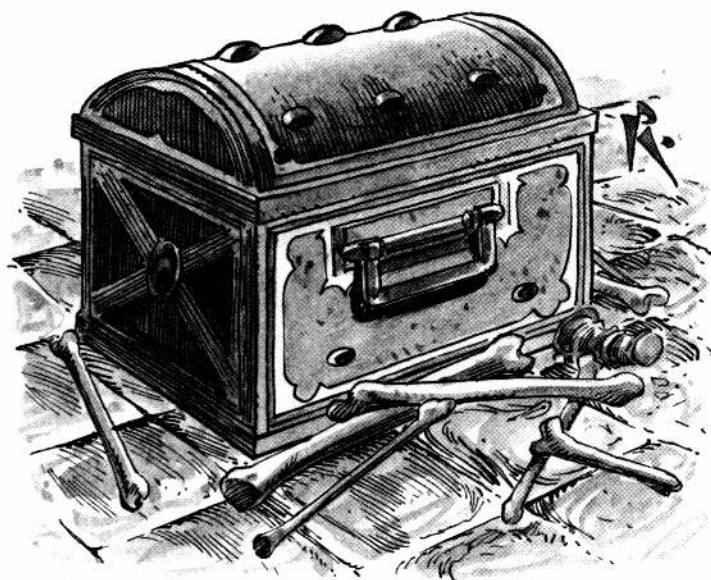
The robed man is Hratli, a sorcerer and enchanter of weapons who has come to greet the PCs. See the description for area 1, below, for his introduction.

As with the Rogue Encampment and Lut Gholein, the Kurast Docks is a safe place, free of monsters, where characters can rest, heal, and buy needed equipment. This is only possible because the sorcerer Hratli has placed an enchantment on the city to keep it free of the demons that threaten the surrounding lands. Locations of note within Kurast are keyed to the map of the city (page 76). PCs will find it useful to visit most of the important locations on a regular basis for rest, healing, information, and special equipment. Furthermore, many of the named NPCs have special information.

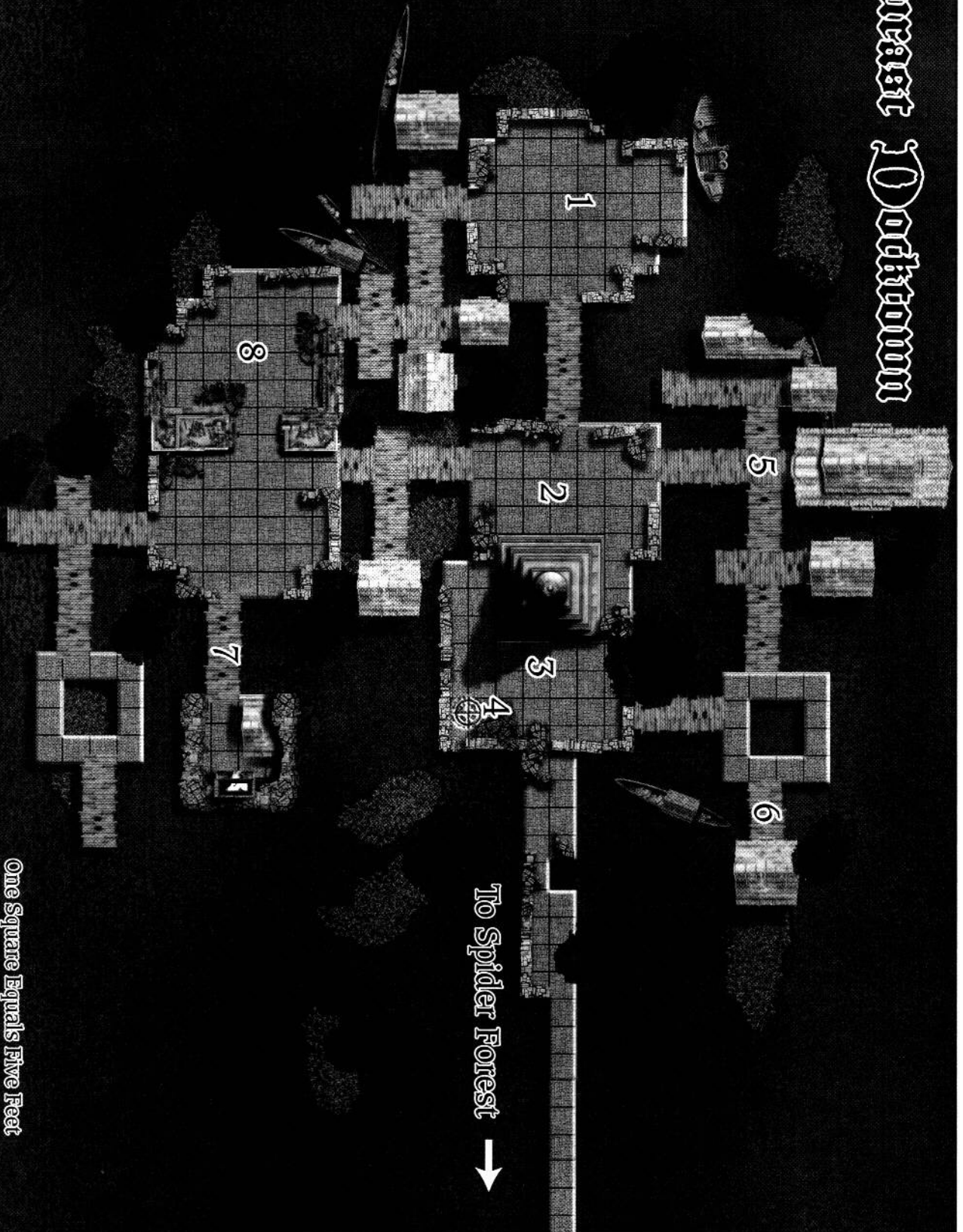
Special Influence: Just as in the Rogue Encampment, treating the NPCs poorly is a recipe for failure. Though there is no special enchantment keeping the peace in the camp, PCs should be respectful and well behaved inside the walls. NPCs defend themselves if attacked, and Ashaera (see #5, below) leads his mercenaries to defend any NPC under attack inside the walls.

A Note on Rumors: A list of random Rumors appears after each keyed entry. Some of them refer to Quests, just as in the Rogue Encampment.

A Note on Quests: NPCs give some Quests automatically when a hero opens a conversation. Others they give only on completion of another Quest. These Quests appear separate from the Rumor section, and we have marked them automatic, or by which Quest the party must complete first. Story award XP information is given in the Quest sections.



Temple Dockroom



To Spider Forest →

One Square Equals Five Feet

1. Arrival Point

As the PCs disembark, they find both Hratli and Meshif here to greet them. Hratli, once he has greeted the heroes and had a chance to answer any of their Questions that he can, returns to his shop at the opposite end of the dockside, marked #7 on the map. Meshif, on the other hand, remains here at the pier. Should the PCs require transport back to Lut Gholein or other lands the DM wishes to bring them to, Meshif acts as their navigator.

A bald man wearing as simple and light crimson robe approaches you. He is a middle-aged man with a bronze tan, and he smiles as he greets you.

"Welcome to Kurast, travelers. Few come willingly to this ancient city anymore. I hope you brought your wits with you, for sanity is in short supply here. My name is Hratli. I am a sorcerer skilled in metal work. It would be a pleasure to help you . . . I don't have many customers these days.

"As you can see, the populace has been brutally decimated by the forces of Mephisto. The canals run red with blood and demons roam the land. The wretched jungle-hell has already reclaimed much of Kurast. The only safety you'll find is here at the dockside, where a magical warding holds the jungle evils at bay, but I don't know how long it will last.

"To make matters worse, the Children of Zakarum are in league with the forces of Mephisto. The Zakarum have concentrated their power in the Temple City of Travincal, located within Kurast deep in the jungle wilderness. It's true. Their zeal is unmatched. But I say the so-called 'Warriors of Light' are nothing more than the twisted puppets of a hidden hand."

Hratli reserves a special greeting for Sorceresses from the world of Diablo:

"And welcome to Kurast, young Sorceress. Though my own magic is only useful for making enchanted weapons, I'll bet yours will put an end to this terrible evil once and for all. You're very brave to have come here. In the old days, mages who didn't belong to one of the great Mage Clans were hunted down as renegades. But now, the Mage Clans have little authority. May the spirits of Skatsim watch over and protect you."

After a short conversation with the PCs, Hratli returns to his shop. He encourages them to visit anytime they need want to check his inventory of supplies, need some supplies, or some advice on how to proceed against the minions of Hell.

Hratli's residence and his description can be found on page 84.

While Hratli wanders away, Meshif remains at this point. Once the PCs end their business with the sorcerer, Meshif approaches.

Meshif walks over to you. "Well, I gave you my word, and brought you here as promised. But by all that's still holy, I wish I had never returned to this accursed place. This fetid jungle can't be the fair Kurast I left behind. I don't know what all this evil is, my friends, but it's obvious that you must stop it. I only pray that you can before the jungle consumes the last vestiges of my beloved homeland."

Rumors: Meshif (1d10)

1. "It takes great courage and generosity to defend a land and a people that are not your own. Perhaps, when this curse is lifted, my people can do something for yours in return."
2. "I shouldn't have boasted so much about Kurast on the journey here. Oh, much has changed since I left."
3. "The dockside is apparently the only civilized area left in Kurast."
4. "If you are planning to carry on your wild ways here, you may need the assistance of Ashaera's Iron Wolf mercenaries."
5. "Your companion, Cain, must have known that he would be in grave danger here. You are great, indeed, to elicit such loyalty."
6. "Hratli seems to be the only one left here with any common sense. Yet how sensible is it to remain here?"
7. "I went to speak with old Alkor, but I disturbed his studies. He doesn't seem to like visitors."
8. "Trying to get information out of Ormus is like straining water from a rock. His damned riddles are almost as confusing as our current state of affairs."
9. "That woman, Natalya, seems to be waiting for something important to happen. She's a strange one, I think."
10. "All through my childhood, Kurast was a paradise. The once perfumed air now reeks of putrefaction."

Meshif reserves a special greeting for Barbarians:

“Being a Barbarian, I’m sure you’ve seen many strange sights in the northlands, but if this evil isn’t contained, it could spread north to your homeland, too. Then the whole world would fall under the shadow of the Three.”

Interaction: Meshif is a gossiping sailor, though direct in his deeds and words.

Normal Services: Meshif is a source of information, some of it useful for specific Quests and some useful for making Kurast more interesting. Should the DM wish to offer water transportation out of Kurast, Meshif is the one with means.

Meshif: Human male Exp4; hp 25; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d6/18–20/x2 crit, *Subjugating Scimitar*); AL LN; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 15, Int 13, Wis 8 (10), Cha 12.

Skills: Balance +9, Climb +7, Diplomacy +8, Gather Information +8, Intuit Direction (+7), Profession (sailor) +7, Use Rope +9.

Feats: Quick Draw, Weapon Focus (scimitar).

Possessions: *Hard Leather Armor of the Leopard* (+3 AC, +2 Wisdom), *Subjugating Scimitar* (Chosen foe takes only partial actions for 2d4 rounds; Will save DC 28).

Quote: “Ahoy, Mate. My ship is your ship.”

Quests: Meshif

After the *Jade Figurine* is found:

“Praise you! That jade figurine will complete the set I was collecting. Here! I’ve had this statuette of a golden bird for years, but I consider it a fair exchange.”

Special Magic Items

Healing Potion: 25 gp. A single *healing potion* (one bottle) restores 2d4+2 hit points.

Identify Scroll: 75 gp. The *identify scroll* allows one magic item from the world of Diablo to be positively identified by full name and function (as the spell in the *Player’s Handbook*). All combat bonuses, powers, and charges are revealed. Most magic items (including scrolls) in the world of Diablo cannot be used until this spell is employed to unlock their secrets; however, *healing potions* and *mana potions* can be recognized and used without recourse to this spell. Certain Quest items also may not yield to this spell—in such cases, the services of a powerful sage or similar entity may be required.

Town Portal Scroll: 90 gp. This one-use item allows a one-time, there-and-back passage to a base. Only those who step through the front of the portal can return back through it. This scroll automatically opens a portal near the user, with the other end in the base camp for this act.

Tome of Identify and Tome of Town Portal (see scrolls, above) 150 gp +scroll cost. These tomes can hold up to 20 copies of the appropriate scroll. When purchased, a tome contains 1d6 scrolls of its type.

Meshif gives the PCs a statue, the *Golden Bird*. If examined, it seems light for its material. (If the players have been following the clues, they know they should take this to Alkor).

2. The Riddling Seer

A man with bronze skin beckons you. He wears open cut animal leggings, a loincloth, and a wide carmine necklace. The man peacefully bears a long staff, which ends in a remarkable symbol of rays, but something of the madness in his eyes makes you cautious. He speaks. “You now speak to Ormus. He was once a great mage, but now lives like a rat in a sinking vessel. You have Questions for Ormus and doubt in yourself. Ormus sees a strange dichotomy in you as he does in all would-be heroes. Speak to him and he may grant you wisdom in turn. Or turn from him and seek wisdom in thyself.”

Interaction: Ormus is a strange middle-aged shaman-sorcerer who speaks in riddles and always refers to himself in the third person. Conversations with Ormus are difficult.

Magical Services: Ormus sells healing potions, scrolls, tomes, and items of interest to arcane spell-

casters. PCs interested in quarterstaves can inquire here. Ormus also has a selection of magic wands, staffs, and scepters (rods, if you are using the *DUNGEON MASTER’S Guide*). He has 1d6+3 of each type of item. Generate them randomly using the appropriate tables.

Ormus: Human male Adp4; hp 31; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +2 melee (1d6, *Hidden Long Staff*); AL CG; SV Fort +4, Ref +3, Will +9; Str 10, Dex 14, Con 16, Int 12, Wis 16, Cha 10

Skills: Alchemy +8, Concentration +7, Heal +10; Wilderness Lore +6.

Feats: Craft Staff, Craft Wand.

Rumors: Ormus (Id6)

1. "Your salvation can only be reached through Hatred. A strange fate, but a true one."
2. "How does one destroy Destruction? How does one force Terror to flee in fear? You have great tasks ahead of you, Ormus thinks."
3. "The Church of Light harbors the darkest shadow of all. Tread lightly."
4. "The Travincal can be breached by the loss of one's wits, not by the use of them."
5. "Alkor is able to explain things much more clearly than Ormus."
6. "Hratli suspects that Ormus is a mage. He can suspect whatever he wants, Ormus will not show him the true magic."

Possessions: *Hidden Long Staff* (User invisible to creatures over 20 feet away, Ormus's light sources shine an extra 30 feet), *Glorious Leather Boots* (+4 AC).

Quote: Ormus rarely speaks.

Quests: Ormus

After the *Gidbinn Blade* is recovered:

"You have done well, noble heroes. Ormus congratulates you. The old spirits of Skatsim will watch over you for returning their sacred *Blade*.

"Now, after all these years, Ormus will once again use his powers to protect the innocent from the shadow. The spell that protects the dockside shall now be reinforced.

"This magic ring does *me* no good . . . Here, wear it proudly."

As a reward, Ormus gives the PCs a random ring. You can use either the *DIABLO II: Diablerie* treasure tables or the *DUNGEON MASTER'S Guide*.

After the *Black Book* has been returned or after the PCs have entered the Kurast Causeway:

"You have done well, my friends. Your courage and valor are an inspiration to us all. But now the time has come to face those responsible for the evil that has stifled our land. You must destroy the High Council of Zakarum.

"Long ago, these elders were charged with the stewardship of Mephisto, the Lord of Hatred, who

was imprisoned within the Guardian Tower. Through the generations, these pious men slowly fell under the sway of Mephisto's malevolent power and the Council became an evil mockery of its former glory.

"It is Mephisto's hatred that has corrupted Zakarum and turned its devout followers into paranoid fanatics. That is why you must travel to the Temple City of Travincal and slay the Council.

"Once they are gone, Mephisto's hold over this land and its people will be broken."

After the *Khalim's Will* has been created or the *Compelling Orb* has been destroyed:

"Diablo and Baal have surely found the Temple City by now. They seek to free their Brother, Mephisto, who was imprisoned by the Horadrim in the Temple's Guardian Tower.

"You must reach him before his Brothers do and prevent them from releasing Hatred upon the world."

3. Reliable Companion

Your stalwart companion and counselor, Deckard Cain, looks older and more weary than ever. Clearly, the journeys across the world, not long after a period of imprisonment, have stolen the old man's fading health. But he urges you on anyway.

"I've not set foot in glorious Kurast for many years. But I never would have imagined it could be so corrupted. Certainly, this must be Mephisto's work. You had best get going, my friends. Diablo and Baal are still out there and you must find them."

Interaction: Cain is warm and friendly to the party, since they rescued him. He is long-winded and never seems to catch on that others might be impatient.

Magical Services: Cain *identifies* magic items brought to him by the heroes for free.

Deckard Cain: Human male Sor20; hp 108 (156); Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (touch 15, flat-footed 16); Atk +15/+9 melee (Id6+5, 12-20/x2 crit, *King's Staff*); AL LG; SV Fort +12, Ref +13, Will +19; Str 12 (16), Dex 16 (20), Con 15 (19), Int 19 (28), Wis 14 (18), Cha 12 (16).

Skills: Alchemy +36, Appraise +36, Concentration +36, Gather Information +30, Knowledge (arcana) +36, Scry +36, Sense Motive +31, Spellcraft +36.

Rumors: Deckard Cain (1d6)

1. "Ashaera seems like a very tough woman. I would be careful around her if I were you."
2. "Seeing his homeland in such a state must be horrifying to Meshif. I'm surprised he's willing to remain here in order to help you."
3. "Ormus would like you to think him mad. Better to watch his actions than listen to his words."
4. "Drogan told me of Hratli when we were in Lut Gholein. He said that he weaves magic into his forge and produces mystical weapons and armor."
5. "Judging from his dress and strange markings, I would guess that Ormus is from the ancient Taan mage-clan. Yet none of the others here seem to know that he is a sorcerer. The Taan were once as powerful as the Vizjerei clan, but their studies were even more secretive. I wonder what he's hiding."
6. "Have you met Natalya? She appears to be a member of the Khral-Harzhek, a secret order that has been around for centuries . . . almost as long as the Horadrim, itself. Her presence here makes me uneasy, for they are traditionally sworn to hunt down Magi who have betrayed the trust of their order. I wonder why she is here."

Feats: Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Improved Initiative, Maximize Spell, Quicken Spell, Silent Spell, Still Spell.

Special Qualities: The last of the Horadrim, Deckard Cain has spell resistance: SR 15.

Spells Known (9/5/5/4/4/4/3/3/3/3): 0—arcane mark, daze, detect magic, disrupt undead, flare, mage hand, ray of frost, read magic, resistance; 1st—burning hands, charm person, mage armor, reduce, shocking grasp; 2nd—blur, blindness; hypnotic pattern, Melf's acid arrow, web; 3rd—dispel magic, fireball, lightning bolt, slow; 4th—enervation, improved invisibility; stonewall, wall of ice; 5th—cone of cold, feeblemind, telekinesis; teleport; 6th—antimagic field; chain lightning; greater dispelling; true seeing; 7th—forcecage; phase door; power word, stun; 8th—iron body; power word, blind, symbol; 9th—power word, kill, shapechange, time stop.

Possessions: Fortified Ring of Wizardry (+5 Int, 1-in-4 chance on casting that the spell slot is instantly restored), Holy Cape (+6 AC), Ring of the Heavens (+4 to all ability scores), King's Staff (+5 to hit, double base damage on a natural roll of 12–20), Staff of Identify (per the spell in the *Player's Handbook*, as a standard action), Plentiful Wand of Static Field (175 charges)

Quote: "Stay awhile and listen."

Quests: Cain

After the *Jade Figurine* is found:

"Back in Lut Gholein, Meshif told me he had a fondness for jade figurines. On his trading voyages he collected an odd assortment of such small statues. I would show him your figurine. . . ."

After receiving the *Golden Bird* (see Quest: Meshif):

"I've read legends about a sage named Ku Y'leh, who studied the mysteries of life beyond death. If I remember correctly, his ashes were ensconced within a golden statuette. It was a very strange tale."

After the Golden Bird has been given to Alkor:

"Never forget that your ultimate purpose here in Kurast is to destroy Mephisto. The ancient Horadrim imprisoned the Lord of Hatred inside the Guardian Tower that is located within the Temple City of Travincal.

"Know this, friends. The only way to gain entry to Mephisto's prison is to destroy the artifact known as the *Compelling Orb*. Mephisto used this device to control the Cantors and their followers. The *Orb* can only be destroyed with an ancient flail imbued with the spirit of the one incorruptible priest.

"Soon after his imprisonment, Mephisto worked his evil corruption on the priesthood. All were turned to his dark ways, save one—Khalim, the Que-Hegan of the High Council. Mephisto directed the other Council priests to slay and dismember Khalim and then scatter his remains across the Kingdom.

"The Priest Sankekur succeeded Khalim as Que-Hegan, eventually becoming the embodiment of Mephisto here on the mortal plane. The corrupted High Council fashioned an orb, the *Compelling Orb*, to control the rest of the Zakarum faithful and used their powers to hide the lair of their master from mortals.

"Your task is to collect the scattered relics of Khalim—his *Heart*, his *Brain*, and his *Eye*. Then, using the *Horadric Cube*, transmute *Khalim's Flail* with his relics to create *Khalim's Will*. Once this is accomplished, you must destroy the *Compelling Orb* with *Khalim's Will* to open the way into the corrupt sanctum of Mephisto."

When the PCs are preparing to enter Travincal:

"You have done well, my friends. Your courage and valor are an inspiration to us all. But now the time has come to face those responsible for the evil that has stifled our land. You must destroy the High Council of Zakarum.

"Long ago, these elders were charged with the stewardship of Mephisto, the Lord of Hatred, who was imprisoned within the Guardian Tower. Through the generations, these pious men slowly fell under the sway of Mephisto's malevolent power and the Council became an evil mockery of its former glory.

"It is Mephisto's hatred that has corrupted Zakarum and turned its devout followers into paranoid fanatics. That is why you must travel to the Temple City of Travincal and slay the Council. Once they are gone, Mephisto's hold over this land and its people will be broken."

4. Waypoint

Near your personal camp space is a square stone inscribed with a magic circle. As you travel outside the dock town, you'll find other such stones. All the stones are linked together by teleportation spells. To activate a link, you must step on the stone. The Waypoint in Kurast Docks is useless now because you have yet to visit any of the other stones. Once you have, you can move between any two stones at will.

5. Queen of Wolves

As you enter the largest of the dockside's run-down buildings, you are struck by the vision of the most beautiful woman you have seen on this new continent. Of course, her fine form is highlighted by the comfortable dress she wears to combat the jungle heat: She wears only a halter and a loin-cloth. Her real protection against bad elements would seem to lie in the serpent that's wrapped itself lazily around her shoulders, and the red-robed guards that are scattered about the corners of the room.

"Hello, there. You must be great adventurers to risk coming here. My name's Ashaera, and I lead the mercenary band of mages known as the Iron Wolves. We've been hunting down demons in the

jungle for months, but no matter how many of them we kill, they just keep comin'. Seems this whole place has been overrun by evil.

"Rumor has it that you've come here to help. If that's true, then I'll let you hire some of my mercenaries. But be careful, If you anger them, they can be worse than those monsters out in the jungle."

Interaction: Ashaera talks in a direct, even blunt, tones, but her tough demeanor doesn't conceal the concern that she has for the refugees of Kurast, or for the PCs, their would-be heroes.

Normal Services: Ashaera, along with Hratli on the other side of the docks, does business in equipment, arms, and armor. Ashaera has on hand (or can procure in 2d8 days) any common armor or weapon item listed in the *Player's Handbook*, for the same price. Furthermore, she'll also buy unbroken armor or weapons offered by the PCs, but only at 1/4th each item's full value. Ashaera keeps no money on the premises. She also hires out her mercenaries, all whom are spellcasters, to the player characters.

Magical Services: Ashaera has 1d8+7 magic weapons and 1d8+7 pieces of magic armor on hand at any time. Roll on the Base Item Table for weapons and armor. All the items are completely identified and she charges the list price.

If you are using the *DUNGEON MASTER'S Guide*, see Tables 8-3 and 8-10. Roll on the Minor weapon or armor column, but on a roll of 86-00 you roll again on the Medium column—if you roll 64-00 on the Medium column, follow the normal instructions in the *DUNGEON MASTER'S Guide*.

DM Note: Her basic stock should be rolled up before play. To cut down your die rolling, you can restrict her to the starting stock for the rest of the game (unless the PCs buy or sell something), or you might cycle out 1d4 magic items of each type per week, replacing them with new items.

Ashaera: Human female Ftr10/Sos5; hp 120; Init +7 +3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +17/+9 melee (1d4+5/17-20/x2, *Savage Dagger*); AL LN; SV Fort +12, Ref +8, Will +8; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills: Appraise +5, Concentration +5, Climb +9, Diplomacy +8, Handle Animal +6, Intimidate +6, Spellcraft +5, Swim +5.

Feats: Dodge, Expertise, Improved Unarmed Strike, Improved Initiative, Leadership, Mobility, Combat Casting, Weapon Focus (dagger), Improved Critical

Rumors: Ashaera (1d8)

1. "Why fight fair, when you can hire some of us?"
2. "No one comes to Kurast anymore without good reason. You must be seeking fame and fortune."
3. "The Iron Wolves and I have made a good living around here lately."
4. "The jungle can take you down fast. Try to avoid getting trapped out there if you can."
5. "Hratli may be a bit too clever for his own good. Still, I would trust his work anytime."
6. "Hratli thinks he's so funny. The other day he said, 'Ashaera, I don't recognize you without that big gash on your face.'"
7. "Meshif says he used to live here. I'm surprised he came back. I'll bet he wishes he hadn't."
8. "I invited Natalya to join the Iron Wolves and she began lecturing me about the 'dangers of magic'. Who the hell does she think she is, anyway?"

(dagger), Weapon Finesse (dagger), Enlarge Spell, Heighten Spell, Still Spell.

Spells: 1st—6, 2nd—4. Iron wolves at 5th level Sorceress know *fire bolt*, those at 11th level know *cold bolt*. They use Heighten Spell to fill their spell slots with these spells. Spell failure: 30%.

Possessions: *Holy Bracer of the Ages* (AC +6), *Savage Dagger*.

Quote: "What do you need?"

Misty, Ashaera's Serpent: Medium-size animal (6 ft. long); HD 3d8+3; hp 16; Init +3 (Dex); Spd 20 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d3+4, bite); SA Improved grab, constrict 1d3+4; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2; CR 2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

Constrict (Ex): The snake deals 1d3+4 points of damage with a successful grapple against Medium-size or smaller creatures.

Improved Grab (Ex): To use this attack, the snake must hit with its bite. If it gets a hold, it can constrict.

Scent (Ex): Detects opponents within 30 feet by smell (60 feet if opponent upwind, 15 feet if downwind). Reveals presence, scenting direction requires a partial action. Scent source is pinpointed if within 5 feet. Snake can track by scent, ignoring surface condition and poor visibility modifiers.

Quests: Ashaera

After the *Gidbinn Blade* is returned to Hratli:

"Now that fewer of the Iron Wolves are needed to guard the dockside, some of them have volunteered to accompany you free of charge."

Two mercenaries volunteer to help the PCs in their Quest.

Iron Wolf Mercenaries: Human female War9/Sos5; hp 91; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +13/+6 melee (1d8+1/19–20/x2 crit, longsword); AL LN; SV Fort +9, Ref +5, Will +7; Str 12, Dex 13, Con 14, Int 11, Wis 10, Cha 15.

Skills: Concentration +7, Jump +8, Handle Animal +6, Listen +5, Spellcraft +5, Spot +5.

Feats: Alertness, Combat Casting, Heighten Spell, Improved Initiative, Weapon Focus (longsword).

Spells: 1st—6, 2nd—4. Iron wolves at 5th level Sorceress know *fire bolt*, those at 11th level know *cold bolt*. They use Heighten Spell to fill their spell slots with these spells. Spell failure: 30%.

Possessions: Breastplate (+5 AC), Small Shield (+1 AC), longsword.

Quote: "As you command."

Fire Bolt: A bolt of fire flies from the caster's finger (range 100+10 ft./level). It deals 5d6 fire damage, Reflex save (DC 11 + caster Charisma bonus) for half.

Ice Bolt: A shard of ice flies from the caster's finger (range 100+10 ft./level). It deals 5d4 cold damage, Reflex save (DC 11+ caster Charisma bonus) for half. A target subject to cold effects must make a Fortitude save or be *slowed* for 1d3 rounds. A *slowed* creature can take only a partial action each turn. It suffers -2 penalties to AC melee attack rolls, melee damage rolls, and Reflex saves, and can jump only half as far as normal.

DM Note: The price for hiring mercenaries is 80x their level in gold pieces. Ashaera supplies Iron Wolves from 10th/5th to 10th/12th. They advance in level as Warriors/Sorceresses (see the *DUNGEON MASTER'S Guide*).

6. The Curmudgeon

A man stands outside the most ancient of wooden cottages here. Time has stooped him over, and his balding head, his flowing gray beard, and the gnarled old staff that he carries have reduced him to model of old age. He reeks of unwashed sweat and other odors best left unsaid. As soon as he speaks, his voice, scratchy and churlish, makes the caricature complete.

"Damn it, I wish you people would just leave me alone. I . . . Oh, you're new here, aren't you?"

"I am Alkor, the Alchemist. I dabble in potions and salves, and I can sell you some if you really need them. But don't make a habit of coming here. I don't like to be disturbed while I'm studying."

Alkor reserves a special greeting for Necromancers:

"Oh, you're a Necromancer, aren't you? I've heard that your kind use powerful potions and such to wake the dead and control spirits. I would love to discuss what components you use some time. Even I can tell that the evil in the jungle is growing. I hope you survive out there, my pasty friend. Feel free to drop by anytime."

Interaction: Alkor fits the role of the grumpy old man perfectly. He is loathe to be interrupted or disturbed, but once the PCs manage to grab his attention, he does his best to help them for as long as his battered wits can remain focused.

Magical Services: Alkor sells various potions (but not *rejuvenation*). In addition, Alkor has unidentified items (1d8+7 armor, 1d8+7 weapons). He charges 100 times

Special Magic Items

Thawing Potion: 25 gp. A single dose of *thawing potion* (one bottle) eliminates the side effects of freezing attacks like *ice bolt* and *ice maelstrom*. It does not heal damage.

Poison Antidote: 40 gp. A single dose of *antidote* restores 1d4+1 points of any ability score lowered by poison effects. It cannot restore the ability to more than the original score. It also negates poison currently active in the system.

Strangling Gas Potion: 500 gp. This is the most foul alchemical gas. A creature that inhales this gas must make a Fortitude save (DC 18). Failure deals 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.

Exploding Potion: 100 gp. The potion bottle shatters on impact, exposing the explosive alchemical mixture to air (damage 3d6 direct, 1d6 splash within 5 feet). This potion has full effect on creatures resistant to fire.

Fulminating Potion: 25 gp. 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 acid damage (to targets directly struck) or 1 point of acid damage (to targets splashed).

the list price for the common version of the item. For instance, Alkor might sell a set of full plate for 150,000 gold pieces, but it could be a major magic item.

Alkor: Human male Adp4; hp 17; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +6 melee (1d6-1, *Short Staff of Frost*); AL LG; SV Fort +0, Ref +2, Will +6; Str 8, Dex 12, Con 8, Int 16, Wis 13, Cha 8.

Skills: Alchemy +10, Knowledge (arcana) +10, Knowledge (local) +7, Scry +6, Spellcraft +10, Wilderness Lore +5.

Feats: Brew Potion, Silent Spell.

Possessions: *Rugged Ring* (wearer is immune to fatigue), *Weird Gnarled Staff of Defiance* (+5 attack, extra successful hit on a natural 20, wielder gains +8 to saves against poison).

Quote: "What can I do for you?"

Quests: Alkor

After receiving the *Golden Bird*:

"Ah, the *Golden Bird of Ku Y'leh*. Thank you, my friends. Busy yourself while I experiment with the ashes within it. Then, return and see what I have made for you."

The next day, Alkor mixes a potion from the ashes of *Ku Y'leh* and gives a bitter dose to each of the heroes. PCs must choose to drink or not before you reveal the results. Alkor pours out any remainder just before the effects start to take hold. Each hero who drank the potion permanently gains 3 hit points.

After the PCs have entered the Lower Kurast:

"It pains me to waste time with you, so I'll get right to the point. You must find a very special book for me. It was written long ago by a sage

Rumors: Alkor (Id10)

1. "Care to take a gander at my Grimoire?"
2. "I've never claimed that you would live forever after trying one of my potions. Merely that you might look as though you had."
3. "I keep a library of tomes—heretical, exegetical, hermeneutical and pharmaceutical."
4. "There was a very fat man here recently asking after the *Golden Bird of Ku Y'Leh*. Have you heard of it? He kept muttering about ashes. I would imagine one *Golden Bird's* ash-hole to be about the same as another, wouldn't you?"
5. "I hope you don't object to my badgering the witless."
6. "You came here with Meshif? That old 'tour-guide to the stupid'. I'm surprised you made it here in one piece."
7. "Oh, Ashaera's a good customer. She buys a potion of manliness from me every week."
8. "Hratli's only good for making his silly magic weapons. It's not like he's got the stones to actually go out and use them on anything."
9. "Oh, Ormus has been talking in riddles for years. I think he does it to cover up the fact that he's got nothing intelligent to say."
10. "Yes, Natalya is a cute girl. However, I think she could use a special potion. Let me see here, 'Radiant Beauty'. No. "'Ray of Sunshine' . . . No, that's not it. Ah, here it is: 'Relax Frosty Bitch'. This should help her out."

known as Lam Esen, who studied Skatsimi magic and the effects of the Prime Evils on the mortal world. The *Black Book* was lost when the Children of Zakarum took over this land. Now, you must reclaim it without delay. Its knowledge may aid us in this dark time ahead."

After the PCs return with the *Black Book*:

"You have found the *Book*. It should give all us here some insight into the nature of the Prime Evils. Ah, but as for you . . ."

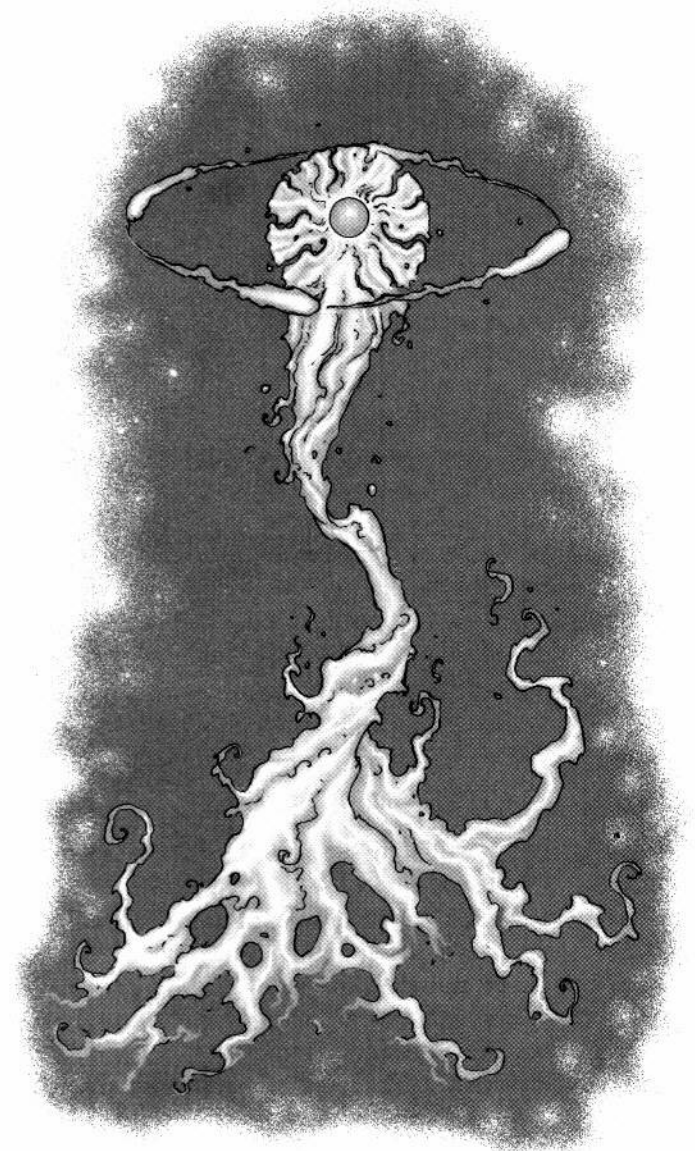
Alkor gives the PCs a book, which each of them may benefit by reading once. After reading the tome, each PC may add a single point to any one ability score (permanent).

7. The Mysterious Enchanter

A well-kept cottage, topped with thatch, stands alarmingly close to the heat of a hot forge. Metal implements and tools are arranged neatly on a table nearby. Hratli turns from his labors. "Welcome to my humble shop," he says.

Hratli's introduction to the PCs can be found in the description for area 1.

Interaction: Hratli is helpful and kind, but he keeps his distance. He never reveals the secrets of his sorcery, or just how he managed to craft the enchantment that prevents the Kurast Docks from being overrun. Though he answers whatever other Questions he can, he encourages the PCs to resume their heroism out in the



Rumors: Hratli (1d10)

1. "Within the Temple City stands a tower built long ago by the Horadrim to imprison the . . . Well, you'll discover more about it soon enough."
2. "If you are another follower of Zakarum, I've told you people before I don't want your *Towering Spire* or anything else you have to sell."
3. "Some find my prices unreasonable. That is because I am unreasonable."
4. "You'll find that the Zakarumites have the persistence of Zombies, but without the charisma."
5. "Ashaera leads the mercenary company known as the Iron Wolves. You can hire some of them, but many are occupied securing the dockside."
6. "Alkor is a potion dealer given over to a life steeped in ceaseless study and dissipation."
7. "Ormus is a man of many mysteries. I sense strong magic about him, but he's never spoken of it to me."
8. "I trust you already know Meshif. But did you know that he was born and raised here? I suspect that like many of us his spirit is near broken at the sight of Kurast's decline. Only our brand of gallows humor saves us from utter despair."
9. "This, Cain, whom you brought with you. He has the bearing of great power, yet I sense no magic about him. He is an enigma to me."
10. "Natalya is a quiet one. She arrived here about a week ago and has pretty much kept to herself. She's inquired about my weapons a few times, so I assume that she's a warrior of some sort."

field as soon as possible. He does not know how long the enchantment over the Docks will last, and he would like the PCs to let him get back to his work too.

Normal Services: Hratli, along with Ashaera on the other side of the docks, does business in equipment, arms, and armor. Hratli has on hand (or can procure in 2d8 days) any common armor or weapon item listed in the *Player's Handbook*, for the same price. Furthermore, he'll also buy unbroken armor or weapons offered by the PCs, but only at 1/4th each item's full value. Finally, Hratli will repair common or magical armor or weapons for 1% of the item's full cost per point of damage. Hratli is a source for keys. These skeleton keys open any locked chest that the PCs find. They last for six or fewer uses before the soft metal wears away too much to work the pins and tumblers. Keys cost 50 gold pieces per use.

Magical Services: Hratli has 1d8+7 magic weapons and 1d8+7 pieces of magic armor on hand at any time. Roll on the Base Item Table for weapons and armor. All the items are completely identified and she charges the list price.



If you are using the *DUNGEON MASTER'S Guide*, see Tables 8-3 and 8-10. Roll on the Minor weapon or armor column, but on a roll of 86-00 you roll again on the Medium column—if you roll 64-00 on the Medium column, follow the normal instructions in the *DUNGEON MASTER'S Guide*.

Hratli: Human male Sor16; hp 47; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +9/+4 melee (1d8+2/x3 crit, *Prismatic Warhammer of Simplicity*); AL LG; SV Fort +8, Ref +8, Will +13; Str 14, Dex 10, Con 10, Int 14, Wis 10, Cha 16.

Skills: Appraise +10, Concentration +9, Gather Information +6, Knowledge (arcana) +12, Spellcraft +12, Craft (armorsmithing) +15, Craft (weaponsmithing) +15.

Feats: Craft Arms and Armor, Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell.

Spells known (9/5/5/4/4/4/3/2/1): 0—*arcane mark, dancing lights, detect magic, ghost sound, light, mending, ray of frost, read magic, resistance*; 1st—*enlarge, expeditious retreat, grease, obscuring mist, ventriloquism*; 2nd—*darkvision, detect thoughts, flaming sphere, ghoul touch, mirror image*; 3rd—*dispel magic, hold person, fireball, haste*; 4th—*contagion, fire shield, minor globe of invulnerability, wall of fire*; 5th—*fabricate, major creation,*

permanency, summon monster V; 6th—circle of death, disintegrate, greater dispelling; 7th—shadow walk, summon monster VII; 8th—maze.

Possessions: *Awesome Robes* (+5 to AC), *Prismatic Warhammer of Simplicity* (+3 to all saves, grants proficiency and Weapon Focus).

Quote: "Good day."

Quests: Hratli

After the *Golden Bird* is given to Alkor, or after the PCs enter the Flayer Jungle:

"As I told you before, I placed an enchantment upon the dockside in order to keep the demons at bay. But lately, the enchantment seems to be weakening. If memory serves me correctly, there is a holy Skatsimi blade that could revitalize the enchantment. The blade is called the *Gidbinn*. Find it, and our sanctuary here will remain safe."

After the *Gidbinn Blade* is returned:

"The *Gidbinn's* magic can only be channeled through Ormus. Take it to him. He has the necessary knowledge about the ancient Skatsimi magics."

8. The Hunter of Evil

An attractive, well-toned woman dressed in elaborate armor stands before you, but clearly she is no Amazon. She turns up from her fire to look at you.

"Greetings, heroes. I've heard of your exploits and . . . I'm quite impressed. Very few mortals are capable of dealing with the Three and their minions as you have.

"My name is Natalya. I am a Hunter of Evil, part of an ancient Order sworn to hunt down corrupted sorcerers. If I could, I would gladly join your Quest to stop the Three. But I must wait here for further news. I can't predict what will happen, but the danger is greater than we can know. Until I receive my orders, I'll assist you with the information I have."

Rumors: Natalya (1d4)

1. "Ashaera? Oh, she's is a tough-talking mage, but I would wager she's never faced true Evil. Pampering drunken mercenaries is one thing, but standing face to face with a hell-spawned demon is another."
2. "I've heard the name of Deckard Cain many times. He's the last of the Horadrim, and thus, I must honor him. You must be powerful, indeed, if one such as he accompanies you."
3. "Hratli is a master craftsman. My Order could make use of one with his unique skills."
4. "My Order has been keeping watch over Ormus for many years, now. He seems to champion the cause of good, but who knows what shadow lurks within his soul?"

Interaction: While Natalya pursues her own Quest and won't directly help the PCs—at least not during the current adventure—she does act as a source of information and advice should they want one. The comely warrior maiden may also be a source of roleplaying, especially with lonely male PCs.

Natalya: Human female Pall5; hp 165; Init +4; Spd 30 ft.; AC 29 (touch 13, flat-footed 26); Atk +21/+16/+11 melee (1d10+14/19–20/x2 crit, *Bastard Sword of Slaughter*); AL LG; SV Fort +13, Ref +9, Will +9; Str 16 (19), Dex 14 (17), Con 14 (17), Int 13 (16), Wis 14 (17), Cha 16 (19).

Skills: Diplomacy +15, Healing +17, Intuit Direction +10, Knowledge (religion) +15, Ride +11.

Feats: Cleave, Dodge, Expertise, Great Cleave, Power Attack, Quick Draw, Weapon Focus (bastard sword).

Spells Prepared (2/1/1/1): 1st—*bless*, *bless weapon*, *cure light wounds*, *virtue*; 2nd—*resist elements*; 3rd—*prayer*; 4th—*cure serious wounds*.

Possessions: *Holy Gothic Plate* (+16 to AC), *Ring of the Stars* (+3 to all ability scores), *Brutal Bastard Sword of Slaughter*

Quote: "Yes, heroes?"

ACT III REGIONΣ

The PCs can begin their exploration of the wilderness that surrounds the Kurast Docks as soon as they arrive. The monsters in the service of Hell are ready and waiting, and the PCs won't receive their first Quest until after they have ventured out into the Spider Forest.

The Spider Forest

Here, black streams separate boggy islands of lush grass and impenetrable jungle. Bridges over the water, sometimes man-made and sometimes fallen trees, provide passage between islands, but regions may change abruptly with no noticeable transition. As adventurers move closer to Kurast proper and the temple of Zakarum, the ground rises and dries. Here, streams are confined to underground sewers, canals, and man-made pools.

A single bridge extends out over the waters that separate the Kurast Docks from the Spider Forest (see Kurast Docks map, page 76). The Spider Forest as a wilderness region.

The stink reaches your nose the moment you cross over the bridge from the docks. As its residents said, you have now entered the Spider Forest. The stench combines the cloying sweetness of abundant plant life and the more disturbing odor of bodily decay. Meanwhile, the chitter of countless insect strikes a strange symphony with the croaks of toads and lizards. Small snakes and lizards cross your path ahead. Nameless green birds cast shadows as they fly above. Of course, the short baskets, chests, and stone stashes offer more interesting opportunities for treasure and reward. Thick vegetation hampers your progress as you move about, and you must be careful not to entangle yourself in the countless vines and roots. In other places, the remnants of stone buildings offer likely places to ambush or be ambushed.

As you move about the area, you find that the area known as the Spider Forest is bordered by impassible jungle. The path of a branching and meandering river demands that you seek out small footbridges that offer the only safe crossing points over the dark and unknown waters.

Random Encounters

When the PCs enter a zone in the Spider Forest, roll 1d10. On a 7 or higher, they have an encounter.

Quests

To initiate their first Quest, the PCs must defeat a unique monster. You can randomly generate a unique monster in their first encounter (or during any Random Encounter), or you can use a Fixed Encounter.

In any case, the unique monster carries a *Jade Figurine*. With this item in their possession, the PCs can return to the Kurast Docks and complete the first Quest after a bit of running about between Cain, Meshif, Hratli, and Alkor.

Most of the residents of the docks have little in the way of useful advice to offer, except for Natalya.

Natalya: "I'm having fun just watching you run from place to place searching for a *Golden Bird*. Some heroes you are."

This completion of this Quest starts another, the Quest for *Khalim's Will*.

Quest Variants: If you wish, you may place the *Jade Figurine* in the Arachnid Lair, a small dungeon beneath the Spider Forest. This variant won't delay the PCs much, and it can give players who enjoy dungeoneering a good reason to visit a region that otherwise has no direct tie to the story.

Fixed Encounters

1. Exit to Kurast Docks: See map, page 76.

2. Exit to The Great Marsh.

3. Waypoint.

4. Bridge Crossing: At one of the many bridge crossings, a unique Thorned Hulk and five Thorned Hulk minions await the PCs.

5. Ruin: A single wall is all that remains of a Kurastian homestead. Now, the ruin is home to Bile Blister the Hungry, a unique Sucker, and six Sucker minions.

6. Entrance to Arachnid Lair.

7. Entrance to Spider Cavern.

The Arachnid Lair

The Arachnid Lair is a dungeon with random interiors, but its walls are coated with thick green mosses. Tiny spiders wander its surfaces, chittering their way past chests and natural cavern walls lined with tree roots.

When the PCs enter a room in the Arachnid Lair, roll 1d10. On a 6 or higher, they have an encounter.

The Spider Cavern

Torches left by unknown hands illuminate this living cavern. Thick mosses coat the green floor of stone below you, and roots from the trees above strengthen the walls of this corridor. Tiny spiders, perhaps only harmless hatchlings, skitter about the floor.

The Spider Cavern has been colonized by a group of foul arachnids now in the service of Hell. White cocoons line the walls and floors throughout the cavern, perhaps revealing the fate of heroes who failed to rescue Kurast sometime in the past. The cavern is just below the surface, and it's alive with vegetation and the underside of plants. There's an eerie sort of beauty about the place, but it's impossible to say what lived here once. Small stone shrines, stashes, chests, and the like can be found within the cavern.

Random Encounters

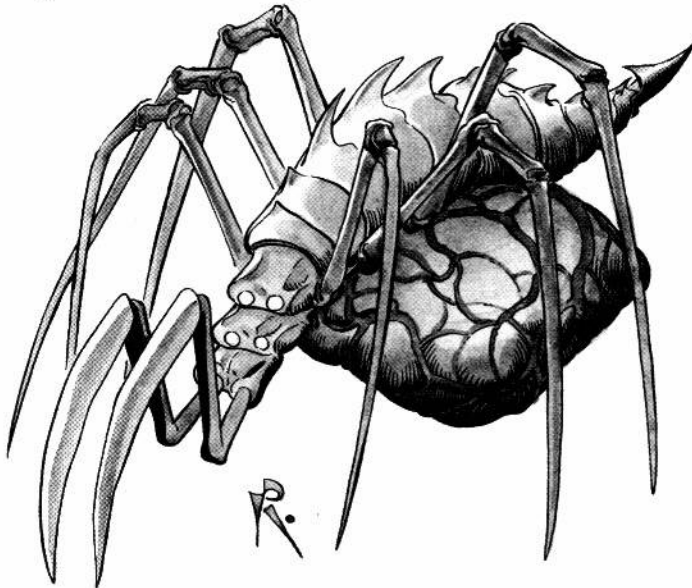
When the PCs enter a room in the Spider Cavern, roll 1d10. On a 6 or higher, they have an encounter.

Quests

This sub-region contains the *Khalim's Eye*, the first of several artifacts that the PCs will need in their Quest against Mephisto and his brothers in this act.

Fixed Encounters

- 1. Exit to the Spider Forest:** The exit from the Spider Cavern is a small earthen tunnel.
- 2. Trap:** Along with the Random Encounters, the PCs stumble across a trap (DC 15 to spot, and DC 20 to disable). A tree root, when stepped upon, brings a long-dead tree tumbling onto the heroes. If the PCs



don't spot the trap ahead of time, they must make a Reflex save (DC 15) or take 2d6 damage. PCs that make the save take no damage.

3. Khalim's Eye: A grisly eyeball from a once-living man lies in a chest. It is guarded by Szark the Burning, four Flame Spiders, and two Poison Spiders.

Szark the Burning (Flame Spider): Medium-size magical beast; HD 8d10+16; hp 60; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft.; AC 19 (touch 13, flat-footed 16); Atk +13/+8 melee (2d4+6, bite); SA Curse, poison; SQ Fire immunities, immune to entanglement, regeneration 2, vermin; AL CE; SV Fort +6, Ref +6, Will +2; CR 6; Str 22, Dex 17, Con 14, Int 9, Wis 11, Cha 10.

Skills: Climb +14, Hide +11, Move Silently +11, Spot +8.

Feats: Improved Initiative, Weapon Focus (bite).

Cursed (Su): Bite confers a *curse*, Will save (DC 14) to negate. Failure means each time victim is struck for hit point damage, that amount is increased by +1d6 points. This effect lasts 8 rounds.

Fire Immunities (Su): Szark the Burning is immune to normal fire and fire-based spells of less than 4th level.

Poison (Ex): Bite, Fortitude save (DC 18); initial damage 1d3 temporary Strength, secondary damage 1d3 temporary Strength.

The Great Marsh

Together, a small stone marker and rotting corpse mark the entrance into the Great Marsh. The watery terrain extends before you, but it's difficult to see how the land before you differs much from that behind. Perhaps the former inhabitants of Kurast thought that giving these wetlands a few names would break up the lush, uninviting expanse.

The Great Marsh is a wilderness region.

Random Encounters

When the PCs enter a zone in the Great Marsh, roll 1d10. On a 7 or higher, they have an encounter.

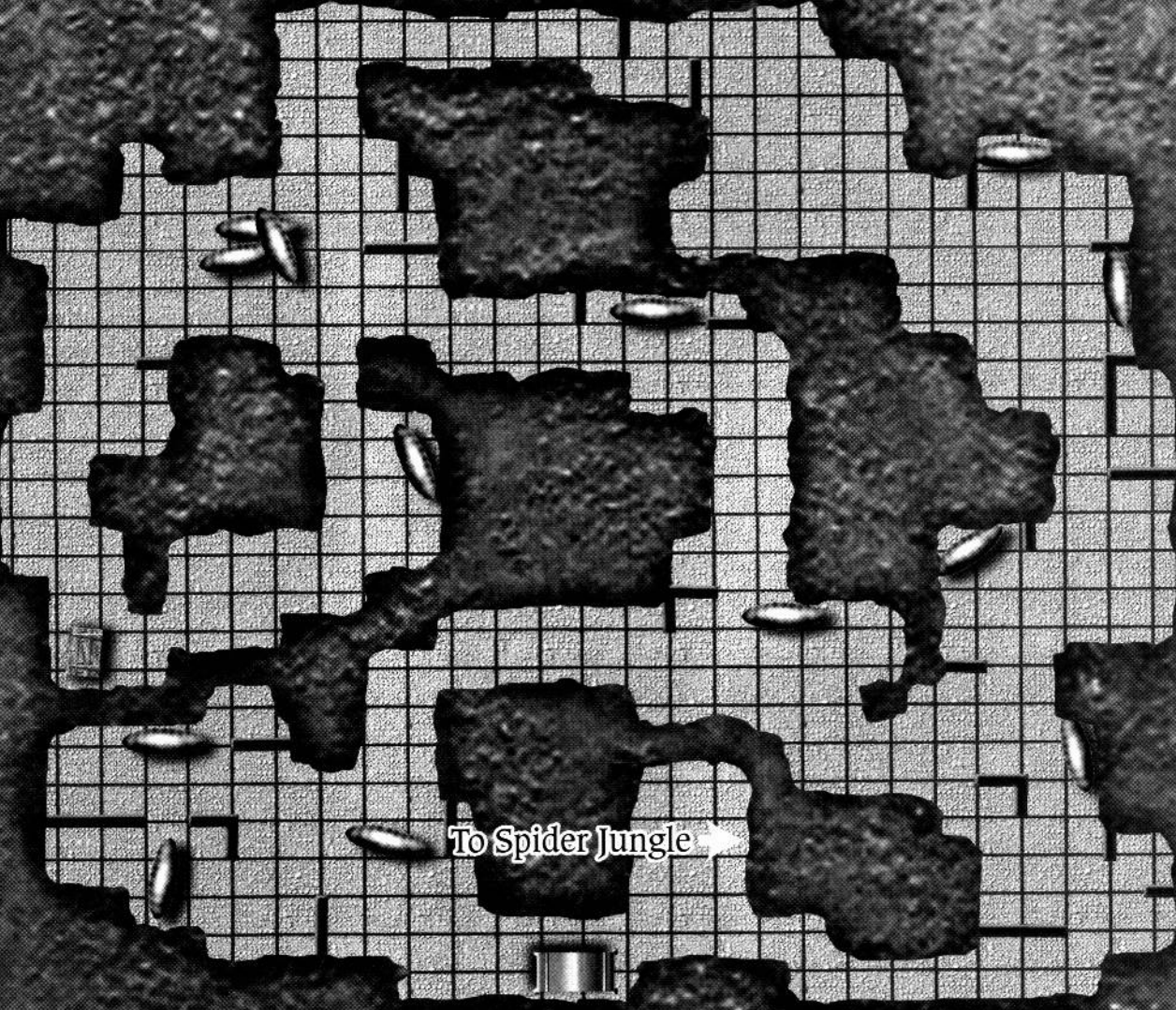
Quests

No Quests occur in the Great Marsh. PCs must pass through it to reach the Flayer Jungle and regions beyond.

Fixed Encounters:

- 1. Drowned Men:** A dozen Drowned Carcasses lie in ambush as the PCs round a bend.
- 2. River Stalker:** Where the marsh opens to form a small pool, a concealed River Stalker rises out of the water to attack the PCs.

Spider Clavern



To Spider Jungle →

One Square Equals Five Feet

-  Cocoon
-  Shrine
-  Chest

3. Waypoint.
4. Passage to the Spider Forest.
5. Passage to the Flayer Jungle.

The Flayer Jungle

A flimsy wooden bridge marks the passage into the Flayer Jungle. The surroundings look, smell, and sound much the same however, but you're anything but comfortable in this deadly area. The sound of hooting monkeys or maybe something worse—signals danger ahead.

The Flayer Jungle is a wilderness region. The terrain remains flat and wet, basically unchanged from the Spider Forest.

Random Encounters

When the PCs enter a zone in the Flayer Jungle, roll 1d10. On a 7 or higher, they have an encounter.

Quests

This region is home to the Pygmy Village, where the *Gidbinn*, an enchanted blade, can be found. Hratli and Ormus need this artifact to sustain the enchantment

that protects the Kurast Docks from the invasion of Hell's minions. Some of residents of the Docks have some advice to offer about its recovery or the jungle:

Meshif: "The jungle is like nothing you've ever seen before. Imagine Paradise festering like a wound . . . then bursting."

Ashaera: "I'm certain that *The Gidbinn* is very closely guarded."

Natalya: "You would best get back out there and find that blade. The jungle creeps farther into this camp by the hour."

Quest Variants: While the Pygmy Village is the usual resting place of the *Gidbinn Blade* and the Flayer Dungeon beneath the Flayer Jungle is the home of *Khalim's Brain*, feel free to move these two items around. You can also place one of them in the Swampy Pit, a dungeon region with three levels but without a direct purpose in the story.

Fixed Encounters

1. Waypoint.
2. Pygmy Village.
3. Exit to the Great Marsh.
4. Exit to Lower Kurast.
5. Entrance to Swampy Pit.
6. Entrance to Flayer Dungeon.



The Pygmy Village

The Pygmy Village lies within a section of the region that is surrounded by impassable jungle save for a single 10-foot-wide passage. When the PCs enter, a seeming horde of foul spawn emerge to defend their den of evil. A unique Soul Killer, 2 Flayer Shamans, 2 Soul Killer Shamans, a dozen Soul Killers, and a dozen Flayers represent the sum total of the combat.

Within the village, numerous long torches, staked into the ground, providing lighting day or night. Two small huts offer some refuge from the elements and frequent rain. More importantly, a stone firepit carved to resemble a

horned skull contains the legendary *Gidbinn Blade*. It's practically impossible to reach the blade without dispatching all the Flayers.

Once the *Gidbinn Blade* is acquired, the PCs should return to the Kurast Docks in order to help Hratli and Ormus.

The Swampy Pit

The Swampy Pit is a dungeon region with random interiors. It has stone floors, stone arches and columns, steel gates, stone caskets and fiery braziers, and is frequently decorated with unintelligible white runes and summoning circles. Rats scurry about, ignored and mostly ignored by the inhabitants. The sound of bubbling cauldrons fills the area but is impossible to pinpoint. More dangerously, Water Watchers can be found in a few of the dungeon's black pools.

At random places throughout the dungeon, there are traps that release spiked balls from the walls. The pressure plates and ball throwers are DC 20 to spot but only DC 15 to disable. When activated, PCs near the pressure plate must make a Reflex save (DC 15) or suffer 3d4 points of damage. PCs who make their saves suffer no damage.

There are three levels to the Swampy Pit. Place a unique monster, such as a Drowned Carcass, Fiend, or

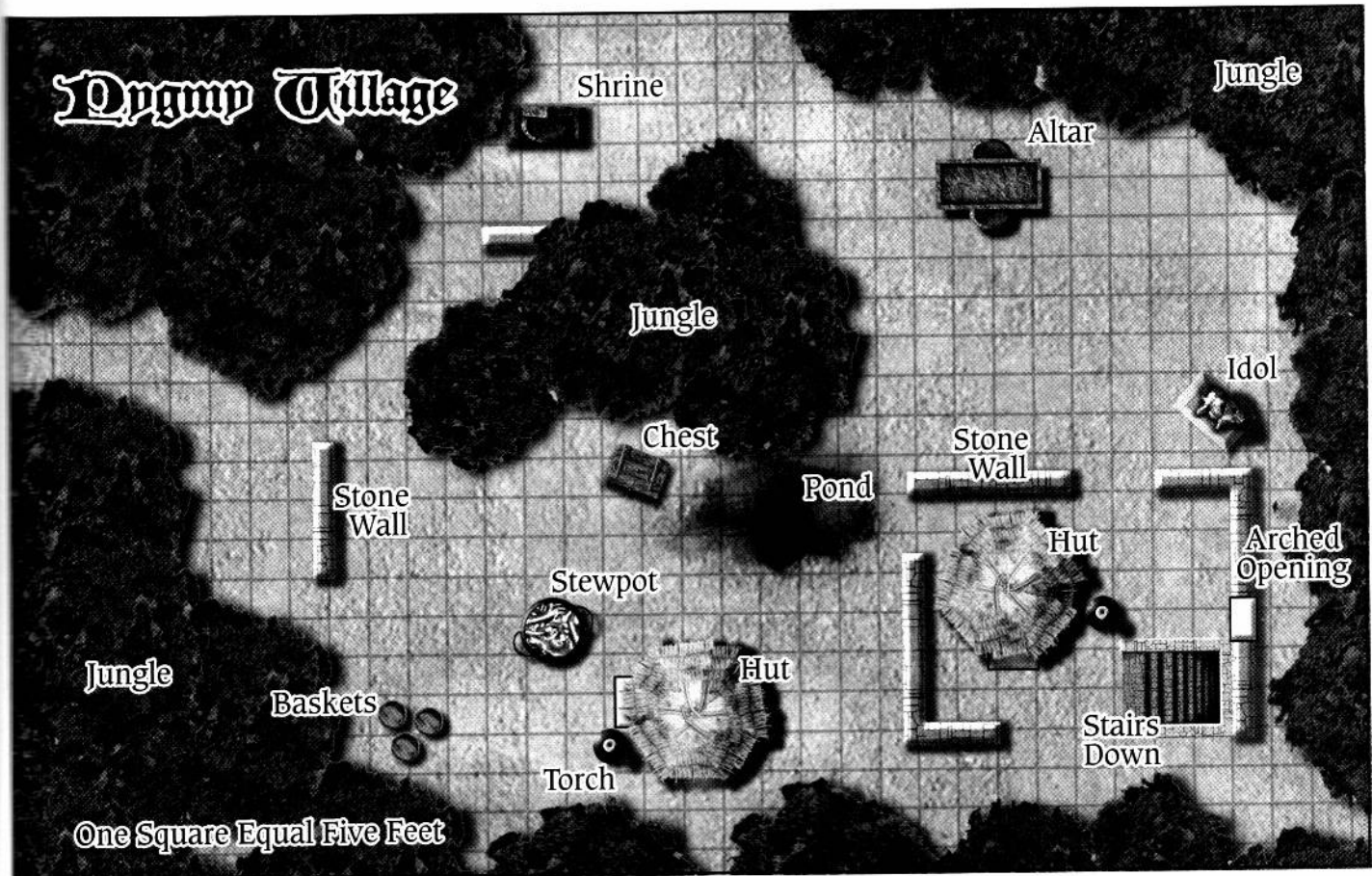
Gloom on each level. Place a chest containing three random magic items on the third level guarded by a unique monster and CRI minions.

Random Encounters: When the PCs enter a room in the Swampy Pit, roll 1d10. On a 6 or higher, they have an encounter.

The Flayer Dungeon

The moaning of the wind echoes oddly through these dungeon halls, rising and falling as if the very walls did breathe. Before you, a stone floor is bounded by familiar stone walls and arched doorways. The air is cooler here below the surface, but sconces hold torches in place so that your vision reaches nearly as far as that above.

The Flayer Dungeon appears to be a rather standard dungeon of three levels. Rats scamper about the floor, skeletons litter the floor, torches and stone braziers provide light, and steel gates bar entrances from one room to another. Like most dungeons in the area, roots from the powerful trees above extend down to line the walls of the subterranean chambers below.



Murky waters collect in deep pools scattered about the dungeon, and they are often home to small amphibians and water serpents.

On each level, place at least one unique monster, such as an Undead Flayer, or Soul Killer, in a Random Encounter.

Random Encounters

When the PCs enter a room in the Flayer Dungeon, roll 1d10. On a 6 or higher, they have an encounter.

Quests

At the lowest level of this sub-region is a chest containing *Khalim's Brain*, the preserved cranium of a long-dead sorcerer. In order to complete their Quest, the PCs must acquire this and other relics of Khalim.

Fixed Encounters

- 1. Stairs Down:** The first two levels have stairs down to the next level. Each of the first two levels of the Halls has a set of stairs leading deeper underground.
- 2. Stairs Up:** This simple staircase is only way to leave the dangerous dungeon for the Flayer Jungle without magic.
- 3. Watcher Lair:** On the first level, a dozen Flayers, half alive and half undead, lurk near a deep pool that is home to a pair of Water Watchers.

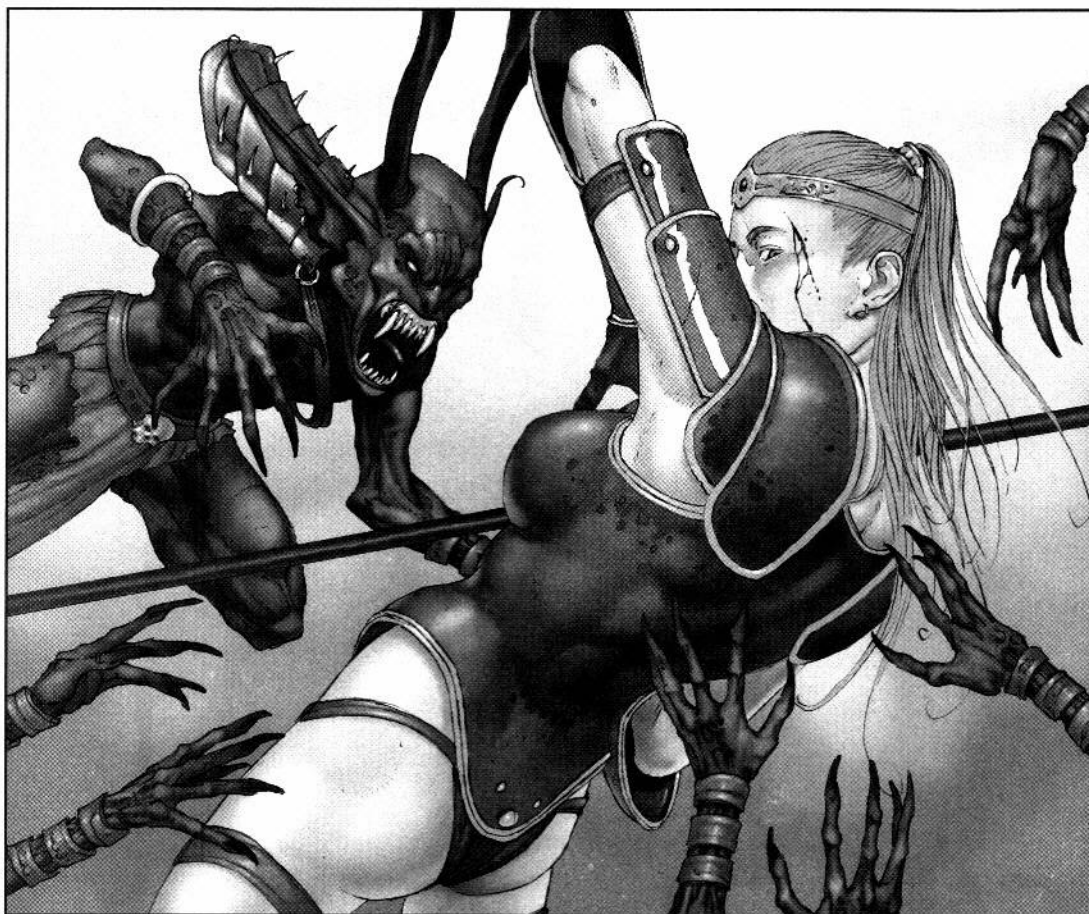
4. Trapped Stash: On the first level, a tempting stone stash is trapped. The trap is DC 20 to spot but the pressure plate is only DC 15 to disable. If the trap is activated, a poisonous gas fills the room. Those who fail Fortitude saves (DC 15) suffer 2d4 points of temporary Constitution damage.

5. Soul Killers: On the second level, waiting near the staircase that led down to this level, are a dozen Soul Killers and three Soul Killer Shamans.

6. Watcher Ambush: On the third level, a large chamber circles a wide pool of black liquid home to five Water Watchers. They wait until the PCs fully enter the room before rising and attacking.

7. Poison Trap: On the third level, a poison gas trap near a door is set to activate when the heroes enter the room beyond, sealing off their escape should they be forced to retreat. The trap is DC 20 to spot but the pressure plate is only DC 15 to disable. If the trap is activated, poisonous gas fills the room the PCs have left. If they try to move through the area, those who fail Fortitude saves (DC 20) take initial damage of 1d4 points of temporary Constitution damage and in the next round take secondary damage of 1d4 points of Constitution.

8. Khalim's Brain: This relic, *Khalim's Brain*, lies in a chest on the third level. Six Soul Killer Shamans and Witch Doctor Endugu guard it.



Fighting Witch Doctor Endugu

At a corner on the third level, a pair of passages opens into a square room alight with the fire of attacking Shamans. A summoning circle, inscribed in white powder, occupies the center of the room, while a glowing chest is recessed into the far corner. Totemic animal carvings lie about the chamber, offering dire warnings to those who trespass.

Endugu and his minions use their ranged attacks and the ability to raise fallen minions to their best of their ability. This should be a tough encounter for the PCs, especially if the Shamans successfully pin them down in the doorway

and expose them to a withering barrage of fiery ranged attacks.

Witch Doctor Endugu: Fetish Shaman; Small fey; HD 10d6+30; hp 65; Init +7 (+3 Dex, +4 Improved Initiative); Spd 50 ft.; AC 19 (touch 14, flat-footed 16); Atk +6 melee (1d4 + 1d8 fire, knife); SA Fetish stack, fire bolt; SQ Raise Fetish; SR 10, SV Fort +8, Ref +10, Will +8; SZ S; AL CE; CR 9; Str 10, Dex 18, Con 16, Int 10, Wis 12, Cha 14.

Skills: Hide +15, Listen +11, Move Silently +15, Spot +11.

Feats: Great Fortitude, Improved Initiative, Dodge.

Fetish Stack (Sp): Witch Doctor Endugu is atop a stack of five Fetishes when adventurers encounter him.

Fire bolt (Sp): When not in melee Witch Doctor Endugu uses this attack. Range is 200 ft. The *bolt* deals 5d6 points of fire damage. The target creature gets a Reflex save for half damage (DC is 13).

Raise Fetish (Sp): Witch Doctor Endugu can restore two slain Fetishes as a full-round action. He must be within 60 ft. of each corpse. The restored Fetishes have full normal hit points and operate normally.

Lower Kurast

To your left and right, the remnants of a stone gate mark the end of the Flayer Jungle. Within, the area is clear of trees, and the fetid riverwater's perfume is no longer yours to smell. In this clearing, the stone walls of dozens of buildings reveal the once-great urban center that was Kurast. Plaster and artwork that once decorated many of the walls is all but gone. Only a desolate and haunting ruin remains. Many of the buildings are now open to the sky, their thatch roofs having decayed or torn down. Other buildings are simply pavilions now, with wooden pillars supporting thin straw roofs. Ironically, the stone buildings seem to have fared the



worst, as if Hell's villains made a deliberate effort to tear down the proud architecture of Kurast.

Rising like an ancient Aztec ruin amidst the jungle's plant and animal life, Lower Kurast marks a new region for the PCs to explore. While it is a wilderness region bounded on all sides by impassible jungle, most Random Encounters occur in the numerous small buildings that occupy the area. The region is wet, covered with long grasses and the occasional tree. It appears as if the jungle is slowly reclaiming the area.

Chests, hollow logs, straw baskets, and the occasional skeleton offer opportunities for treasure.

Random Encounters:

When the PCs enter a zone in the Lower Kurast, roll 1d10. On a 7 or higher, they have an encounter.

Quests

No Quests take place in Lower Kurast. PCs must pass through this region to reach the Kurast Bazaar and regions beyond.

Fixed Encounters

1. Lurkers Above: As the heroes pass near a tall stone building, six Tree Lurkers leap out to attack. Spotting the Lurkers is difficult (DC 20), and PCs which don't notice the Lurkers cannot act during the surprise round.

2. River Stalker: Where the marsh opens to form a small pool, a concealed River Stalker rises up out of the water to attack the PCs.

3. Death Birds: Lurking in a corner of Lower Kurast are three Hell Buzzard Champions. They swoop in to attack as soon as they see the PCs.

4. Zealot Ambush: Within one of the buildings, six Zakarumites rest peacefully as they await new orders. Sounds of combat nearby will rouse their interest, but otherwise the PCs have a chance to surprise these soldiers in their own lair.

5. Stormtree Conquers: Five Thrashers are ready to fight in an open field, accompanied by their master, Stormtree.

Stormtree: Thorned Hulk; Huge giant; HD 12d8+96; hp 150; Init +3 (-1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (touch 7, flat-footed 15); Atk +20/+15 melee (2d6+11/19-20/x2 crit +1d8 lightning, 2 slams); Face/Reach 10 ft. by 10 ft./15 ft.; SA: Lightning; SQ Damage reduction 10/+2, darkvision; SV Fort +16, Ref +3, Will +4; SZ H; AL N; CR 12; Str 32, Dex 8, Con 26, Int 6, Wis 11, Cha 18.

Skills: Spot +15.

Feats: Improved Critical (slam), Improved Initiative, Power Attack.

Lightning (Su): Each time Stormtree successfully strikes in melee, the foe takes an additional +1d8 lightning damage.

6. Waypoint.

7. Passage to the Kurast Bazaar.

8. Passage to the Flayer Jungle.

The Kurast Bazaar

A line of eight square stone pillars, four on each side, offers your only welcome into the once glorious Kurast Bazaar. Where once thrived a bustling city center, only small red snakes ply the cobbled streets. Now you watch every movement from the city's buildings with unease. It could merely be a bird or family of rats that has taken nest—or it could be something much worse.

The Kurast Bazaar is little different from Lower Kurast, except that here stone buildings are more common than wooden pavilions, and the ground is often covered with old gray cobblestones rather than grass. Many of

the buildings contain small pools and fountains, but they are nothing more than obstacles; nothing lives within. Vines cover buildings, and the jungle's encroachment everywhere is easy to see.

This is a wilderness region, bounded on its sides equally by jungle and water.

Random Encounters

When the PCs enter a zone in the Kurast Bazaar, roll 1d10. On a 7 or higher, they have an encounter.

Quests

There are six small dungeons, each of them ruined underground churches of some kind, scattered between the Kurast Bazaar, Upper Kurast, and the Kurast Causeway. In one of these six dungeons rests the *Black Book*. The PCs must acquire this tome in a Quest given by Alkor. You can place the tome in any of the six dungeons. Each PC receives a story award of 3,000 XP when the *Black Book* is returned to Alkor at the Kurast Docks.

Of the residents of the Kurast Docks, only Cain can offer more than goodwill. He has a real clue as to the book's whereabouts.

Cain: "I heard that there are ruined temples in Kurast. Perhaps you will find the *Black Book* in one of them."

Also, below the Bazaar are the Sewers, which contain *Khalim's Heart*, one of several relics that are necessary to reach Mephisto. There are two entrances to the Sewers from the Bazaar.

Quest Variants: The *Relics of Khalim* have no magical effect separately. You can place these items in any of the dungeons that are mentioned; just be sure that the PCs can recover the *Heart*, *Brain*, and *Eye* by the time they reach Travincal.

Fixed Encounters

1. Passage to Lower Kurast: This is marked by columns.

2. Stone Bridge to Upper Kurast.

3. Stairs Down: The Bazaar has two entrances to the Sewers, both are stone stairs.

4. Waypoint.

5. Stairs Up 1: Steps lead up to this stone building. In its center is an altar, which conceals the entrance to the Ruined Temple. A Strength check (DC 20) is necessary to force open the altar and reveal the way below. For details of the Ruined Temple, see below.

6. Stairs Up 2: Steps lead up to this stone building. In its center is an altar, which conceals the entrance to the Disused Fain. A Strength check (DC 20) is necessary to force open the altar and reveal the way below. For details of the Disused Fain, see below.

7. Ambush: A monotonous buzzing sound is heard. Players who do not state immediately that they are

going on guard will be caught flat-footed by 6 Hell Swarms that suddenly descend to attack them.

The Ruined Temple and the Disused Fain

These small dungeons have no more than three or four separate chambers, but it's likely that each is packed full of monsters ready to deal mortal blows to the PCs. The dungeons have stone floors and walls with occasional bits of writing. Rats and rats nest abound. Skull piles, baskets, caskets, and chests contain chances for treasure. Triangular doorways frequently mark the passage from corridor to chamber, and stone stands hold long torch sconces to provide light for villain and hero alike. Delicate old murals remain on some of the walls, evidence of brighter and better days.

While each of the six small dungeon sub-regions (two in the Kurast Bazaar and four more elsewhere) are essentially identical, only one contains the *Black Book* resting on a small stand. Also, only one (usually the Ruined Temple, but you can change that) contains the villainous Battlemaid Sarina. You can place the *Black Book* and the Battlemaid together to heighten the tension, or keep them apart to make more of the sub-regions interesting.

Random Encounters: Roll 1d10 for a Random Encounter in each room of the Temple or Fain. On a roll of 4 or higher, the PCs have an encounter. If you get no monsters by the last room, then that room will have an encounter.

Battlemaid Sarina: Medium-size undead; HD 16d12; hp 104; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +11/+6 melee (1d8+2/19–20/x3 crit, longspear); SA Spectral hit; SQ Damage reduction 15/+3, undead; SV Fort —, Ref +8, Will +13; SZ M; AL CE; CR 8; Str 14, Dex 12, Con —, Int 8, Wis 12, Cha 8.

Feats: Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (longspear).

Skills: Move Silently +20.

Spectral Hit: Sarina's attack deals an additional +1d6 points of damage. These points are transferred to Sarina and restore damage she has taken. Unused points are wasted.

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.

The Sewers

What once was probably a well-kept sewage system has been left to reach a more natural state of decay.

Now it might resemble any of the dungeons you have visited of late. Sloped stone walls surround the passageway you have entered, frequently forming into small crosses of rock to block your vision. More disturbingly, a disgusting green slime oozes its way through the sewer canals. However, many bridges offer passage over the muck so you can avoid the vilest sewage.

The Sewers is a dungeon region similar those already found. It has two levels, with the altar room on the lowest level. Torch sconces rise from the ground to offer illumination while skull piles and chests offer rewards. The second level is much smaller than the first, taking up only four small, open chambers that surround a central chamber

Random Encounters

When the PCs enter a room on the first level of the Sewers, roll 1d10. On a 6 or higher, they have an encounter. No Random Encounters on the second level.

Quests

Khalim's Heart is found in a chest on the second level. The PCs need the relic to assemble the flail, *Khalim's Will*, crush the *Compelling Orb*, and then confront Mephisto, the Lord of Hatred.

Fixed Encounters

1. Stairs Up 1: On the first level are two exits to the Kurast Bazaar.

2. Stairs Up 2: On the first level are two exits to Upper Kurast.

3. Stairs Down: The first level has an exit to the lower level.

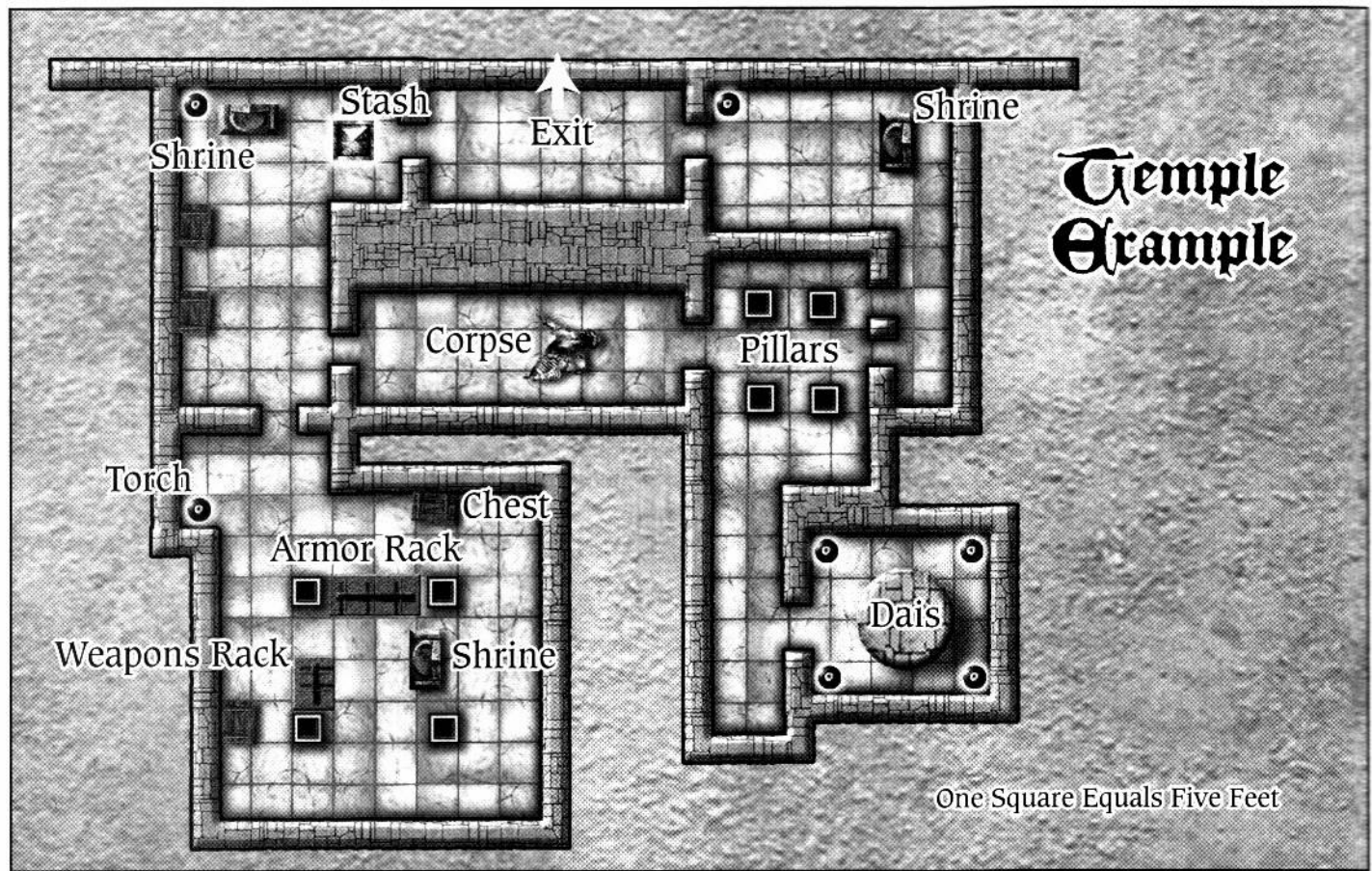
4. Surprise: On the first level, a dozen Preserved Dead attack the party. Their slow speed makes it unlikely the PCs will be surprised. However, a Stygian Watcher rises up from the sewer canal nearby, and it may surprise them.

5. Soul Killers: On the first level, eight Undead Soul Killers wouldn't seem to present much of a threat, but the encounter is made difficult in that three Horadrim Ancients lie across the canal. The Horadrim Ancients raise the Undead Soul Killers back into unlife when they die, and are tough to get to.

6. Something Unique: On the first level, the PCs encounter Icehawk Riftwing and seven Gloom Bats.

7. Watchers: On the second level, a large pool fills most of the central chamber with the same green slime. Under the surface, a quartet of Stygian Watchers waits the opportunity to attack.

8. Chest: On the second level, a chest contain the relic *Khalim's Heart*.



Icehawk Riftwing: Gloom Bat; Small magical beast; HD 8d10; hp 44; Init +3 (Dex); Spd 5 ft., fly 40 ft. (average); AC 18 (touch 14, flat-footed 14); Atk +9/+4 melee (2d6+6, bite); SA Shock; SQ Blindsight (echolocation), resistances, teleport; AC +2 against ranged; AL CE; SV Fort +4, Ref +8, Will +3; CR 5; Str 10, Dex 17, Con 11, Int 9, Wis 9, Cha 12.

Skills: Listen +11, Spot +11.

Feats: Alertness, Weapon Focus (bite).

Cold Resistance 20: Icehawk Riftwing ignores the first 20 points of damage caused by any cold attack.

Electrical Resistance 10: Icehawk Riftwing ignores the first 10 points of damage caused by any electrical or lightning attack.

Shock (Su): Icehawk Riftwing's bite deals an additional 1d8 electricity damage.

Upper Kurast

A twenty-foot-wide river—probably once a canal, but now a property of the jungle rather than man—separates Upper Kurast from the Kurast Bazaar. A lone stone bridge, 20 feet wide, crosses over the waterway. On the opposite side, two large monuments flank the bridge. These square constructions

have a stone and four columns rising up, one at each corner. The square columns support a stone roof on each structure, which are in surprisingly good repair. A small brazier, still kept lit by some unknown hand, rests in each of the two structures.

Ahead, you can see what was once the high district of Kurast. The stone cobblestones continue to cover most of the region, though the jungle floor has broken through in places. There are fewer buildings here, but these are bigger, grander, and more ornate. Many of these grand private residences and public buildings remain surrounded by small canals and moats that today only surround them with black algae and muck.

Upper Kurast is a wilderness region, but an odd one. A score or so buildings are all that occupy this expanse. Several buildings have of water within—once upon a time, they were likely the luxurious baths in which the residents of Kurast indulged themselves.

Otherwise, the region is almost identical to that of the Kurast Bazaar, surrounded by jungle and water, and teeming with life: animal, vegetable, and villainous.

Random Encounters

When the PCs enter a zone in Upper Kurast, roll 1d10. On a 7 or higher, they have an encounter.

Quests

No Quests to resolve exist within this region, unless you place the *Black Book* in one of the two sub-regions (random dungeons) under Upper Kurast. Each PC receives a story award of 3,000 XP when the *Black Book* is returned to Alkor at the Kurast Docks.

Fixed Encounters

1. Bridge 1: The stone bridge leads back to the Kurast Bazaar.

2. Bridge 2: This grand stone bridge marks the beginning of the Kurast Causeway. Two wide flights of stairs offer passage to the region beyond.

4. Stairs Down: Upper Kurast has two stone stairways down into the first level of the Sewers.

5. Waypoint.

6. Stash: A lone stone marker in the middle of a green field between buildings is obviously a stash and thus a possible source of treasure. It's a magical lightning trap, set to activate when the stash is touched or anyone attempts

to open it. Discovering the trap requires a Search check (DC 15), and disabling it requires another check (DC 20). If the trap is activated, the person closest to the stash (and anyone standing directly behind in a line 30 feet long) must make a Reflex save (DC 20) or suffer 6d6 points of lightning damage. Those who save take half damage.

7. Stairs Up 1: Steps lead up to this stone building. In its center is an altar, which conceals the entrance to the Forgotten Temple. A Strength check (DC 20) is necessary to force open the altar and reveal the way below. For details of the Forgotten Temple, see below.

8. Stairs Up 2: Steps lead up to this stone building. In its center is an altar, which conceals the entrance to the Forgotten

Reliquary. A Strength check (DC 20) is necessary to force open the altar and reveal the way below. For details of the Forgotten Reliquary, see below.

The Forgotten Temple and the Forgotten Reliquary

These small dungeons have no more than three or four separate chambers, but it's likely that each is packed full of monsters ready to deal mortal blows to the PCs. The dungeons have stone floors and walls with occasional bits of writing. Rats and rats nest abound. Skull piles, baskets, caskets, and chests contain chances for treasure. Triangular doorways frequently mark the passage from corridor to chamber, and stone stands hold long torch sconces to provide light for villain and hero alike. Delicate old murals remain on some of the walls, evidence of brighter and better days.

While each of the six small dungeon sub-regions (two in Upper Kurast and four more elsewhere) are essentially identical, only one contains the *Black Book* resting on a small stand. Also, only one (usually the Ruined Temple in the Kurast Bazaar, but you can change that) contains the villainous Battlemaid Sarina. You can



choose to place the *Black Book* and the Battlemaid together to heighten the tension, or keep them apart to make more of the sub-regions interesting.

Random Encounters

Roll 1d10 for a Random Encounter in each room of the Temple and Reliquary. On a roll of 4 or higher, the PCs have an encounter. If you get no monsters by the last room, then that room will have an encounter.

The Kurast Causeway

As you climb the stairs onto the Kurast Causeway, you see that it is aptly named. It still bears some evidence of the glory that was once Kurast. The stone columns that mark its beginning still bear much of the gilding that once covered much of the city. The stone causeway is only some 300 feet or so long and 15 feet wide and you can see the opening to Travincal on the opposite side. On each side of the Causeway about halfway across, a plaza and stone building extend outward from the Causeway. You see dark forms lurking there. It's unlikely that they are friendly.

The causeway is the most unusual, and undoubtedly the smallest, wilderness region. Place one CR 1 encounter on each side of the causeway, just outside the stone buildings (use the Travincal encounter table). When the PCs move to assault either group, vile reinforcements join in from the other side. It's likely that some of the foes here are spellcasters with ranged attacks, and this can represent a formidable challenge.

Random Encounters

No Random Encounters on the Causeway. Once the two groups have been defeated, the Causeway remains safe for 1d6 days—until new foes discover it and realize its effectiveness as an ambush point. Ultimately the Causeway can be secured only when Travincal is cleared.

Quests

No Quests to be resolved on the Causeway, but you can place the *Black Book* in either of two sub-regions that lie beneath it. The Causeway also is the only way across to Travincal, where the PCs must proceed to complete their Quests.

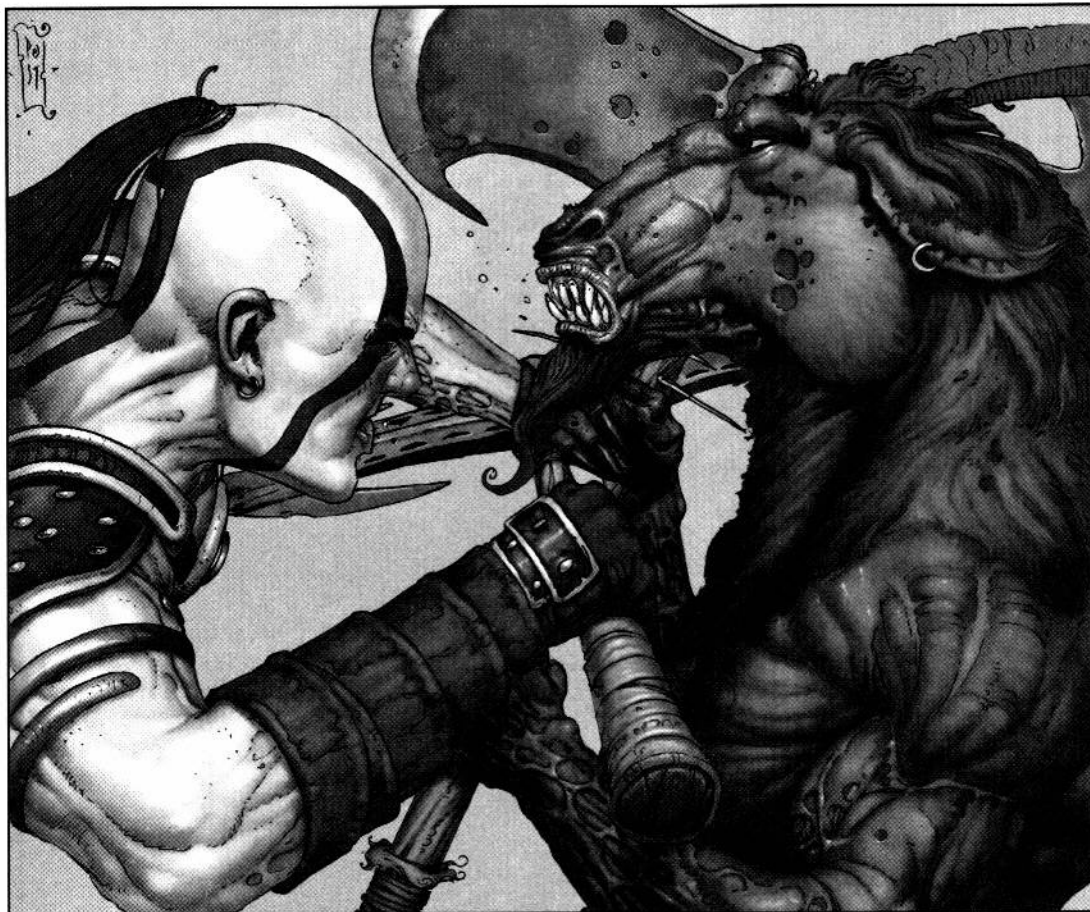
Fixed Encounters

1. Causeway to Upper Kurast.

2. Causeway to Travincal.

3. Stairs Up 1: Steps lead up to this stone building. In its center is an altar, which conceals the entrance to the Ruined Fane. A Strength check (DC 20) is necessary to force open the altar and reveal the way below. For details of the Ruined Fane, see below.

4. Stairs Up 2: Steps lead up to this stone building. In its center is an altar, which conceals the entrance to the Disused Reliquary. A Strength check (DC 20) is necessary to force open the altar and reveal the way below. For details of the Disused Reliquary, see below.



The Ruined Fane and the Disused Reliquary

These small dungeons have no more than three or four separate chambers, but it's likely that each is packed full of monsters ready to deal mortal blows to the PCs. The dungeons have stone floors and walls with occasional bits of writing. Rats and rats nest abound. Skull piles, baskets, caskets, and chests contain chances for treasure. Triangular doorways frequently mark the passage from corridor to chamber, and stone stands hold long torch sconces to provide light for villain and hero alike. Delicate old murals remain on some of the walls, evidence of brighter and better days.

While each of the six small dungeon sub-regions (two in the Kurast Causeway and four more elsewhere) are essentially identical, only one contains the *Black Book* resting on a small stand. Also, only one (usually the Ruined Temple in the Kurast Bazaar, but you can change that) contains the villainous Battlemaid Sarina. You can choose to place the *Black Book* and the Battlemaid together to heighten the tension, or keep them apart to make more of the sub-regions interesting.

Random Encounters

Roll 1d10 for a Random Encounter in each room of the dungeon. On a roll of 4 or higher, the PCs have an encounter. If you get no monsters by the last room, then that room will have an encounter.

Travincal

A pair of golden circular pillars, encrusted with unfriendly horns, mark your departure from the Causeway and into the deepest heart of Kurast, the Temple City known as Travincal. Here at the center of the old city, the streets remain paved with the smooth stones, and the buildings show no sign of the decay.



Indeed, for once it is not the impenetrable jungle that surrounds this region, but the bubbling of once-bright and clear waters, now polluted to opacity.

Travincal is similar to Upper Kurast in terms of its buildings and its unfriendly population. Unlike Upper Kurast, as mentioned, the perfectly square Travincal is surrounded by stone walls and water beyond. A palisade, raised some 10 feet over the ground below, surrounds Travincal. Stairs extend down from the palisade at the entrance from the Causeway and at one other location, directly opposite the Causeway on the opposite side of Travincal.

Inside the palisade a ring of peripheral building may be home to any number of Random Encounters. Farther in still, about numerous pools of water may loiter another group of Random Encounters. At the center of Travincal, a raised platform rises some 50 feet all told, with stairs allowing access to raised layer after layer until the PCs reach the top. Ironically, the top of this platform is empty, and it is the building just behind, sitting in the center of the opposite side of Travincal from the causeway, that is home to the true foes the PCs must face.

Random Encounters

When the PCs enter a zone in the Travincal, roll 1d10. On a 7 or higher, they have an encounter.

Quests

This region allows the completion of two Quests, both of which are necessary to proceed onward and confront Mephisto.

The Quest given by Ormus demands that the PCs eliminate the High Council of Zakarum, whose members were corrupted into the service of Hell. If Kurast is ever to become free again, these slaves of evil must be destroyed.

The second Quest to be resolved involves the creation of the magic flail, *Khalim's Will*, and its use against the *Compelling Orb*. Only the residents of the Docks have some advice to offer on the PCs' efforts in the region.

Ormus: "You must know that the Guardian Tower in the Temple City was built by the Horadrim for one purpose—to hold Mephisto. Once the Council is dead, you may enter the Tower. If you die on this Quest, I will commemorate your sacrifice in an epic poem. You will not need a potion to achieve immortality. Ormus's words will do that."

Ashaera: "The Children of Zakarum who guard the Tower square can be killed, but their numbers are vast. You must destroy their Council. But there are many

zealots among the followers of Zakarum. It will be difficult to get past them."

Cain: "Ormus tells me that the Council is comprised of tremendously powerful priests. It will be difficult to best them."

Natalya: "Beware the followers of Zakarum. Their fanaticism is their greatest weapon. You are incredibly brave to venture into the lion's den. I wish you luck."

Meshif: "Within the Temple City is a courtyard. The Council resides there."

Fixed Encounters

1. Waypoint.

2. Exit: This is the beginning of the Kurast Causeway and thus the exit from Travincal into Upper Kurast.

3. Watcher Pool: This pool of stagnant water contains two Water Watchers that out to attack as the PCs approach.

4. Convocation: Here, the High Council of Zakarum awaits the PCs, ready to defend the Durance of Hate and their dark lord that lies within. Three Council Members are here, but they do not represent the true threat. Their leaders, the three High Council Members are Ismail Vilehand, Geleb Flamefinger, and Toorc Icefist. One of these three individuals carries *Khalim's Flail*, the last of the relics that the PCs require. See

The Council, below.

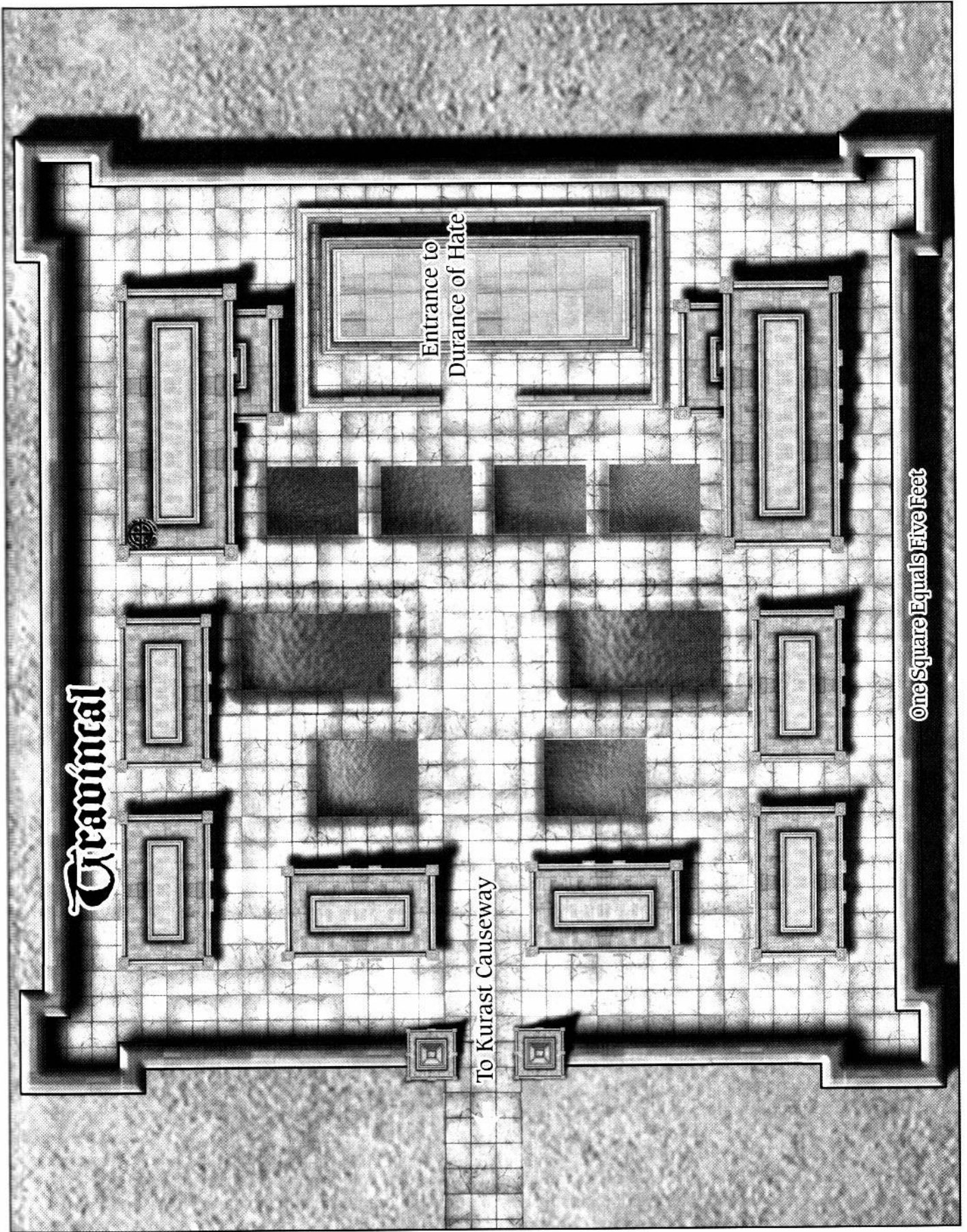
5. Compelling Orb: Smashing the *Compelling Orb* with *Khalim's Will* completes the heroes' Quest for the artifacts and cracks open a nearby altar, which now reveals the path to the Durance of Hate, the lair of Mephisto. The destruction of the *Compelling Orb* also breaks the corrupting hold of the High Council and Mephisto over the lost people of Kurast, who will slowly return to normal.

The destruction of the *Compelling Orb* destroys *Khalim's Will* as well, as the energies that powered both artifacts are unraveled.

The Council

Ismail Vilehand: Medium-size monstrous humanoid; HD 14d8+56; hp 119; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 22





(touch 14, flat-footed 18); Atk +17/+12 (2d6+6, 2 claws) SA Cursed, rend; SQ Damage reduction 10/+2; AL NE; SV Fort +8, Ref +8, Will +9; CR 10; Str 22, Dex 18, Con 18, Int 13, Wis 10, Cha 14.

Skills: Bluff +10, Knowledge (religion) +9, Listen +7, Spot +7.

Feats: Improved Initiative, Weapon Focus (claw).

Cursed (Su): Anyone struck by Ismail must make a Will save (DC 19). If failed, then each time the victim is struck for hit point damage while the curse lasts, that damage is increased by +1d6. The curse ends after 14 rounds.

Rend (Ex): If Ismail hits with both claw attacks, he seizes the opponent's body and tears the flesh as a free action. This attack deals an additional 2d6+6 points of damage.

Geleb Flamefinger: Medium-size monstrous humanoid; HD 14d8+56; hp 119; Init +1 (Dex); Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +21/+16 (2d6+10 +1d8 fire, 2 claws) SA Fire, rend; SQ Damage reduction 10/+2, immune to fire; AL NE; SV Fort +8, Ref +5, Will +9; CR 10; Str 30, Dex 13, Con 18, Int 12, Wis 10, Cha 15.

Skills: Gather Information +10, Knowledge (religion) +9, Listen +7, Spot +7.

Feats: Power Attack, Weapon Focus (claw).

Fire (Su): Geleb deals an additional +1d8 points of fire damage with each successful attack.

Rend (Ex): If Geleb hits with both claw attacks, he seizes the opponent's body and tears the flesh as a free action. This attack deals an additional 2d6+10 points of damage.

Toorc Icefist: Medium-size monstrous humanoid; HD 14d8+56; hp 119; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +17/+12 (2d6+6 +1d8 cold, 2 claws) SA Cold, rend; SQ Damage reduction 10/+2, immune to cold, stone skin; AL NE; SV Fort +8, Ref +5, Will +9; CR 10; Str 22, Dex 12, Con 18, Int 13, Wis 10, Cha 15.

Skills: Knowledge (religion) +9, Listen +7, Sense Motive +8, Spot +7.

Feats: Power Attack, Weapon Focus (claw).

Ice (Su): Toorc deals an additional +1d8 points of ice damage with each successful attack.

Rend (Ex): If Toorc hits with both claw attacks, he seizes the opponent's body and tears the flesh as a free action. This attack deals an additional 2d6+6 points of damage.

Stoneskin (Ex): Toorc has an additional +8 Natural armor.

While *Khalim's Flail* functions as a +3 *flail*, its real purpose can be revealed by Cain if the PCs return to the Kurast Docks before continuing.

"Once properly imbued, *Khalim's Flail* can destroy the *Compelling Orb* and reveal the way to Mephisto. Place it into the *Horadric Cube* along with Khalim's relics – his *Heart*, his *Brain*, and his *Eye*. Then, transmute them to carry out *Khalim's Will*."

As Cain advises, the four relics can be combined in the *Cube* to produce *Khalim's Will*, a +5 *flail* that deals double damage to all opponents. But it has a more important purpose. As Cain congratulates them:

"Masterfully done, heroes. You have crafted *Khalim's Will*. Employ it to destroy the *Compelling Orb* and open the way to Mephisto. May the true Light guide your way."

The Durance of Hate

The danger here is palpable, but by now you consider yourself well accustomed to hideous dungeons such as this one. Descending the stair, you look out upon an artificial stone floor and walls that were clearly never hewn from underground rock, but constructed and put into place here. The area is kept lit by the fires of bronze braziers located periodically, but these lights cannot brighten the darkness within your soul as you pass deeper and deeper into the dungeon.

The Durance of Hate is a three-level dungeon sprawling beneath the Travincal. In many ways, it is similar to those the PCs have dealt with throughout the trip in the jungles of Kurast. Chests, gilded cylindrical stashes, wicker baskets, and gilded walls make it something of a conventional dungeon.

The unusual element of the Durance is its very structure. While in many sections it shows conventional walls and doors, in other areas its corridors are bordered simply by the huge gulfs of space that descend infinitely below. Moreover, where many dungeons contained pools of murky water, the only pools here are filled with blood. The stacked bodies in the dungeon chambers are almost beyond counting.

Quests

The only Quest left to complete in this act: The PCs must descend into the Durance of Hate as quickly as they can and attempt to prevent Diablo and Baal from freeing Mephisto from his imprisonment.

However, they arrive too late, and must do battle with the Lord of Hatred. Should they prove victorious, they complete the Quest, and in so doing complete Act III. Once Mephisto is destroyed, a portal appears to convey the PCs to the gates of Hell itself, where they must pursue Diablo and endure their toughest and final challenge in Act IV.

Fixed Encounters

1. Stairs Up: The staircase here leads back up to Travincal.

2. Warped Ones: On the first level, five Warped Ones, led by a unique Warped One, attack the PCs. These little demons resemble the Fallen encountered way back in Act I, but they are much more formidable now.

3. Stairs Down 1: On the first level this staircase descends to the second level.

4. Stairs Up 1: On the second level, this staircase allows exit to the first level.

5. Waypoint: This is located on the second level.

6. Unique: On the second level, a unique Dark Lord and six Dark Lords minions attack the PCs on sight.

7. Stairs Down 2: On the second level, this staircase descends to the third level.

8. Stairs Up 2: On the third level, this staircase allows exit to the second level.

9. Archway: On the third level, just past the staircase, is a small archway that acts as a choke point for passage to the rest of the level. Here, Bremm Sparkfist, three Council Members and ten Blood Lords, are ready to fight.

10. Right Branch: On the third level, the right branch from the entrance leads to Wyland Voidbringer and a pair of Blood Lords. Combat ensues immediately.

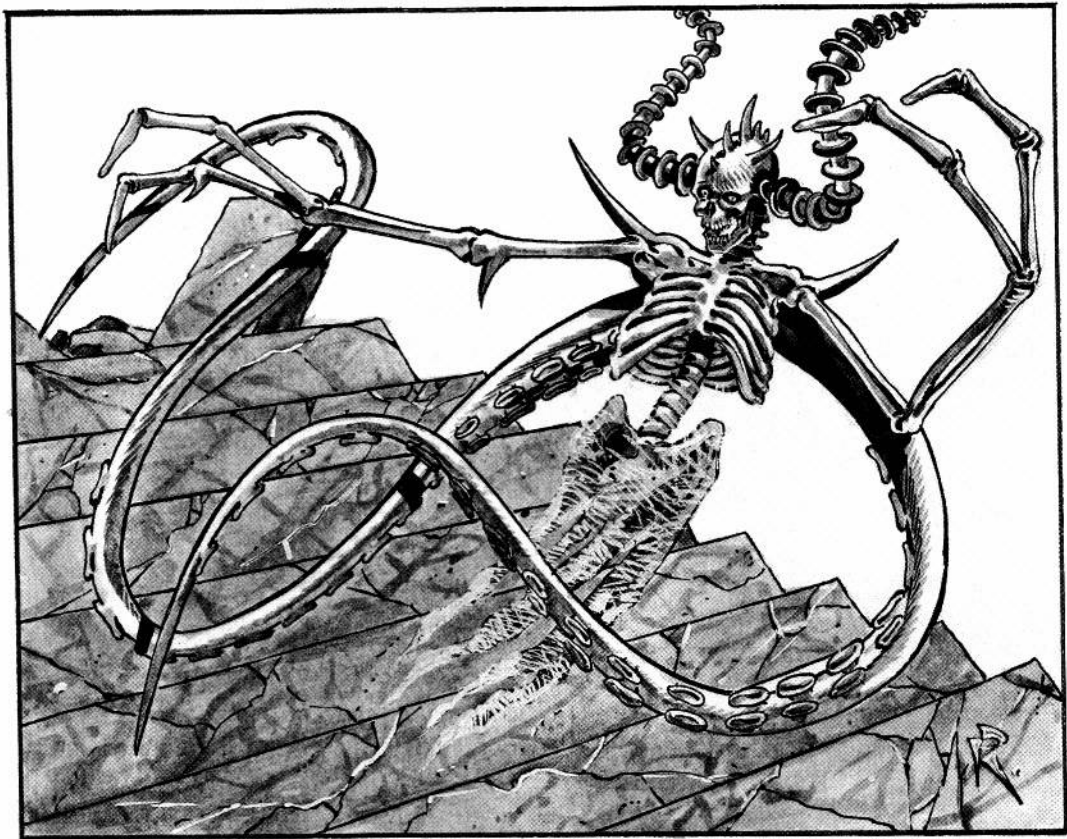
11. Left Branch: On the third level, the left branch from the entrance leads to Maffer Dragonhand and a pair of Blood Lords. Combat ensues immediately.

12. Final Room: Mephisto awaits at the center of the room (see Fighting Mephisto, below).

More Council Members

Bremm Sparkfist: Medium-size monstrous humanoid; HD 14d8+56; hp 119; Init +1 (Dex); Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +17/+12 (2d6+6 +1d8 lightning, 2 claws) SA Lightning, rend; SQ Aura of unholy shock, damage reduction 10/+2, immune to electricity; AL NE; SV Fort +8, Ref +5, Will +9; CR 10; Str 22, Dex 13, Con 18, Int 13, Wis 11, Cha 14.

Skills: Diplomacy +10, Knowledge (religion) +9, Listen +7, Spot +7.



Feats: Power Attack, Weapon Focus (claw).

Aura of Unholy Shock (Su): When Bremm spends a move-equivalent action to concentrate, a bolt of infernal lightning leaps from his body and strikes the nearest foe within 15 feet, dealing 4d6 points of electrical damage.

Lightning: Bremm deals an additional +1d8 points of ice damage with each successful attack.

Rend: If Bremm hits with both claw attacks, he seizes the opponent's body and tears the flesh as a free action. This attack deals an additional 2d6+6 points of damage.

Wyland Voidbringer: Medium-size monstrous humanoid; HD 14d8+56; hp 119; Init +1 (Dex); Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +17/+12 (2d6+6, 2 claws) SA Mana burn, rend; SQ Damage reduction 10/+2, teleport; AL NE; SV Fort +8, Ref +5, Will +9; CR 10; Str 22, Dex 13, Con 18, Int 13, Wis 11, Cha 14.

Skills: Appraise +9, Knowledge (religion) +9, Listen +7, Spot +7.

Feats: Power Attack, Weapon Focus (claw).

Mana Burn (Su): Ray, 120 ft., Reflex save (DC 20), 2d6 levels of spells or spell-like abilities.

Rend (Ex): If Wyland hits with both claw attacks, he seizes the opponent's body and tears the flesh as a free action. This attack deals an additional 2d6+6 points of damage.

Maffer Dragonhand: Medium-size monstrous humanoid; HD 14d8+56; hp 119; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 30 (touch 14, flat-footed 26); Atk +21/+16 (2d6+10, 2 claws) SA Rend; SQ Damage reduction 10/+2, teleport; AL NE; SV Fort +8, Ref +8, Will +9; CR 10; Str 30, Dex 19, Con 18, Int 13, Wis 10, Cha 16.

Skills: Intimidate +11, Knowledge (religion) +9, Listen +7, Spot +7.

Feats: Improved Initiative, Weapon Focus (claw).

Rend (Ex): If Maffer hits with both claw attacks, he seizes the opponent's body and tears the flesh as a free action. This attack deals an additional 2d6+10 points of damage.

Fighting Mephisto

As you round the corner of this hellish dungeon, a deep voice, grating with age and evil, calls out. "You're too late. My brothers have escaped you." Then the 20-foot-tall Mephisto is upon you in all his hellish glory. Bathed in white light, he seems to float above the ground, rising to stand some 20 feet tall. A bony, almost skeletal red maw gazes down at you above a similarly crimson body, and two thin golden, razorlike claws rise up into the air, preparing to strike. Lightning crackles in his limbs.

Mephisto, Lord of Hatred (Prime Evil): Huge outsider; HD 22d8+110; hp 209; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 22 (touch 11, flat-footed 19); Atk +32/+27/+22/+17/+12/+7 melee (2d4+1, 6 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA *Glacial spike, lightning bolt*; SQ Outsider, resistances; SR 20; AL LE; SV Fort +18, Ref +18, Will +17; CR 20; Str 30, Dex 17, Con 20, Int 24, Wis 18, Cha 20.

Skills: Bluff +30, Climb +15, Concentration +32, Gather Information +30, Hide +26, Intimidate +30, Jump +35, Knowledge (arcana) +28, Knowledge (religion) +28, Listen +29, Move Silently +28, Search +32, Sense Motive +29, Spot +29.

Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack.

Note: Mephisto must make a successful Concentration check to use any of the following powers:

Cold Resistance 20: Mephisto ignores the first 20 points of damage caused by any cold attack.

Electricity Resistance 20: Mephisto ignores the first 20 points of damage caused by any electrical or lightning attack.

Glacial Spike (Sp): Mephisto can hurl shards of ice at target area within 320 feet. The shards burst to fill a

20-foot radius with glacial cold. Any creature in the area takes 15d6 damage, Reflex save (DC 21) for half. Those who fail take a -2 cold penalty to AC, melee attack rolls, melee damage rolls, and Reflex saves, and can jump only half as far as normal for 1 minute.

Immunities (Ex): Mephisto is immune to charms, compulsions, disease, morale effects, paralyzation, phantasms, poison, and sleep.

Lightning Bolt (Sp): Mephisto can release bolt of electricity from his clawtips as a standard attack action. Range 320 feet in a direct line for a 5-foot wide bolt (160 feet for a 20-foot wide bolt). Any creature targeted by the lightning attack (and any creature deemed to be in a direct line to or behind the target) takes 10d6 points of electricity damage, Reflex save (DC 23) for half.

Possessions: Mephisto always has at least two magic items when searched. Reroll on the treasure tables until you get two magic items.

Ending the Act

Defeating Mephisto ends the last Quest and Act III. With his destruction, fires spring from the earth and cascade over the area as Hell mourns its lost lord. Nearby, a portal opens to Hell, and the way to Act IV is clear. The only remains on the ground, other than whatever treasure you determine to be present, is Mephisto's glowing *Soulstone*. The PCs should take the *Soulstone* with them into Act IV. Entering the portal now takes them to the Pandemonium Fortress.

However, the people of Kurast have more to say, should the PCs pay them a visit before venturing through the portal into Hell.

Alkor: "Your news is great indeed. You have saved us all. I would smile, but I'm afraid my face might collapse."

Ormus: "You have defeated a Prime Evil in combat. Ormus is impressed beyond words. But staying here will not end this conflict. You must enter the Infernal Gate and stop Diablo once and for all."

Meshif: "Ahh. Now, Kurast can begin the task of rekindling its former glory . . . I thank you."

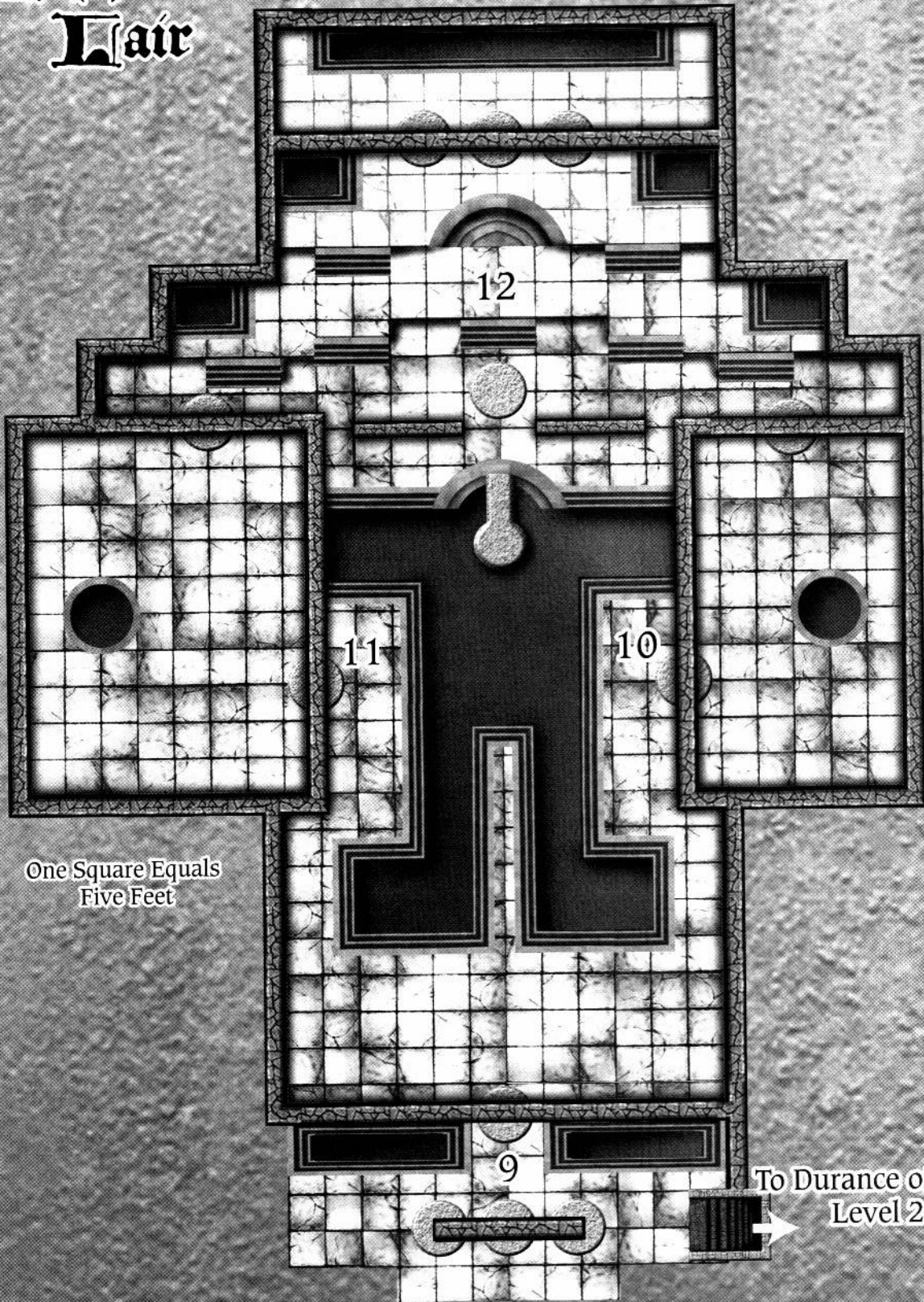
Ashaera: "Well done, my friends. You are a great champion of Order. Please, consider yourself an honorary Iron Wolf."

Hratli: "It looks like you're going to Hell before me. Put in a good word."

Cain: "Our faith in you was well deserved. But Diablo has made his way to Hell; and it is likely that Baal followed him there. Enter the Infernal Gate and kill the Lord of Terror before all is lost. Only then will our world be saved."

Natalya: "Word is spreading fast that you killed Mephisto. I would be honored to fight beside you in Hell, but I've just received my mission orders. I'll be traveling to the Barbarian lands of the North, but I can't tell you why. With luck, our paths will cross again. Farewell."

Mephisto's Lair



One Square Equals
Five Feet

To Durance of Hate
Level 2

THE HARROWING

For as long as there has been a Heaven or a Hell, the Pandemonium Fortress has guarded the border between them. This Fortress now becomes the PC's base for the final act.

THE PANDEMONIUM FORTRESS

The laws of Heaven apply in the Fortress, and allow no violence within its walls. Its magic barrier reaches about 100 feet down the stairs to the Outer Steppes. No demon or creature from Hell can pass the barrier voluntarily or otherwise.

1. The Hall of Heroes

Welcome to the Pandemonium Fortress, last outpost of Heaven. Here in the Hall Heroes, you find your trunks and other belongings, your old friend Deckard Cain, and the Archangel Tyrael. Tyrael beckons for you to come closer.

When they do, he says:

"It is good to see you again, heroes. Mephisto's defeat is a great victory for the Light. I knew that you would eventually find your way here. The Pandemonium Fortress is the last bastion of Heaven's power before the Gates of the Burning Hells. This place has been hallowed by the blood of thousands of champions of the Light, many of whom were mortal, like yourselves.

"Now the final battle against the Prime Evils draws near . . . and you must face it alone. I have been forbidden to aid you directly, save for a few bits of wisdom. For this is the hour of mortal Man's triumph . . . your triumph. Long ago, I swore an oath to watch over the Horadrim and their descendants. As Deckard Cain is the last of their esteemed Order, I will not allow him to perish here so far from the lands of his birth. Be at ease, heroes, I know that he is your friend. He shall come to no harm.

"May the Light protect you and the powers of Heaven shine upon your path . . ."

Quest: Tyrael

When the PCs are ready for their first Quest, the residents of the Fortress point them to Tyrael. The archangel tells them:

"A dark, tortured soul was trapped within this forsaken realm long ago. He was called Izual by mortal men, and in ages past he was my most trusted Lieutenant. Yet, against my wishes he led an ill-fated assault upon the fiery Hellforge, itself.

"Despite his valor and strength, Izual was captured by the Prime Evils and twisted by their perverse power. They forced him to betray his own kind and give up Heaven's most guarded secrets. He became a corrupt shadow of his former self—a fallen angel trusted neither by Heaven nor Hell. For his transgressions, Izual's spirit was bound within the form of a terrible creature, which was summoned from the Abyss. His maddened spirit has resided within that tortured husk for many ages now.

"Though Izual no longer carries the angelic runeblade, *Azurewrath*, he may still possess great strength and power within his new form. Also, he may not be able to tell friend from foe while in his present state. If you find him, he will almost certainly be hostile.

"It seems to me that he has suffered long enough. I implore you, heroes, find Izual and release him from his cruel imprisonment. Proceed with the utmost caution, and put an end to his guilt and suffering."

When the PCs return from defeating Izual, Tyrael tells them:

"Thank you, heroes, for putting Izual's tortured spirit to rest. May the Light protect you and the powers of Heaven shine upon your path. But, if what you tell me is true, then I fear that we have been played for fools all along.

"Izual helped Diablo and his Brothers trick me into using the Soulstones against them. Now the *Stones'* powers are corrupted. With the combined powers of the *Soulstones* under their control, the Prime Evils will be able to turn the mortal world into a permanent outpost of Hell. It is more imperative than ever that you find and defeat Diablo."

Each character participating in the defeat of Izual receives a story award of 8,000 XP.



One Square Equals Five Feet

To the
Outer steppes

Dandemonium Fortress



Interaction: Cain is warm and friendly to the party, and he gets lonely when the party leaves. The Fortress makes him uncomfortable.

Magical Services: Cain identifies magic items brought to him by the heroes for free after they have rescued him.

Deckard Cain: Human male Sor20; hp 108 (156); Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (touch 15, flat-footed 16); Atk +15/+9 melee (1d6+5/12–20/x2 crit, *King's Staff*); AL LG; SV Fort +12, Ref +13, Will +19; Str 12 (16), Dex 16 (20), Con 15 (19), Int 19 (28), Wis 14 (18), Cha 12 (16).

Skills: Alchemy +36, Appraise +36, Concentration +36, Gather Information +30, Knowledge (arcana) +36, Scry +36, Sense Motive +31, Spellcraft +36.

Feats: Combat Casting, Empower Spell,Enlarge Spell, Extend Spell, Heighten Spell, Improved Initiative, Maximize Spell, Quicken Spell, Silent Spell, Still Spell.

Special Qualities: The last of the Horadrim, Deckard Cain has spell resistance: SR 15.

Spells Known (9/5/5/4/4/4/3/3/3/3): 0—arcane mark, daze, detect magic, disrupt undead, flare, mage hand, ray of frost, read magic, resistance; 1st—burning hands, charm person, mage armor, reduce, shocking grasp; 2nd—blur, blindness; hypnotic pattern, Melf's

acid arrow, web; 3rd—dispel magic, fireball, lightning bolt, slow; 4th—energization, improved invisibility; stonewall, wall of ice; 5th—cone of cold, feeblemind, telekinesis; teleport; 6th—antimagic field; chain lightning; greater dispelling; true seeing; 7th—forcecage; phase door; power word, stun; 8th—iron body; power word, blind, symbol; 9th—power word, kill, shapechange, time stop.

Possessions: Fortified Ring of Wizardry (+5 Int, 1-in-4 chance on casting that the spell slot is instantly restored), Holy Cape (+6 AC), Ring of the Heavens (+4 to all ability scores), King's Staff (+5 to hit, double base damage on a natural roll of 12–20), Staff of Identify (per the spell in the *Player's Handbook*, as a standard action), Plentiful Wand of Static Field (175 charges, 20-ft. ring of 5d4 electricity damage, Reflex half).

Quote: "Stay awhile and listen."

Rumors

No Rumors exist for the Pandemonium Fortress. When the PCs first speak to Cain in this act, he says:

"Can you believe this place? Did you ever dare to dream that you would one day stand upon the

crossroads between Heaven and Hell? This Pandemonium Fortress is truly miraculous.

"However, your journey is not yet over. Diablo still roams free in Hell, marshalling his demonic forces. Only when he is beaten will our world finally have peace. Hurry now . . . the sands of time slow for no one. I believe Tyrael can point you on your way."

If they ask about Tyrael, he says:

"I have read much about the enigmatic Archangel Tyrael. He was revered in Horadrim lore both for his compassion for mortals and his unquenchable spirit. It was rumored that he went against the wishes of Heaven and gave the Horadrim the original *Soulstones* in order to trap Diablo and his brothers."

2. The Waypoint

Just outside the Hall is a small courtyard. On one side is the Waypoint for the Pandemonium Fortress. A flight of steps leads down to the Gates of the Fortress.

3. The Gates

Just inside the Gates of the Fortress is a small courtyard. On one side is a shop run by a woman with black hair and wearing heavy silver armor. She has a large book clamped under her left arm and traces glowing, blue-white sigils in the air using both hands. On the other side of the courtyard is a smithy. Outside of it, a man in heavy bronze armor kneels in prayer.

Special Magic Items

Healing Potion: 25 gp. A single *healing potion* (one bottle) restores 2d4+2 hit points.

Thawing Potion: 25 gp. A single dose of *thawing potion* (one bottle) eliminates the side effects of freezing attacks like *ice bolt* and *ice maelstrom*. It does not heal damage.

Poison Antidote: 40 gp. A single dose of *antidote* restores 1d4+1 points of any ability score lowered by poison effects. It cannot restore the ability to more than the original score. It also negates poison currently active in the system.

Choking Gas Potion: 100 gp. A creature that inhales this gas must make a Fortitude save (DC 15). Failure deals 1d4 points of temporary Constitution damage and the gas dissipates. A creature that inhales the gas again before fully recovering this loss must successfully save again or take 1d6 more points of temporary Constitution damage.

Strangling Gas Potion: 500 gp. This is the most foul alchemical gas. A creature that inhales this gas must make a Fortitude save (DC 18). Failure deals 2d4 temporary Constitution damage and the gas dissipates. A creature that inhales the gas again before fully recovering this loss must successfully save again or take 2d4 more points of temporary Constitution damage.

Exploding Potion: 100 gp. The potion bottle shatters on impact, exposing the explosive alchemical mixture to air (damage 3d6 direct, 1d6 splash within 5 feet). This potion has full effect on creatures resistant to fire.

The woman introduces herself as Jamella, and the man introduces himself as Halbu.

Interaction: Jamella is a warrior, a mage, and a shopkeeper. She has serious doubts about any mortal's ability to defeat Diablo, but keeps them to herself.

Normal Services: Jamella has on hand any common armor or weapon item listed in the *Player's Handbook*, for the same price. Furthermore, she buys unbroken armor or weapons offered by the PCs, but only at 1/4th each item's full value, including magic items.

Magical Services: Jamella has a selection of magic wands, staffs, and scepters (rods, if you are using the *DUNGEON MASTER'S Guide*). He has 1d6+3 of each type of item. Generate them randomly using the appropriate tables.

Jamella also has 1d8+7 magic weapons and 1d8+7 pieces of magic armor on hand at any time. Roll on the Base Item Table for weapons and armor. All the items are completely identified and she charges the list price. In addition, Jamella has an equal number of unidentified items (1d8+7 armor, 1d8+7 weapons). She charges 100 times the list price for the common version of the item. For instance, Jamella might sell a set of full plate for 150,000 gold pieces, but it could be a major magic item.

If you are using the *DUNGEON MASTER'S Guide*, see Tables 8-3 and 8-10. Roll on the Minor weapon or armor column, but on a roll of 86-00 you roll again on the Medium column—if you roll 64-00 on the Medium column,

follow the normal instructions in the *DUNGEON MASTER'S Guide*. For unidentified items, if you roll 64-00 on the Medium column, roll again on the Major column.

Jamella provides limited healing services without charge (up to 80 hp/day per PC, split as the party chooses).

Jamella sells various potions, scrolls, and tomes (but no *rejuvenation* potions).

Jamella: Human female War5/Adp5; hp 39; Init +1 (Dex); Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +9 melee (1d8 +1d6 cold, *Oracular War Staff of Frost*); AL LG; SV Fort +5, Ref +3, Will +5; Str 15, Dex 13, Con 10, Int 14, Wis 10, Cha 12.

Skills: Alchemy +7, Appraise +6, Bluff +5, Climb +10, Heal +5, Jump +10, Knowledge (arcana) +7, Spellcraft +7.

Feats: Brew Potion, Cleave, Combat Casting, Power Attack, Sunder.

Spells: 0—*Cure minor wounds* (2), *read magic*; 1st—*cure light wounds*, *protection from evil*; 2nd—*cure moderate wounds*.

Additional Knowledge: Jamella has an ancient, arcane secret that allows her to heal Golems. She refuses to share this knowledge for any reason, but heals any Golems created by party Necromancers.

Possessions: *Grand Breastplate of the Apprentice* (+7 AC, +2 enhancement bonus to Concentration skill checks), *an Oracular War Staff of Frost* (constant *see invisibility* to 60 feet, 1d8 +1d6 cold damage, crit x2, 10 lb., Large, Bludgeoning).

Quote: "Hail, champions."

Interaction: Halbu is a warrior and a blacksmith. He fervently prays for the success of the PCs when not working in his shop. His faith is unshakable and he comes across as a zealot.

Normal Services: Halbu has on hand (or forges in 2d8 days) any common armor or weapon item listed in the *Player's Handbook*, for the same price. He also repairs common or magical armor or weapons for 1% of the item's full cost per point of

Special Magic Items

Fulminating Potion: 25 gp. 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 acid damage (to targets directly struck) or 1 point of acid damage (to targets splashed).

Identify Scroll: 75 gp. The *identify scroll* allows one magic item from the world of Diablo to be positively identified by full name and function (as the spell in the *Player's Handbook*). All combat bonuses, powers, and charges are revealed. Most magic items (including scrolls) in the world of Diablo cannot be used until this spell is employed to unlock their secrets; however, *healing potions* and *mana potions* can be recognized and used without recourse to this spell. Certain Quest items also may not yield to this spell—in such cases, the services of a powerful sage or similar entity may be required.

Town Portal Scroll: 90 gp. This one-use item allows a one-time, there-and-back passage to a base. Only those who step through the front of the portal can return back through it. This scroll automatically opens a portal near the user, with the other end in the base camp for this act.

Tome of Identify and *Tome of Town Portal* (see scrolls, above) 150 gp + scroll cost. These tomes can hold up to 20 copies of the appropriate scroll. When purchased, a tome contains 1d6 scrolls of its type.

damage. Furthermore, he buys unbroken armor or weapons offered by the PCs, but only at 1/4th each item's full value, including magic items.

Magical Services: Halbu also has 1d8+7 magic weapons and 1d8+7 pieces of magic armor on hand at any time. Roll on the Base Item Table for weapons and armor. All the items are completely identified and he charges the list price.

If you are using the *DUNGEON MASTER'S Guide*, see Tables 8–3 and 8–10. Roll on the Minor weapon or armor column, but on a roll of 86–00 you roll again on the Medium column—if you roll 64–00 on the Medium column, follow the normal instructions in the *DUNGEON MASTER'S Guide*.

Halbu: Human male War10; hp 45; Init +1 (Dex); Spd 30 ft.; AC 20 (touch 11, flat-footed 19); Atk +14/+9 melee (1d6+1/18–20/x2, *Silver Broadsword*); AL LG; SV Fort +9, Ref +6, Will +7; Str 15, Dex 13, Con 10, Int 10, Wis 14 (10), Cha 12.

Skills: Climb +12, Jump +12.

Feats: Cleave, Power Attack, Quick Draw, Run, Sunder.

Possessions: *Fine Light Plate Mail* (+7 AC), *Silver Broadsword* (+2 to attack, 1d6+1, crit. 18–20/6 lb., Medium, Slashing), *Topaz Large Shield* (+2 AC, +2 on all saves).

Quote: "Hail to you, champions."

DM Note: His basic stock should be rolled up before play. To cut down your die rolling, you can restrict him to the start-

ing stock for the rest of the game (unless the PCs buy or sell something), or you might cycle out 1d4 magic items of each type per week, replacing them with new items.



ACT IV REGIONS

Each level of Hell exists in a void 200 feet below the previous level. No walls guard the edges. Flying creatures travel freely between the levels. Hell knows only a perpetual twilight. To determine the range for a Random Encounter, treat Hell as a wilderness region.

The Outer Steppes

You descend the steps from the Pandemonium Fortress. At the bottom lies a forbidding Gothic arch. Hell itself is cloaked in twilight and the stench of sulfur. The staggering contrast between the cool air of the Fortress and the blast furnace heat of Hell almost overwhelms you.

The ground of the Outer Steppes is paved with large, square black stones. Ruined arches, rows of cracked pillars, and crumbling walls dot the region. Here and there flames jet from the ground or from rocky vents.

Random Encounters

When the PCs enter a zone in the Outer Steppes, roll 1d10. On a 7 or higher, they have an encounter.

Quests

No Quests take place in the Outer Steppes.

Fixed Encounters

The only Fixed Encounters in the Outer Steppes are the stairs, one flight up to the Fortress and another flight down to the Plains of Despair. Enormous Gothic arches mark both sets. Each set is on a different edge of the map.

The Plains of Despair

You descend another long flight of stairs and go through another huge Gothic arch. The arch appears damaged by incredible heat. Though it is hotter here than in the Outer Steppes, it's not hot enough to melt stone.

PCs begin to see more signs of the true nature of Hell in this region. Chained souls confine the fire vents from the lower regions of Hell. Bones and piles of skulls appear occasionally. They encounter an area or two where something has smashed the paving stones to rubble.



Random Encounters

When the PCs enter a zone in the Plains of Despair, roll 1d10. On a 7 or higher, they have an encounter.

Quests

PCs encounter Izual in this region.

Fixed Encounters

- 1. Stairs Up:** These ascend to the Outer Steppes
- 2. Stairs Down:** These descend to the City of the Damned (and Izual). These are on a different edge of the map than the stairs up.

Fighting Izual

Izual pursues characters from level to level, all the way to the heavenly barrier on the stairs to the Pandemonium Fortress. If the PCs move faster, Izual uses his *Frost Nova* (see below) to slow them down. Izual always has various demons with him when first encountered. Roll three random (CR 1) encounters and place the resulting monsters around Izual.

Izual (Fallen Angel): Large outsider; HD 29d8+145; hp 275; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 24 (touch 11, flat-footed 22); Atk +36/+31/

+26/+21/+16/+11 melee (2d6+7/19–20, ×3, greatsword+cold damage); Reach 10 ft.; SA *Frost nova*, ice attack; SQ Damage reduction 20/+4, outsider; AL NE; SV Fort +21, Ref +20, Will +20; CR 23; Str 25, Dex 15, Con 21, Int 11, Wis 18, Cha 16.

Skills: Bluff +35, Climb +15, Hide +33, Intimidate +35, Listen +36, Move Silently +34, Search +32, Spot +36.

Feats: Blind Fighting, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack.

Frost Nova (Su):

This ability is exactly like the Sorceress spell *frost nova*. It creates a ring of cold that forms a ring in a 10-ft. radius

around Izual and then expands to a 20-ft. radius. The *nova* does 5d4+5 damage (Reflex save (DC 15) for half). Everyone in the affected area must make a Fortitude save (DC 15) or suffer a –2 cold penalty to AC, melee attack rolls, melee damage rolls, and Reflex saves for 1 minute. During that time, those affected can jump only half as far as normal.

Ice Attack (Su): If Izual hits with his Great Sword, his target takes an additional 5d4+5 cold damage (Fortitude save for half, DC 27). A foe who fails takes a –2 cold penalty to AC, melee attack rolls, melee damage rolls, and Reflex saves, and jumps only half as far as normal for one minute.

Possessions: Izual always has at least two magic items when searched. Reroll on the treasure tables until you get two magic items.

When the PCs defeat the terrible creature, the former angel's ghost forms above the corpse and says:

"Tyrael was a fool to have trusted me. You see, it was I who told Diablo and his brothers about the *Soulstones* and how to corrupt them. It was I who helped the Prime Evils mastermind their own exile to your world.

"The plan we set in motion so long ago cannot be stopped by any mortal agency. Hell, itself, is poised to

spill forth into your world like a tidal wave of blood and nightmares. You and all your kind are doomed.”

The City of the Damned

Evidence of the corrosive effects of Hell is even more obvious here. From the arch at the bottom of the stairs, you see numerous ruined buildings, their buttresses fallen to rubble and their windows smashed. The paving is irregular, as often as not smashed to rubble by some unimaginable force. Near the bottom of the stairs, a crack in the ground steams. Bones litter the grounds, and chained souls writhe in the gloom.

This level is more broken than the previous ones. Chasms gape in the ground, allowing glimpses of the River of Flame far below. Some chasms have bridges across them, and there are many more ruins blocking vision.

Random Encounters

When the PCs enter a zone in the City of the Damned, roll 1d10. On a 7 or higher, they have an encounter.

Quests

No Quests exist for the City of the Damned.

Fixed Encounters

- 1. Waypoint:** Place this near the stairs down to the River of Flame.
- 2. Stairs Down:** Unlike previous levels, these stairs have no arch. Instead the stairs descend from a hole in the ground to the River of Flame.

The River of Flame

You thought the heat couldn't get any worse. You thought you were getting used to it. The lava surrounding the ground here puts an end to that. You feel the heat of the ground through your boots. To your horror, you see a soul rise from the lava, pleading for your help. Before you do anything, some unseen force jerks the soul below the surface. Bones are as much a part of this shattered landscape as the rubble.

Make the River of Flame as broken as you wish. For example, islands might be set in the lava, with stone bridges between them, or the region might be a single, contiguous piece with the exception of the Hellforge (see below).

Random Encounters

When the PCs enter a zone in the River of Flame, roll 1d10. On a 7 or higher, they have an encounter.

Quests

Eventually, the PCs encounter and defeat Hephasto the Smith. He drops the *Hellforge Hammer*. If the PCs ask Cain about the Hammer or the Forge, he tells them, “The time has come to destroy Mephisto's *Soulstone*.”

“If they did not pick up the *Soulstone* in Act III, he says, “Although I picked it up before entering the Infernal Gate, I believe you should carry out this crucial mission.” Either way, he continues:

“Take the *Stone* to the Hellforge. Place it upon the Forge and strike it soundly with the *Hammer*. Only by doing this can you prevent Mephisto from manifesting in this world again.”

When the PCs smash the *Soulstone*, it shatters into valuable gems. They get 1 jewel, 2 flawless jewels, and 1 perfect jewel per character. (If not using *Diablerie*, roll four times per character on Table 7-5: Gems in the *DUNGEON MASTER'S Guide*.) When they return to the Pandemonium Fortress, each player gets a story award bonus of 12,000 XP.



Fixed Encounters

1. Hephasto the Smith: See Fighting Hephasto, below.

2. The Hellforge: This is set on a large square stone. Only a narrow stretch of rubble, wide enough for two people to fight side by side, reaches out to the Hellforge (see map, page 115). This is where the PCs must place Mephisto's *Soulstone* and smash it with the *Hammer* they found when they defeated Hephasto. A large number of monsters always lurks around the Hellforge. Roll 4 times on the Random Encounter table and place the resulting monsters with Hephasto when the PCs first encounter him.

3. Hadriel and the Bridge: Unlike the past regions, the exit from this one is a series of long stone platforms linked by heaps of rubble rising from the lava. To reach these platforms, and thus the Chaos Sanctuary, the PCs must first pass Hadriel. Large stone blocks pave the entrance to the bridge. Four pairs of huge statues of heroic warriors flank this paved approach. At the very edge of the lava stands a projection of the Archangel Hadriel. If they have not defeated Hephasto, Hadriel says, "Halt! Before venturing into Diablo's lair, go to the Hellforge with Mephisto's *Soulstone*. Place the stone on the Hellforge and use the *Hellforge Hammer* to destroy it."

If they have accomplished the *Soulstone's* destruction, Hadriel says, "Proceed, heroes, into Terror's lair. Know that Diablo's innermost sanctum is hidden by five seals. Only by opening each of these seals can you clear your way to the final battle."

Hadriel is not physically present in Hell, and the PCs may ignore his warning if they wish. You should note that if they haven't destroyed the *Soulstone*, Mephisto may manifest in your world once again (see *Where to Next*, below).

4. Waypoint: This is located with 30 feet of the approach to the bridge.

5. Bridges to the Chaos Sanctuary: The bridges are something of a maze. The paved portions point directly to the Chaos Sanctuary. Piles of rubble rise from the lava and link the paved portions. No straight-line path connects the River of Flame to the Chaos Sanctuary, and there are many monsters on the platforms.

6. Stairs Up: These rise to the hole in the ground in the City of the Damned.

Fighting Hephasto

Hephasto is big and slow, which is the PCs biggest advantage over him. Once he notices the PCs, he pursues them to the edges of the River of Flame, and no further. He enters neither the Chaos Sanctuary nor the City of the Damned.

Hephasto the Armorer: Large outsider; HD 12d8+48; hp 102; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 (touch 10, flat-footed 19); Atk +19/+14/+9 melee (2d6+7, slam); Reach 10 ft; SQ Curse, damage reduction 25/+4, outsider, regeneration, SR 15; AL NE; SV Fort +8, Ref +9, Will +8; CR 11; Str 25, Dex 13, Con 19, Int 8, Wis 10, Cha 13.

Skills: Climb +19, Craft (gemcutting) +12, Craft (blacksmithing) +12, Craft (armorsmithing) +12, Craft (weaponsmithing) +12, Listen +15, Move Silently +14, Spot +15.

Feats: Alertness, Improved Initiative, Power Attack.

Curse (Su): If Hephasto makes a successful melee attack, the target must make a Will save (DC 20) or be *cursed* for the next five rounds. Each time victim is struck for hit point damage, that amount is increased by +1d6 points. This effect lasts 10 rounds.

Regeneration (Ex): Hephasto regenerates 7 hit points of damage every round.

Possessions: *Hellforge Hammer:* +5 warhammer, deals double damage to nonmagical living creatures, and triple damage to undead creatures. In addition, it grants the wielder fire resistance 20, and enables the wielder to cast a 10d6 fireball as a standard action once per round.

Chaos Sanctuary

Ahead of you looms the Chaos Sanctuary. Set on a stone rising from the sea of lava, it is an enormous, cross-shaped building that resembles a shattered, melted Gothic cathedral. Piles of skulls conceal the bottom of the walls. Inside, skulls lie scattered on the floor and are piled in cracks in the walls. Light comes from the glowing lava and from huge torches set in the floor, with souls chained around them. Within awaits your final challenge, Diablo himself.

See the map of the Chaos Sanctuary on page 116.

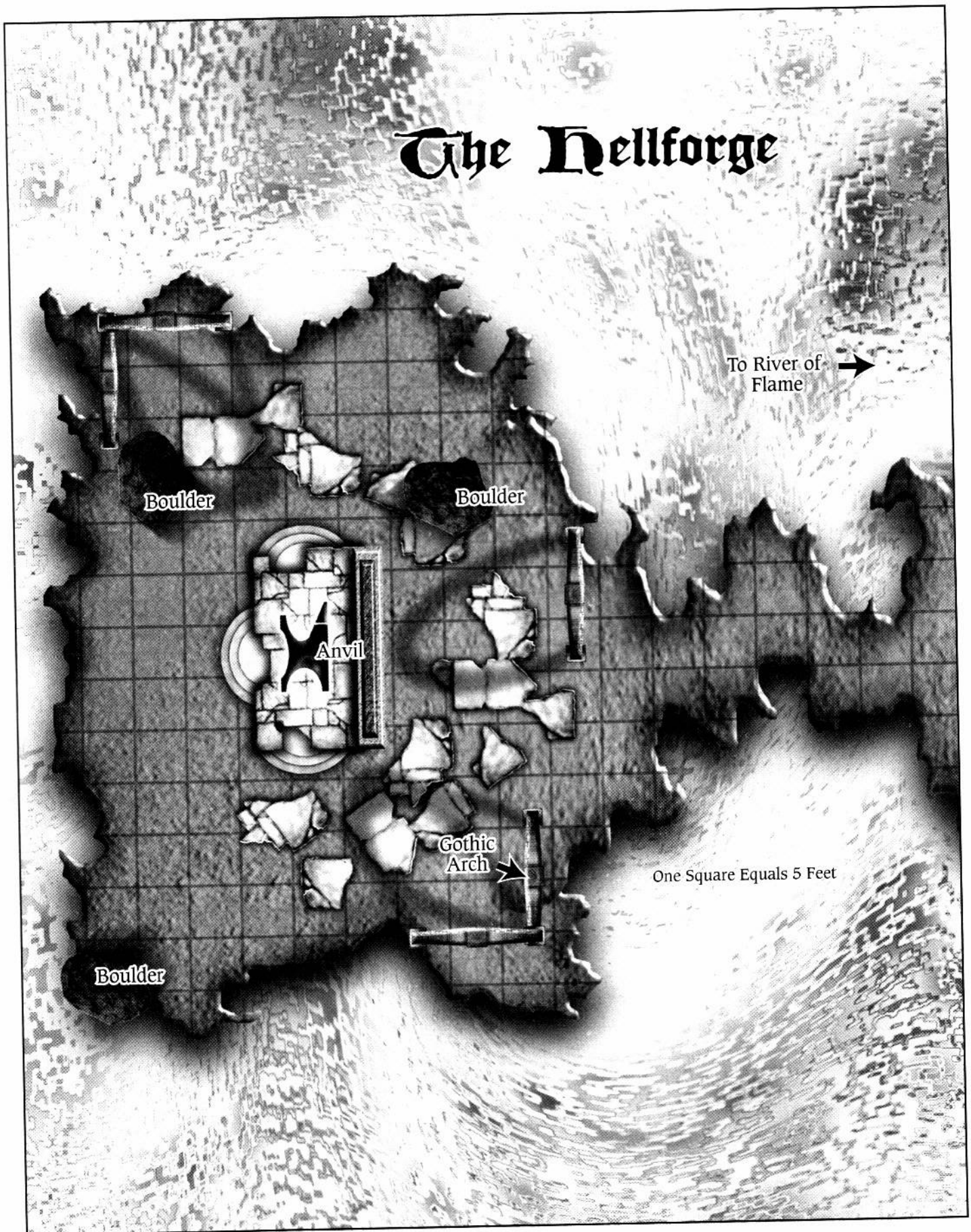
Random Encounters

When the PCs enter a room in the Chaos Sanctuary, roll 1d10. On a 5 or higher, they have an encounter. Once the PCs explore the entire Sanctum, no additional monsters appear.

Quests

This is it, the grand-daddy of them all, the ultimate climax to all the adventures: freeing, and then defeating, Diablo. Once they defeat Diablo, the PCs can return to the Pandemonium Fortress at their leisure. When they arrive, each character receives a story award bonus of 20,000 XP.

The Hellforge



Obaon's Sanctuary



To River of
Flame

One Square Equals Five Feet

From the Fortress, the Waypoint provides an easy return to wherever they wish.

Fixed Encounters

1. The Seals: Each seal is a metal plate set in the floor with three metal prongs arcing over it like claws. When a PC strikes a seal, the plate sinks slightly, allowing a fearsome, white-hot light to escape around the edges. The same light burns arcane symbols up through the plate.

2. The Infector of Souls: When a PC breaks the second seal in the right wing of the building, the Infector of Souls appears with CR5 Venom Lords between the seal and the central pentagram.



Infector of Souls (Venom Lord): Huge outsider; HD 23d8+77; hp 172; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft., fly 60 ft. (average); AC 36 (touch 11, flat-footed 35); Atk +22/+17/+12 melee (2d8+13 huge greatsword); Reach 10 ft; SA Breath weapon, spectral hit; SQ Outsider qualities, regeneration 3, spell-like abilities; DR 20/+3; AL NE; SV Fort +17, Ref +9, Will +13; CR 17; Str 37, Dex 13, Con 29, Int 20, Wis 20, Cha 16.

Skills: Bluff +23, Climb +28, Concentration +26, Hide +10, Jump +28, Knowledge (arcana) +27, Listen +28, Move Silently +24, Search +28, Spot +28

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack

Breath Weapon (Su): Cone of fire, 30 feet, every 1d4 rounds; damage 4d10, Reflex save (DC 20) for half.

Spectral Hit (Ex): If the Infector of Souls makes a successful melee attack, the target also loses an additional 1d10 hit points, which are then transferred to the Infector of Souls. This power cannot raise the Infector's hit points above its normal total.

Spell-like Abilities (Sp): At will—*blasphemy, detect good, detect magic*; 2/day—*produce flame, pyrotechnics*; 1/day—*firewall*. These abilities are as the spells cast by a 17th-level sorcerer.

3. The Grand Vizier of Chaos: When a PC breaks the second seal in the left wing of the building, the

Grand Vizier of Chaos appears with CR 5 Storm Casters between the seal and the central pentagram.

The Grand Vizier of Chaos (Storm Caster): Large aberration; HD 15d8+60; hp 125; Init +9 (+5 Dex, +4 Improved Initiative); Spd fly 50 ft. (good); AC 20 (touch 15, flat-footed 15); Atk +15 melee (2d8+4 bite) or +10 melee (1d8+4 slam); Reach 10 ft.; SA Fireball, Mana burn; SQ Fire resistance 20; SR 26; AL NE; SV Fort +9, Ref +12, Will +11; CR 10; Str 21, Dex 21, Con 18, Int 18, Wis 14, Cha 17.

Skills: Hide +15, Listen +11, Move Silently +15.

Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Fireball (Sp): As a standard action, the Grand Vizier can cast a *fireball* (save DC 16, damage 10d6) as a full-round action. When killed, the Grand Vizier explodes, dealing 15d6 damage to all creatures in a 20-foot radius; Reflex save (DC 21) for half damage.

Mana Burn (Su): Ray, 120 ft., Reflex save (DC 22), 2d6 levels of spells or spell-like abilities. A spellcaster hit by this attack loses a variable number of levels of spells or spell-like abilities (if it has any). This ability starts with the highest level spells possible and works its way down. Spells not completely burned are not affected, except that this power always burns a minimum of one spell. For instance, it might erase one 3rd-level spell, one 2nd-level spell, and one 1st-level spell, for a total of six levels.

4. Lord De Seis: When a PC breaks the seal in the top of the cross shape, Lord De Seis appears with CR 5 Oblivion Knights between the seal and the central pentagram.

Lord De Seis (Oblivion Knight): Large undead; HD 22d12; hp 133; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 29 (touch 13, flat-footed 25); Atk +24/+18 melee (1d12+19, greataxe); Reach 10 ft.; SQ Cursed, immunities, thieving, undead; AL NE; SV Fort +5, Ref +9, Will +13; CR 17; Str 48, Dex 19, Con –, Int 15, Wis 16, Cha 15.

Skills: Hide +12, Intimidate +22, Listen +10, Search +12, Spot +15.

Feats: Cleave, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Cursed (Su): A creature struck by Lord De Seis is allowed a Will save (DC 23) to negate. If failed, then each time victim is struck for hit point damage, that amount is increased by +1d6 points. This effect lasts 10 rounds.

Immunities (Ex): Lord De Seis has cold immunity. He takes only half damage from lightning and fire attacks.

Thieving (Su): If Lord De Seis makes a successful melee attack, the character struck must make an opposed throw against his Dexterity or lose an item (determine randomly, or DM's choice). This ability does not affect items currently in use (armor, shield, active weapon, and so on).

5. Diablo: As soon as the PCs defeat Lord De Seis, the ground trembles, and Diablo appears in the center of the cross, in the great metal pentagram found there (see the map). He roars "Not even death can save you from *me*" and attacks. See Fighting Diablo, below.

Fighting Diablo

If facing a lone adventurer, Diablo will disdain to use most of his powers and just wade in with melee attacks. He's not impressed by one mere mortal.

Against a group, Diablo uses his wall spells to split the party, block their ranged attacks, and generally create useful cover. He tries to attack and slay party members individually if he can, taunting them as he does so. He might use his breath weapon once at range to see who has weak fire protection, but will use other attacks if facing foes with good fire protection or exceptional dodging ability. Remember his spell resistance is 30.

He will subtly position himself during melee (by taking 5-foot steps) to make a surprise charge against any weakly armored character who lets him get too close. He will also use his long reach (15 feet) to generate opportunity attacks against his enemies and restrict their mobility.

Play up the *red lightning* attack and use description to make it as impressive as you can when it goes off.

If you are using standard D&D magic and characters, Diablo will use his *dispel* ability to counter party use of items that allow flight, and to disrupt their protective magics.

Diablo, Lord of Terror (Prime Evil): Huge outsider; HD 44d8+220; hp 418; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 30 (touch 15, flat-footed 23); Atk +57/+52/+47/+42/+37/+32/+27/+22/+17 (2d4+13/19–20/x2 crit, 2 claws; 2d6+13/19–20/x2 crit, slam; 1d6+13/19–20/x2 crit, gore); Face/Reach 10 ft. by 10 ft./15 ft.; SA *Bone cage, fire wall, fire nova, fire serpent, red lightning*; SQ Cold, damage reduction: 25/+4; fire, lightning resistance 30, immune to poison; SR 30; AL LE; SV Fort +29, Ref +31, Will +29; CR –; Str 36, Dex 25, Con 20, Int 24, Wis 20, Cha 27.

Skills: Bluff +55, Concentration +52, Diplomacy +55, Hide +52, Intimidate +55, Jump +60, Knowledge (arcana) +54, Knowledge (religion) +54, Listen +52, Move Silently +54, Sense Motive +52, Spellcraft +54, Spot +52, Tumble +54.

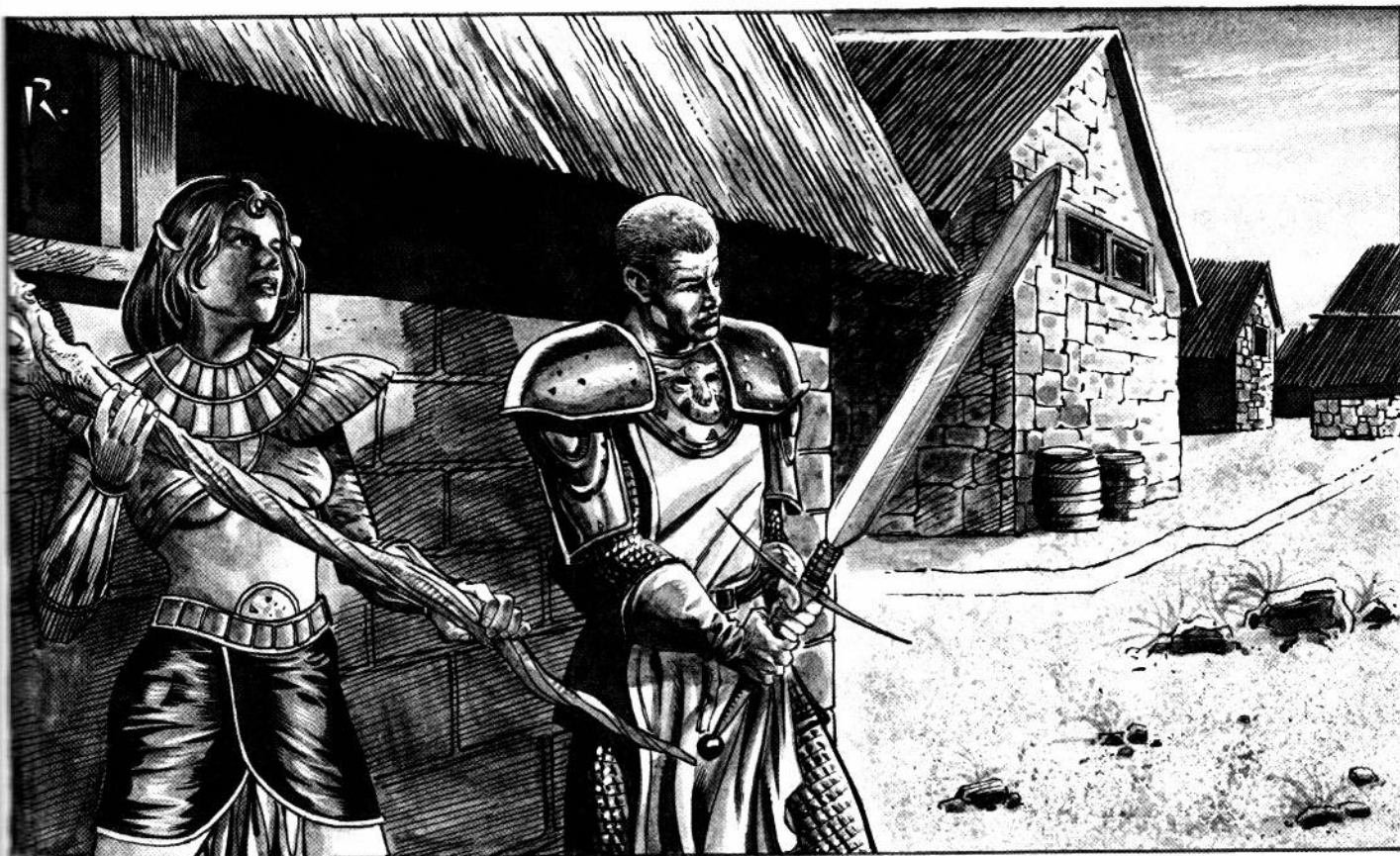
Feats: Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (x3), Improved Initiative, Iron Will, Sunder, Power Attack.

Fire Breath (Su): Instead of making one of his attacks, Diablo can breathe fire. This creates an instantaneous blast of flame 10 feet wide and 40 feet long. The breath deals 11d8 fire damage, Reflex save (DC 20) for half. Once Diablo breathes fire, he will not do so again for 1d4 rounds.

Red Lightning (Su): As a move-equivalent action, Diablo can create a burst of crackling red lightning. The burst shoots directly from him, 15 feet wide and 90 feet long. Everyone in the area takes 22d6 lightning damage, Reflex save (DC 37) for half. Creatures that normally save for no damage take one-quarter damage instead. Diablo uses this attack when reduced to 350 hit points, and at each 100 point loss after that. Just before he does so, Diablo puts his hands to his face, a sign of focusing—you should announce this at the end of his actions the round *before* he uses this attack.

Spell-Like Abilities: Diablo has the following spell-like abilities. Some manifest through him and others manifest through his Sanctuary itself. When used in melee, all these abilities require Concentration checks and provoke attacks of opportunity.

Bone Cage (Sanctuary only): Diablo exerts his will as a standard action to make this happen. An opaque wall bone 10 feet high, 6 inches thick, and up to 5 feet long per level appears anywhere in the Sanctuary. 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 10d10 hit points (55). The entire wall crumbles to dust when it has taken this amount of damage or after 24 rounds.



Fire Nova: As standard action, Diablo creates a ring of fire that forms 10 feet away from him in all directions and blasts outward to a radius of 20 feet. Each creature within the area takes 10d6+10 points of fire damage (Reflex save for half, DC21).

Fire Serpent: As a standard action, Diablo creates two streams of fire that race along the ground (or surfaces other than water), each up to 40 feet long. Each stream can twist independently to follow dodging creatures, and Diablo can direct the streams against separate opponents if he desires. Each stream deals 12d8 points of fire damage to one creature and goes out, Reflex save (DC 23) for half damage.

Fire Wall (Sanctuary only): Diablo exerts his will as a standard action to make an immobile, blazing curtain of shimmering violet fire. He creates an opaque sheet of flame up to 480 feet long and 20 feet high. One side of the wall, selected by the DM, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6+20 points of fire damage to any creature passing through it. The wall deals double damage to undead. If Diablo evokes the wall so that it appears where creatures are, each creature might take damage as if passing through the wall. Each

such creature avoids the wall by making a successful Reflex saving throw (DC 22). A creature ending on the hot side of the wall takes the normal damage. Any 5-foot length of wall that takes 20 points of cold damage or more in one round goes out creating a gap in the wall (do not divide cold damage by 2, as is normal for objects.)

Optional: Dispel Magic: As a standard action, Diablo can cast *dispel magic* as a 24th-level spellcaster.

WHERE TO NEXT?

Once the PCs defeat Diablo they may return to your regular campaign or retire. However, Baal remains in the mortal realm, wreaking havoc, spreading evil, and plotting. Mephisto may be with him if the PCs didn't destroy his *Soulstone*. Baal wants revenge against the PCs, and he wants to carry out the plans he made with his brothers. The PCs are certainly the people best qualified to hunt down Baal. However, Baal always slips away from any final showdown with the PCs. His ultimate quest for the site of the *Worldstone* will not be denied. Through the Waypoint Portals they can reach the Archangel Tyrael for information, and Deckard Cain might continue to travel with them while they hunt the last remaining Prime Evil, if you choose to continue the campaign on your own.

APPENDIX A: MONSTER COMPENDIUM

BABOON DEMON

	Dune Beast Medium-Size Beast	Jungle Hunter Medium-Size Beast	Doom Ape Medium-Size Beast	Temple Guard Medium-Size Beast
Hit Dice:	6d10+18 (51 hp)	7d10+21 (59 hp)	8d10+32 (76 hp)	9d10+36 (85 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)	+3 (Dex)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.
AC:	17 (+2 Dex, +5 natural)	18 (+2 Dex, +6 natural)	19 (+2 Dex, +7 natural)	22 (+3 Dex, +9 natural)
Attacks:	2 claws +8 melee, bite +3 melee	2 claws +10 melee, bite +5 melee	2 claws +12 melee, bite +7 melee	2 claws +13/+8 melee
Damage:	Claw 1d6+4, bite 1d8+4	Claw 1d6+5, bite 1d8+5	Claw 1d6+6, bite 1d8+6	Claw 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.
Special Attacks:	—	—	Rend 2d6+9	Rend 2d6+12
Special Qualities:	Scent	Scent	Scent	Scent
Saves:	Fort +8, Ref +7, Will +3	Fort +8, Ref +7, Will +3	Fort +10, Ref +8, Will +4	Fort +10, Ref +9, Will +5
Abilities:	Str 19, Dex 14, Con 16, Int 5, Wis 12, Cha 10	Str 20, Dex 14, Con 16, Int 7, Wis 12, Cha 10	Str 23, Dex 14, Con 18, Int 9, Wis 14, Cha 10	Str 25, Dex 16, Con 18, Int 9, Wis 14, Cha 10
Skills:	Climb +12, Jump +12, Listen +8	Climb +14, Jump +14, Listen +11	Climb +17, Jump +17, Listen +13	Climb +19, Jump +19, Listen +13
Climate/Terrain:	Warm forest	Warm forest	Warm forest	Warm forest
Organization:	Solitary or pair	Solitary, pair, or pack (3–4)	Solitary, pair, or pack (3–4)	Solitary, pair, or pack (3–4)
Challenge Rating:	4	5	6	7
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	7–12 HD (Medium-size); 13–18 HD (Large)	8–14 HD (Medium-size); 15–21 HD (Large)	9–16 HD (Medium-size); 17–24 HD (Large)	10–18 HD (Medium-size); 19–27 HD (Large)

Formerly peaceful, even shy creatures, Mephisto took special glee in tainting these hulking brutes. Now Baboon Demons swing down from the trees and charge prey as soon as they recognize it, clawing and biting it into edible pieces. Their arboreal nature gives them a +4 racial bonus to Climb and Jump checks.

Rend (Ex): A Baboon Demon that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals additional damage as noted.

Scent (Ex): Baboon Demons can detect creatures within 30 feet by scent. They can also track by scent (Wisdom check, DC 10–2 per hour, ignore surface conditions and visibility).

Dune Beasts, the weakest of the breed, are sometimes seen across the water in the sands of Aranach. How they got there is a mystery.

Jungle Hunter Baboon Demons were especially docile before their transformation. Now their teeth are continually stained with the blood of small animals they find around their trees.

Doom Apes signal their impending attack with steady, powerful drumming on trees and hollow gourds. This serves both as a warning to adventurers and a summoning to more of the apes' kin.

Temple Guard Baboon Demons were beasts trained long ago to guard temples to lost deities. The temples still stand, and the creatures have passed down the tradition of guarding to their young. They no longer remember why they rend temple interlopers, but that hardly dulls their savage zeal.

BAT DEMON

	Desert Wing Small Magical Beast	Fiend Small Magical Beast	Gloom Bat Small Magical Beast	Blood Diver Small Magical Beast	Dark Familiar Small Magical Beast
Hit Dice:	2d10 (11 hp)	3d10 (16 hp)	5d10 (27 hp)	6d10 (33 hp)	8d10 (44 hp)
Initiative:	+3 (Dex)	+4 (Dex)	+4 (Dex)	+4 (Dex)	+4 (Dex)
Speed:	Fly 30 ft. (average)	Fly 30 ft. (average)	Fly 30 ft. (average)	Fly 30 ft. (average)	Fly 30 ft. (average)
AC:	14 (+3 Dex, +1 size)	15 (+4 Dex, +1 size)	17 (+4 Dex, +1 size, +2 natural)	18 (+4 Dex, +1 size, +3 natural)	19 (+4 Dex, +1 size, +4 natural)
Attacks:	Bite +4 melee	Bite +5 melee	Bite +7 melee	Bite +7/+2 melee	Bite +9/+4 melee
Damage:	Bite 1d6+1	Bite 2d4	Bite 2d6	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.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Shock 1d8	Shock 1d8	Shock 1d8	Shock 1d8	Shock 1d8
Special Qualities:	Blindsight (echolocation)	Blindsight (echolocation)	Blindsight (echolocation), +2 AC against ranged attacks	Blindsight (echolocation)	Blindsight (echolocation)
Saves:	Fort +3, Ref +6, Will +1	Fort +3, Ref +7, Will +2	Fort +4, Ref +8, Will +2	Fort +5, Ref +9, Will +3	Fort +6, Ref +10, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 2, Wis 13, Cha 6	Str 10, Dex 18, Con 10, Int 2, Wis 13, Cha 6	Str 10, Dex 18, Con 10, Int 4, Wis 13, Cha 6	Str 10, Dex 18, Con 10, Int 5, Wis 13, Cha 6	Str 10, Dex 18, Con 10, Int 6, Wis 14, Cha 6
Skills:	Listen +7, Spot +6	Listen +7, Spot +7	Listen +13, Spot +13	Listen +15, Spot +14	Listen +18, Spot +17
Feats:	Weapon Focus (bite)	Weapon Focus (bite)	Alertness, Weapon Focus (bite)	Weapon Focus (bite)	Weapon Focus (bite)

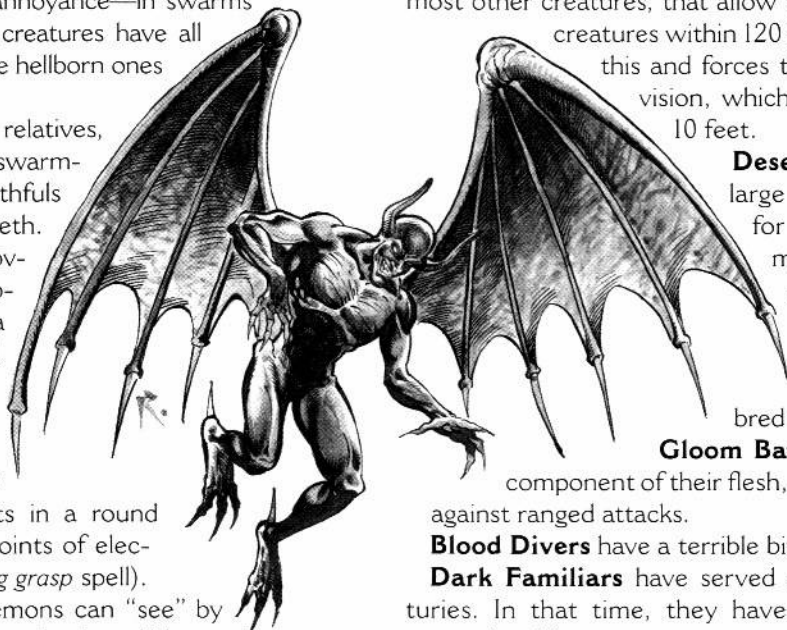
Climate/Terrain:	Any underground	Any underground	Any underground	Any underground	Any underground
Organization:	Brood (2–8)	Brood (2–8)	Brood (1–6)	Brood (1–6), Swarm (2–20)	Brood (1–6), Swarm (2–20)
Challenge Rating:	1	1	2	2	3
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	3–4 (Small); 5–6 (Medium-size)	4–6 (Small); 7–9 (Medium-size)	6–10 (Small); 11–15 (Medium-size)	7–12 (Small); 13–18 (Medium-size)	9–16 (Small); 17–24 (Medium-size)

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.

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.

BLOOD HAWK

	Foul Crow Small Magical Beast	Blood Hawk 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 (+2 Dex, +4 Imp. 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 natural)	18 (+2 Dex, +1 size, +5 natural)
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.
Special Attacks:	Swoop	Swoop	Swoop	Swoop
Special Qualities:	—	—	—	Fire resistance 10, electricity resistance 30
Saves:	Fort +3, Ref +3, Will +1	Fort +4, Ref +5, Will +1	Fort +4, Ref +5, Will +2	Fort +5, Ref +6, Will +2
Abilities:	Str 8, Dex 13, Con 12, Int 2, Wis 12, Cha 6	Str 10, Dex 14, Con 12, Int 2, Wis 12, Cha 6	Str 10, Dex 14, Con 12, Int 3, Wis 12, Cha 6	Str 10, Dex 14, Con 12, Int 4, Wis 12, Cha 6
Skills:	Listen +3, Spot +3	Listen +3, Spot +4	Listen +5, Spot +5	Listen +7, Spot +7
Feats:	Weapon Finesse (claw)	Weapon Finesse (claw)	Weapon Finesse (claw)	Imp. Init., Weapon Finesse (claw)
Climate/Terrain:	Temperate and warm mountains	Temperate and warm mountains	Temperate and warm mountains	Temperate and warm mountains
Organization:	Flock (3-6)	Flock (3-6)	Flock (3-6)	Flock (3-6)
Challenge Rating:	1/2	1	1	2
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	2 (Small); 3 (Medium-size)	3-4 (Small); 5-6 (Medium-size)	4-6 (Small); 7-9 (Medium-size)	6-10 (Small); 11-15 (Medium-size)

Blood Hawks 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.

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

Swoop (Ex): When first attacking, Blood Hawks 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. Blood Hawks 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 Blood Hawk—though still formidable.

Blood Hawks 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.

BLUNDERBØRE

	Blunderbore Large Giant	Gorbelly Large Giant	Mauler Huge Giant	Urdar Huge Giant
Hit Dice:	6d8+24 (51 hp)	8d8+32 (68 hp)	8d8+48 (84 hp)	12d8+72 (126 hp)
Initiative:	-1 (Dex)	+0 (Dex)	+0 (Dex)	+1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.	20 ft.
AC:	16 (-1 Dex, -1 size, +8 natural)	17 (-1 size, +8 natural)	17 (-2 size, +9 natural)	18 (+1 Dex, -2 size, +9 natural)
Attacks:	Punch +9 melee	Punch +12/+7 melee	Punch +13/+8 melee	Punch +17/+12 melee
Damage:	Punch 1d6+5	Punch 1d6+6	Punch 1d8+7	Punch 1d8+8
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.
Special Attacks:	Knockback	Knockback	Knockback	Knockback
Special Qualities:	Fast healing 1	Fast healing 1	Fast healing 2	Fast healing 3, cold resistance 20, fire resistance 20, electricity resistance 20, +4 save against poison
Saves:	Fort +9, Ref +1, Will +2	Fort +10, Ref +2, Will +2	Fort +12, Ref +2, Will +2	Fort +14*, Ref +5, Will +4
Abilities:	Str 20, Dex 8, Con 19, Int 6, Wis 10, Cha 8	Str 22, Dex 10, Con 19, Int 8, Wis 10, Cha 8	Str 24, Dex 10, Con 22, Int 8, Wis 10, Cha 8	Str 26, Dex 12, Con 22, Int 10, Wis 10, Cha 8
Skills:	Climb +9, Move Silently +3	Climb +11, Move Silently +6	Climb +12, Move Silently +4	Climb +15, Move Silently +5
Feats:	Cleave, Power Attack	Blind-Fight, Cleave, Power Attack	Blind-Fight, Cleave, Power Attack	Blind-Fight, Cleave, Combat Reflexes, Power Attack
Climate/Terrain:	Any land	Any land	Any land	Any land
Organization:	Solitary or pair	Clump (1-3)	Clump (2-4)	Clump (2-4)
Challenge Rating:	5	6	8	11
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	By character class	By character class	By character class	By character class

Alchemically tainted, Blunderbores were originally bred as slave labor. More recently, they have been pressed into combat by the rising tide of evil. Their tactics consist of lumbering up and pummeling foes with their enormous fists. Their tiny heads allow little other consideration. Blunderbores rarely have classes. When they do, their favored class is fighter.

Knockback (Ex): Blunderbores knock opponents back with their mighty blows. In addition to normal damage, treat every Blunderbore attack as an Improved Bull Rush attack, except that the Blunderbore never moves with a target to continue the push.

Fast Healing (Ex): Thanks to their bizarre alchemy, Blunderbores heal damage every round.

Blunderbores were the prototype of all Blunderbores to come. Though less advanced, they are still a menace when taking orders from their evil lords.

Gorbelly Blunderbores eat any meat they can find, in any condition. Like most Blunderbores, they do not even put their food down to fight.

Maulers take thick-witted joy in pounding on things. If they have nothing to attack, they will punch buildings, the ground, or each other.

Urdars are the newest and smartest of the line. Their power is great enough that the lords of hell keep them as bodyguards and as highly resistant torture subjects.

CANTOR

	Sexton Medium-Size Humanoid	Cantor Medium-Size Humanoid	Hierophant Medium-Size Humanoid
Hit Dice:	4d8+4 (22 hp)	5d8+10 (32 hp)	7d8 +21 (52 hp)
Initiative:	+4 (Imp. Init.)	+5 (+1 Dex, Imp. Init.)	+6 (+2 Dex, Imp. Init.)
Speed:	30 ft.	20 ft.	15 ft.
AC:	14 (+4 scale)	16 (+1 Dex, +5 chain)	18 (+2 Dex, +6 banded)
Attacks:	unarmed +0 melee	unarmed +0 melee	unarmed +0 melee
Damage:	slam 1d3	slam 1d3	slam 1d3
Special Attacks:	Lightning bolt, ice storm	Lightning bolt, ice storm	Lightning bolt, ice storm
Special Qualities:	teleport, resurrect	teleport, resurrect	teleport, resurrect
Saves:	Fort +1, Ref +0, Will +3	Fort +2, Ref +1, Will +4	Fort +3, Ref +2, Will +5
Abilities:	Str 11, Dex 10, Con 13, Int 12, Wis 15, Cha 10	Str 11, Dex 12, Con 15, Int 12, Wis 15, Cha 10	Str 11, Dex 14, Con 17, Int 12, Wis 15, Cha 10
Skills:	Concentration +6, Listen +7 Spot +3	Concentration +8, Listen +7, Spot +4	Concentration +10, Listen +7 Spot +5
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Climate/Terrain:	Any temperate	Any temperate	Any temperate
Organization:	Solitary or band (2d4)	Solitary or band (1d6+1)	Solitary or band (1d4+1)
Challenge Rating:	5	6	8
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	3-4 HD (Medium-size)	4-6 HD (Medium-size)	6-10 HD (Medium-size)

The Cantors are intolerant, fanatical defenders of their faith. They have no mercy for anyone or anything that they perceive as a threat to their order.

Lightning Bolt (Su): A Cantor casts lightning bolt as a sorcerer; Reflex save half (DC 14).

Ice Storm (Su): A Cantor casts ice storm as a 7th-level sorcerer every 1d6+1 rounds.

Teleport (Su): A Cantor casts teleport without error up to 3 times/day as a 14th-level sorcerer.

Cure Moderate Wounds (Su): A Cantor can heal 2d8+a number of points equal to his Hit Dice. A Cantor can do this a number of times per day equal to his Hit Dice. This ability has a 25-foot range.

Sexton: The lowest ranking priests form the vanguard of the order, attacking without mercy at the command of their superiors. Lightning bolt: every 1d4 rounds as a 7th-level sorcerer. Ice storm: as an 8th-level sorcerer.

Cantor: The Cantors act as intermediaries between the Hierophants (whom they fear) and the Sextons (whom they abuse). Lightning bolt: every 1d4 rounds as a 9th-level sorcerer. Ice storm: as an 11th-level sorcerer.

Hierophant: The nefariously wise Hierophants lead the lesser priests against the enemies of their faith. They prefer to remain distant from battle, directing their forces, hurling their lightning and ice storm attacks, and stepping in only to resurrect any fallen faithful. Lightning bolt: every other round as an 11th-level sorcerer. Ice storm: as a 13th-level sorcerer.

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, +4 Imp. Init.)	+5 (+1 Dex, +4 Imp. Init.)	+5 (+1 Dex, +4 Imp. Init.)	+5 (+1 Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	17 (+7 natural, -1 size, +1 Dex)	18 (+8 natural, -1 size, +1 Dex)	19 (+9 natural, -1 size, +1 Dex)	19 (+9 natural, -1 size, +1 Dex)	20 (+9 natural, -1 size, +2 Dex)
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 2d4+2, tail 1d6+1	Claw 2d4, tail 1d6+1	Claw 2d4, tail 1d6+1
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Freezing charge	Freezing charge	Freezing charge	Freezing charge	Freezing charge
Special Qualities:	Uncanny dodge	Uncanny dodge	Uncanny dodge, fire immunity	Uncanny dodge, fire resistance 20, +6 save against poison	Uncanny dodge, fire resistance 30, +2 save against poison, +6 save against mind control
Saves:	Fort +1, Ref +5, Will +5	Fort +2, Ref +6, Will +6	Fort +3, Ref +6, Will +6	Fort +3*, Ref +7, Will +7	Fort +5*, Ref +8, Will +7
Abilities:	Str 12, Dex 12, Con 10, Int 6, Wis 12, Cha 10	Str 12, Dex 12, Con 10, Int 7, Wis 12, Cha 10	Str 14, Dex 12, Con 12, Int 8, Wis 12, Cha 10	Str 14, Dex 12, Con 12, Int 9, Wis 12, Cha 10	Str 16, Dex 14, Con 14, Int 13, Wis 12, Cha 12
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 +27, Spot +15
Feats:	Improved Initiative, Multiattack	Improved Initiative, Multiattack	Improved Initiative, Multiattack	Improved Initiative, Multiattack, Weapon Focus (claw)	Blind-Fight, Improved Initiative, Multiattack, Weapon Focus (claw)
Climate/Terrain:	Warm land and underground	Warm land and underground	Warm land and underground	Warm land and underground	Warm land and underground
Organization:	Brood (2-5)	Brood (2-5)	Brood (2-5)	Brood (2-5)	Brood (2-5)
Challenge Rating:	2	3	4	5	6
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class	By character class	By character class

Vipers are hideous snake-like creatures with arms and other humanoid features. They well 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 for 1d3 rounds.

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 RØGUE

	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:	S11, D13, C11, I8, W11, Ch8	S11, D14, C11, I8, W11, Ch8	S13, D14, C11, I11, W11, Ch8	S13, D14, C11, I13, W12, Ch8	S16, D16, C16, I14, 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
Climate/Terrain	Any temperate	Any temperate	Any temperate	Any temperate	Any temperate
Organization:	Party (1-4)	Party (2-5)	Party (3-6)	Party (4-7)	Party (5-8)
Challenge Rating:	1/4	1/2	1	2	4
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class	By character class	By character class

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:	S10, D9, C10, 15, W8, Ch7	S10, D9, C10, 15, W8, Ch7	S10, D9, C10, 15, W8, Ch7	S12, D9, C10, 15, W8, Ch7	S14, 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
Climate/Terrain:	Any temperate	Any temperate	Any temperate	Any temperate	Any temperate
Organization:	Pack (3-12)	Pack (3-12)	Pack (3-12)	Pack (3-12)	Pack (3-12)
Challenge Rating:	1/6	1/4	1/2	1	2
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class	By character class	By character class

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:	SI0, DI0, CI1, I9, W9, Ch11	SI0, DI0, CI1, I9, W9, Ch12	SI2, DI0, CI1, II1, WI1, Ch12	SI3, DI0, CI1, III, WI1, Ch13	SI4, DI0, CI1, II4, WI4, Ch13
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
Climate/Terrain:	Any temperate	Any temperate	Any temperate	Any temperate	Any temperate
Organization:	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
Challenge Rating:	1	2	2	3	4
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class	By character class	By character class

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.

FETISH

	Rat Man Small Fey	Fetish Small Fey	Flayer Small Fey	Soul Killer Small Fey	Stygian Doll Small Fey
Hit Dice:	3d6+6 (16 hp)	4d6+8 (22 hp)	5d6+10 (27 hp)	6d6+12 (33 hp)	7d6+14 (38 hp)
Initiative:	+6 (+2 Dex, +4 Imp. Init.)	+7 (+3 Dex, +4 Imp. Init.)	+7 (+3 Dex, +4 Imp. Init.)	+8 (+4 Dex, +4 Imp. Init.)	+8 (+4 Dex, +4 Imp. Init.)
Speed:	40 ft.	40 ft.	40 ft.	50 ft.	50 ft.
AC:	16 (+2 Dex, +1 size, +3 nat)	18 (+3 Dex, +1 size, +4 nat)	19 (+3 Dex, +1 size, +5 nat)	20 (+4 Dex, +1 size, +5 nat)	21 (+4 Dex, +1 size, +6 nat)
Attacks:	Knife -1 melee; or Blow gun +3 ranged	Knife +1 melee; or Blow gun +5 ranged	Knife +1 melee; or Blow gun +5 ranged	Knife +2 melee; or Blow gun +7 ranged	Knife +4 melee; or Blow gun +7 ranged
Damage:	Knife 1d4-2, blow gun 1d2	Knife 1d4-1, blow gun 1d2	Knife 1d4-1, blow gun 1d2	Knife 1d4-1, blow gun 1d2	Knife 1d4+1, blow gun 1d2
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.
Special Attacks:	—	—	—	—	—
Special Qualities:	—	—	—	—	—
Saves:	Fort +3, Ref +5, Will +3	Fort +3, Ref +7, Will +4	Fort +3, Ref +7, Will +4	Fort +3, Ref +9, Will +5	Fort +3, Ref +9, Will +5
Abilities:	Str 6, Dex 15, Con 14, Int 5, Wis 10, Cha 9	Str 8, Dex 16, Con 14, Int 5, Wis 10, Cha 9	Str 8, Dex 17, Con 14, Int 5, Wis 10, Cha 9	Str 8, Dex 18, Con 14, Int 9, Wis 10, Cha 9	Str 12, Dex 19, Con 14, Int 9, Wis 10, Cha 9
Skills:	Hide +5, Listen +2, Move Silently +2, Spot +2	Hide +6, Listen +2, Move Silently +3, Spot +4	Hide +8, Listen +2, Move Silently +3, Spot +4	Hide +9, Listen +4, Move Silently +4, Spot +4	Hide +9, Listen +2, Move Silently +4, Spot +6
Feats:	Improved Initiative	Improved Initiative	Improved Initiative, Dodge	Improved Initiative, Dodge	Improved Initiative, Dodge

Climate/Terrain:	Any	Any	Any	Any	Any
Organization:	Pack (2-20)	Pack (2-12)	Pack (2-12)	Pack (2-12)	Pack (2-12)
Challenge Rating:	4	5	6	7	8
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class	By character class	By character class

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

Fetishes stalk their prey, rushing to the attack from hiding and slashing with jagged hunting knives. If one or more Fetishes are slain, the rest dash to cover at high speed to attack with their blow guns and then hide. Once hidden, they stop and begin to stalk their foes again.



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

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

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

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

Stygian Dolls might serve powerful demons as well as shamans, witch doctors and sorcerers. A

Stygian Doll Shaman can revive any Fetish.

FETISH SHAMAN

	Rat Man Small Fey	Fetish Small Fey	Flayer Small Fey	Soul Killer Small Fey	Stygian Doll Small Fey
Hit Dice:	4d6+8 (22 hp)	5d6+10 (27 hp)	6d6+12 (33 hp)	7d6+14 (38 hp)	8d6+16 (44 hp)
Initiative:	+7 (+3 Dex, +4 Imp. Init.)	+7 (+3 Dex, +4 Imp. Init.)	+8 (+4 Dex, +4 Imp. Init.)	+8 (+4 Dex, +4 Imp. Init.)	+9 (+5 Dex, +4 Imp. Init.)
Speed:	40 ft.	40 ft.	40 ft.	50 ft.	50 ft.
AC:	18 (+3 Dex, +1 size, +4 nat)	19 (+3 Dex, +1 size, +5 nat)	20 (+4 Dex, +1 size, +5 nat)	21 (+4 Dex, +1 size, +6 nat)	23 (+5 Dex, +1 size, +7 nat)
Attacks:	Knife +1 melee; or Blow gun +5 ranged	Knife +1 melee; or Blow gun +5 ranged	Knife +2 melee; or Blow gun +7 ranged	Knife +2 Blow gun +7 ranged	Knife +5 melee; or Blow gun +9 ranged
Damage:	Knife 1d4-1, blow gun 1d2	Knife 1d4-1, blow gun 1d2	Knife 1d4-1, blow gun 1d2	Knife 1d4-1, blow gun 1d2	Knife 1d4+1, blow gun 1d2
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.
Special Attacks:	<i>Fire bolt</i> , Fetish Stack	<i>Fire bolt</i> , Fetish Stack	<i>Fire bolt</i> , Fetish Stack	<i>Fire bolt</i> , Fetish Stack	<i>Fire bolt</i> , Fetish Stack
Special Qualities:	Raise Fetish	Raise Fetish	Raise Fetish	Raise Fetish	Raise Fetish
Saves:	Fort +3, Ref +7, Will +4	Fort +3, Ref +7, Will +4	Fort +3, Ref +9, Will +5	Fort +3, Ref +9, Will +5	Fort +4, Ref +11, Will +6
Abilities:	Str 8, Dex 16, Con 14, Int 7, Wis 10, Cha 11	Str 8, Dex 17, Con 14, Int 7, Wis 10, Cha 11	Str 8, Dex 18, Con 14, Int 7, Wis 10, Cha 11	Str 8, Dex 19, Con 14, Int 9, Wis 10, Cha 11	Str 12, Dex 20, Con 14, Int 9, Wis 10, Cha 11
Skills:	Hide +6, Listen +2, Move Silently +3, Spot +4	Hide +8, Listen +2, Move Silently +3, Spot +4	Hide +9, Listen +4, Move Silently +4, Spot +4	Hide +9, Listen +4, Move Silently +4, Spot +6	Hide +9, Listen +4, Move Silently +4, Spot +8
Feats:	Improved Initiative	Improved Initiative, Dodge	Improved Initiative, Dodge	Improved Initiative, Dodge	Improved Initiative, Dodge
Climate/Terrain:	Any	Any	Any	Any	Any
Organization:	30%; 1 per 4 Rat Men	30%; 1 per 4 Fetishes	30%; 1 per 4 Flayers	30%; 1 per 4 Soul Killers	30%; 1 per 4 Stygian Dolls
Challenge Rating:	8	9	10	11	12
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class	By character class	By character class

Fire Bolt (Su): Once per round, a Fetish Shaman can cast a flaming missile at a single foe within 100 feet as a partial action doing 1d6 points of damage per Hit Die with a maximum of 5d6. A Reflex save with a DC: 11 is allowed for half damage.

Fetish Stack (Sp): Normal Fetishes within a move of a Shaman can form a stack of Fetish warriors that resembles a deranged, walking totem pole, with the Shaman on top. Joining the stack is a standard action for Fetishes and a full-round action for the Shaman, who cannot perform any action while the stack is being formed. Thereafter, the formed stack has the initiative of the Shaman.

Only the Shaman of the stack can attack. It receives the Shaman bonus

for each other Fetish in the stack. Alternately, the Shaman can cast a *fire bolt* doing 1d6 points of damage per Hit Die with a maximum of 5d6 (DC: 11+2 per additional Fetish in the stack) to a range of 10 feet per Fetish.

Thus, a Flayer Shaman on three Fetishes can cast a *fire bolt* (DC: 17) up to 30 feet for 5d6 points of damage or strike at +6 for 1d4+6. Any hit on the stack is 20% likely per Fetish to tumble them all; killing a Fetish tumbles the rest immediately. All surviving Fetishes instantly regain their feet and can operate normally in the next round.

Raise Fetish (Sp): A Shaman Fetish can restore a slain Fetish. This is a standard action with a 60-foot range. The restored Fetish has full normal hit points and operates normally.



FINGER MAGE

	Groper Medium-Size Aberration	Strangler Medium-Size Aberration	Storm Caster Medium-Size Aberration
Hit Dice:	10d8+10 (55 hp)	12d8+12 (66 hp)	14d8+14 (77 hp)
Initiative:	+6 (+2 Dex, +4 Imp. Init.)	+7 (+3 Dex, +4 Imp. Init.)	+8 (+4 Dex, +4 Imp. Init.)
Speed:	Fly 50 ft. (good)	Fly 50 ft. (good)	Fly 50 ft. (good)
AC:	18 (+2 Dex, +6 natural)	20 (+3 Dex, +7 natural)	22 (+4 Dex, +8 natural)
Attacks:	Bite +7 melee, slam +2 melee	Bite +9 melee, slam +4 melee	Bite +10 melee, slam +5 melee
Damage:	Bite 2d6, slam 1d6	Bite 2d6, slam 1d6	Bite 2d8, slam 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Mana burn	Mana burn	Mana burn
Special Qualities:	SR 20	SR 23	SR 26
Saves:	Fort +4, Ref +5, Will +7	Fort +5, Ref +7, Will +8	Fort +5, Ref +11, Will +9
Abilities:	Str 11, Dex 15, Con 12, Int 10, Wis 10, Cha 9	Str 11, Dex 17, Con 12, Int 10, Wis 10, Cha 9	Str 11, Dex 19, Con 12, Int 10, Wis 10, Cha 9
Skills:	Hide +7, Listen +7, Move Silently +7, Spot +7	Hide +9, Listen +8, Move Silently +9, Spot +8	Hide +11, Listen +9, Move Silently +11, Spot +9
Feats:	Improved Initiative, Dodge, Mobility	Improved Initiative, Dodge, Mobility	Improved Initiative, Dodge, Lightning Reflexes, Mobility
Climate/Terrain:	Any	Any	Any
Organization:	Solitary, pair, or troop (6-10)	Solitary, pair, or troop (5-9)	Solitary, pair or troop (4-8)
Challenge Rating:	6	7	8
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	11-13 HD (Medium-size)	13-15 HD (Medium-size)	15-17 HD (Large)

The Mage-Clan Wars brought forth many bizarre devices and organisms devised to defeat rival sorcerers. The surest way to halt the magic of an enemy spellcaster was to eliminate his source of power by draining away his personal spell reserves. A group of ingenious mages constructed a creature that had this as an innate talent. After the Wars ended, these Finger Mages were left to starve and die by those that had created them. Unfortunately, their own magical energy led the hungry creatures to the hidden Mage sanctum where the sorcerers were drained before they could mount a defense. Now, these manifestations have been drawn to the gates of Hell in search of even greater sources of energy.

Finger Mages are weak melee opponents. They tend to rely on flight to keep them out of weapon range, allowing them to target spellcasters with their insidious *mana burn* attack. Their keen senses give them a +3 racial bonus to Listen and Spot checks.

Mana Burn (Su): Ray, Reflex save. A spellcaster hit by this attack loses a variable number of levels of spells or spell-like abilities (if it has any). This ability starts with the highest level spell possible and works its way down. For instance, it might erase one 3rd-level spell, one 2nd-level spell, and one 1st-level spell, for a total of six levels. At least one spell or spell-like ability is affected.

Groper: The smallest of the Finger Mages swarm around their targets like a flock of vultures around a fresh corpse. Mana Burn: 30 ft., DC 17; 1d6 levels of spells or spell-like abilities.

Strangler: The Stranglers prefer to ambush their prey. Mana Burn: 60 ft., DC 19; 1d6+2 levels of spells or spell-like abilities.

Storm Caster: The appearance of the largest Finger Mages sends even the mightiest spellcasters running for cover. Mana Burn: 90 ft., DC 21; 1d6+4 levels of spells or spell-like abilities.

FROG DEMON

	Swamp Dweller Medium-Size Monstrous Humanoid	Bog Creature Medium-Size Monstrous Humanoid	Slime Prince Medium-Size Monstrous Humanoid
Hit Dice:	5d8+5 (27 hp)	6d8+12 (39 hp)	7d8+21 (52 hp)
Initiative:	+0	+1 (Dex)	+2 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	15 (+5 natural)	17 (+1 Dex, +6 natural)	19 (+2 Dex, +7 natural)
Attacks:	2 claws +2 melee, bite +0 melee	2 claws +3 melee, bite +1 melee	2 claws +4, bite +2 melee
Damage:	Claw 1d6+2, bite 1d4	Claw 1d6+3, bite 1d4+1	Claw 1d6+4, bite 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon	Breath weapon	Breath weapon
Special Qualities:	—	—	—
Saves:	Fort +1 Ref +3, Will +0	Fort +2, Ref +4, Will +0	Fort +3 Ref +4 Will +0
Abilities:	Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10	Str 15, Dex 12, Con 15, Int 9, Wis 10, Cha 10	Str 17, Dex 15, Con 17, Int 9, Wis 10, Cha 10
Skills:	Hide +6*, Jump +8, Swim +9	Hide +6*, Jump +10, Swim +9	Hide +6*, Jump +12, Swim +9
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Climate/Terrain:	Any marsh	Any marsh	Any marsh
Organization:	Gang (10–20)	Gang (4–9)	Gang (4–9)
Treasure:	Standard	Standard	Standard
Challenge Rating:	2	3	4
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	6–9 HD (Medium-size)	8–12 HD (Medium-size)	9–15 HD (Large)

These merciless amphibians are the bane of any hero that would travel the rivers, swamps, bogs and marshes of the world. They strip the flesh from those they slay, leaving only polished bones as a sign of their hunger.

Frog Demons prefer to ambush their prey by lying almost totally submerged in water until their quarry passes near. They fight as unorganized individuals, using their breath weapons to attack foes at a distance. One of their favorite tactics is to use their breath weapons to force enemies into the water, where the Frog Demons have the advantage.

Breath Weapon (Su): Cone of poisonous gas, range 10 feet per Hit Die; after using breath weapon, waits 1d4 rounds before breathing again, Fortitude save (DC 17).

Skills: The Frog Demons' coloration gives them a +4 racial bonus to Hide checks when in the water.

Swamp Dweller: The smallest Frog Demons kill with their poison breath. Breath Weapon: 30 feet, every 1d4 rounds; initial damage 1d4 temporary Strength, secondary damage 1d4 Strength.

Bog Creature: These fierce killers slay their foes by overcoming them with poison breath and then rending with their sharp talons. Breath Weapon (Su): 60 feet, every 1d4 rounds; initial damage 1d4+1 temporary Strength, secondary damage 1d4+1 Strength.

Slime Prince: These monstrosities defeat their prey by overwhelming them with poison and then ripping them to shreds. Breath Weapon (Su): 70 feet, every other round, initial damage 1d6 Strength, secondary damage 1d6 Strength.

GOATMAN

	Moon Clan Medium-Size Outsider Hit Dice: 2d8+2 (11 hp) Initiative: +1 (Dex) Speed: 30 ft. AC: 15 (+1 Dex, +4 natural) Attacks: Axe +4 melee; or longbow +4 ranged Damage: Axe 1d8+2; or longbow 1d8 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: — Special Qualities: — Saves: Fort +4, Ref +4, Will +4 Abilities: Str 14, Dex 12, Con 12, Int 11, Wis 12, Cha 13 Skills: Intimidate +5, Jump +6, Listen +5, Search +4 Feats: Weapon Focus (longbow)	Night Clan Medium-Size Outsider Hit Dice: 3d8+6 (19 hp) Initiative: +1 (Dex) Speed: 30 ft. AC: 17 (+1 Dex, +6 natural) Attacks: Axe +5 melee; or longbow +5 ranged Damage: Axe 1d8+2; or longbow 1d8 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: +2 first melee attack Special Qualities: — Saves: Fort +5, Ref +4, Will +4 Abilities: Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 13 Skills: Intimidate +7, Jump +7, Listen +6, Search +7, Spot +6 Feats: Point Blank Shot, Weapon Focus (longbow)
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Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Herd (1–12)	Herd (1–12)
Challenge Rating:	1/2	1
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class

	Blood Clan Medium-Size Outsider Hit Dice: 4d8+8 (26 hp) Initiative: +1 (Dex) Speed: 30 ft. AC: 20 (+9 natural, +1 Dex) Attacks: Axe +6 melee; or longbow +5 ranged Damage: Axe 1d8+2; or longbow 1d8 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: +2 melee damage to wounded foe Special Qualities: — Saves: Fort +6, Ref +5, Will +5 Abilities: Str 15, Dex 13, Con 14, Int 13, Wis 12, Cha 13 Skills: Intimidate +9, Jump +9, Listen +8, Search +8, Spot +8 Feats: Point Blank Shot, Weapon Focus (longbow)	Death Clan Medium-Size Outsider Hit Dice: 5d8+10 (32 hp) Initiative: +1 (Dex) Speed: 30 ft. AC: 20 (+9 natural, +1 Dex) Attacks: Axe +7 melee; or longbow +6 ranged Damage: Axe 1d8+2; or longbow 1d8 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: — Special Qualities: +8 save against mind control Saves: Fort +6, Ref +5, Will +5 Abilities: Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 13 Skills: Intimidate +10, Jump +10, Listen +9, Search +9, Spot +9, Wild. Lore +6 Feats: Point Blank Shot, Weapon Focus (longbow)	Hell Clan Medium-Size Outsider Hit Dice: 6d8+12 (39 hp) Initiative: +2 (Dex) Speed: 30 ft. AC: 22 (+10 natural, +2 Dex) Attacks: Axe +9/+4 melee; or longbow +8/+3 ranged Damage: Axe 1d8+3; or longbow 1d8 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: — Special Qualities: Fire resistance 20 Saves: Fort +7, Ref +7, Will +6 Abilities: Str 18, Dex 14, Con 14, Int 14, Wis 12, Cha 15 Skills: Hide +8, Intimidate +11, Jump +13, Listen +10, Search +11, Spot +10, Wild. Lore +10 Feats: Point Blank Shot, Weapon Focus (longbow)
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Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Herd (1–12)	Herd (1–12)	Herd (1–12)
Challenge Rating:	2	3	4
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class

GOATMAN (CONT.)

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 Medium-Size Construct	Blood Medium-Size Construct	Iron Medium-Size Construct	Fire Medium-Size 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.
Special 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:	S14, D8, C—, I—, W11, Ch1	S16, D8, C—, I—, W11, Ch1	S18, D9, C—, I—, W11, Ch1	S20, D11, C—, I—, W11, Ch1
Climate/Terrain:	Any	Any	Any	Any
Organization:	Solitary	Solitary	Solitary	Solitary
Challenge Rating:	2	3	4	6
Alignment:	Neutral	Neutral	Neutral	Neutral
Advancement:	5-9 HD (Large)	8-11 HD (Large)	9-13 HD (Large)	13-16 HD (Large)



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.

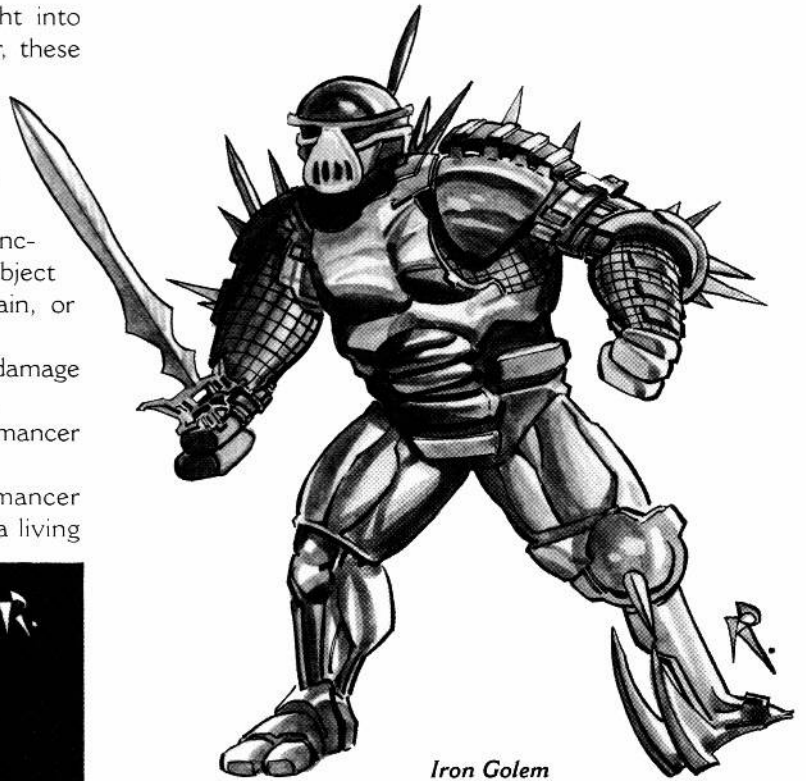
The Golem follows simple orders given by its creator. When ordered to attack the caster's foes, they attack nearest, then the next nearest, and so on.

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.

MEGADEMØN

	Balrog Large Outsider	Pit Lord Huge Outsider	Venom Lord Huge Outsider
Hit Dice:	15d8+75 (142 hp)	17d8+102 (178 hp)	19d8+133 (218 hp)
Initiative:	+5 (+1 Dex, +4 Imp. Init.)	+5 (+1 Dex, +4 Imp. Init.)	+5 (+1 Dex, +5 Imp. Init.)
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 melee; or 2 claws +14 melee, wing +9 melee	Huge greatsword +20/+15/+9 melee; or 2 claws +15 melee, wing +10 melee	Huge greatsword +21/+16/+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
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Breath weapon	Breath weapon	Breath weapon
Special 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:	Fort +13, Ref +9, Will +13	Fort +14, Ref +9, Will +13	Fort +15, Ref +9, Will +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
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Climate/Terrain:	Any land or underground	Any land or underground	Any land or underground
Organization:	Solitary or team (2-4)	Solitary or team (2-4)	Solitary or team (2-4)
Challenge Rating:	16	17	18
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	14-20 HD (Large); 21-39 HD (Huge)	15-21 HD (Huge); 22-40 (Huge)	16-22 (Huge); 23-41 (Huge)

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.

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.

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/wall of fire*. 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 being. 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).



MOSQUITO DEMON

	Sucker	Feeder
	Small Magical Beast	Small Magical Beast
Hit Dice:	5d10+5 (32 hp)	7d10+7 (45 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	Fly 40 ft. (average)	Fly 40 ft. (average)
AC:	14 (+2 Dex, +2 size, +1 natural)	15 (+2 Dex, +2 size, +1 natural)
Attacks:	Bite +6 melee	Bite +7 melee
Damage:	bite 2d4	bite 2d6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	blood drain, disease	blood drain, disease
Special Qualities:	—	—
Saves:	Fort +5, Ref +7, Will +1	Fort +6, Ref +8, Will +2
Abilities:	Str 10, Dex 17, Con 12, Int 2, Wis 10, Cha 6	Str 10, Dex 17, Con 12, Int 2, Wis 10, Cha 6
Skills:	Listen +6, Move Silently +5, Spot +6	Listen +7, Move Silently +5, Spot +7
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Climate/Terrain:	Any marsh or forest	Any marsh or forest
Organization:	Swarm (1d4+2)	Swarm (1d4)
Challenge Rating:	4	6
Alignment:	Always neutral	Always neutral
Advancement:	6–10 HD (Small)	8–14 (Medium-size)

The wet, humid atmosphere of the Kehjistan rainforest is the perfect environment for fly and mosquito larvae. Pools of stagnant water gather after the frequent rains, providing spots for the adults of these species to lay their eggs. Mosquito Demons dwarf their normal cousins: Their wingspans can be as large as four feet. These known disease carriers can quickly drain the blood from a victim, making escape difficult. By themselves, Mosquito Demons are not usually deadly. However, if other threats lurk nearby, they will drain a victim's blood while the other creatures move in for the kill.

A Mosquito Demon attacks by landing on a victim, finding a vulnerable spot, and plunging its disgusting, needlelike proboscis into the flesh. This is a touch attack.

Attach (Ex): If a Mosquito Demon hits with a touch attack, it uses its six legs to latch onto the opponent's body. An attached mosquito has an AC of 12.

Blood Drain (Ex): A Mosquito Demon drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 6 points of Constitution, it detaches and flies off to digest the meal.

Disease (Ex): Filth fever—bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 74 in the *Dungeon Master's Guide*).

Suckers are the most common form of Mosquito Demons, but that makes them no less deadly. Although they aren't intelligent enough to count their victories, they number in the thousands.

Feeders are more rare, and thankfully so. While Suckers lurk in ambush, Feeders may wander about in search of the warm-blooded prey they lust for.

MUMMY (AND GREATER MUMMY)

	Dried Corpse Medium-Size Undead	Decayed Medium-Size Undead	Embalmed Medium-Size Undead	Preserved Dead Medium-Size Undead	Cadaver Medium-Size Undead
Hit Dice:	3d12 (20 hp)	5d12 (32 hp)	7d12 (45 hp)	9d12 (58 hp)	11d12 (71 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.	20 ft.	20 ft.
AC:	16 (-1 Dex, +7 natural)	17 (-1 Dex, +8 natural)	17 (-1 Dex, +8 natural)	17 (-1 Dex, +8 natural)	18 (-1 Dex, +9 natural)
Attacks:	Slam +2 melee	Slam +4 melee	Slam +5 melee	Slam +7 melee	Slam +8 melee
Damage:	Slam 1d6+1	Slam 1d6+2	Slam 1d6+2	Slam 1d6+3	Slam 1d6+3
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.
Special Attacks:	Poison,	Poison	Poison	Poison	Poison
Special Qualities:	Undead	Undead	Undead	Undead	Undead
Saves:	Fort +1, Ref +0, Will +3	Fort +1, Ref +0, Will +5	Fort +2, Ref +1, Will +6	Fort +3, Ref +2, Will +8	Fort +3, Ref +2, Will +9
Abilities:	Str 12, Dex 8, Con —, Int 6, Wis 10, Cha 10	Str 15, Dex 8, Con —, Int 6, Wis 12, Cha 12	Str 15, Dex 8, Con —, Int 6, Wis 12, Cha 14	Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 14	Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 14
Skills:	Hide +5, Listen +5, Move Silently +5, Spot +5	Hide +6, Listen +7, Move Silently +6, Spot +7	Hide +7, Listen +8, Move Silently +7, Spot +8	Hide +9, Listen +10, Move Silently +9, Spot +10	Hide +10, Listen +11, Move Silently +11, Spot +11
Feats:	—	—	—	Alertness	Alertness

Climate/Terrain:	Any desert and underground	Any desert and underground	Any desert and underground	Any desert, marsh, and underground	Any desert, marsh, and underground
Organization:	Stagger (2-5)	Stagger (2-5)	Stagger (2-5)	Stagger (2-5)	Stagger (2-5)
Challenge Rating:	2	3	4	5	6
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	4-5 HD (Medium-size); 6-9 HD (Large)	6-10 HD (Medium-size); 11-15 HD (Large)	8-14 HD (Medium-size); 15-21 HD (Large)	10-18 HD (Medium-size); 19-27 HD (Large)	12-22 HD (Medium-size); 21-33 HD (Large)

	Hollow One Large Undead	Guardian Large Undead	Unraveler Large Undead	Horadrim Ancient Large Undead
Hit Dice:	10d12+3 (68 hp)	12d12+3 (81 hp)	14d12+3 (94 hp)	17d12+3 (113 hp)
Initiative:	+0	+0	+0	+0
Speed:	20 ft.	20 ft.	20 ft.	20 ft.
AC:	18 (-1 size, +9 natural)	18 (-1 size, +9 natural)	18 (-1 size, +9 natural)	19 (-1 size, +10 natural)
Attacks:	Slam +7 melee	Slam +9/+4 melee	Slam +11/+6 melee	Slam +13/+8 melee
Damage:	Slam 1d8+3	Slam 1d8+4	Slam 1d8+5	Slam 1d8+5
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.
Special Attacks:	Breath weapon, poison, unholy bolt	Breath Weapon, poison, unholy bolt	Breath Weapon, poison, unholy bolt	Breath weapon, poison, unholy bolt
Special Qualities:	Undead	Undead	Undead	Undead
Saves:	Fort +5, Ref +3, Will +10	Fort +6, Ref +4, Will +11	Fort +6, Ref +4, Will +12	Fort +7, Ref +7, Will +14
Abilities:	Str 17, Dex 10, Con —, Int 10, Wis 16, Cha 16	Str 19, Dex 10, Con —, Int 10, Wis 16, Cha 16	Str 21, Dex 10, Con —, Int 10, Wis 16, Cha 16	Str 21, Dex 10, Con —, Int 10, Wis 18, Cha 18
Skills:	Hide +10, Knowledge (religion) +10, Listen +13, Move Silently +10, Spot +13	Hide +10, Knowledge (religion) +10, Listen +15, Move Silently +10, Spot +15	Hide +10, Knowledge (religion) +10, Listen +17, Move Silently +10, Spot +17	Hide +11, Knowledge (religion) +10, Listen +20, Move Silently +11, Spot +20

MUMMY (AND GREATER MUMMY) (CONT.)

	Hollow One	Guardian	Unraveler	Horadrim Ancient
Feats:	Alertness, Great Fortitude, Toughness	Alertness, Combat Reflexes, Great Fortitude, Toughness	Alertness, Combat Reflexes, Great Fortitude, Toughness	Alertness, Combat Reflexes, Great Fortitude, Lightning Reflexes, Toughness
Climate/Terrain:	Any desert and underground	Any desert and underground	Any desert and underground	Any desert, marsh, and underground
Organization:	Solitary	Solitary	Solitary	Solitary
Challenge Rating:	7-8	9	11	
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	11-20 HD (Large); 21-30 HD (Huge)	13-24 HD (Large); 25-36 HD (Huge)	15-28 HD (Large); 29-42 HD (Huge)	18-34 HD (Large); 35-51 HD (Huge)

Preserved corpses of the ancient dead, Mummies stagger after the living who invade their precious tombs. Greater Mummies are distinguishable by their size and elaborate headdress. They are stronger and tougher than Mummies and always appear among a Mummy stagger. Greater Mummies can resurrect normal Mummies within 60 feet at will as a full-round action.

Breath Weapon (Su): Greater Mummies deliver the same poison as normal Mummies, but in a powerful breath weapon, radius 50 feet.

Poison (Su): With every hit Mummies potentially deliver a contact poison that does 1d4 initial Constitution damage and 1d4 secondary Constitution damage one minute later. They also release a poison gas cloud upon death, radius 5 feet.

Resurrection (Su): A Greater Mummy can restore one destroyed undead creature within range to full hit points and abilities as a full-round action. The restored undead must have Hit Dice less than or equal to the Greater Mummy's. Range is 5 feet per Hit Die.

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.

Unholy Bolt (Sp): This ability operates like the paladin's holy bolt with negative energy instead of positive.

Dried Corpse Mummies were lesser nobles buried alive with their masters. Poison DC 11.

Decayed Mummies guard the broken pottery and wrecked furniture as their remaining grand treasures. Poison DC 13.

Embalmed have such a strong stench that many adventurers can pinpoint their location by smell alone. Poison DC 15.

Preserved Dead feel no pain, and march into combat recklessly because of it. Poison DC 16.

Cadavers' tombs are long-plundered. They wander, numbly seeking what they lost long ago. Poison DC 17.

Hollow Ones wish their unlives upon all others, and thus seek to empty the organs out of living creatures they encounter. Poison DC 18.

Guardians actually have treasure to protect and jealously do so, from both grave robbers and other Mummies. Poison DC 19.

Unraveler Mummies see all existence as a shroud. They try to unravel it to see the corpse of truth inside. Poison DC 20.

Horadrim Ancients still pursue the mysteries they did in life. The taint of evil however, prevents them from learning truth. Poison DC 22.

PANTHER WOMAN

	Huntress Medium-Size Humanoid	Saber Cat Medium-Size Humanoid	Night Tiger Medium-Size Humanoid	Hell Cat Medium-Size Humanoid
Hit Dice:	4d8 (18 hp)	6d8 (27 hp)	8d8 (36 hp)	10d8+10 (55 hp)
Initiative:	+5 (+1Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)	+7 (+3 Dex, +4 Imp. Init.)	+9 (+5 Dex, +4 Imp. Init.)
Speed:	30 ft.	30 ft.	30 ft.	50 ft.
AC:	15 (+1 Dex, +1 natural, +3 studded leather)	17 (+2 Dex, +2 natural, +3 studded leather)	18 (+3 Dex, +2 natural, +3 studded leather)	20 (+5 Dex, +2 natural, +3 studded leather)
Attacks:	Javelin +4 ranged or +4 melee	Javelin +6 ranged or +6 melee	Javelin +9/+4 ranged or +9/+4 melee	Javelin +12/+7/+2 ranged or +12/+7/+2 melee
Damage:	Javelin 1d6	Javelin 1d6+1	Javelin 1d6+2	Javelin 1d6+3
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.
Special Attacks:	—	—	—	—
Special Qualities:	—	—	—	—
Saves:	Fort +1, Ref +5, Will +2	Fort +2, Ref +7, Will +3	Fort +2, Ref +9, Will +4	Fort +4, Ref +12, Will +6
Abilities:	Str 10, Dex 12, Con 10, Int 10, Wis 12, Cha 10	Str 12, Dex 14, Con 10, Int 10, Wis 12, Cha 12	Str 14, Dex 16, Con 10, Int 10, Wis 14, Cha 12	Str 16, Dex 20, Con 12, Int 12, Wis 16, Cha 14
Skills:	Listen +5, Spot +6	Listen +6, Spot +7	Listen +8, Spot +9	Listen +10, Spot +11
Feats:	Improved Initiative, Point Blank Shot	Improved Initiative, Point Blank Shot	Improved Initiative, Point Blank Shot, Precise Shot	Improved Initiative, Point Blank Shot, Precise Shot
Climate/Terrain:	Temperate and warm land	Temperate and warm land	Temperate and warm land	Temperate and warm land
Organization:	Pace (5–8)	Pace (5–8)	Pace (5–8)	Pace (5–8)
Challenge Rating:	1	2	3	4
Alignment:	Usually lawful evil	Usually lawful evil	Usually lawful evil	Usually lawful evil
Advancement:	By character class	By character class	By character class	By character class

Panther Women are said to be magical outcasts from Amazon societies. Legends tell of an Amazon long ago who was skilled with the javelin and sought power and fame. She bargained for power with a Lesser Evil. In exchange for her service, she was transformed into a sleek, catlike form, with the promise that her legacy would never die. Her legacy lives indeed, twisted into the desert scourge of Panther Women.

Panther Women have a hierarchy, and work together, surrounding their prey. Often some members of a pace will risk attacks of opportunity to get beyond a foe to allow the pace to encircle him or her. Panther Women disdain melee, and often flee it to find better ranged attack vantages.

Huntress Panther Women provide food for all. They particularly enjoy hunting and preparing intelligent prey.

Saber Cats enjoy chasing prey down, and often play with them before striking the killing blow.

Night Tigers discipline lower Panther Women. Not only adventurers fear their barbed javelins.

Hell Cats always walk with open claws. They consort with demons and rule without mercy.

REGURGITATOR

	Corpulent Medium-Size Aberration	Corpse Spitter Medium-Size Aberration	Maw Fiend Medium-Size Aberration
Hit Dice:	14d8 +10 (71 hp)	16d8 +10 (81 hp)	18d8 +10 (91 hp)
Initiative:	+5 (+1 Dex, Imp. Init.)	+5 (+1 Dex, Imp. Init.)	+5 (+1 Dex, Imp. Init.)
Speed:	30 ft.	30 ft.	30 ft.
AC:	18 (+8 natural)	20 (+10 natural)	22 (+12 natural)
Attacks:	2 claws +7 melee, Bite +3 melee	2 claws +8 melee, bite +5 melee	2 claws +9 melee, bite +6 melee
Damage:	Claw 1d6+4, bite 2d6+4	Claw 1d6+4, bite 2d6+4	Claw 1d6+4, bite 2d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Acid spray or stream	Acid spray or stream	Acid spray or stream
Special Qualities:	Devour corpse	Devour corpse	Devour corpse
Saves:	Fort +2, Ref +1, Will +3	Fort +2, Ref +1, Will +4	Fort +2, Ref +1, Will +5
Abilities:	Str 18, Dex 12, Con 16, Int 5, Wis 10, Cha 8	Str 18, Dex 12, Con 16, Int 5, Wis 10, Cha 8	Str 18, Dex 12, Con 16, Int 5, Wis 10, Cha 8
Skills:	Hide +4, Listen +3, Spot +4	Hide +4, Listen +3, Spot +4	Hide +4, Listen +3, Spot +4
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Climate/Terrain:	Any	Any	Any
Organization:	Solitary or Pack (3-6)	Solitary or Pack (3-6)	Solitary or Pack (2-5)
Challenge Rating:	6	7	8
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	15-17 HD (Medium-size)	17-19 (Medium-size)	19-21 HD (Large)

Quite possibly the most grotesque abominations ever to crawl from the deepest pits of Hell, Regurgitators are crafted from the excess bile and flesh of the tortured damned. Although capable of rending foes with tooth and claw, it is their disgusting ability to devour, rapidly digest and then vomit forth the remains of corpses that gives them their name. Regurgitators are scavenging monstrosities, prowling through dungeon, swamp, and forest in search of carrion. When it runs out of corpses to eat, the creature makes it own by retching up the putrid, acidic remains of its last meal and spraying it at a living creature.

Acid Spray (Ex): A Regurgitator can spray acid in a cone (size and damage by subtype, see below) 4 times per corpse devoured. Everything within the area of the attack suffers damage. A successful Reflex save (DC 17) halves the damage.

Acid Stream (Ex): The creature can also spray a goblet of this nauseating substance in a concentrated stream of acid (range and damage by subtype) once for each corpse devoured. A successful Reflex save (DC 17) halves the damage.

Devour Corpse (Ex): A Regurgitator can wolf down the entire corpse of a Medium-size creature as a move-equivalent action. The acid produced by the digestion process is available to the Regurgitator as a weapon on its next action. However, the Regurgitator's stomach can hold the combined remains of a total of 4 Medium-sized creatures, allowing it to store a prodigious amount of caustic bile, allowing it to make multiple acid attacks.

Corpulent: These slobbering horrors will sometimes ignore living creatures if there is a fresh corpse nearby. Acid Spray: 20 ft., damage 4d8 hp, splash 1d4. Acid Stream: 5 ft., damage 8d8 hp, splash 1d8.

Corpse Spitter: A pack of Corpse Spitters has ended the career of more than one unprepared traveler. Acid Spray: 40 ft., damage 6d8 hp, splash 1d6. Acid Stream: 10 ft., damage 10d8 hp, splash 1d10.

Maw Fiend: These ever-ravenous creatures prefer their corpses fresh, and so will attack living creatures rather than eat long-dead cadavers. Acid Spray: 60 ft., damage 8d8 hp, splash 1d8. Acid Stream: 20 ft., damage 12d8 hp, splash 1d12.

SAND LEAPER

	Sand Leaper Small Aberration	Cave Leaper Small Aberration	Tomb Creeper Small Aberration	Tree Lurker Small Aberration	Cliff Lurker Small Aberration
Hit Dice:	6d8+12 (39 hp)	7d8+14 (45 hp)	8d8+16 (52 hp)	9d8+36 (76 hp)	10d8+40 (85 hp)
Initiative:	+3 (Dex)	+3 (Dex)	+3 (Dex)	+3 (Dex)	+3 (Dex)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	15 (+3 Dex, +1 size, +1 natural)	15 (+3 Dex, +1 size, +1 natural)	15 (+3 Dex, +1 size, +1 natural)	15 (+3 Dex, +1 size, +1 natural)	15 (+3 Dex, +1 size, +1 natural)
Attacks:	Leap +10 melee, claw +8 melee	Leap +11 melee, claw +9 melee	Leap +12 melee, claw +10/+5 melee	Leap +12 melee, claw +10/+5 melee	Leap +13 melee, claw +11/+6 melee
Damage:	Claw 1d6+1	Claw 1d6+1	Claw 1d6+1	Claw 1d6+1	Claw 1d8+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.	5 ft. by 5 ft./5 ft.
Sp. Attacks:	—	—	—	—	—
Sp. Qualities:	—	—	Fire resistance 20	Fire resistance 10, electricity resistance 20	Fire resistance 30, electricity resistance 20, damage reduction 10/+2
Saves:	Fort +4, Ref +5, Will +5	Fort +4, Ref +5, Will +5	Fort +4, Ref +5, Will +6	Fort +7, Ref +6, Will +7	Fort +7, Ref +6, Will +9
Abilities:	Str 12, Dex 17, Con 14, Int 6, Wis 10, Cha 10	Str 12, Dex 17, Con 14, Int 6, Wis 10, Cha 10	Str 12, Dex 17, Con 14, Int 6, Wis 10, Cha 10	Str 12, Dex 17, Con 18, Int 6, Wis 13, Cha 10	Str 12, Dex 17, Con 18, Int 6, Wis 15, Cha 10
Skills:	Hide +9, Jump +9, Search +10, Spot +10, Tumble +9	Hide +9, Jump +9, Search +10, Spot +10, Tumble +11	Hide +10, Jump +9, Search +10, Spot +10, Tumble +11	Hide +11, Jump +11, Search +11, Spot +11, Tumble +11	Hide +11, Jump +11, Search +13, Spot +13, Tumble +11
Feats:	Weapon Finesse (claw)	Weapon Finesse (claw)	Dodge, Weapon Finesse (claw)	Dodge, Weapon Finesse (claw)	Dodge, Mobility, Weapon Finesse (claw)
Climate/Terrain:	Warm desert	Warm desert	Warm desert and underground	Temperate land	Temperate land
Organization:	Barrage (2-5)	Barrage (2-5)	Barrage (2-5)	Barrage (2-5)	Barrage (2-5)
Challenge Rating:	3	3	5	6	8
Alignment:	Usually lawful evil	Usually lawful evil	Usually lawful evil	Usually lawful evil	Usually lawful evil
Advancement:	7-12 HD (Small); 13-18 HD (Medium-size)	8-14 HD (Small); 15-21 HD (Medium-size)	9-16 HD (Small); 17-24 HD (Medium-size)	10-18 HD (Small); 19-27 HD (Medium-size)	11-20 HD (Small); 21-30 HD (Medium-size)

These terrors attack in packs. Working together, they use great, leaping charges to bring a foe down. After the initial charge, half the pack stays in melee, fighting with their claws. The rest of the pack runs away to make more leaping charges on weak targets. They love seeing the panicked expressions of targets as they land on their faces. Sand Leapers receive a +8 racial bonus to Search and Spot checks due to their multiple faceted eyes.

Sand Leapers are expert at keeping footing in the slippery desert sands.

Cave Leapers are often lethargic in the heat of the day, but come out of their caves at night to hunt.

Tomb Creepers love to cool off in the shade and the stench of the dead that comes from tombs in the heat of the day.

Tree Lurkers congregate underneath scrawny, stunted desert trees while waiting for prey to pass near.

Cliff Lurkers often hide above unsuspecting targets, leaping down and tearing into their scalps to get at their delicious brains.

SAND MAGGOT

	Sand Maggot Large Vermin Hit Dice: 6d8+12 (39 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 10 ft. AC: 18 (-1 Dex, -1 size, +10 natural) Attacks: Bite +7 melee Damage: Bite 1d8+4 Face/Reach: 5 ft. by 10 ft./5 ft. Special Attacks: Poison spit Special Qualities: Vermin, burrow Saves: Fort +7, Ref +1, Will +2 Abilities: Str 18, Dex 8, Con 15, Int —, Wis 10, Cha 9 Skills: Hide +9*, Spot +8	Rock Worm Large Vermin Hit Dice: 8d8+16 (52 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 10 ft. AC: 19 (-1 Dex, -1 size, +11 natural) Attacks: Bite +9/+4 melee Damage: Bite 1d8+4 Face/Reach: 5 ft. by 10 ft./5 ft. Special Attacks: Poison spit Special Qualities: Vermin, burrow Saves: Fort +8, Ref +1, Will +2 Abilities: Str 18, Dex 8, Con 15, Int —, Wis 10, Cha 9 Skills: Hide +9*, Spot +8	Devourer Large Vermin Hit Dice: 10d8+20 (65 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 10 ft. AC: 19 (-1 Dex, -1 size, +11 natural) Attacks: Bite +10/+5 melee Damage: Bite 2d6+4 Face/Reach: 5 ft. by 10 ft./5 ft. Special Attacks: Poison spit Special Qualities: Vermin, burrow Saves: Fort +9, Ref +2, Will +3 Abilities: Str 18, Dex 8, Con 15, Int —, Wis 10, Cha 9 Skills: Hide +9*, Spot +8
	Climate/Terrain: Warm land and underground Organization: Brood (2-5) Challenge Rating: 4 Alignment: Always neutral Advancement: 7-12 HD (Huge); 13-18 HD (Gargantuan)	Climate/Terrain: Warm land and underground Organization: Brood (2-5) Challenge Rating: 5 Alignment: Always neutral Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)	Climate/Terrain: Warm land and underground Organization: Brood (2-5) Challenge Rating: 6 Alignment: Always neutral Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)
	Giant Lamprey Huge Vermin Hit Dice: 12d8+48 (102 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 10 ft. AC: 23 (-1 Dex, -2 size, +16 natural) Attacks: Bite +15/+10 melee Damage: Bite 2d6+8 Face/Reach: 10 ft. by 20 ft./10 ft. Special Attacks: Poison spit Special Qualities: Vermin, burrow Saves: Fort +12, Ref +3, Will +4 Abilities: Str 26, Dex 8, Con 19, Int —, Wis 10, Cha 9 Skills: Hide +8*, Spot +10	Blood Maggot Gargantuan Vermin Hit Dice: 16d8+64 (136 hp) Initiative: -2 (Dex) Speed: 20 ft., burrow 10 ft. AC: 25 (-2 Dex, -4 size, +21 natural) Attacks: Bite +20/+15/+10 melee Damage: Bite 2d8+12 Face/Reach: 20 ft. by 40 ft./10 ft. Special Attacks: Poison spit Special Qualities: Vermin, burrow Saves: Fort +16, Ref +3, Will +5 Abilities: Str 34, Dex 6, Con 19, Int —, Wis 10, Cha 9 Skills: Hide +5*, Spot +10	Sand Maggot Young Medium-Size Vermin Hit Dice: 2d8 (9 hp) Initiative: +0 Speed: 20 ft. AC: 12 (+2 natural) Attacks: Bite +3 melee Damage: Bite 1d6+2 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: — Special Qualities: Vermin Saves: Fort +x, Ref +x, Will +x Abilities: Str 14, Dex 10, Con 10, Int —, Wis 10, Cha 9 Skills: Hide +5, Spot -5
	Climate/Terrain: Warm land and underground Organization: Brood (2-5) Challenge Rating: 8 Alignment: Always neutral Advancement: 13-24 HD (Gargantuan);	Climate/Terrain: Warm land and underground Organization: Brood (2-5) Challenge Rating: 11 Alignment: Always neutral Advancement: 17-32 HD (Colossal)	Climate/Terrain: Warm land and underground Organization: Brood (4) Challenge Rating: 1/2 Alignment: Always neutral Advancement: 25-36 HD (Colossal)

SAND MAGGOT (CONT.)

These hideous giant insectoids live underground, and occasionally surface in sandy areas. They spit poison at any creature they consider to be a threat and reproduce at an astonishing rate. Their young are dangerous immediately after birth. Though the markings of their young are different, their combat abilities are similar enough that no differentiation is normally made. Sand Maggots rarely engage an opponent in melee until a foe enters a threatened square. Then, they rush forward and bite.

Burrow: As a standard action, Sand Maggots can burrow underground to escape from combat. They generally do this when in danger, and remain at least 10 ft. underground until they believe the danger has passed (minimum 1 minute). Patient, quiet adventurers can usually wait them out. *When burrowed, Sand Maggots receive a +8 circumstance bonus to Hide checks.

Poison Spit (Ex): Adult Sand Maggots spit a paralytic poison as a ranged touch attack to a range of 5 feet per Hit Die. The poison deals 1d4 initial temporary Dexterity damage and 1d4 secondary temporary Dexterity damage.

Vermin: Immune to mind-influencing effects.

Sand Maggots are particularly protective of their young, never straying far from their eggs. Poison DC 19.

Rock Worms get their name from their slow, grinding ability to burrow through solid rock. Poison DC 20.

Devourers eat all their prey and then regurgitate it to feed their young. Poison DC 21.

Giant Lampreys aim to suck people completely dry in minutes. Poison DC 26.

Blood Maggots eat half their prey and lay their eggs in the other half while the corpse is still warm. Poison DC 30.

SAND RAIDER

	Sand Raider Large Monstrous Humanoid	Marauder Large Monstrous Humanoid	Invader Large Monstrous Humanoid
Hit Dice:	6d8+12 (39 hp)	8d8+14 (50 hp)	10d8+20 (65 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	13 (+1 Dex, -1 size, +3 natural)	15 (+1 Dex, -1 size, +5 natural)	17 (+1 Dex, -1 size, +7 natural)
Attacks:	Longsword +6/+1 melee, 3 longswords +2 melee	Longsword, +8/+3 melee, 3 longswords -4 melee	Longsword +11/+6 melee, 3 longswords +7 melee
Damage:	Longsword 1d8+4 and 1d6 fire, 3 longswords 1d8+2 and 1d6 fire	Longsword 1d8+4 and 1d6 fire, 3 longswords 1d8+2 and 1d6 fire	Longsword 1d8+5 and 1d6 fire, 3 longswords 1d8+2 and 1d6 fire
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Flaming sword	Cold charge	Flaming sword
Special Qualities:	—	—	—
Saves:	Fort +4, Ref +6, Will +5	Fort +6, Ref +7, Will +7	Fort +7, Ref +8, Will +8
Abilities:	Str 18, Dex 12, Con 15, Int 10, Wis 10, Cha 8	Str 18, Dex 12, Con 15, Int 10, Wis 12, Cha 10	Str 20, Dex 12, Con 15, Int 10, Wis 12, Cha 10
Skills:	Bluff +1, Craft (any one) +2, Listen +8, Search +8, Spot +8	Bluff +3, Craft (any one) +2, Listen +10, Search +9, Spot +10	Bluff +4, Craft (any one) +2, Listen +11, Search +10, Spot +11
Feats:	Multiweapon Fighting, Weapon Focus (longsword)	Great Fortitude, Multiweapon Fighting, Weapon Focus (longsword)	Great Fortitude, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)

Climate/Terrain:	Warm land and underground	Warm land and underground	Warm land and underground
Organization:	Gang (2-5)	Gang (2-5)	Gang (2-5)
Challenge Rating:	4	5	6
Alignment:	Usually neutral evil	Usually neutral evil	Usually neutral evil
Advancement:	By character class	By character class	By character class

	Infidel Large Monstrous Humanoid	Assailant Large Monstrous Humanoid
Hit Dice:	12d8+36 (90 hp)	14d8+70 (133 hp)
Initiative:	+2 (Dex)	+2 (Dex)
Speed:	30 ft.	40 ft.
AC:	18 (+2 Dex, -1 size, +7 natural)	18 (+2 Dex, -1 size, +7 natural)
Attacks:	Longsword +13/+8/+3 melee, 3 longswords +13 melee	Longsword +15/+10/+5 melee, 3 longswords +15 melee
Damage:	Longsword 1d8+5 and 1d6 fire, 3 longswords 1d8 and 1d6 fire	Longsword 1d8+5 and 1d6 fire, 3 longswords 1d8+2 and 1d6 fire
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Cold charge	Flaming sword
Special Qualities:	—	—
Saves:	Fort +9, Ref +10, Will +9	Fort +11, Ref +10, Will +10
Abilities:	Str 20, Dex 15, Con 17, Int 12, Wis 12, Cha 10	Str 20, Dex 15, Con 20, Int 12, Wis 14, Cha 10
Skills:	Bluff +5, Craft (any one) +3, Listen +12, Search +12, Spot +12	Bluff +6, Craft (any one) +4, Listen +14, Search +13, Spot +14
Feats:	Great Fortitude, Multidexterity, Multiweapon Fighting, Weapon Focus (longsword), Power Attack	Great Fortitude, Multidexterity, Multiweapon Fighting, Weapon Focus (longsword), Power Attack

Climate/Terrain:	Warm land and underground	Warm land and underground
Organization:	Gang (2-5)	Gang (2-5)
Challenge Rating:	9	11
Alignment:	Usually neutral evil	Usually neutral evil
Advancement:	By character class	By character class

SAND RAIDER (CONT.)

These tall, lanky, four-armed humanoids plot the overthrow of Lut Gholein, and seek revenge against those who try to stop them. Their tribal culture is based on combat and survival in that order.

Flaming Sword (Su): Once per day, Sand Raiders, Invaders, and Assailants can make each of the swords they carry flaming for one minute, as the description of flaming weapons in the *Dungeon Master's Guide*. Their attacks do an additional 1d6 fire damage, which does not double on critical hits.

Cold Charge (Su): Once per day, Marauders and Infidels can frost all swords they carry for one minute, as the description of frost weapons in the *Dungeon Master's Guide*. Their attacks do an additional 1d6 cold damage, which does not double on critical hits.

A Sand Raider's favored class is fighter.

Sand Raiders fear nothing, not even their own deaths.

Marauders enjoy striking caravans and leaving them in ruins. Sometimes, they do not even take the spoils. They simply attack.

Invaders specialize in taking over towns and despoiling everything inside.

Infidels derive malicious satisfaction from despoiling others' religions, targeting clerics and paladins over other opponents.

Assailants are revered within Sand Raider tribes as the highest and purest of them all.

SCARAB DEMONS

	Dung Soldier Medium-Size Magical Beast	Death Beetle Medium-Size Magical Beast	Scarab Medium-Size Magical Beast	Steel Scarab Medium-Size Magical Beast	Bone Scarab Medium-Size Magical Beast
Hit Dice:	4d10 (22 hp)	5d10 (27 hp)	6d10 (33 hp)	7d10 (38 hp)	8d10+8 (44 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	19 (+1 Dex, +8 natural)	19 (+1 Dex, +8 natural)	20 (+1 Dex, +9 natural)	20 (+1 Dex, +9 natural)	21 (+2 Dex, +9 natural)
Attacks:	Claw +6 melee	Claw +8 melee	Claw +9/+4 melee	Claw +10/+5 melee	Claw +13/+8 melee
Damage:	Claw 1d4+2	Claw 1d4+2	Claw 1d4+3	Claw 1d4+3	Claw 1d6+5
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.
Special Attacks:	Electric counterattack 1d10	Electric counterattack 1d10	Electric counterattack 1d10	Electric counterattack 1d10	Electric counterattack 1d12
Special Qualities:	—	Regeneration 1	Regeneration 2	Regeneration 3	Regeneration 4
Saves:	Fort +4, Ref +5, Will +3	Fort +4, Ref +5, Will +3	Fort +5, Ref +6, Will +4	Fort +5, Ref +6, Will +4	Fort +6, Ref +8, Will +4
Abilities:	Str 15, Dex 12, Con 10, Int 6, Wis 14, Cha 10	Str 15, Dex 12, Con 10, Int 6, Wis 14, Cha 10	Str 17, Dex 12, Con 10, Int 6, Wis 14, Cha 10	Str 17, Dex 12, Con 10, Int 6, Wis 14, Cha 10	Str 20, Dex 14, Con 10, Int 6, Wis 14, Cha 10
Skills:	Listen +10, Move Silently +8, Spot +10	Listen +10, Move Silently +9, Spot +10	Listen +10, Move Silently +10, Spot +10	Listen +11, Move Silently +10, Spot +10	Listen +11, Move Silently +11, Spot +11
Feats:	Cleave, Power Attack	Cleave, Power Attack	Cleave, Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack

Climate/Terrain:	Any underground	Any underground	Any underground	Any underground	Any underground
Organization:	Clack (2–5)	Clack (2–5)	Clack (2–5)	Clack (2–5)	Clack (2–5)
Challenge Rating:	2	3	4	5	6
Alignment:	Always neutral	Always neutral	Always neutral	Always neutral	Always neutral
Advancement:	5–8 HD (Medium-size); 9–12 HD (Large)	6–10 HD (Medium-size); 11–15 HD (Large)	7–12 HD (Medium-size); 13–18 HD (Large)	8–14 HD (Medium-size); 15–21 HD (Large)	9–16 HD (Medium-size); 17–24 HD (Large)

Scarab Demons are creatures of hell who infest tombs and caves, spreading their evil outward. Making pacts with Greater Mummies, they wait patiently for treasure seekers to come to them. They almost seem to enjoy taking damage so that they can deal it back out to their attackers. Scarab Demons receive a +4 racial bonus to Listen and Spot checks.

Electric Counterattack (Sp): A Scarab Demon's body fires electricity in a 30-foot radius when it takes damage. Reflex DC 15 to take no damage.

Fast Healing (Ex): Scarab Demons heal very quickly.

Dung Soldiers live to fight. They know better than to fight among themselves, but they pace impatiently waiting for adventurers to come into their lairs.

Death Beetles are said to talk the language of the dead. They know when a creature will die and rush to be a part of the process.

Scarabs yearn to return to hell, but cannot until they cause the deaths of ninety-nine intelligent creatures.

Steel Scarabs interlace metal into their claws and carapaces like fine craftsmen.

Bone Scarabs collect bones from unusual creatures and from every kill. Sometimes they can be bargained with if someone has a particularly interesting bone to offer in exchange.

SKELETON

	Skeleton Medium-Size Undead	Returned Medium-Size Undead	Bone Warrior Medium-Size Undead	Burning Dead Medium-Size Undead	Horror Medium-Size Undead
Hit Dice:	1/2 d12+3 (6 hp)	1d12+3 (9 hp)	2d12+3 (16 hp)	3d12+3 (22 hp)	4d12+3 (29 hp)
Initiative:	+0	+0	+1 (Dex)	+1 (Dex)	+1 (+1 Dex, +4 Imp. Init.)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	10	11 (+1 natural)	12 (+1 Dex, +1 natural)	14 (+1 Dex, +3 natural)	15 (+1 Dex, +4 natural)
Attacks:	Short sword +0 melee; or shortbow +0 ranged	Short sword +0 melee; or longbow +0 ranged	Short sword +2 melee; or longbow +2 ranged	Longsword +2 melee; or longbow +2 ranged	Longsword +3 melee; or longbow +3 ranged
Damage:	Short sword 1d6; or shortbow 1d6	Short sword 1d6; or longbow 1d8	Short sword 1d6+1; or longbow 1d8	Longsword 1d8+1 and 1d4 fire; or longbow 1d8 and 1d6 fire	Longsword 1d8+1 and 1d6 electricity; or longbow 1d8 and 1d8 electricity
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.
Special Attacks:	—	—	—	—	—
Special Qualities:	Undead, half damage from piercing/slashing	Undead, half damage from piercing/slashing	Undead, half damage from piercing/slashing, cold resistance 10	Undead, half damage from piercing/slashing, fire resistance 30	Undead, half damage from piercing/slashing, electricity resistance 30
Saves:	Fort +0, Ref +0, Will +2	Fort +0, Ref +0, Will +2	Fort +0, Ref +1, Will +3	Fort +1, Ref +2, Will +3	Fort +1, Ref +2, Will +4
Abilities:	Str 10, Dex 11, Con —, Int —, Wis 10, Cha 11	Str 11, Dex 11, Con —, Int —, Wis 10, Cha 11	Str 12, Dex 12, Con —, Int —, Wis 10, Cha 11	Str 12, Dex 13, Con —, Int —, Wis 10, Cha 11	Str 13, Dex 13, Con —, Int —, Wis 10, Cha 11
Feats:	Toughness	Toughness	Toughness	Toughness	Imp. Init., Toughness
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Band (3–12)	Band (3–12)	Band (3–12)	Band (3–12)	Band (3–12)
Challenge Rating:	1/4	1/2	1	2	3
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	2 HD (Medium-size); 3 HD (Large)	2 HD (Medium-size); 3 HD (Large)	3–4 HD (Medium-size); 5–6 HD (Large)	4–6 HD (Medium-size); 7–9 HD (Large)	5–8 HD (Medium-size); 9–12 HD (Large)

SKELETON (CONT.)

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.

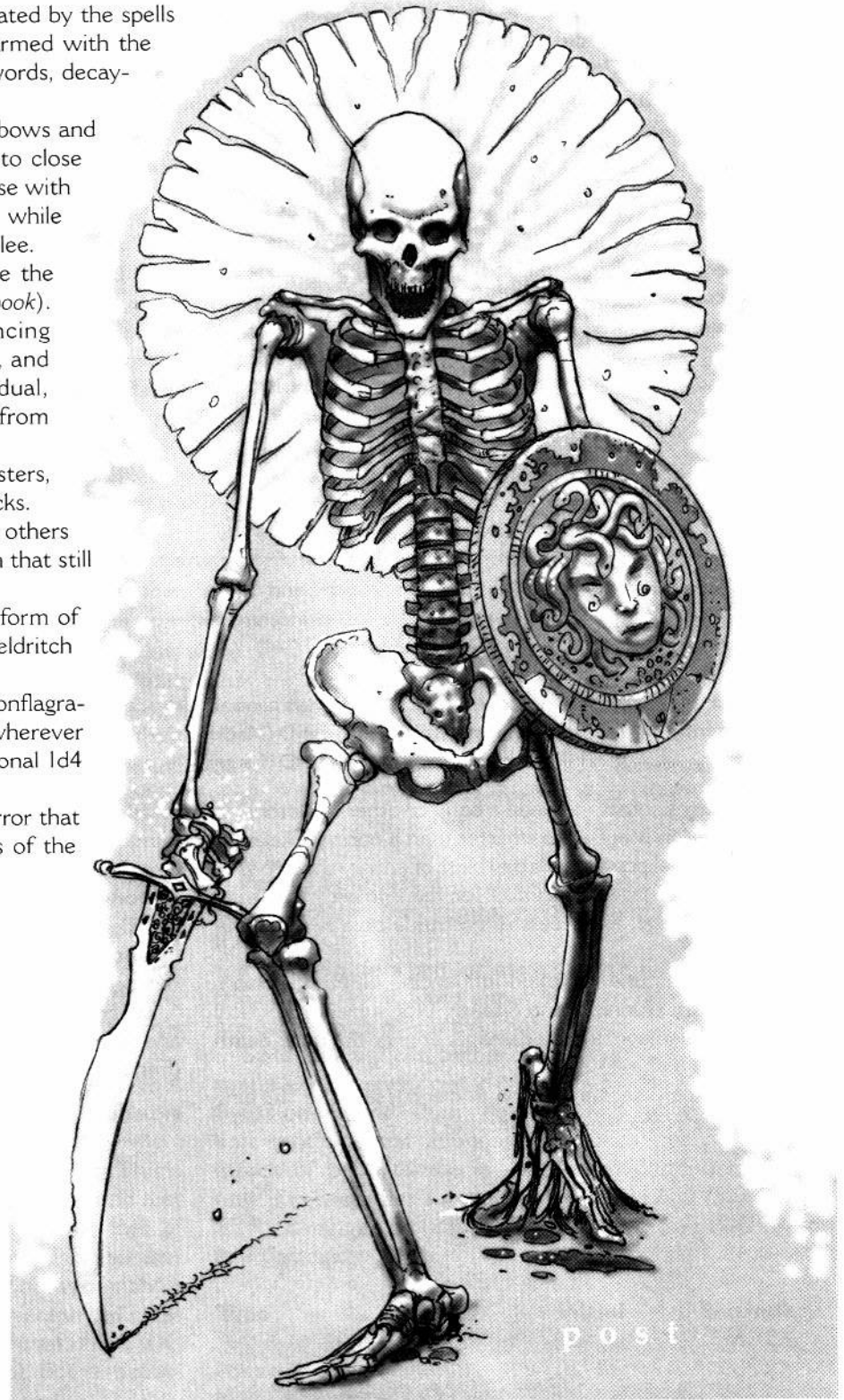
Skeletons are the weakest of these monsters, but show a relentless tenacity in their attacks.

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.



SKELETON MAGE

	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.
Special Attacks:	—	—	—	—
Special 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:	Fort +0, Ref +0, Will +2	Fort +0, Ref +1, Will +3	Fort +1, Ref +2, Will +4	Fort +1, Ref +2, Will +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
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Band (1–4)	Band (1–4)	Band (1–4)	Band (2–4)
Challenge Rating:	1	3	4	5
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	3–4 HD (Medium-size); 5–6 HD (Large)	4–6 HD (Medium-size); 7–9 HD (Large)	5–8 HD (Medium-size); 9–12 HD (Large)	6–10 HD (Medium-size); 11–15 HD (Large)

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 damage per Hit Dice of the Skeleton Mage. A successful 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.

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

Returned Mage Skeletons fire poison bolts. In addition to damage on contact (no save), the poison (Fort save, DC 12) also does 2d6 points of damage.

Bone Mages often leave a trail of icicles fallen from their calcified frames. Cold attacks are DC 13.

Burning Dead Mages, against type, channel electricity through their clacking bones. Electrical attacks are DC 14.

Horror Mages have mastered all the elemental types, and have a favorite which they use. Those that use poison (Fort save, DC 15) do 5d6 points of damage.

SPIDER

	Arach Medium-Size Magical Beast	Poison Spinner Medium-Size Magical Beast	Flame Spider Medium-Size Magical Beast	Spider Magus Medium-Size Magical Beast
Hit Dice:	3d10 (16 hp)	4d10+4 (26 hp)	5d10+10 (37 hp)	6d10+12 (52 hp)
Initiative:	+1 (Dex)	+5 (+1 Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)
Speed:	30 ft., climb 20 ft.	30 ft., climb 20 ft.	30 ft., climb 20 ft.	30 ft., climb 30 ft.
AC:	17 (+1 Dex, +6 natural)	17 (+1 Dex, +6 natural)	18 (+2 Dex, +6 natural)	19 (+2 Dex, +7 natural)
Attacks:	Bite +4 melee	Bite +6 melee	Bite +8 melee	Bite +9/+4 melee
Damage:	Bite 1d6	Bite 1d8+1	Bite 2d4+2	Bite 2d4+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.
Sp. Attacks:	Poison, web	Poison, web	Poison, web	Poison, web
Sp. Qualities:	Immune to entanglement	Immune to entanglement, regeneration 1	Immune to entanglement, regeneration 2	Immune to entanglement, regeneration 3
Saves:	Fort +3, Ref +4, Will +1	Fort +5, Ref +5, Will +1	Fort +6, Ref +6, Will +1	Fort +7, Ref +7, Will +3
Abilities:	Str 11, Dex 12, Con 11, Int 5, Wis 11, Cha 3	Str 12, Dex 12, Con 12, Int 5, Wis 11, Cha 3	Str 14, Dex 14, Con 14, Int 5, Wis 11, Cha 3	Str 14, Dex 14, Con 14, Int 8, Wis 12, Cha 3
Skills:	Climb +9, Hide +9, Move Silently +8, Spot +6	Climb +10, Hide +9, Move Silently +9, Spot +7	Climb +13, Hide +11, Move Silently +11, Spot +8	Climb +15, Hide +13, Move Silently +12, Spot +11
Feats:	Weapon Focus (bite)	Improved Initiative, Weapon Focus (bite)	Improved Initiative, Weapon Focus (bite)	Improved Initiative, Weapon Focus (bite)
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Swarm (2–5)	Swarm (2–5)	Swarm (1–4)	Swarm (1–3)
Challenge Rating:	2	4	5	6
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	4–6 HD (Medium-size); 7–8 HD (Large)	5–8 HD (Medium-size); 9–12 HD (Large)	6–10 HD (Medium-size); 11–15 HD (Large)	7–12 HD (Medium-size); 13–18 HD (Large)

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 (×3) 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

SPIKE FIEND

	Quill Rat Small Beast	Spike Fiend Small Beast	Thorn Beast Small Beast	Razor Spine Small Beast	Jungle Urchin Small Beast
Hit Dice:	1d10-1 (4 hp)	1d10+1 (6 hp)	2d10-2 (9 hp)	4d10-4 (18 hp)	9d10-9 (40 hp)
Initiative:	+0	+1 (Dex)	+2 (Dex)	+2 (Dex)	+3 (Dex)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.,	30 ft.
AC:	11 (+1 size)	12 (+1 size, +1 Dex)	15 (+2 Dex, +1 size, +2 nat)	17 (+2 Dex, +1 size, +4 nat)	22 (+3 Dex, +1 size, +8 nat)
Attacks:	Bite +0 melee; or quill, +0 ranged	Bite, +0 melee; or quill, +1 ranged	Bite, +1 melee; or quill, +2 ranged	Bite, +4 melee; or quill, +5 ranged	Bite, +9 melee; or quill +9 ranged
Damage:	Bite 1d4+1 quill 1d4	Bite 1d6 quill 1d4+1	Bite 1d6+1 quill 1d6	Bite 1d8+1 quill 1d6+1	Bite 2d8+4 quill 3d6
Face/Reach:	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. Qualities:	—An opponent attacking a Spike Fiend in melee with a weapon that does not provide a reach advantage takes 1d2 points of damage for each successful hit—				
Saves:	Scent F +1, R +2, W +1	Scent F +1, R +2, W +1	Scent F +2, R +3, W +1	Scent F +3, R +6, W +2	Scent F +5, R +9, W +4
Abilities:	S10, D11, C9, I1, W12, Ch4	S10, D12, C9, I1, W12, Ch4	S10, D14, C9, I1, W12, Ch4	S12, D14, C9, I1, W12, Ch4	S16, D16, C9, I2, W12, Ch4
Skills:	Climb +2, Hide +5, Move Silently +1	Climb +2, Hide +6, Move Silently +2	Climb +3, Hide +7, Move Silently +3	Climb +5, Hide +8, Move Silently +3	Climb +8, Hide +10, Move Silently +6
Organization:	Pack (2—5)	Pack (2—5)	Pack (2—5)	Pack (2—5)	Pack (1d2)
Challenge Rating:	1/3	1/2	1	2	4
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral

Spike Fiends are quadruped scavengers found in mountainous regions. Their armored backs are festooned with thick, dagger-like spines. They arch their backs to fire these quills at prey or threatening predators, firing a quill per round to a range of 50 feet.

Scent (Ex): Spike Fiends can detect creatures within 30 feet by scent. They can also and track by scent (Wisdom check, DC 10 + 2 per hour, ignore surface conditions and visibility).

Quill Rats are the most common and least powerful Spike Fiends. They often flee, firing their spines only if approached or threatened.

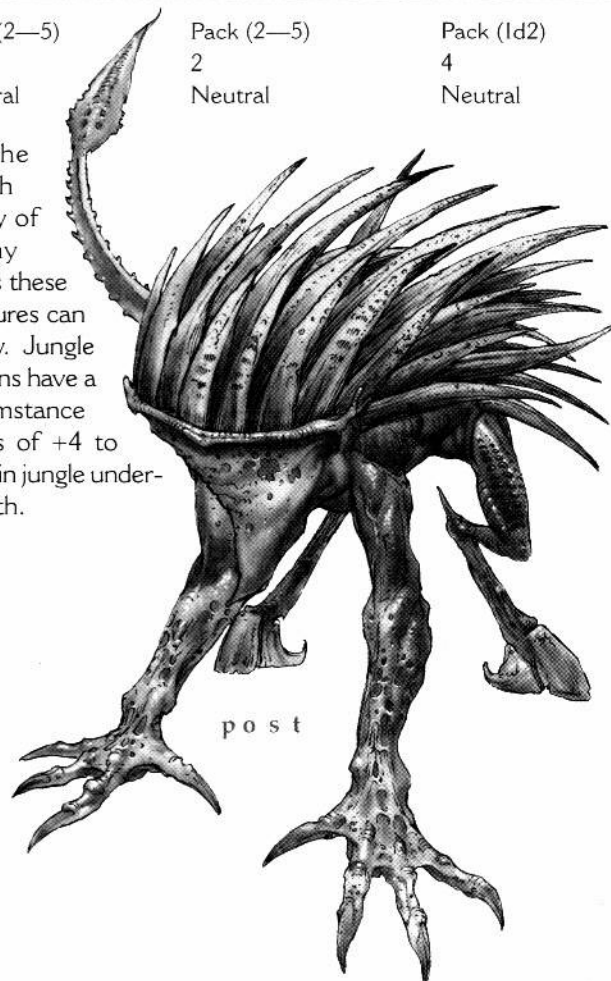
Spike Fiends are slightly larger and tougher for their size. They have a +2 racial bonus to their hit points. Spike Fiends aggressively fire their quills as warning shots to deter opponents.

Thorn Beasts actively hunt prey with their quills. Their spines inflict greater damage than those of lesser Spike Fiends.

Razor Spines possess greater cunning. Pack maneuver to corner their prey and pepper it with spines.

Jungle Urchins were thought to be merely a legend, until a few who encountered them actually survived to tell

of the hellish volley of thorny spikes these creatures can throw. Jungle Urchins have a circumstance bonus of +4 to Hide in jungle undergrowth.



SPIKE GIANT

	Quill Bear Large Beast	Spike Giant Large Beast	Thorn Brute Large Beast	Razor Beast Large Beast	Giant Urchin Large Beast
Hit Dice:	2d10+4 (15 hp)	2d10+7 (18 hp)	3d10+6 (22 hp)	6d10+12 (45 hp)	12d10+24 (90 hp)
Initiative:	-2 (Dex)	-1 (Dex)	+0	+0	+1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.	20 ft.	20 ft.
AC:	11 (-1 size, +2 natural)	10 (-1 size, -1 Dex, +2 natural)	13 (-1 size +4 natural)	15 (-1 size +6 natural)	20 (+1 Dex, -1 size, +10 natural)
Attacks:	Bite +7 melee; or quill, -1 ranged	Bite, +7 melee; or quill, +0 ranged	Bite, +8 melee; or quill, +2 ranged	Bite, +12 melee; or quill, +4 ranged	Bite, +18/+13 melee; or quill +10/+5 ranged
Damage:	Bite 1d8+6 quill 1d6	Bite 1d8+6 quill 1d6	Bite 1d8+6 quill 1d6	Bite 1d8+7 quill 1d8	Bite 1d8+9 quill 2d6
Face/Reach:	5 ft.by 10 ft./5 ft.	5 ft.by 10 ft./5 ft.	5 ft.by 10 ft./5 ft.	5 ft.by 10 ft./5 ft.	5 ft.by 10 ft./5 ft.
Sp. Qualities:	An opponent attacking a Spike Giant in melee with a weapon that does not provide a reach advantage takes 1d2 points of damage, plus Strength modifier, for each successful hit				
Saves:	Scent F +5, R +1, W +1	Scent F +5, R +2, W +1	Scent F +5, R +3, W +2	Scent F +7, R +5, W +3	Scent F +10, R +9, W +5
Abilities:	S22, D7, C15, I1, W12, Ch4	S22, D8, C15, I1, W12, Ch4	S22, D10, C15, I1, W12, Ch4	S24, D10, C15, I1, W12, Ch4	S28, D12, C15, I2, W12, Ch4
Skills:	Climb +2, Hide +1, Move Silently +1	Climb +2, Hide +2, Move Silently +2	Climb +3, Hide +3, Move Silently +3	Climb +5, Hide +7, Move Silently +3	Climb +8, Hide +10*, Move Silently +10
Organization:	Pack (2-5)	Pack (2-5)	Pack (2-5)	Pack (2-5)	Pack (1d2)
Challenge Rating:	1	1	1	1	2
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral

Spike Giants are larger, more dire versions of Spike Fiends. They rarely fire their quills since their bite is so much more effective. The range for their quills is 50 feet. They are organized pack hunters. The range for their quills is 50 feet.

Scent (Ex): Spike Giants can detect creatures within 30 feet by scent. They can also track by scent (Wisdom check, DC 10 + 2 per hour, ignore surface conditions and visibility).

Quill Bears are the most common and least powerful Spike Giants. They rarely flee, but prefer to attack from ambush.

Spike Giants are slightly larger. Spike Fiends aggressively fire their quills as warning shots to steer opponents into ambushes. They are tough for their size and have a +3 racial bonus to their hit points.

Thorn Brutes actively hunt prey of all sizes.

Razor Beasts possess great cunning. Pack maneuver to corner their prey.

Giant Urchins were unheard of, even as legends, until a few who encountered them actually survived to tell of their hellish fangs. Giant Urchins have a circumstance bonus of +4 to Hide in jungle undergrowth.

SWARM

	Itchies Medium-Size Vermin	Black Locust Medium-Size Vermin	Plague Bugs Large Vermin	Hell Swarm Huge Vermin
Hit Dice:	2d8 (9 hp)	3d8 (13 hp)	4d8 (18 hp)	5d8 (22 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+2 (Dex)	+3 (Dex)
Speed:	Fly 20 ft. (good)	Fly 20 ft. (good)	Fly 30 ft. (good)	Fly 40 ft. (good)
AC:	14 (+1 Dex, +3 natural)	15 (+2 Dex, +3 natural)	16 (+2 Dex, -1 size, +5 natural)	17 (+3 Dex, -2 size, +6 natural)
Attacks:	Bite +0 melee	Bite, +1 melee	Bite, +1 melee	Bite, +1 melee
Damage:	Bite 1d6-1	Bite 1d6-1	Bite 1d8-1	Bite 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.	10 ft. by 5 ft./15 ft.
Special Attacks:	Constitution damage	Constitution damage	Constitution damage	Constitution damage
Special Qualities:	Vermin, damage reduction 5/+1	Vermin, damage reduction 5/+1	Vermin, damage reduction 10/+1	Vermin, damage reduction 10/+1
Saves:	Fort +3, Ref +1, Will +0	Fort +3, Ref +3, Will +1	Fort +4, Ref +3, Will +1	Fort +4, Ref +4, Will +1
Abilities:	Str 8, Dex 12, Con 10, Int —, Wis 10, Cha 7	Str 8, Dex 14, Con 10, Int —, Wis 10, Cha 7	Str 8, Dex 14, Con 10, Int —, Wis 10, Cha 7	Str 10, Dex 16, Con 10, Int —, Wis 10, Cha 7
Skills:	Intuit Direction +5, Spot +5	Intuit Direction +5, Spot +5	Intuit Direction +5, Spot +5	Intuit Direction +5, Spot +5
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Superswarm (2-8)	Superswarm (2-8)	Superswarm (2-8)	Superswarm (2-8)
Challenge Rating:	1	1	2	3
Alignment:	Always neutral	Always neutral	Always neutral	Always neutral
Advancement:	3-4 HD (Medium-size); 5-6 HD (Large)	4-6 HD (Medium-size); 7-9 HD (Large)	5-8 HD (Large); 9-12 HD (Huge)	6-10 HD (Huge); 11-15 HD (Gargantuan)

Singly, insects are a nuisance. Together, they can be troublesome. But when the residue of malignant magics creates a Swarm of angry insects, the results are deadly.

Though composed entirely of insects, Swarms seem to have a semisolid "core" where they can be damaged. Even the most learned sages cannot explain this phenomenon. It is the salvation of an adventurer swinging blindly into a verminous mass, to strike the core, killing all members of the Swarm at once.

Several Swarms often travel together, creating superswarms, harrying prey with their thousands of bites and Constitution damage until the prey doesn't have the strength to even run. Afterward, Swarms can pick a corpse clean in minutes.

Constitution Damage (Su): A Swarm can descend upon a foe to do Constitution damage every 1d3 rounds. Temporary ability damage returns at a rate of 1 point per day.

Vermin: Immune to mind-influencing effects.

Itchies are little more than an annoyance to seasoned adventurers. Still, they leave painful welts after a tangle. They do 1d3 points of Constitution damage.

Black Locusts destroy the vegetation for miles around. They do 1d4 points of Constitution damage.

Plague Bug Swarms are said to carry disease in their wake, although this is commonly believed to be an old wives' tale. They do 1d4 points of Constitution damage.

Hell Swarms seem to seek out adventurers despite their alleged lack of intelligence. Once they have locked onto a target, few people are fast enough to outrun them. They do 1d6 points of Constitution damage.

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 natural)	13 (+3 natural)	15 (+5 natural)	16 (+6 natural)	21 (+1 Dex, +10 natural)
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./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:	Lightning breath 2d6	Lightning breath 3d6	Lightning breath 5d6	Lightning breath 7d6	Lightning breath 13d6
Sp. Qualities:	Electricity resistance 10	Electricity resistance 15	Electricity resistance 20	Electricity resistance 25	Electricity resistance 40
Saves:	Fort +4, Ref +3, Will +0	Fort +4, Ref +3, Will +1	Fort +5, Ref +4, Will +3	Fort +6, Ref +5, Will +4	Fort +12, Ref +9, Will +6
Abilities:	Str 13, Dex 10, Con 13, Int 5, Wis 10, Cha 6	Str 13, Dex 10, Con 13, Int 5, Wis 10, Cha 6	Str 14, Dex 11, Con 13, Int 6, Wis 10, Cha 6	Str 16, Dex 11, Con 13, Int 6, Wis 10, Cha 6	Str 18, Dex 13, Con 14, Int 7, Wis 10, Cha 6
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

Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Pack (1–4)	Pack (2–5)	Pack (3–6)	Pack (4–7)	Pack (5–8)
Challenge Rating:	1	3	4	6	9
Alignment:	Usually neutral evil	Usually neutral evil	Usually neutral evil	Usually neutral evil	Usually neutral evil
Advancement:	3–4 HD (Large); 5–6 HD (Huge)	4–6 HD (Large); 7–9 HD (Huge)	6–10 HD (Large); 11–15 HD (Huge)	8–14 HD (Large); 15–21 HD (Huge)	11–20 HD (Large); 21–30 HD (Huge)

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.



THORNED HULK

	Thorned Hulk Large Giant	Bramble Hulk Large Giant	Thrasher Huge Giant	Spike Fist Huge Giant
Hit Dice:	4d8+16 (34 hp)	6d8+24 (51 hp)	9d8+45 (85 hp)	10d8+50 (95 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	30 ft.	30 ft.	40 ft.	40 ft.
AC:	16 (-1 size, -1 Dex, +8 natural)	18 (-1 size, -1 Dex, +10 natural)	20 (-1 size, -1 Dex, +12 natural)	22 (-1 size, -1 Dex, +12 natural)
Attacks:	Slam +7 melee, Claw +3 melee	Slam +9 melee, Claw +5 melee	Slam +11/+6 melee, Claw +7 melee	Slam +13/+8 melee, Claw +9 melee
Damage:	Slam 1d4+4 Claw 1d6+4	Slam 1d6+6 Claw 1d8+6	Slam 1d8+7 Claw 2d4+7	Slam 2d4+8 Claw 2d6+8
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.
Special Attacks:	Improved Grab, Impale	Improved Grab, Impale	Improved Grab, Impale	Improved Grab, Impale
Special Qualities:	—	—	—	—
Saves:	Fort +8 Ref +2, Will +1	Fort +9 Ref +3, Will +2	Fort +11, Ref +4, Will +4	Fort +12, Ref +4, Will +4
Abilities:	Str 20, Dex 8, Con 18, Int 5, Wis 11, Cha 8	Str 22, Dex 8, Con 18, Int 6, Wis 11, Cha 8	Str 24, Dex 8, Con 20, Int 6, Wis 12, Cha 8	Str 26, Dex 8, Con 20, Int 7, Wis 12, Cha 8
Skills:	Climb +4, Listen +2 Spot +2	Climb +4, Listen +2 Spot +2	Climb +9, Listen +4, Spot +4	Climb +9, Listen +4 Spot +4
Climate/Terrain:	Any jungle	Any jungle	Any jungle	Any jungle
Organization:	Solitary or pair	Solitary or pair	Solitary or pair	Solitary or pair
Challenge Rating:	4	6	8	9
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	5-8 HD (Large); 9-12 HD (Huge)	7-12 HD (Large); 13-18 HD (Huge)	10-18 HD (Huge); 19-27 HD (Gargantuan)	11-20 HD (Huge); 21-30 HD (Gargantuan)

These once-proud protectors of the jungle have become hellish mockeries under the influence of the Prime Evils. Composed mostly of wood, Thorned Hulks possess immense strength, which they use to mercilessly pummel their foes (that is, anything that moves).

Thorned Hulks attack without subtlety, wading into combat flailing their massive arms. One arm ends in a perfectly flat, iron-hard surface that is ideal for smashing foes into a pulp; the other ends in a protrusion of sharp, clawlike thorns and spikes, similar to those that cover the creatures' body. These body spikes also become deadly weapons when a Thorned Hulk manages to grab hold of an opponent.

Improved Grab (Ex): To use this ability, the Thorned Hulk must hit with its claw attack. If it gets a hold, it can impale.

Impale (Ex): A Thorned Hulk that gets a hold on an opponent impales the flesh with its body spikes, inflicting claw damage.

Thorned Hulks possess little in the way of intelligence, and those who have to confront these beasts consider that fortunate as they pity the hulks' fate.

Bramble Hulks, while no more intelligent, show some spark of would-be cleverness as they sometimes make the futile attempt to hide between a tree or shrub before they attack.

Thrashers have become giants in the service of darkness, dwarfing lesser hulks and most of their opponents.

Spike Fists have laid waste to entire bands of heroes with their terrible fists. Their only weakness may lie in an absolute fearlessness, as if the brutes wanted nothing more than to bash everything—including themselves—into oblivion.

UNDEAD HORROR (KNIGHT)

	Doom Knight Medium-Size Undead	Abyss Knight Medium-Size Undead	Oblivion Knight Medium-Size Undead
Hit Dice:	16d12 (104 hp)	19d12 (115 hp)	22d12 (133 hp)
Initiative:	+5 (+1 Dex, +4 Imp. Init.)	+5 (+1 Dex, +4 Imp. Init.)	+5 (+1 Dex, +4 Imp. Init.)
Speed:	30 ft.	30 ft.	30 ft.
AC:	18 (+1 Dex, +6 banded, +1 natural)	20 (+1 Dex, +7 half-plate, +2 natural)	22 (+1 Dex, +8 full plate, +3 natural)
Attacks:	Greatsword +14 melee	Greataxe +16 melee	Greataxe +18 melee
Damage:	Greatsword 2d6+9	Greataxe 1d12+11	Greataxe 1d12+13
Special Attacks:	—	—	—
Special Qualities:	Undead, immunities	Undead, immunities	Undead, immunities,
Saves:	Fort +5, Ref +6, Will +10	Fort +5, Ref +6, Will +10	Fort +5, Ref +6, Will +10
Abilities:	Str 22, Dex 13, Con —, Int 13, Wis 10, Cha 11	Str 24, Dex 13, Con —, Int 14, Wis 10, Cha 11	Str 26, Dex 13, Con —, Int 15, Wis 10, Cha 11
Skills:	Hide +9, Intimidate +9, Listen +7, Search +8, Spot +7	Hide +9, Intimidate +10, Listen +7, Search +8, Spot +7	Hide +9, Intimidate +11, Listen +7, Search +8, Spot +7
Feats:	Improved Initiative, Weapon Focus, Power Attack, Cleave,	Improved Initiative, Weapon Focus, Power Attack, Cleave,	Improved Initiative, Weapon Focus, Power Attack, Cleave,
Climate/Terrain:	Any	Any	Any
Organization:	Pair or squad (3–7)	Pair or squad (3–7)	Pair or squad (3–7)
Challenge Rating:	8	9	10
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	17–31 HD (Large)	19–33 (Large)	23–35 (Large)

The souls of the most ruthless, hate-filled and aggressive soldiers to die in mortal wars often come to reside in Hell. Forged in the fires of eternal punishment, some of these spirits are reborn as hellish Knights: Freshly minted demons of a particularly martial and dangerous nature. Fully one-third of all Undead Horrors are not Knights, but Mages.

Undead Horrors wield, at the very least, +3 weapons and some boast even more powerful implements of destruction. These dark knights attack until destroyed, making the threat of a squad of Horrors all the greater.

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.

Immunities (Ex): Undead Horrors have cold immunity. Because they are, while fearsome, still little more than armor-clad corpses, they take only half damage from lightning and fire attacks.

Doom Knight: These mockeries of mortal warriors attempt to fulfill the prophesied deaths of any being so fated by chance, fate, or the order of a Prime Evil.

Abyss Knight: When Hell hurls its troops at mortal armies, Abyss Knights lead the vanguard.

Oblivion Knight: Truly the royalty of the Undead, Oblivion Knights are famed for their ability to slice their opponents into bloody ribbons with grotesque efficiency.



UNDEAD HØRRØR (MAGE)

	Doom Mage Medium-Size Undead	Abyss Mage Medium-Size Undead	Oblivion Mage Medium-Size Undead
Hit Dice:	5d12+3 (34 hp)	6d12+3 (41 hp)	7d12+3 (47 hp)
Initiative:	+6 (+2 Dex, Imp. Init.)	+6 (+2 Dex, Imp. Init.)	+6 (+2 Dex, Imp. Init.)
Speed:	30 ft.	30 ft.	30 ft.
AC:	11 (+1 Dex)	11 (+1 Dex)	11 (+1 Dex)
Attacks:	2 claws	2 claws	2 claws
Damage:	Claw 1d4	Claw 1d4	Claw 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities	Spell-like abilities
Special Qualities:	Undead, immunities	Undead, immunities	Undead, immunities,
Saves:	Fort +2, Ref +2, Will +6	Fort +2, Ref +2, Will +7	Fort +2, Ref +2, Will +8
Abilities:	Str 22, Dex 14, Con –, Int 15, Wis 10, Cha 11	Str 24, Dex 14, Con –, Int 16, Wis 10, Cha 11	Str 26, Dex 14, Con –, Int 17, Wis 10, Cha 11
Skills:	Concentration +9, Listen +9 Search +9, Spellcraft +9, Spot +9	Concentration +9, Listen +9 Search +9, Spellcraft +9, Spot +9	Concentration +9, Listen +9 Search +9, Spellcraft +9, Spot +9
Feats:	Combat Casting, Improved Initiative, Toughness	Combat Casting, Improved Initiative, Toughness	Combat Casting, Improved Initiative, Toughness
Climate/Terrain:	Any	Any	Any
Organization:	Pair or Cabal (3–7)	Pair or Cabal (3–7)	Pair or Cabal (3–7)
Challenge Rating:	7	8	9
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	6–10 HD (Medium-size)	7–11 HD (Medium-size)	8–12 HD (Medium-size)

Fully a third of all Undead Horrors are not Knights, but rather Mages who wield arcane powers as deadly as the swords of their counterparts. Unlike their knightly kin, Undead Mages avoid melee combat. They prefer to use their spell-like abilities as ranged attacks, hitting their opponents from a distance.

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.

Immunities (Ex): Undead Horrors have cold immunity. Because they are, while fearsome, still little more than armor-clad corpses, they take only half damage from lightning and fire attacks.

Doom Mage: These foul creatures often accompany their knightly brethren on their missions of evil intent. **Spell-like Abilities:** At will—*darkness*, *bone spear*, *weaken*; 3/day—*bone spirit*, *corpse explosion*, *iron maiden*; 1/day—*decrepify*. These abilities are as the spells cast by a 9th-level sorcerer (DC 13 + spell level). (If you are not using *DIABLO II: Diablerie*, the Doom Mage has the following spell-like abilities: At will—*darkness*, *mage armor*, *ray of enfeeblement*; 3/day—*cloudkill*, *contagion*, *Evard's black tentacles*; 1/day—*feeblemind*).

Abyss Mage: Born of hellfire and shadow, the Abyss Mage exists only to bring the power of darkness down on the heads of its enemies. **Spell-like Abilities:** At will—*darkness*, *bone spear*, *bone spirit*, *iron maiden*, *weaken*; 3/day—*bone prison*, *decrepify*, *teleport*; 1/day—*poison nova*. These abilities are as the spells cast by an 11th-level sorceress (DC 14 + spell level). (If you are not using *DIABLO II: Diablerie*, the Abyss Mage has the following spell-like abilities: At will—*darkness*, *hold person*, *mage armor*, *ray of enfeeblement*; 3/day—*cloudkill*, *contagion*, *Evard's black tentacles*, *teleport*; 1/day—*power word*, *stun*.)

Oblivion Mage: Side by side with the Oblivion Knights, these hell-undead sorceresses rule their lesser kin with fear and death magic. **Spell-like Abilities:** At will—*darkness*, *bone spear*, *bone spirit*, *corpse explosion*, *decrepify*, *iron maiden*, *teleport*, *weaken*; 3/day—*death curse* and *poison nova*. These abilities are as the spells cast by a 13th-level sorcerer (DC 15 + spell level). (If you are not using *DIABLO II: Diablerie*, the Oblivion Mage has the following **Spell-like Abilities:** At will—*cloudkill*, *contagion*, *darkness*, *Evard's black tentacles*, *hold person*, *mage armor*, *ray of enfeeblement*; 3/day—*power word*, *stun*, *feeblemind*, *teleport*; 1/day—*disintegrate*, *finger of death*.)

VAMPIRE

	Banished Medium-Size Undead	Ghoul Lord Medium-Size Undead	Night Lord Medium-Size Undead	Dark Lord Medium-Size Undead	Blood Lord Medium-Size Undead
Hit Dice:	2d12 (13 hp)	4d12 (26 hp)	5d12 (32 hp)	6d12 (39 hp)	7d12 (58 hp)
Initiative:	+6 (+2 Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)
Speed:	Fly 40 ft. (average)	Fly 40 ft. (average)	Fly 40 ft. (average)	Fly 40 ft. (average)	Fly 40 ft. (average)
AC:	15 (+2 Dex, +3 natural)	17 (+2 Dex, +5 natural)	19 (+2 Dex, +7 natural)	20 (+2 Dex, +8 natural)	21 (+2 Dex, +9 natural)
Attacks:	Touch +3 melee	Touch +4 melee	Touch +4 melee	Touch +6 melee	Touch +6 melee
Damage:	Touch 1d8 fire	Touch 1d10 fire	Touch 1d12 fire	Touch 2d8 fire	Touch 1d10 and 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.	5 ft. by 5 ft./5 ft.
Special Attacks:	Meteor/fire wall	Meteor/fire wall	Meteor/fire wall	Meteor/fire wall	Meteor/fire wall
Special Qualities:	Undead, damage reduction 10/+1, cold resistance 20	Undead, damage reduction 10/+1, cold resistance 20	Undead, damage reduction 10/+1, cold resistance 20	Undead, damage reduction 10/+1, cold resistance 20	Undead, damage reduction 10/+1, cold resistance 20
Saves:	Fort +0, Ref +2, Will +4	Fort +1, Ref +5, Will +5	Fort +1, Ref +3, Will +5	Fort +2, Ref +6, Will +6	Fort +2, Ref +6, Will +6
Abilities:	Str 14, Dex 14, Con —, Int 11, Wis 12, Cha 12	Str 14, Dex 14, Con —, Int 12, Wis 12, Cha 13	Str 15, Dex 15, Con —, Int 13, Wis 12, Cha 14	Str 15, Dex 15, Con —, Int 14, Wis 12, Cha 14	Str 15, Dex 15, Con —, Int 14, Wis 12, Cha 14
Skills:	Hide +7, Kn. (arcana) +5, Listen +10, Move Silently +11, Search +5, Spellcraft +5, Spot +10	Hide +8, Kn. (arcana) +7, Listen +13, Move Silently +12, Search +7, Spellcraft +7, Spot +13	Hide +9, Kn. (arcana) +7, Listen +14, Move Silently +13, Search +8, Spellcraft +7, Spot +14	Hide +10, Kn. (arcana) +9, Listen +15, Move Silently +14, Search +9, Spellcraft +9, Spot +15	Hide +10, Kn. (arcana) +9, Listen +15, Move Silently +14, Search +10, Spellcraft +9, Spot +15
Feats:	Imp. Init.	Alertness, Imp. Init. Lightning Reflexes	Alertness, Imp. Init. Lightning Reflexes	Alertness, Imp. Init. Lightning Reflexes, Weapon Focus (touch)	Alertness, Imp. Init. Lightning Reflexes, Weapon Focus (touch)
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Coterie (1–3)	Coterie (1–3)	Coterie (1–3)	Coterie (1–3)	Coterie (1–3)
Challenge Rating:	4	5	6	7	8
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	3–4 HD (Medium-size); 5–6 HD (Large)	5–8 HD (Medium-size); 9–12 HD (Large)	6–10 HD (Medium-size); 11–15 HD (Large)	7–12 HD (Medium-size); 13–18 HD (Large)	8–14 HD (Medium-size); 15–21 HD (Large)

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 +4 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 Ghoul Lords, they follow the Ghoul Lords' commands blindly, even if nominally controlled by another force.

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

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

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

VILE DØG

	Flesh Beast Small Outsider	Stygian Dog Small Outsider	Grotesque Wyrms Medium Outsider
Hit Dice:	2d8+3 (12 hp)	3d8+3 (16 hp)	4d8+10 (28 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+0
Speed:	40 ft.	40 ft.	40 ft.
AC:	22 (+1 Size, +1 Dex, +10 natural)	23 (+1 Size, +2 Dex, +10 natural)	24 (+1 Dex, +13 natural)
Attacks:	2 Claws +2	2 claws +4	2 claws +6
Damage:	1d6+1 x2	1d6+2 x2	2d4+4 x2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	—	Cold Resistance 25	Cold Resistance 30
Saves:	F +3, R +4, W +3	F +3, R +5, W +3	F +5, R +5, W +4
Abilities:	SI2, DI3, CI1 I8, WI0, Ch4	SI4, DI4, CI1 I8, WI0, Ch4	SI6, DI2, CI2 I8, WI0, Ch4
Skills:	Hide +7, Spot +5, Tumble +5	Hide +10, Spot +7, Tumble +9	Hide +10, Spot +10, Tumble +10
Feats:	Toughness	Toughness	Toughness (2)
Climate/Terrain:	Underground	Underground	Underground
Organization:	Single, Pair (2)	Single, Brood (2-3)	Pair (2), Swarm (3)
Challenge Rating:	1/2	1	2
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	3-4 HD (Small); 5-6 HD (Medium-size)	4-6 HD (Small); 7-9 HD (Medium-size)	5-7 HD (Medium-size); 8-12 HD (Large)

Vile Dogs are disgusting, fleshy, legless beasts that wriggle across the planes of Hell at alarming speeds, propelling themselves with their two arms. Experienced adventurers know to look for a Vile Mother whenever they see a Vile Dog, because the small creatures are always the spawn of the larger, tougher Vile Mothers. A single Vile Dog is no threat to anyone tough enough to brave the pits of Hell, but a wall of them can keep an adventurer from reaching tougher monsters that use ranged attacks.

Flesh Beasts are the weakest of the Vile Dogs, spawned by Flesh Spawners.

Stygian Dogs, spawn of Stygian Hags, are more dangerous simply because they appear in larger numbers. Cold Resistance 25

Grotesque Wyrms are larger, tougher, and stronger than their vile cousins, spawned by the correspondingly larger and tougher Grotesque. Cold Resistance 30.

VILE MOTHER

	Flesh Spawner Large Outsider	Stygian Hag Large Outsider	Grotesque Large Outsider
Hit Dice:	5d8+18 (41 hp)	6d8+18 (45 hp)	7d8+21 (52 hp)
Initiative:	+3 (-1 Dex, +4 Imp. Init.)	+4 (Imp. Init.)	+3 (-1 Dex, +4 Imp. Init.)
Speed:	20 ft.	20 ft.	20 ft.
AC:	20 (-1 Dex, -1 size, +12 natural)	21 (-1 size, +12 natural)	23 (-1 size, -1 Dex, +15 natural)
Attacks:	2 claws +9, bite +9	2 claws +11, bite +11	2 claws +13, bite +13
Damage:	Claw 2d4+7, bite 2d6+7	Claw 2d4+8, bite 2d6+8	Claw 2d4+9, bite 2d6+9
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Qualities:	— Spawn Vile Dog	Cold resistance 30 Spawn Vile Dog	Cold resistance 35 Spawn Vile Dog
Saves:	F +7, R +3, W +5	F +8, R +5, W +6	F +9, R +4, W +6
Abilities:	S24, D9, C17 I10, W12, Ch10	S26, D10, C17 I10, W12, Ch10	S28, D8, C18 I10, W12, Ch10
Skills:	Hide +6, Listen +9, Move Silently +7, Spot +9, Tumble +7	Hide +8, Listen +10, Move Silently +9, Spot +10, Tumble +9	Hide +8, Listen +11, Move Silently +9, Spot +11, Tumble +9
Feats:	Improved Initiative, Toughness	Improved Initiative, Toughness	Improved Initiative, Toughness
Climate/Terrain:	Underground	Underground	Underground
Organization:	Single, Pair (2)	Single, Brood (2-3)	Pair (2), Swarm (3)
Challenge Rating:	3	4	5
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:			

Vile Mothers are swollen bags of legless flesh that pull their way across the planes of Hell with their powerful arms. Not particularly fast, these horrible creatures use their villainous spawn, the Vile Dogs, to harry and corner their prey. With their long, muscular necks, Vile Mothers can easily bite adventurers cornered by the Vile Dogs. They generally do not use their claws unless facing an adventurer without their spawn.

Spawn Vile Dog: Vile Mothers can spawn 1 Vile Dog of the appropriate type (see below) per round as a standard attack action. Spawned Vile Dogs can act immediately, and act on the Vile Mother's initiative.

Flesh Spawners are the weakest of the Vile Mothers, but their ability to spawn a Flesh Beast means they can quickly build a horde of assailants.

Stygian Hags spawn Stygian Dogs.

Grotesques spawn Grotesque Wyrms.

VULTURE DEMON

	Carrion Bird Medium-Size Beast	Undead Scavenger Medium-Size Beast	Hell Buzzard Medium-Size Beast	Winged Nightmare Medium-Size Beast
Hit Dice:	3d10 (16 hp)	4d10 (22 hp)	6d10+6 (39 hp)	8d10+8 (52 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	20 ft.	20 ft.	20 ft.	20 ft.
AC:	15 (+2 Dex, +3 natural)	15 (+2 Dex, +3 natural)	18 (+2 Dex, +6 natural)	18 (+2 Dex, +6 natural)
Attacks:	Claw +4 melee	Claw +5 melee	Claw +8 melee	Claw +10/+5 melee
Damage:	Claw 1d8+2	Claw 1d8+2	Claw 2d6+4	Claw 2d6+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.
Saves:	Fort +3, Ref +5, Will +1	Fort +4, Ref +6, Will +1	Fort +6, Ref +7, Will +3	Fort +7, Ref +8, Will +3
Abilities:	Str 14, Dex 15, Con 10, Int 4, Wis 10, Cha 5	Str 14, Dex 15, Con 10, Int 4, Wis 10, Cha 5	Str 18, Dex 15, Con 12, Int 4, Wis 12, Cha 5	Str 18, Dex 15, Con 12, Int 5, Wis 12, Cha 5
Skills:	Listen +6, Spot +8	Listen +7, Spot +8	Listen +9, Spot +10	Listen +11, Spot +12
Climate/Terrain:	Any warm land	Any warm land	Any warm land	Any warm land
Organization:	Flock (1-4)	Flock (1-4)	Flock (1-4)	Flock (1-4)
Challenge Rating:	1	2	3	4
Alignment:	Always neutral	Always neutral	Always neutral	Always neutral
Advancement:	4-6 HD (Medium-size); 7-9 HD (Large)	5-8 HD (Medium-size); 9-12 HD (Large)	7-12 HD (Medium-size); 13-18 HD (Large)	8-14 HD (Medium-size); 15-21 HD (Large)

Exquisitely misnamed, Vulture Demons are more than mere vultures, but not actually demonic in nature, merely tainted by the evil that engulfs the land. Although scavengers by nature, these beasts will pick on weakened targets who, they suspect, would soon be carrion anyway. Vulture Demons receive a +4 racial bonus to Spot checks.

Carrion Birds are the lowest of the pecking order, often squabbling with each other over scraps of gristle left by other Vulture Demons.

Undead Scavengers have been known to attack Skeletons and Zombies. They win often enough to continue the attacks.

Hell Buzzards, when sighted, are said to be omens of coming evil.

Winged Nightmare Vulture Demons have no respect for the living or dead. They eat nearly anything that moves.

WATCHER

	Water Watcher Gargantuan Magical Beast	River Watcher Gargantuan Magical Beast	Stygian Watcher Gargantuan Magical Beast
Hit Dice:	16d10+112	18d10+144	20d10+180
Hit Points:	200	243	290
Initiative:	+1 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	30 ft. Swim	30 ft. Swim	30 ft. Swim
AC:	14 (-4 size, +1 Dex, +7 natural)	15 (-4 size, +1 Dex, +8 natural)	17 (-4 size, +2 Dex, +9 natural)
Attacks:	2 slams +28/+23/+18/+13 melee, Bite +27/+22/+17, Spit +12	2 slams +30/+25/+20/+12 melee, Bite +27/+22/+17, Spit +14	2 slams +33/+28/+23/+18 melee, Bite +28/+23/+18, Spit +17
Damage:	Slam 1d8+12 x4, Bite 2d8+12 x3 Spit as poison	Slam 1d8+12 x4, Bite 2d8+12 x3 Spit as poison	Slam 1d8+13 x4, Bite 2d8+13 x3 Spit as poison
Face/Reach:	20 ft. by 40 ft./20 ft.	20 ft. by 40 ft./20 ft.	20 ft. by 40 ft./20 ft.
Special Attacks:	Spit poison	Spit poison	Spit poison
Special Qualities:	— All Watchers gain a +10 circumstance bonus to Hide when submerged —		
Saves:	F+17, R+11, W+7	F+19, R+12, W+8	F+21, R+13, W+8
Abilities:	S34, D12, C24 I3, Wis10, Cha4	S35, D12, C26 I3, Wis10, Cha4	S36, D14, C28 I3, Wis10, Cha4
Skills:	Hide +7, Spot +11	Hide +8, Spot +12	Hide +10, Spot +13
Feats:	Iron Will	Iron Will	Iron Will, Power Attack
Climate/Terrain:	Marsh	Marsh	Marsh
Organization:	Solitary or Pair	Solitary or Pair	Solitary or Pair
Challenge Rating:	17	20	21
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	17–24 HD (Gargantuan)	19–30 HD (Gargantuan)	21–30 HD (Gargantuan); 31–40 HD (Colossal)

Watchers are tentacled monsters that live in swamps, rivers, and occasionally canals. They catch prey by ambushing it from the water, attacking either with their poisonous breath or their tentacles.

Watchers attack creatures within 20 ft. of their watery hiding places using one or both of their tentacles. If a creature moves further away after an ambush, the Watcher uses its poisonous breath. After the poison works, the Watcher drags itself onto the bank far enough to retrieve the corpse and returns to the water. If a creature approaches within 10 ft. of a riverbank, the Watcher adds its bite to its tentacle attacks.

Watchers can only breathe air for a number of minutes equal to twice their Constitution bonus. After that they must submerge or suffocate (use the Drowning Rule in Chapter 3: Running the Game of the *DUNGEON MASTER'S Guide*). As result, they will not raise their head above water except to use their breath weapon or bite.

A Watcher with 10 or fewer hit points remaining immediately submerges and moves away from combat.

Spit Poison (Ex): Watchers spit contact poison as a standard attack action. They can do so once per round. Range 25 ft. plus 5 ft. per HD. Damage is 1 point of permanent Constitution damage initially and 1d6 points of temporary Constitution damage for every 4 Hit Dice. A successful Fortitude check makes the initial damage temporary, and halves any secondary damage.

Water Watchers are the smallest and weakest of the Watchers. Fortitude DC for poison is 25.

River Watchers are slightly larger, and certainly more dangerous. Fortitude DC for poison is 27.

Stygian Watchers are the largest of these hideous aquatic predators. Fortitude DC for poison is 29.

WENDIGO

	Gargantuan Beast Large Giant	Brute Large Giant	Yeti Large Giant	Crusher Huge Giant	Wailing Beast Huge Giant
Hit Dice:	2d8+6 (15 hp)	4d8+16 (34 hp)	6d8+24 (51 hp)	9d8+45 (85 hp)	10d8+50 (95 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
AC:	12 (+2 natural, -1 size, +1 Dex)	13 (+3 natural, -1 size, +1 Dex)	14 (+4 natural, -1 size, +1 Dex)	15 (+6 natural, -2 size, +1 Dex)	17 (+8 natural, -2 size, +1 Dex)
Attacks:	Claw +4 melee	Claw +7 melee	Claw +9 melee	Claw +11/+6 melee	Claw +13/+8 melee
Damage:	Claw 1d6+4	Claw 1d6+5	Claw 1d8+6	Claw 2d4+7	Claw 2d6+8
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.
Special Attacks:	—	—	—	—	Wail
Special Qualities:	—	—	Cold resistance 10	+6 save against mind control	+6 save against mind control, fire resistance 10
Saves:	Fort +6, Ref +1, Will +0	Fort +8, Ref +2, Will +1	Fort +9, Ref +3, Will +2	Fort +11, Ref +4, Will +4	Fort +12, Ref +4, Will +4
Abilities:	Str 18, Dex 12, Con 16, Int 5, Wis 11, Cha 8	Str 20, Dex 12, Con 18, Int 5, Wis 11, Cha 8	Str 22, Dex 12, Con 18, Int 6, Wis 11, Cha 8	Str 24, Dex 12, Con 20, Int 6, Wis 12, Cha 8	Str 26, Dex 12, Con 20, Int 7, Wis 12, Cha 8
Skills:	Spot +4	Spot +5	Spot +8	Spot +12	Spot +13
Feats:	Power Attack	Power Attack, Sunder	Power Attack, Sunder	Cleave, Power Attack, Sunder	Cleave, Great Cleave, Power Attack, Sunder
Climate/Terrain:	Cold and temperate land and underground	Cold and temperate land and underground	Cold and temperate land and underground	Cold and temperate land and underground	Cold and temperate land and underground
Organization:	Solitary or pair	Solitary or pair	Solitary or pair	Solitary or pair	Solitary or pair
Challenge Rating:	1	2	4	7	8
Alignment:	Usually neutral	Usually neutral	Usually neutral	Usually neutral	Usually neutral
Advancement:	3-4 HD (Large); 5-6 HD (Huge)	5-8 HD (Large); 9-12 HD (Huge)	7-12 HD (Large); 13-18 HD (Huge)	10-18 HD (Huge); 19-27 HD (Gargantuan)	11-20 HD (Huge); 21-30 HD (Gargantuan)

Wendigos are a family of huge bipedal, apelike creatures that make their lairs in the mountains. The recent activity of demonic creatures such as the Fallen and Corrupt Rogues have driven these great beasts into the warmer and more populated regions. Out of their habitats, they became tainted by the looming evil, and live in constant frenzy.

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

Brutes are larger, broader beasts with a rolling, lumbering walk that resonates through the halls. Subtle they are not.

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

Crushers are monstrous brutes whose mighty melee-hugs can crush the strongest foe. Creatures who fall into a Crusher's grip do not escape alive.

Wailing Beasts are almost as large as Crushers, and they have developed their horrible roars into an ululating

scream. As foes stand dazed, the Wailing Beast moves in with its claws. **Wail:** Burst effect to 60 feet, centered on creature, Will save (DC 19) or stunned 1d3 rounds.



WILLOWISP

	Gloom Medium-size Undead	Swamp Ghost Medium-size Undead	Burning Soul Medium-size Undead	Black Soul Medium-size Undead
Hit Dice:	4d12	5d12	6d12	7d12
Hit Points:	26	32	39	45
Initiative:	+2 (Dex)	+3 (Dex)	+4 (Dex)	+5 (Dex)
Speed:	Fly 50 ft. (average)	Fly 50 ft. (average)	Fly 50 ft. (average)	Fly 50 ft. (average)
AC:	13 (+2 Dex, +1 Deflection bonus)	15 (+3 Dex, +2 Deflection bonus)	17 (+4 Dex, +3 Deflection)	19 (+5 Dex, +4 Deflection)
Attacks:	Claw +4	Claw +5	Claw +7	Claw +8
Damage:	1 + Mana burn	1 + Mana burn	1 + Mana burn	1 + Mana burn
Face/Reach:	5 ft. by 5 ft./ 5ft.	5 ft. by 5 ft./ 5ft.	5 ft. by 5 ft./ 5ft.	5 ft. by 5 ft./5ft.
Special Attacks:	Mana burn, lightning	Mana burn, lightning	Mana burn, lightning	Mana burn, lightning
Special Qualities:	—Undead, incorporeal, manifestation, speed limitation—			
Saves:	F—, R+3, W+5	F—, R+4, W+6	F—, R+6, W+8	F—, R+7, W+9
Abilities:	SI2, DI4, C—, II0, WI2, CH12	SI2, DI6, C—, II0, WI4, CH14	SI2, DI8, C—, II0, WI6, CH16	SI2, DI20, C—, II0, WI8, CH18
Skills:	Hide +8*, Intuit Direction +7, Listen +7, Move Silently +8, Search +6, Spot +7	Hide +9*, Intuit Direction +8, Listen +8, Move Silently +9, Search +8, Spot +8	Hide +10*, Intuit Direction +9, Listen +9, Move Silently +10, Search +10, Spot +9	Hide +12*, Intuit Direction +11, Listen +11, Move Silently +12, Search +7, Spot +11
Feats:	Weapon Finesse (claw)	Weapon Finesse (claw)	Weapon Finesse (claw)	Weapon Finesse (claw)
Climate/Terrain:	Underground	Underground	Underground	Underground
Organization:	Covey (2–3)	Bunch (2–4)	Cluster (3–4)	Star (3–5)
Challenge Rating:	4	4	5	5
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	5–7 HD (Medium-size)	6–8 HD (Medium-size)	7–10 HD (Medium-size); 11–14 HD (Large)	8–12 HD (Medium-size); 13–20 HD (Large)

Willowisps are incorporeal swamp spirits that enjoy ambushing good creatures. Thought they must manifest to attack (see below), Willowisps project a vague, ghostly presence even when incorporeal.

Mana Burn (Su): Ray, Reflex save. A spellcaster hit by this attack loses a variable number of levels of spells or spell-like abilities (if it has any). This ability starts with the highest level spell possible and works its way down. For instance, it might erase one 3rd-level spell, one 2nd-level spell, and one 1st-level spell, for a total of six levels. At least one spell or spell-like ability is affected.

Lightning (Sp): A Willowisp's primary attack is *lightning bolt*. Range is 100 ft. plus 10 ft. per hit die. The *bolt* is 5 ft. wide. It does 1d6 per hit die of the Willowisp, Reflex save (DC listed below) for half.

Hide bonus (Ex): When incorporeal, Willowisps get a +5 circumstance bonus to their Hide check.

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.

Incorporeal: This is described under Incorporeality in Chapter 3: Running the Game of the of the *DUNGEON MASTER'S* •

Guide. Becoming incorporeal is a move-equivalent action. See manifestation, below.

Manifestation: Willowisp's must manifest in order to attack with either their claws or their lightning bolt. When they do, they are vulnerable to corporeal sources unlike other incorporeal creatures. Manifesting is a move-equivalent action.

Speed limitation: Willowisps' maximum movement is 50 ft. They do not "run" or "sprint." They can take a full action to move 100 ft., as normal.

Gloams are the smallest and weakest of these terrible spirits, generally appearing a mere 4 ft. tall. Will DC is 13, Reflex DC is 14.

Swamp Ghosts are the spirits of those who died violent deaths and whose corpses remained in the noisome muck of the swamp. Will DC is 14, Reflex DC is 15.

Burning Souls hate the living and attack viciously until killed. Will DC is 16, Reflex DC is 16.

Black Souls are the largest of these creatures, appearing almost 8 ft. tall. They are the spirits of evil beings who died searching the swamps for dark, lost secrets of power. Will DC is 17, Reflex DC is 17.

WRAITH

	Ghost Medium-Size Undead	Wraith Medium-Size Undead	Specter Medium-Size Undead	Apparition Medium-Size Undead	Dark Shape Medium-Size Undead
Hit Dice:	3d12 (19 hp)	4d12 (26 hp)	5d12 (32 hp)	6d12 (39 hp)	7d12 (45 hp)
Initiative:	+4 (Imp. Init.)	+5 (+1 Dex, +4 Imp. Init.)	+5 (+1 Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)	+6 (+2 Dex, +4 Imp. Init.)
Speed:	Fly 30 ft. (good)	Fly 30 ft. (good)	Fly 30 ft. (good)	Fly 30 ft. (good)	Fly 30 ft. (good)
AC:	15 (+5 natural)	17 (+1 Dex, +6 natural)	19 (+1 Dex, +8 natural)	20 (+2 Dex, +8 natural)	22 (+2 Dex, +10 natural)
Attacks:	Touch +1 melee	Touch +2 melee	Touch +2 melee	Touch +4 melee	Touch +4 melee
Damage:	Touch 1d12	Touch 2d6	Touch 2d8	Touch 1d20	Touch 2d10
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:	Materialize attack, Mana burn	Materialize attack, Mana burn	Materialize attack, Mana burn	Materialize attack, Mana burn, fear touch	Materialize attack, Mana burn, fear touch
Sp. Qualities:	Undead, invisibility at will	Undead, invisibility at will, turn resistance +1	Undead, invisibility at will, turn resistance +2	Undead, invisibility at will, turn resistance +3	Undead, invisibility at will, turn resistance +4
Saves:	Fort +1, Ref +1, Will +3	Fort +1, Ref +2, Will +4	Fort +1, Ref +2, Will +4	Fort +2, Ref +4, Will +5	Fort +2, Ref +4, Will +5
Abilities:	Str —, Dex 11, Con —, Int 11, Wis 11, Cha 10	Str —, Dex 12, Con —, Int 12, Wis 11, Cha 10	Str —, Dex 13, Con —, Int 13, Wis 11, Cha 10	Str —, Dex 14, Con —, Int 14, Wis 11, Cha 10	Str —, Dex 15, Con —, Int 14, Wis 11, Cha 10
Skills:	Hide +5, Intimidate +5, Intuit Direction +5, Listen +6, Search +5, Sense Motive +5, Spot +6	Hide +7, Intimidate +6, Intuit Direction +6, Listen +8, Search +7, Sense Motive +6, Spot +8	Hide +8, Intimidate +7, Intuit Direction +7, Listen +8, Search +8, Sense Motive +7, Spot +8	Hide +9, Intimidate +8, Intuit Direction +8, Listen +9, Search +9, Sense Motive +8, Spot +9	Hide +9, Intimidate +8, Intuit Direction +8, Listen +10, Search +9, Sense Motive +8, Spot +10
Feats:	Improved Initiative	Alertness, Combat Reflexes, Improved Initiative	Alertness, Combat Reflexes, Improved Initiative	Alertness, Combat Reflexes, Improved Initiative, Weapon Focus (touch)	Alertness, Combat Reflexes, Improved Initiative, Weapon Focus (touch)
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Party (2–8)	Party (2–8)	Party (2–8)	Party (2–8)	Party (2–8)
Challenge Rating:	4	5	6	7	8
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	4–6 HD (Medium-size); 7–9 HD (Large)	5–8 HD (Medium-size); 9–12 HD (Large)	6–10 HD (Medium-size); 11–15 HD (Large)	7–12 HD (Medium-size); 13–18 HD (Large)	8–14 HD (Medium-size); 15–21 HD (Large)

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 11: 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.

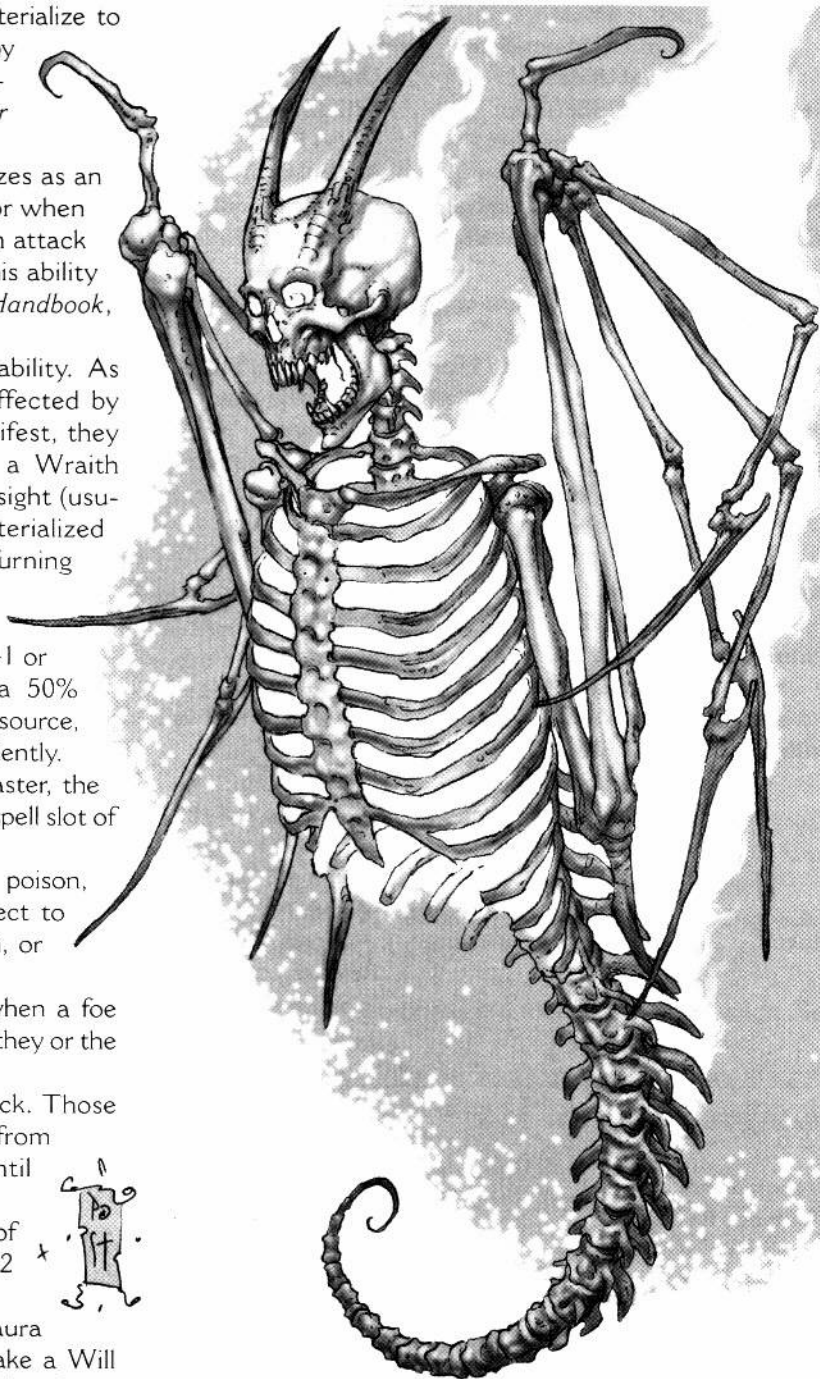
Ghosts tend to remain in place and appear when a foe moves next to them. They then attack until either they or the foe has been defeated.

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.



ZEALOT

	Zakarumite Medium-Size Humanoid	Faithful Medium-Size Humanoid	Zealot Medium-Size Humanoid
Hit Dice:	5d8+5 (27 hp)	6d8+12 (39 hp)	7d8 +14 (45 hp)
Initiative:	+2 (Dex)	+3 (Dex)	+3 (Dex)
Speed:	40 ft.	20 ft.	20 ft.
AC:	15 (+2 Dex, +2 leather, +1 natural)	18 (+3 Dex, +4 scale, +1 natural)	20 (+3 Dex, +6 banded, +1 natural)
Attacks:	Bardiche +8 melee	Ranseur +10/+5 melee	Glaive +10/+5 melee
Damage:	Bardiche 1d8+2 (×3 crit)	Ranseur 2d4+3	Glaive 1d10+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Reach	Reach	Reach
Special Qualities:	—	—	—
Saves:	Fort +5 Ref +3, Will +5	Fort +7, Ref +5, Will +6	Fort +7 Ref +5 Will +6
Abilities:	Str 15, Dex 15, Con 13, Int 10, Wis 10, Cha 10	Str 17, Dex 16, Con 14, Int 10, Wis 10, Cha 10	Str 19, Dex 17, Con 13, Int 10, Wis 10, Cha 10
Skills:	Listen +3, Spot +3	Listen +3, Spot +3	Listen +3, Spot +3
Feats:	Weapon Focus (bardiche)	Weapon Focus (ranseur)	Weapon Focus (glaive), Power Attack
Climate/Terrain:	Any temperate	Any temperate	Any temperate
Organization:	Gang (3–12), band (13–24)	Gang (3–12), band (13–24)	Gang (3–12), band (13–24)
Treasure:	Standard	Standard	Standard
Challenge Rating:	2	3	4
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	6–10 HD (Medium-size)	7–12 HD (Medium-size)	8–14 HD (Large)

These religious fanatics exist to bring down the unfaithful. Masters of the polearm, they attack without question or quarter.

Zealots are organized: Their attacks are coordinated, if unimaginative. They often work together to bring down larger or stronger foes, surrounding the opponent to gain flanking bonuses. Zealots are immune to the effects of *ice storm* cast by Cantors. All Zealots have a +4 racial bonus to Will saves.

Zakarumites are either apprentices in the service of darkness, or the weakest of their malevolent class.

Faithful willingly pledge their lives to the service of the Prime Evil and their priests. The greatest honor among the Faithful is to save the life of a priest—and live.

Zealots have little in the way of personal honor, preferring to mob foes with their numbers and destructive energy. Take all the worst aspects of a well-armed mob, train them to harness their dark side, and you have a group of Zealots.

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:	1/2d12+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 natural)	10 (-1 Dex, +2 natural)	12 (-1 Dex, +3 natural)	14 (-1 Dex, +5 natural)	16 (-1 Dex, +7 natural)
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/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:	—	—	Disease	Disease	Drowning
Sp. Qualities:	Undead, partial actions only	Undead, partial actions only	Undead, partial actions only	Undead, partial actions only	Undead, partial actions only, 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+6	F+3, R+2, W+7
Abilities:	Str 12, Dex 8, Con —, Int —, Wis 6, Cha 11	Str 12, Dex 8, Con —, Int —, Wis 6, Cha 11	Str 14, Dex 8, Con —, Int —, Wis 6, Cha 11	Str 16, Dex 8, Con —, Int —, Wis 6, Cha 11	Str 16, Dex 8, Con —, Int —, Wis 6, Cha 11
Feats:	Toughness	Toughness	Toughness	Iron Will, Toughness, Weapon Focus (slam)	Iron Will, Toughness, Weapon Focus (slam)
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Pack (3-12)	Pack (3-12)	Pack (2-8)	Pack (2-7)	Pack (2-7)
Challenge Rating:	1/3	1/2	1	4	6
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	1 HD (Medium-size); 2 HD (Large)	2 HD (Medium-size); 3 HD (Large)	4-6 HD (Medium-size); 7-9 HD (Large)	9-16 HD (Medium-size); 17-24 HD (Large)	11-20 HD (Medium-size); 21-30 HD (Large)

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 automatons that follow simple orders from their masters.

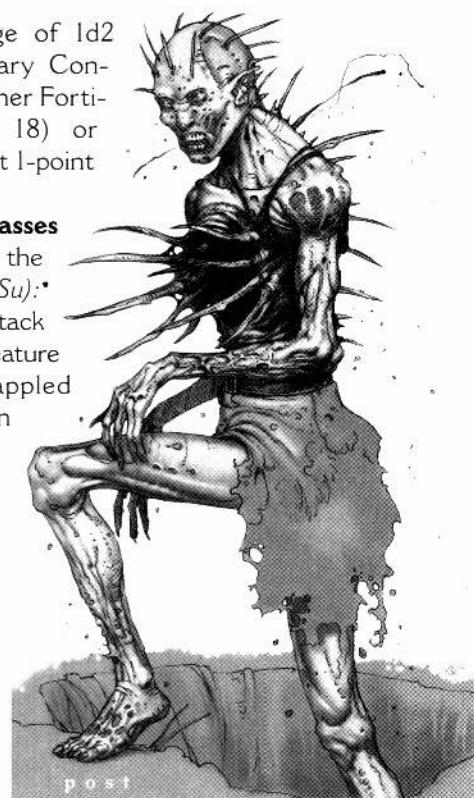
Hungry Dead are more powerful creatures that mindlessly lust after the life-energy of the living.

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

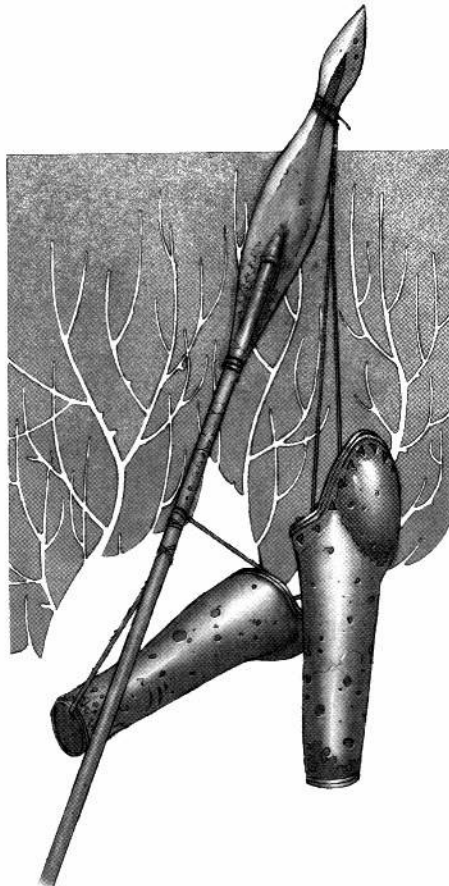
secondary damage of 1d2 points of temporary Constitution and another Fortitude save (DC 18) or suffer a permanent 1-point Charisma drain.

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.



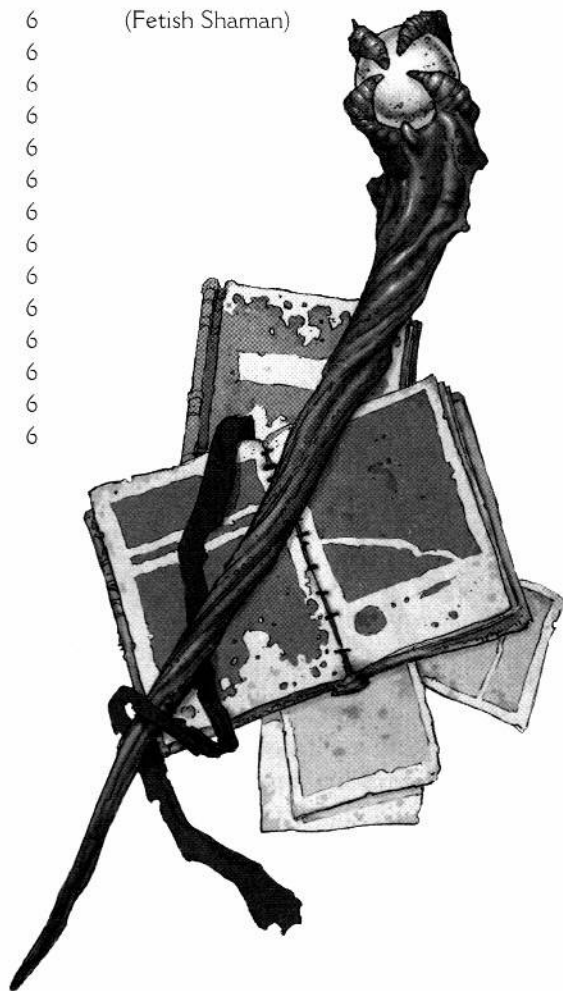
MONSTERS RANKED BY CHALLENGE RATINGS

Fallen One	1/6	Blood Diver (Bat Demon)	2	Bog Creature (Frog Demon)	3
Carver (Fallen One)	1/4	Brute (Wendigo)	2	Bone Mage (Skeleton Mage)	3
Dark Hunter (Corrupt Rogue)	1/4	Burning Dead (Skeleton)	2	Cave Leaper (Sand Leaper)	3
Skeleton	1/4	Clay (Golem)	2	Claw Viper	3
Quill Rat (Spike Fiend)	1/3	Cloud Stalker (Blood Hawk)	2	Dark Familiar (Bat Demon)	3
Zombie	1/3	Demented (Fallen One Shaman)	2	Death Beetle (Scarab Demon)	3
Devilkin (Fallen One)	1/2	Deranged (Fallen One Shaman)	2	Death Clan (Goatman)	3
Flesh Beast (Vile Dog)	1/2	Dung Soldier (Scarab Demon)	2	Decayed (Mummy)	3
Foul Crow (Blood Hawk)	1/2	Dried Corpse (Mummy)	2	Depraved (Fallen One Shaman)	3
Hungry Dead (Zombie)	1/2	Giant Urchin (Spike Giant)	2	Disfigured (Tainted)	3
Moon Clan (Goatman)	1/2	Gloom Bat (Bat Demon)	2	Flesh Spawner (Vile Mother)	3
Returned (Skeleton)	1/2	Grotesque Wyrms (Vile Dog)	2	Hell Buzzard (Vulture Demon)	3
Sand Maggot Young (Sand Maggot)	1/2	Night Slinger (Panther Woman)	2	Hell Slinger (Panther Woman)	3
Spike Fiend	1/2	Plague Bugs (Swarm)	2	Hell Swarm (Swarm)	3
Slinger (Panther Woman)	1/2	Razor Spine (Spike Fiend)	2	Horror (Skeleton)	3
Vile Hunter (Corrupt Rogue)	1/2	Saber Cat (Panther Woman)	2	Night Tiger (Panther Woman)	3
Black Locust (Swarm)	1	Swamp Dweller (Frog Demon)	2	Sand Leaper	3
Black Raptor (Blood Hawk)	1	Tomb Viper (Claw Viper)	2	Banished (Vampire)	4
Blood Hawk	1	Undead Scavenger (Vulture Demon)	2	Burning Dead Mage (Skeleton Mage)	4
Bone Warrior (Skeleton)	1	Warped One (Fallen One)	2	Dune Beast (Baboon Demon)	4
Carrion Bird (Vulture Demon)	1			Embalmed (Mummy)	4
Dark One (Fallen One)	1			Flesh Hunter (Corrupt Rogue)	4
Dark Stalker (Corrupt Rogue)	1			Ghost (Wraith)	4
Desert Wing (Bat Demon)	1			Gloom (Willowisp)	4
Enraged (Fallen One Shaman)	1			Hell Cat (Panther Woman)	4
Fiend (Bat Demon)	1			Hell Clan (Goatman)	4
Gargantuan Beast (Wendigo)	1			Iron (Golem)	4
Ghoul (Zombie)	1			Jungle Urchin (Spike Fiend)	4
Huntress (Panther Woman)	1			Plague Bearer (Zombie)	4
Itchies (Swarm)	1			Poison Spinner (Spider)	4
Misshapen (Tainted)	1			Rat Man (Fetish)	4
Night Clan (Goatman)	1			Salamander (Claw Viper)	4
Quill Bear (Spike Giant)	1			Sand Maggot	4
Razor Beast (Spike Giant)	1			Sand Raider	4
Returned Mage (Skeleton Mage)	1			Scarab (Scarab Demon)	4
Spear Cat (Panther Woman)	1			Slime Prince (Frog Demon)	4
Spike Giant	1			Stygian Hag (Vile Mother)	4
Stygian Dog (Vile Dog)	1			Swamp Ghost (Willowisp)	4
Thorn Beast (Spike Fiend)	1			Sucker (Mosquito Demon)	4
Thorn Brute (Spike Giant)	1			Tainted	4
Arach (Spider)	2			Thorned Hulk	4
Black Rogue (Corrupt Rogue)	2			Warped (Fallen One Shaman)	4
Blood (Golem)	2			Winged Nightmare (Vulture Demon)	4
Blood Clan (Goatman)	2			Yeti (Wendigo)	4
				Zakarumite (Zealot)	4



MONSTERS RANKED BY CHALLENGE RATINGS (CONT.)

Blunderbore	5	Spider Magus (Spider)	6	Storm Caster (Finger Mage)	8
Black Soul (Willowisp)	5	Tree Lurker (Sand Leaper)	6	Thrasher (Thorned Hulk)	8
Burning Soul (Willowisp)	5	Zealot ((Zealot)	6	Wailing Beast (Wendigo)	8
Faithful (Zealot)	5				
Fetish	5	Apparition (Wraith)	7	Abyss Knight	9
Flame Spider (Spider)	5	Corpse Spitter	7	(Undead Horror)	
Ghoul Lord (Vampire)	5	(Regurgitator)		Damned (Tainted)	9
Grotesque (Vile Mother)	5	Crusher (Wendigo)	7	Fetish Shaman	9
Horror Mage (Skeleton Mage)	5	Dark Lord (Vampire)	7	Infidel (Sand Raider)	9
Jungle Hunter	5	Hollow One (Mummy)	7	Spike Fist (Thorned Hulk)	9
(Baboon Demon)		Soul Killer (Fetish)	7	Stygian Doll (Fetish)	9
Marauder (Sand Raider)	5	Strangler (Finger Mage)	7	Unraveler (Mummy)	9
Pit Viper (Claw Viper)	5	Temple Guard (Baboon Demon)	7		
Preserved Dead (Mummy)	5			Flayer Shaman	10
Rock Worm (Sand Maggot)	5	Blood Lord (Vampire)	8	(Fetish Shaman)	
Sexton (Cantor)	5	Cliff Lurker (Sand Leaper)	8	Oblivion Knight	10
Steel Scarab (Scarab Demon)	5	Dark Shape (Wraith)	8	(Undead Horror)	
Tomb Creeper (Sand Leaper)	5	Doom Knight (Undead Horror)	8		
Wraith	5	Guardian (Mummy)	8	Assailant (Sand Raider)	11
		Giant Lamprey (Sand Maggot)	8	Blood Maggot (Sand Maggot)	11
Afflicted (Tainted)	6	Hierophant (Cantor)	8	Soul Killer Shaman	11
Bramble Hulk (Thorned Hulk)	6	Mauler (Blunderbore)	8	(Fetish Shaman)	
Bone Scarab (Scarab Demon)	6	Maw Fiend (Regurgitator)	8	Horadrim Ancient (Mummy)	11
Cadaver (Mummy)	6	Rat Man Shaman	8	Urdar (Blunderbore)	11
Cantor (Cantor)	6	(Fetish Shaman)			
Corpulent (Regurgitator)	6			Stygian Doll Shaman	12
Devourer (Sand Maggot)	6			(Fetish Shaman)	
Doom Ape (Baboon Demon)	6				
Drowned Carcass (Zombie)	6			Balrog (Megademon)	16
Feeder (Mosquito Demon)	6				
Fire (Golem)	6			Pit Lord (Megademon)	17
Flayer (Fetish)	6			Water Watcher (Watcher)	17
Gorbelly (Blunderbore)	6				
Groper (Finger Mage)	6			Venom Lord (Megademon)	18
Invader (Sand Raider)	6				
Night Lord (Vampire)	6			River Watcher (Watcher)	20
Serpent Magus (Claw Viper)	6				
Specter (Wraith)	6			Stygian Watcher (Watcher)	21



APPENDIX B: ENCOUNTER TABLES

How to Use These Tables

All the tables are arranged in the same manner. The name of the encounter area (Blood Moor, Black Marsh, and so on) is listed at the top. The column below the name lists monsters that might appear randomly in the area. To generate an encounter, locate the area name, roll 2d10, and add the numbers together. Find the result in the left column, and read across to the area column to find the monster that appears. The number of monsters depends on the number and level of the PCs (see Table 4–1, Encounter Numbers in the *DUNGEON MASTER'S Guide*). We recommend that you preroll a list of encounters before you run a session to save time during play.

Special Note: If a monster name has a +1 or +2 next to it, then add this number to the party's average level when determining the number of monsters.

You can also choose specific monsters and the number of them encountered if you wish.

Example 1: Your player characters are venturing through the Den of Evil and have just reached Pit Level 2. Checking for a Random Encounter as the PCs enter the first room, you roll a d10; the result is 4—the heroes find something. Consulting the Den of Evil Level 2 table and Pit Lvl 2 column, you roll 2d10. Assuming the total is 18, the PCs encounter Burning Dead Mages. If there are four party members with an average character level of 2, they have a CR2 encounter.

Example 2: A party of four 2nd-level characters is adventuring in the Dark Wood. An encounter roll of 5 gives them a CR 2 encounter with Vile Hunters. They should encounter 4 to 6 of them, since the Vile Hunter CR of 1/2 appears in both the "Four" and the "Five or Six" columns).

Wilderness Region Encounter Tables—Act I

BLOOD MOOR	
2	Gargantuan Beast
3	Zombies
4	Fallen
5	Fallen
6	Fallen
7	Fallen
8	Zombie
9	Zombie
10	Zombie
11	Zombie
12	Zombie
13	Fallen
14	Quill Rat
15	Quill Rat
16	Quill Rat
17	Quill Rat
18	Quill Rat
19	Quill Rat
20	Gargantuan Beast

COLD PLAINS	
2	Quill Bear
3	Quill Bear
4	Quill Rats
5	Quill Rats +1
6	Quill Rats
7	Gargantuan Beast
8	Gargantuan Beast
9	Dark Hunter
10	Dark Hunter
11	Dark Hunter
12	Dark Hunter
13	Dark Hunter
14	Fallen
15	Fallen
16	Fallen
17	Fallen
18	Zombies
19	Zombies
20	Zombies

STONY FIELD	
2	Stone Clan
3	Stone Clan
4	Gargantuan Beast
5	Foul Crows
6	Foul Crows
7	Carver
8	Carver
9	Hungry Dead
10	Carvers
11	Fallen
12	Fallen
13	Hungry Dead
14	Carver
15	Carver
16	Foul Crows
17	Foul Crows +1
18	Spike Fiend
19	Spike Fiend
20	Spike Giant

DARK WOOD	
2	Carver
3	Misshapen Champion
4	Carver
5	Vile Hunter Champion
6	Carver
7	Skeleton Archer
8	Vile Hunter +1
9	Vile Hunter
10	Vile Hunter
11	Gargantuan Beast
12	Skeleton Archer
13	Spike Fiend
14	Spike Fiend
15	Spike Giant
16	Blood Hawk
17	Blood Hawk
18	Skeleton Archer
19	Rat Man
20	Skeleton Warrior

BLACK MARSH	
2	Moon Clan
3	Carver
4	Hungry Dead
5	Returned Archer
6	Moon Clan
7	Returned Archer
8	Spike Fiend
9	Vile Hunter
10	Vile Hunter
11	Carver
12	Carver +1
13	Blood Hawk
14	Blood Hawk
15	Carver
16	Spike Giant
17	Hungry Dead +1
18	Returned Warrior
19	Brute
20	Moon Clan

HIGHLANDS	
2	Devilkin
3	Returned Mages
4	Thorn Brute
5	Dark Stalker
6	Thorn Beast
7	Carver
8	Dark Stalker
9	Returned Mage
10	Devilkin
11	Devilkin
12	Devilkin
13	Carver +1
14	Carver
15	Dark Stalker
16	Dark Stalker
17	Carver +1
18	Dark Stalker Champion
19	Thorn Beast
20	Devilkin

Den of Evil Level 1 Encounter Tables

	UNDERGROUND CAVE LVL 1	PASSAGE LVL 1	HOLE LVL 1	PIT LVL 1
2	Fallen	Zombie	Vile Hunter	Dark Stalker
3	Gargantuan Beast	Skeleton Archer +1	Vile Hunter	Dark Stalker
4	Fallen Champion	Zombie	Vile Hunter	Bone Archer +1
5	Fallen +1	Skeleton Archer	Skeleton Archer	Bone Archer
6	Gargantuan Beast	Skeleton Archer	Skeleton Archer	Dark Stalker
7	Fallen	Fallen	Carver	Devilkin
8	Fallen	Misshapen	Carver	Devilkin
9	Fallen	Fallen Champion	Brute	Devilkin
10	Fallen	Fallen	Misshapen	Devilkin
11	Fallen	Fallen	Misshapen	Carver Champion
12	Dark Hunter	Fallen	Misshapen	Brute
13	Fallen	Fallen	Misshapen	Devilkin
14	Dark Hunter	Carver	Carver	Misshapen
15	Zombie	Carver	Carver +1	Bone Warrior
16	Zombie	Zombie	Skeleton Warrior	Bone Warrior
17	Dark Hunter	Carver	Skeleton Warrior	Bone Archer
18	Fallen	Zombie +1	Carver	Zombie Champion
19	Dark Hunter	Zombie	Carver Champion	Devilkin +1
20	Zombie +1	Zombie	Carver	Devilkin

* 1 Shaman per 4 Fallen Ones, Carvers, Devilkin, Dark Ones, or Rat Men

	UNDERGROUND CAVE LVL 2	PASSAGE LVL 2	HOLE LVL 2	PIT LVL 2
2	Devilkin	Bone Mage	Disfigured	Brute Champion
3	Devilkin +1	Carver	Hungry Dead	Brute
4	Hungry Dead	Carver +1	Brute	Devilkin +1
5	Ghoul	Carver	Devilkin	Dark Stalker
6	Misshapen	Dark Hunter	Devilkin +1	Dark Stalker
7	Disfigured	Fallen	Devilkin	Devilkin +1
8	Dark One	Fallen	Vile Hunter	Devilkin
9	Tainted	Carver	Devilkin	Devilkin
10	Devilkin	Hungry Dead	Devilkin	Devilkin
11	Devilkin	Hungry Dead	Devilkin	Bone Warrior
12	Rat Man	Carver	Vile Hunter	Disfigured
13	Devilkin Champion	Fallen Champion	Hungry Dead	Bone Warrior
14	Misshapen	Fallen	Misshapen	Bone Archer
15	Disfigured	Fallen	Hungry Dead	Bone Warrior
16	Zombie	Dark Hunter	Vile Hunter	Dark Stalker +1
17	Zombie	Carver +1	Brute	Bone Mage
18	Ghoul	Dark Hunter	Brute Champion	Bone Mage
19	Devilkin Champion	Dark Hunter	Brute	Ghoul
20	Devilkin +2	Skeleton Archer	Vile Hunter +1	Disfigured +1

BURIAL GROUNDS
 2 Hungry Dead
 3 Skeleton Archer Champion
 4 Hungry Dead +1
 5 Hungry Dead
 6 Skeleton Archer +1
 7 Skeleton Archer
 8 Skeleton Archer
 9 Skeleton Warrior
 10 Skeleton Warrior
 11 Skeleton Warrior
 12 Skeleton Warrior
 13 Hungry Dead
 14 Hungry Dead
 15 Hungry Dead
 16 Hungry Dead Champion
 17 Hungry Dead
 18 Hungry Dead
 19 Hungry Dead
 20 Skeleton Warrior Champion

CRYPT
 Hungry Dead
 Skeleton Archer
 Hungry Dead
 Hungry Dead Champion
 Skeleton Archer +1
 Skeleton Archer
 Skeleton Archer
 Skeleton Warrior
 Skeleton Warrior
 Skeleton Warrior
 Skeleton Warrior
 Skeleton Warrior
 Hungry Dead
 Hungry Dead
 Hungry Dead
 Hungry Dead +1
 Hungry Dead
 Ghoul
 Ghoul
 Skeleton Warrior Champion

MAUSOLEUM
 Hungry Dead
 Skeleton Warrior +2
 Hungry Dead
 Hungry Dead
 Skeleton Warrior Champion
 Skeleton Archer
 Skeleton Archer
 Skeleton Warrior
 Skeleton Warrior Champion
 Skeleton Warrior
 Skeleton Warrior
 Skeleton Warrior
 Hungry Dead
 Hungry Dead
 Hungry Dead
 Hungry Dead
 Ghoul
 Ghoul
 Skeleton Champion
 Ghoul

TRISTRAM
 Carver
 Carver
 Carver +1
 Carver
 Skeleton Archer +1
 Skeleton Archer
 Skeleton Archer
 Returned Champion
 Returned Warrior
 Night Clan
 Night Clan
 Night Clan
 Returned Archer
 Skeleton Warrior
 Skeleton Warrior
 Carver Champion
 Brute
 Brute
 Brute

FORGOTTEN TOWER
CELLAR 1
 2 Ghosts
 3 Night Clan
 4 Ghosts +1
 5 Night Clan
 6 Devilkin
 7 Devilkin
 8 Devilkin
 9 Dark Stalker
 10 Dark Stalker
 11 Dark Stalker
 12 Dark Stalker
 13 Devilkin
 14 Devilkin
 15 Devilkin
 16 Devilkin +1
 17 Night Clan
 18 Ghosts
 19 Night Clan
 20 Ghosts

FORGOTTEN TOWER
CELLAR 2
 Dark Stalker
 Dark Stalker
 Night Clan
 Dark Stalker
 Dark Stalker
 Ghost
 Devilkin
 Devilkin
 Devilkin
 Devilkin
 Devilkin
 Devilkin +1
 Dark Stalker
 Night Clan
 Night Clan +1
 Ghost
 Ghost
 Ghost

FORGOTTEN TOWER
CELLAR 3
 Night Clan Champion
 Night Clan
 Dark Stalker
 Dark Stalker
 Devilkin
 Wraith
 Dark Stalker Champion
 Night Clan
 Devilkin
 Devilkin
 Devilkin
 Devilkin
 Devilkin
 Dark Stalker
 Devilkin
 Devilkin
 Dark Stalker +1
 Devilkin +2
 Blood Clan
 Night Clan Champion

FORGOTTEN TOWER
CELLAR 4
 Devilkin
 Devilkin Champion
 Dark Stalker
 Blood Clan
 Blood Clan +1
 Blood Clan
 Ghost
 Devilkin
 Devilkin
 Dark Stalker
 Dark Stalker
 Dark Stalker Champion
 Ghost
 Ghost
 Blood Clan
 Blood Clan
 Dark Stalker
 Dark Stalker
 Devilkin

FORGOTTEN TOWER
CELLAR 5
 Blood Clan
 Blood Clan Champion
 Ghost +1
 Blood Clan
 Ghost
 Ghost
 Dark Stalker
 Dark Stalker
 Dark Stalker
 Dark Stalker
 Dark Stalker
 Dark Stalker Champion
 Ghost
 Ghost
 Blood Clan +1
 Ghost
 Blood Clan
 Blood Clan

MONASTERY
BARRACKS
 2 Devilkin
 3 Devilkin
 4 Death Clan
 5 Death Clan
 6 Death Clan Champion
 7 Devilkin
 8 Devilkin
 9 Bone Mage
 10 Bone Archer
 11 Bone Archer
 12 Bone Archer
 13 Bone Archer
 14 Bone Archer
 15 Bone Archer +1
 16 Death Clan
 17 Death Clan
 18 Devilkin +1
 19 Devilkin
 20 Devilkin

MONASTERY
JAIL 1
 Death Clan
 Bone Warrior
 Wraiths
 Devilkin
 Death Clan
 Bone Warrior
 Bone Warrior
 Death Clan
 Wraith
 Death Clan
 Death Clan
 Bone Archer
 Bone Archer
 Bone Archer
 Bone Archer
 Death Clan
 Bone Archer +1
 Bone Archer
 Wraiths
 Death Clan +1

MONASTERY
JAIL 2
 Bone Archer
 Bone Mage +1
 Wraith
 Bone Mage
 Death Clan Champion
 Bone Mage
 Bone Archer
 Bone Archer
 Bone Archer
 Death Clan
 Death Clan
 Death Clan
 Bone Archer
 Bone Archer +1
 Bone Mage
 Bone Warrior
 Bone Mage
 Wraith
 Bone Archer
 Bone Mage

MONASTERY
JAIL 3
 Death Clan
 Death Clan Champion
 Bone Archer Champion +1
 Bone Archer
 Bone Archer
 Bone Archer Champion
 Bone Archer
 Bone Mage
 Bone Mage Champion
 Bone Mage
 Bone Mage
 Bone Mage Champion
 Wraith
 Wraith
 Wraith
 Wraith Champion
 Wraith
 Wraith Champion +1
 Death Clan
 Death Clan

INNER
CLOISTER
 Wraith
 Wraith +1
 Dark One Champion
 Bone Mage
 Bone Mage
 Bone Mage
 Bone Mage
 Dark One +1
 Dark One
 Dark One
 Dark One
 Tainted
 Tainted
 Razor Spine/Dark One*
 Razor Spine/Dark One*
 Razor Beast/Tainted*
 Razor Beast/Tainted*
 Wraith
 Wraith Champion
 Wraith

* Razor Spines and Razor Beasts appear only outdoors. Inside, replace with Dark One and Tainted, respectively.

	OUTER CLOISTER
2	Night Clan
3	Night Clan
4	Bone Warrior
5	Devilkin +1
6	Bone Archer
7	Devilkin
8	Devilkin
9	Devilkin
10	Devilkin
11	Black Rogue
12	Black Rogue
13	Black Rogue
14	Razor Spine
15	Bone Archer
16	Razor Spine
17	Bone Mage
18	Razor Spine +1
19	Razor Beast
20	Razor Beast

	MONASTERY CATACOMBS 1
	Dark One
	Dark One Champion
	Dark One
	Dark One +1
	Tainted
	Dark One
	Bone Mage
	Rat Man
	Rat Man
	Rat Man
	Tainted
	Rat Man
	Bone Mage
	Bone Archer
	Bone Archer
	Bone Archer
	Death Clan
	Death Clan +1
	Death Clan

	MONASTERY CATACOMBS 2
	Tainted
	Tainted
	Arach +1
	Rat Man
	Rat Man
	Dark One
	Dark One
	Dark One
	Tainted
	Arach
	Arach
	Death Clan
	Death Clan
	Ghoul
	Arach Champion
	Tainted
	Tainted +1
	Arach
	Dark One
	Death Clan Champion

	MONASTERY CATACOMBS 3
	Arach Champion
	Wraith +1
	Afflicted Champion
	Ghoul Champion
	Banished
	Banished
	Afflicted
	Afflicted
	Ghoul
	Ghoul
	Banished
	Banished
	Wraith
	Arach
	Banished +1
	Ghoul Champion
	Afflicted Champion
	Wraith
	Arach Champion

Encounter Tables—Act II

	LUT GHOLEIN SEWER LVL 1
2	Crusher
3	Plague Bearer
4	Dried Corpse
5	Skeleton Champion
6	Returned Archer +1
7	Dried Corpse
8	Skeleton Archer
9	Skeleton Archer
10	Skeleton Archer
11	Skeleton Archer
12	Skeleton Mage
13	Dried Corpse
14	Skeleton Mage
15	Skeleton Warrior
16	Returned Warrior +1
17	Skeleton Warrior
18	Dried Corpse
19	Plague Bearer
20	Crusher

	ROCKY WASTE
2	Crusher
3	Sand Raider Champion
4	Itchies +1
5	Sand Leaper
6	Black Raptor
7	Marauder
8	Desert Wing
9	Itchies
10	Itchies
11	Itchies
12	Sand Raider
13	Black Raptor
14	Itchies
15	Sand Leaper
16	Desert Wing +1
17	Black Raptor Champion
18	Itchies
19	Invader
20	Marauder

	LUT GHOLEIN SEWER LVL 2
	Plague Bearer
	Crusher
	Decayed
	Returned Mage
	Dried Corpse
	Returned Champion
	Returned Archer
	Returned Warrior
	Returned Warrior
	Returned Archer
	Returned Mage
	Returned Archer
	Decayed
	Returned Archer
	Disfigured
	Decayed
	Dried Corpse +1
	Plague Bearer
	Crusher +1

	STONY TOMB
	Hollow One
	Embalmed +1
	Desert Wing
	Bone Archer
	Embalmed
	Desert Wing
	Bone Mage
	Bone Warrior
	Bone Archer
	Bone Warrior
	Bone Mage
	Desert Wing
	Embalmed
	Bone Warrior Champion
	Desert Wing +1
	Bone Warrior
	Decayed
	Invader
	Hollow One

	LUT GHOLEIN SEWER LVL 3
	Specter
	Bone Archer +1
	Decayed
	Embalmed
	Bone Archer
	Decayed
	Bone Mage
	Bone Warrior
	Bone Warrior
	Bone Archer
	Bone Archer
	Disfigured
	Bone Warrior Champion
	Decayed
	Bone Mage
	Bone Warrior
	Decayed +1
	Embalmed
	Specter

	LOST CITY
	Dune Beast
	Carrion Bird +1
	Night Tiger
	Saber Cat
	Undead Scavenger
	Sand Leaper
	Carrion Bird
	Huntress
	Huntress
	Huntress
	Huntress
	Huntress
	Undead Scavenger
	Saber Cat
	Sand Leaper
	Undead Scavenger
	Saber Cat
	Night Tiger
	Huntress +1
	Dune Beast

HALL OF THE DEAD LVL 1

- 2 Decayed
- 3 Dried Corpse
- 4 Scarab Soldier +1
- 5 Returned Warrior
- 6 Itchies
- 7 Dried Corpse
- 8 Decayed
- 9 Scarab Soldier
- 10 Scarab Soldier
- 11 Scarab Soldier
- 12 Returned Mage
- 13 Returned Archer
- 14 Returned Warrior
- 15 Itchies
- 16 Dried Corpse +1
- 17 Returned Mage
- 18 Returned Champion
- 19 Dried Corpse
- 20 Decayed

FAR OASIS

- 2 Sand Maggot
- 3 Huntress
- 4 Sand Leaper
- 5 Sand Maggot
- 6 Huntress
- 7 Maggot Young
- 8 Saber Cat
- 9 Carrion Bird
- 10 Carrion Bird
- 11 Carrion Bird
- 12 Saber Cat
- 13 Maggot Young
- 14 Huntress
- 15 Sand Maggot
- 16 Carrion Bird +1
- 17 Saber Cat
- 18 Huntress +1
- 19 Sand Leaper
- 20 Sand Maggot

HALL OF THE DEAD LVL 2

- Embalmed
- Death Beetle
- Returned Archer +1
- Death Beetle
- Bone Mage
- Bone Warrior
- Black Locust
- Scarab Soldier
- Scarab Soldier
- Scarab Soldier
- Scarab Soldier Champion
- Bone Warrior
- Bone Mage
- Bone Archer
- Returned Mage
- Death Beetle +1
- Returned Archer
- Death Beetle
- Embalmed

MAGGOT LAIR

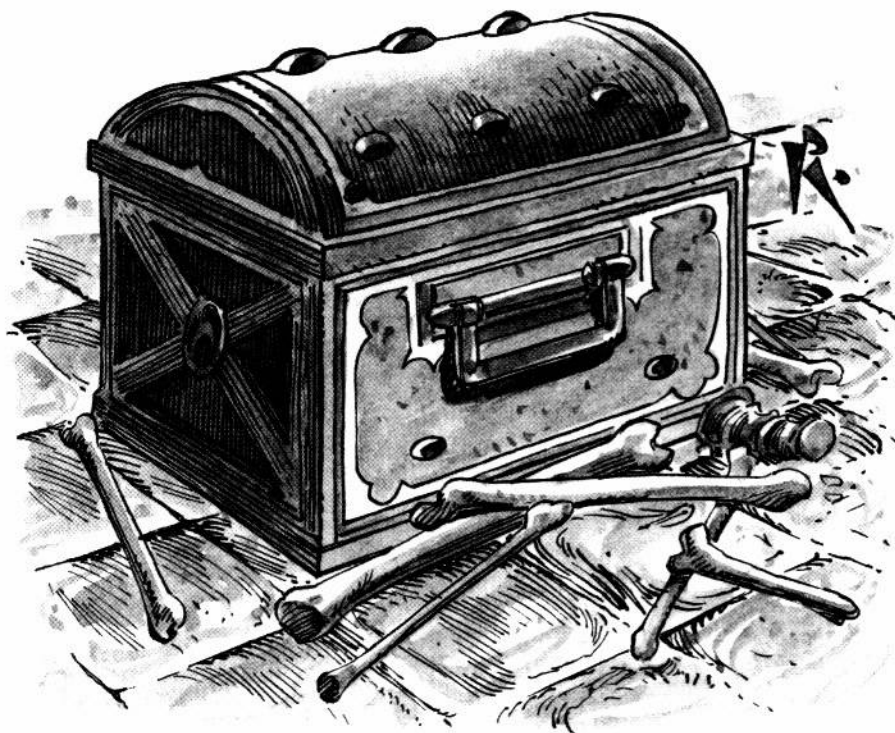
- Devourer
- Rock Worm
- Sand Maggot
- Maggot Young
- Cave Leaper
- Sand Maggot
- Cave Leaper
- Maggot Young +1
- Maggot Young
- Maggot Young
- Sand Maggot
- Cave Leaper
- Rock Worm
- Sand Maggot Young
- Sand Maggot
- Cave Leaper
- Saber Cat
- Rock Worm +1
- Devourer

HALL OF THE DEAD LVL 3

- Guardian
- Steel Scarab
- Death Beetle
- Scarab
- Bone Mage Champion
- Death Beetle
- Bone Warrior
- Bone Archer
- Plague Bugs
- Plague Bugs
- Plague Bugs
- Bone Mage
- Guardian
- Plague Bugs +1
- Black Locust
- Death Beetle
- Steel Scarab
- Embalmed
- Guardian +1

ANCIENT TUNNELS

- Ghoul Lord
- Preserved Dead
- Hell Clan +1
- Horror Warrior
- Horror Mage
- Specter
- Hell Clan
- Night Tiger
- Night Tiger
- Night Tiger
- Horror Archer
- Specter
- Hell Cat
- Horror Mage
- Horror Archer
- Hell Clan
- Hell Cat +1
- Preserved Dead
- Ghoul Lord



VIPER TEMPLE

- 2 Unraveler
- 3 Salamander +1
- 4 Unraveler
- 5 Pit Viper*
- 6 Claw Viper +1
- 7 Burning Dead Archer
- 8 Tomb Viper
- 9 Tomb Viper
- 10 Bone Archer
- 11 Tomb Viper
- 12 Tomb Viper
- 13 Burning Dead Mage
- 14 Claw Viper
- 15 Salamander
- 16 Pit Viper*
- 17 Burning Dead Warrior
- 18 Pit Viper
- 19 Salamander
- 20 Unraveler

* One Pit Viper leading a mixed group

**ARCANE****SANCTUARY**

- 2 Guardian
- 3 Apparition
- 4 Hell Clan +1
- 5 Burning Dead Warrior
- 6 Hell Clan
- 7 Embalmed
- 8 Hell Clan
- 9 Burning Dead Warrior
- 10 Burning Dead Archer
- 11 Burning Dead Archer
- 12 Apparition
- 13 Embalmed
- 14 Hell Clan
- 15 Burning Dead Mage
- 16 Hell Clan
- 17 Embalmed
- 18 Burning Dead Archer +1
- 19 Apparition
- 20 Guardian

PALACE**HAREM LVL 2**

- 2 Blunderbore
- 3 Itchies +1
- 4 Dried Corpse
- 5 Disfigured
- 6 Plague Bearer
- 7 Bone Archer
- 8 Itchies
- 9 Bone Warrior
- 10 Sand Raider
- 11 Sand Raider
- 12 Itchies
- 13 Bone Archer
- 14 Plague Bearer
- 15 Disfigured
- 16 Dried Corpse
- 17 Disfigured +1
- 18 Bone Warrior
- 19 Sand Raider Champion
- 20 Blunderbore

CANYON OF THE MAGI

- Devourer
- Dune Beast +1
- Maggot Young
- Black Locust
- Plague Bug
- Undead Scavenger
- Maggot Young
- Undead Scavenger
- Undead Scavenger
- Undead Scavenger
- Black Locust
- Maggot Young
- Black Locust
- Undead Scavenger
- Plague Bug +1
- Black Locust
- Maggot Young
- Dune Beast
- Devourer

PALACE**CELLAR LVL 1**

- Blunderbore
- Cave Leaper +1
- Disfigured
- Marauder Champion
- Blunderbore
- Cave Leaper
- Black Locust
- Bone Warrior Champion
- Black Locust
- Marauder
- Burning Dead Archer
- Black Locust
- Cave Leaper
- Blunderbore
- Burning Dead Archer
- Burning Dead Warrior
- Marauder +1
- Cave Leaper
- Blunderbore

CANYON TOMBS

- Horadrim Ancient
- Pit Viper
- Tomb Creep
- Preserved Dead
- Specter
- Ghoul Lord
- Apparition
- Specter
- Specter
- Specter
- Apparition
- Ghoul Lord
- Apparition +1
- Ghoul Lord
- Specter
- Preserved Dead
- Tomb Creep
- Pit Viper +1
- Horadrim Ancient

PALACE**CELLAR LVL 2**

- Gorbelly
- Blunderbore
- Burning Dead Archer +1
- Ghoul Lord
- Cave Leaper Champion
- Specter
- Plague Bug
- Plague Bug
- Invader
- Invader
- Ghoul Lord
- Specter
- Blunderbore
- Ghoul Lord
- Cave Leaper
- Ghoul Lord +1
- Burning Dead Champion
- Blunderbore
- Gorbelly

SPIDER**FOREST**

2	Wailing Beast
3	Flame Spider
4	Warped
5	Poison Spinner
6	Cloud Stalker
7	Fiend +1
8	Warped
9	Fiend
10	Fiend
11	Fiend
12	Cloud Stalker
13	Warped
14	Flame Spider
15	Fiend Champion
16	Cloud Stalker
17	Poison Spinner
18	Warped +1
19	Flame Spider
20	Wailing Beast

PIT LVL 1

2	Drowned Carcass
3	Thorned Hulk
4	Flesh Hunter
5	Swamp Dweller
6	Warped +1
7	Gloom Bat
8	Flesh Hunter
9	Warped Champion*
10	Warped
11	Warped Champion*
12	Flesh Hunter
13	Gloom Bat
14	Warped Champion*
15	Drowned Carcass Champion
16	Warped
17	Swamp Dweller
18	Flesh Hunter
19	Thorned Hulk +1
20	Drowned Carcass

* One, leading mixed group

FLAYER**DUNGEON**

2	Bramble Hulk
3	Watcher
4	Fetish +1
5	Fetish Champion
6	Flayer
7	Giant Lamprey
8	Sucker
9	Gloom Bat
10	Gloom Bat
11	Gloom Bat
12	Cadaver
13	Soul Killer
14	Soul Killer
15	Watcher
16	Fetish
17	Fetish
18	Fetish
19	Watcher +1
20	Bramble Hulk

ARACHNID LAIR**OR SPIDER CAVERN**

Wailing Beast
Poison Spinner +1
Spider Magus
Flame Spider
Flesh Hunter
Spider Magus
Warped
Flesh Hunter
Flesh Hunter
Flesh Hunter
Warped
Poison Spinner
Flame Spider
Flesh Hunter
Warped
Flame Spider +1
Flame Spider Champion
Spider Magus
Wailing Beast

PIT LVL 2

Drowned Carcass
Dark Shape +1
Thorned Hulk
Bog Creature
Warped Champion*
Flesh Hunter
Blood Diver
Bog Creature
Warped
Warped Champion*
Warped
Bog Creature
Warped
Dark Shape
Warped Champion*
Bog Creature +1
Thorned Hulk
Dark Shape
Drowned Carcass

FLAYER DUNGEON**LVL 2**

Cadaver
River Stalker
Dark Shape
Warped +1
Gloom
Flayer
Soul Killer
Soul Killer
River Stalker
Warped
Warped
Warped Champion
Flayer
Gloom
River Stalker
Dark Shape
Soul Killer +1
Soul Killer
Bramble Hulk

GREAT**MARSH**

Thorned Hulk
Warped
Swamp Dweller +1
Watcher
Flesh Hunter
Sucker
Warped
Swamp Dweller
Swamp Dweller
Swamp Dweller
Warped
Sucker
Flesh Hunter
Watcher
Warped
Swamp Dweller Champion
Sucker +1
Flesh Hunter
Thorned Hulk

PIT LVL 3

Slime Prince
Slime Prince
Dark Shape
Dark Shape
Gloom +1
Gloom
Gloom
Horror
Horror
Horror
Warped
Warped
Bog Creature
Bog Creature
Bog Creature
Flesh Hunter
Flesh Hunter +1
Slime Prince
Slime Prince

FLAYER DUNGEON**LVL 3**

Cadaver
Preserved Dead
Bone Scarab +1
Wraith Champion
Stygian Watcher
Swamp Ghost
Stygian Doll
Stygian Doll
Bone Scarab
Bone Scarab
Preserved Dead
Wraith
Wraith
Wraith
Swamp Ghost
Stygian Doll +1
Stygian Doll
Dark Shape
Cadaver

	FLAYER
	JUNGLE
2	Bramble Hulk
3	River Stalker
4	Fetish Champion
5	Fetish +1
6	Jungle Urchin
7	Swamp Ghost
8	Swamp Ghost
9	Feeder
10	Feeder
11	River Stalker
12	Bramble Hulk
13	Fetish
14	Fetish
15	Sucker
16	Sucker
17	Sucker +1
18	Giant Urchin
19	Jungle Urchin
20	Bramble Hulk

LOWER KURAST

2	Infidel
3	Zakarumite Champion
4	Jungle Hunter +1
5	Jungle Hunter
6	Warped
7	River Watcher
8	Tree Lurker
9	Serpent Magus
10	Zakarumite
11	Jungle Hunter
12	Jungle Hunter
13	Warped
14	Warped
15	Warped
16	Tree Lurker
17	Zakarumite
18	Infidel +1
19	Infidel
20	Serpent Magus

	KURAST
	BAZAAR
	Infidel
	Infidel +1
	Assailant
	Bramble Hulk
	Bramble Hulk
	Soul Killer
	Tree Lurker
	Hell Swarm
	Stygian Watcher
	Assailant
	Infidel
	Infidel
	Soul Killer
	Hell Swarm
	Tree Lurker
	Horror Archer
	Bramble Hulk +1
	Infidel Champion
	Infidel

UPPER KURAST

	Zakarumite
	Zakarumite
	Zakarumite +1
	Sexton
	Doom Ape
	Thrasher
	Tree Lurker
	Hell Buzzard
	Sexton
	Sexton
	Doom Ape
	Thrasher
	Hell Buzzard
	Tree Lurker
	Doom Ape
	Sexton +1
	Zakarumite Champion
	Zakarumite
	Zakarumite

	KURAST BAZAAR
	SEWERS
	Gloom Bat
	Horadrim Ancient
	Soul Killers
	Preserved Dead
	Stygian Watcher +2
	Preserved Dead
	Horror Mage
	Horror Mage
	Horror Warrior
	Horror Warrior
	Horror Archer
	Horror Archer
	Horror Archer
	Soul Killers
	Gloom Bat
	Gloom Bat +1
	Gloom Bat Champion
	Horror Mage
	Preserved Dead

FANE, TEMPLE,

RELIQUARY

	Horror Archer
	Temple Guard Champion
	Cadaver +1
	Flayer
	Flesh Hunter
	Warped
	Gloam
	Doom Ape
	Warped
	Warped
	Warped
	Doom Ape
	Gloam
	Flesh Hunter
	Temple Guard
	Temple Guard
	Temple Guard +1
	Horror Archer
	Flesh Hunter
	Flayer

Encounter Tables—Act III

	CAUSEWAY/ TRAVINCAL
2	Winged Nightmare Champion
3	Winged Nightmare +1
4	Thrasher
5	Thrasher
6	Temple Guard
7	Faithful
8	Faithful
9	Cantor
10	Cantor
11	Cantor
12	Cantor
13	Faithful
14	Faithful
15	Tree Lurker
16	Tree Lurker
17	Cantor Champion
18	Thrasher +1
19	Thrasher
20	Winged Nightmare

DURANCE OF HATE

	LVL 1
	Cadaver
	Night Lord +1
	Night Lord
	Zealot Champion
	Dark Lord
	Sexton
	Flesh Hunter
	Cadaver
	Zealot
	Zealot
	Zealot
	Zealot
	Flesh Hunter
	Sexton
	Night Lord
	Zealot +1
	Blood Lord
	Blood Lord
	Night Lord Champion

DURANCE OF HATE

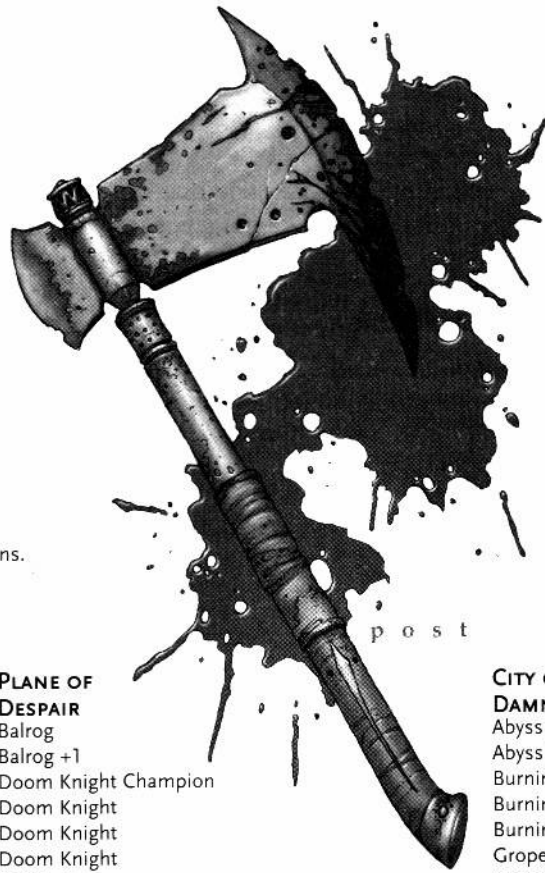
	LVL 2
	Night Lord
	Night Lord +1
	Cantor Champion
	Dark Lord
	Dark Lord
	Sexton
	Sexton
	Sexton
	Cantor
	Cantor
	Sexton
	Blood Lord
	Blood Lord
	Blood Lord
	Sexton +1
	Dark Lord Champion
	Dark Lord
	Night Lord
	Night Lord

DURANCE OF HATE

LVL 3

2	Dark Lord
3	Dark Lord +1
4	Blood Lord Champion
5	Blood Lord
6	Blood Lord
7	Cantor
8	Cantor
9	Cantor
10	Cantor
11	Hierophant* +1
12	Sexton
13	Sexton
14	Sexton
15	Sexton
16	Blood Lord
17	Blood Lord
18	Blood Lord
19	Dark Lord
20	Dark Lord Champion

* One Hierophant, accompanied by 2 Cantors and 2 or more Sextons.



Encounter Tables—Act IV

OUTER

STEPPIES

2	Doom Knight
3	Doom Knight +1
4	Doom Knight
5	Cliff Lurker Champion
6	Cliff Lurker
7	Cliff Lurker
8	Cliff Lurker
9	Dark Familiar
10	Dark Familiar
11	Damned
12	Damned
13	Spike Fist
14	Spike Fist
15	Spike Fist
16	Dark Soul
17	Dark Soul +1
18	Dark Soul Champion
19	Doom Knight
20	Doom Knight

RIVER OF FIRE

2	Pit Fiend
3	Pit Fiend +1
4	Abyss Knight Champion
5	Corpse Spitter
6	Corpse Spitter
7	Corpse Spitter
8	Corpse Spitter
9	Dark Familiar
10	Dark Familiar
11	Dark Familiar
12	Strangler
13	Strangler
14	Strangler +1
15	Abyss Knight
16	Abyss Knight
17	Abyss Knight
18	Abyss Knight
19	Pit Fiend
20	Pit Fiend Champion

PLANE OF DESPAIR

Balrog
Balrog +1
Doom Knight Champion
Doom Knight
Doom Knight
Doom Knight
Cliff Lurker
Dark Familiar
Blood Maggot
Dark Familiar
Cliff Lurker
Cliff Lurker
Groper
Maggot Young
Maggot Young
Maggot Young
Blood Maggot +1
Balrog
Balrog

CHAOS SANCTUARY

Storm Caster
Storm Caster +1
Venom Lord Champion
Venom Lord
Venom Lord
Venom Lord
Dark Familiar
Dark Familiar
Dark Familiar
Maw Fiend
Maw Fiend
Maw Fiend
Maw Fiend
Maw Fiend +1
Oblivion Knight
Oblivion Knight
Oblivion Knight Champion
Storm Caster
Storm Caster

CITY OF THE DAMNED

Abyss Knight
Abyss Knight
Burning Soul +1
Burning Soul
Burning Soul
Groper
Ancient Horadrim
Urdar
Urdar
Ancient Horadrim
Dark Familiar
Dark Familiar
Corpulent
Corpulent
Corpulent
Corpulent Champion
Abyss Knight +1
Abyss Knight
Abyss Knight

Upgrading Encounters

Sometimes encounters won't be challenging enough for your player characters. For example, by the time the heroes reach the Mausoleum, they may have reached experience levels that decrease the challenge of the Random Encounters listed. You can use one of three methods to upgrade the encounter: Increase the total number of monsters appearing, increase the combat statistics for individual monsters, or include one or more unique monsters in the encounter.

Increasing Numbers

If the encounter seems too easy, add 2d4 more monsters; if the encounter *still* seems unchallenging, double the total number of monsters rolled. For every 8 monsters in the encounter, add a Champion (see Increasing Combat Capabilities, below). When your players start groaning with dismay, you might have enough monsters.

Increasing Combat Abilities

Champions are tougher monsters of an existing type. To create Champions, use the monster advancement system below. This system appears in more detail in the *D&D Monster Manual*.

Champions of up to double normal Hit Dice remain the same size as their base monster type. Up to triple Hit Dice is one size larger, and so on. Don't forget to

increase the monster's hit points if its Constitution bonus increases.

Creatures gain an additional feat for every 4 Hit Dice and gain skill points according to their type:

The *DUNGEON MASTER'S Guide* (Chapter 4: Adventures, under Tougher Monsters) recommends increasing the XP award with Hit Dice. In other words, if you increase the Hit Dice 50%, increase the XP award 50%. Roll twice on the Base Treasure Table to generate the treasure a Champion carries.

Adding Unique Monsters

Add 1d2 unique monsters, generated using the random unique monster tables below. Random unique characters increase in size twice and require rolls on the following table for a prefix, a suffix, and a power. For each element of the unique creature, roll the number and type of dice listed for that element. To generate a prefix for example, roll 6d12, total the results, find that number, and cross-reference it under the Prefix column. Half of these named unique monsters also have an appellation, so roll 1d6 and on a 4 or higher, you also roll on the appellation column.

The XP award for these creatures is double what it would be for a creature of equal Hit Dice. Roll three times on the Base Treasure Table to generate the treasure for a Unique monster.

Old Size	New Size	Str	Dex	Con	Armor	Attack
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium	+4	-2	+2	Same	-1
Medium	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

DM Note: Use this table randomly or pick and choose from it. For instance, if you get Fire for a prefix and Flame for a suffix, you probably want that monster to have some sort of flame-related power. You may choose instead of rolling.

If you get a power that doesn't apply, for instance Multishot for a creature without a missile weapon, then roll again.

Creature Type	Skill points	Attack/HD Bonus	Good Save*
Aberration	2	+3/4HD	Will
Beast	1	+3/4HD	Fortitude and Reflex
Giant	1	+3/4HD	Fortitude
Humanoid	1	+3/4HD	Variable
Magical Beast	1	+1/HD	Fortitude and Reflex
Monstrous Humanoid	2	+1/HD	Reflex and Will
Outsider	8	+1/HD	All
Undead	2	+1/2HD	Will

*"Good Save" refers to Table 3-1 in the *Player's Handbook*. The good save is +2 at first HD, +3 at second, and then increases by +1 every two HD (e.g., +4 at 4 HD, +5 at 6 HD). Other saves start at +0, increasing to +1 at third HD and increasing by +1 every four HD (for example, +2 at sixth HD, +3 at ninth).

True Unique Creatures

True unique creatures are major NPCs, such as Blood Raven, the Countess, Griswold, the Smith, and Andariel. DMs should play them as smarter and tougher than other monsters. They won't blunder into stupid traps or use their powers wastefully. Unique creatures always carry at least one magic item. Ignore any rolls on the Base Treasure Table that do not lead to a magic item.

To use the *DUNGEON MASTER'S Guide*, go directly to Table 8-42. Figure the average level of the PCs and roll on that table according to the Magic Items from Major NPCs table.

Avg. PC Level	Minor Items	Medium Items	Major Items
1-3	1d4	1	—
4-6	1d4+1	1d2	1d2-1
7-9	1d6	1d3	1d3-1
10-12	1d6+1	1d4	1d3
13-15	1d8+1	1d4+1	1d4
16-18	1d10+1	1d6	2d3-1
19-21	2d6	1d6+1	1d4+1
22+	2d6+1	1d6+2	1d4+2

Treasure

You're going to give away truckloads of treasure. If you have *DIABLO II: Diablerie*, use the Base Treasure Table in Chapter Four. Roll for treasure when players open any kind of container (barrel, chest, bookcase, armor stand, weapon rack) or search any dead body (dead rogue, slain monster, dead villager). When your players search, roll 1d20 on the Treasure Sources Table in this book.

If you don't have *Diablerie*: Use Table 7-4 in the *DUNGEON MASTER'S Guide*. Roll normally on all three columns. When you need to do otherwise, we'll let you know.



Unique Monster Table

<u>Roll</u>	<u>Prefix (6d12)</u>	<u>Suffix (5d12)</u>	<u>Appellation (2d12)</u>	<u>Power (2d8)</u>
2	—	—	The Hungry	Aura*
3	—	—	The Unclean	Multishot
4	—	—	The Tainted	Teleport
5	—	Greed	The Hammer	Fire Resistance
6	Gray	Spell	The Axe	Cold Resistance
7	Dire	Feast	The Sharp	Lightning Resistance
8	Black	Wound	The Jagged	Strong
9	Shadow	Grin	The Flayer	Fast
10	Haze	Maim	The Slasher	Cursed
11	Wind	Hack	The Impaler	Fire
12	Storm	Bite	The Hunter	Cold
13	Warp	Rend	The Slayer	Lightning
14	Night	Burn	The Mauler	Mana Burn
15	Moon	Rip	The Destroyer	Spectral Hit
16	Star	Kill	The Quick	Stoneskin
17	Pit	Call	The Witch	
18	Fire	Vex	The Mad	
19	Cold	Jade	The Dark	
20	Seethe	Web	The Shade	
21	Sharp	Shield	The Dead	
22	Ash	Killer	The Unholy	
23	Blade	Razor	The Howler	
24	Steel	Drinker	The Grim	
25	Stone	Shifter		
26	Rust	Crawler		
27	Mold	Dancer		
28	Blight	Shard		
29	Plague	Weaver		
30	Rot	Eater		
31	Ooze	Widow		
32	Puke	Maggot		
33	Snot	Spawn		
34	Bile	Wight		
35	Blood	Grumble		
36	Pulse	Growler		
37	Gut	Snarl		
38	Gore	Wolf		
39	Flesh	Crow		
40	Bone	Hawk		
41	Spine	Cloud		
42	Mind	Bang		
43	Spirit	Head		
44	Soul	Skull		
45	Wrath	Brow		
46	Grief	Eye		
47	Foul	Maw		
48	Vile	Tongue		
49	Sin	Fang		
50	Chaos	Horn		
51	Dread	Thorn		
52	Doom	Claw		
53	Bane	Fist		
54	Death	Heart		
55	Viper	Shank		
56	Dragon	Skin		
57	Devil	Wing		
58	Pox	Talon		
59	Fester	Tooth		
60	Blister	Nose		
61	Pus			
62	Slime			
63	Drool			
64	Froth			
65	Sludge			
66	Venom			
67	Poison			
68	Break			
69	Lust			
70	Thirst			
71	Maul			
72	Flame			

*Roll on the Aura table below.

Aura Table: Roll 1d6 for the following effect:

Aura Table

Roll	Ability	Effect
1	Might	+4 bonus to damage for this monster and all monsters within 10 feet.
2	Unholy Fire	Spend a move-equivalent action to concentrate, and a bolt of infernal flame leaps from this monster's body. The bolt automatically strikes the nearest opponent within 15 feet, dealing 2d6 points of fire damage.
3	Unholy Aim	Spend a move-equivalent action to concentrate and gain a +4 circumstance bonus to the monster's next ranged attack.
4	Unholy Freeze	Spend a move-equivalent action to concentrate, and all foes within 30 feet move at only one-half speed until this monster's next round. Some creatures may be resistant or immune to this cold effect.
5	Unholy Shock	Spend a move-equivalent action to concentrate, and a bolt of infernal lightning leaps from this monster's body. The burst automatically strikes the nearest opponent within 15 feet, dealing 4d6 points of electricity damage.
6	Conviction	Spend a move-equivalent action to concentrate, and all foes within 30 feet must attempt a Will save (DC 16+one-half monster's HD+monster's Charisma bonus). Those that fail suffer a -2 penalty to their AC for 1d6 rounds, plus another round for every five of the monster's HD.

Multishot: This monster gets twice as many missile attacks as normal for its weapon type, all at its primary attack bonus.

Teleport: This monster instantly transfers itself up to 90 feet per HD. It always arrives at exactly the spot desired. It brings along up to 500 pounds of nonliving matter or 250 pounds of living matter. This is a full-round action. The ability takes objects into account, so that the monster cannot materialize in a space already occupied by a solid object. The monster uses this ability as many times a day as it has Hit Dice.

Fire Resistance: This monster ignores the first 20 points of fire damage.

Cold Resistance: This monster ignores the first 20 points of cold-based effects and attacks.

Lightning Resistance: This monster ignores the first 20 points of electricity-based effects and attacks.

Strong: This monster gets +1 to its Strength per Hit Die, and reaps all the benefits of having that higher Strength.

Fast: This monster gets Improved Initiative, and can take an additional partial action each round.

Cursed: Confers *amplify damage* effect on foes. Once the *curse* is established (the foe fails a Will save of DC 10+half monster HD+monster's Charisma modifier), then each time the victim is struck for hit point damage, that amount is increased by +1d6

points of damage. The *curse* lasts 1 round per Hit Die of the monster, up to 10 rounds. *Curses* are not cumulative. Both *cleansing* and *remove curse* can counter this effect.

Fire: This monster deals an additional +1d8 of fire damage with each successful attack.

Cold: This monster deals an additional +1d8 of cold damage with each successful attack.

Lightning: This monster deals an additional +1d8 of lightning damage with each successful attack.

Mana Burn: In addition to any normal damage, the monster erases 1d6 levels of spells (or spell-like abilities) from the foe. This ability starts with the foe's highest-level spell (or spell-like ability) possible and works its way down. For instance, its maximum effect might erase one 3rd-level spell, one 2nd-level spell, and one 1st-level spell, for a total of six levels. Spells not completely burned are not affected, except that this power always burns a minimum of one spell. The burned mana restores an equal number of used spell levels to the monster, if it is a spellcaster.

Spectral Hit: In addition to damage dealt by the monster's attack, this power subtracts 1d6 hit points from the foe and restores this number of hit points lost by the monster. A monster's hit points aren't raised beyond its normal maximum.

Stoneskin: This monster has +8 natural AC.

Treasure Sources Table

Act I

<u>Roll</u>	<u>Barrel</u>	<u>Hidden Stash</u>	<u>Chest*</u>	<u>Casket</u>	<u>Grave</u>
1-2	Explodes (1d6) and treasure	Fire trap (1d6) and treasure	Fire trap (1d6) and treasure	Skeleton* (roll treasure)	Skeleton* (roll treasure)
3	Explodes (1d6) and item	Fire trap (1d6) and item	Fire trap (1d6) and item	Bone Mage (roll treasure)	Bone Mage (roll treasure)
4-9	Empty	Empty	Empty	Empty	Empty
10-16	(1d20xLvl) gold	(1d20xLvl) +50 gold	(1d20xLvl) +100 gold	(1d20xLvl) +150 gold	(1d20xLvl) +200 gold
17-20	Item	Item	Item	Item	Item

Act II

<u>Roll</u>	<u>Rat's Nest or Goo Pile</u>	<u>Urn or Large Urn</u>	<u>Chest or Locked Chest</u>	<u>Skeleton or Corpse</u>	<u>Sarcophagus</u>
1-2	Fire trap for 1d8	Fire trap for 1d8	Fire trap for 1d8	Returned* (roll treasure)	Returned* (roll treasure)
3	Poison for 1 Con	Poison for 1 Str	Lightning for 1d8	Bone Mage (roll treasure)	Bone Mage (roll treasure)
4-9	Empty	Empty	Empty	Empty	Empty
10-16	(1d20xLvl) gold	(1d20xLvl) +50 gold	(1d20xLvl) +100 gold	(1d20xLvl) +150 gold	(1d20xLvl) +200 gold
17-20	Item	Item	Item	Item	Item

Act III

<u>Roll</u>	<u>Goo Pile</u>	<u>Chest or Cocoon</u>	<u>Stash</u>	<u>Locked Chest</u>	<u>Sarcophagus</u>
1-2	Fire trap for 1d10	Fire trap for 1d10	Fire trap for 1d10	Skeleton* (roll treasure)	Bone Warrior* (roll treasure)
3	Poison for 1d2 Con	Poison for 1d2 Str	Lightning for 1d10	Bone Mage (roll treasure)	Bone Mage (roll treasure)
4-9	Empty	Empty	Empty	Empty	Empty
10-16	(1d20xLvl) gold	(1d20xLvl) +50 gold	(1d20xLvl) +100 gold	(1d20xLvl) +150 gold	(1d20xLvl) +200 gold
17-20	Item	Item	Item	Item	Item

Act IV

<u>Roll</u>	<u>Trapped Soul</u>	<u>Skull pile</u>	<u>Bone or Stash</u>	<u>Locked Chest</u>	<u>Hung Skeleton</u>
1-2	Fire trap for 1d12	Fire trap for 1d12	Fire trap for 1d12	Skeleton* (roll treasure)	Bone Warrior* (roll treasure)
3	Poison for 1d2 Con	Poison for 1d2 Str	Lightning for 1d12	Bone Mage (roll treasure)	Bone Mage (roll treasure)
4-9	Empty	Empty	Empty	Empty	Empty
10-16	(1d20xLvl) gold	(1d20xLvl) +50 gold	(1d20xLvl) +100 gold	(1d20xLvl) +150 gold	(1d20xLvl) +200 gold
17-20	Item	Item	Item	Item	Item

Notes to Treasure Sources Table:

1. *Wilderness*: In these regions, add +3 to the d20 roll (that is, no traps).
2. *Chests*: Assume 1-in-6 is locked. Keys are available in the camps, if using D&D rogues, lock is DC 12 + average party level.
3. *Treasure*: Treasure amounts are based on the average party level, so 1d20xLvl would give a 1st-level party 1–20 gold pieces.
3. *Items*: Roll for item types on the Base Treasure Table.
4. *Fire/Explosion/Lightning Traps*: DC 10 + average party level, Reflex save for half.
5. *Poison Traps*: DC 10 + average party level, Fortitude save for none. Next round save against the same amount of secondary damage.
6. *Skeletons and Bone Mages*: If in a treasure source they might be guarding treasure. If they are destroyed, roll for treasure normally if the remains are searched.

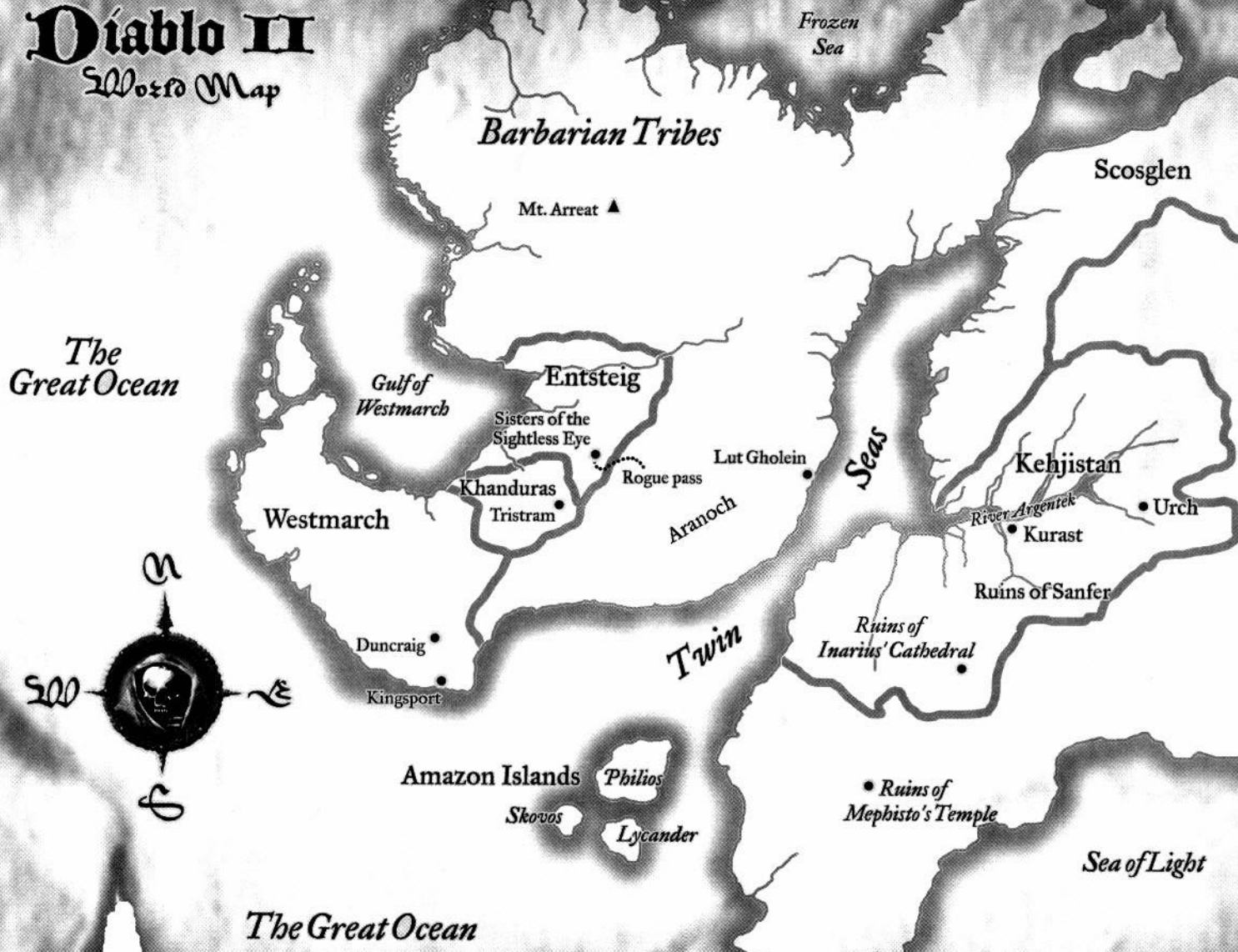
Shrine Table

3d6

Roll	Shrine	Effect
3	Mana Shrine	Restores expended spells and magical abilities to full use.
4	Stamina Shrine	Removes existing fatigue penalties. Increase speed by 2 for 1 hour.
5	Well	Restores full hit points and all previously used spells and magical ability.
6	Armor Shrine	+5 AC bonus for one hour.
7	Poison Shrine	Ring of poison gas extends from shrine in a 20-foot radius. Fortitude save (DC 20) or take 2d4 temporary Constitution damage and the gas dissipates. If exposed again before fully recovered, save again or take 2d4 more points of temporary Constitution damage. PC gets 1d4+2 <i>strangling gas potions</i> .
8	Health Shrine	Restores full hit points.
9	Resist Fire Shrine	+4 on saving throws against fire attacks, fire resistance 10 for one hour.
10	Resist Cold Shrine	+4 on saving throws against cold attacks, cold resistance 10 for one hour.
11	Resist Lightning Shrine	+4 on saving throws against lightning attacks, lightning resistance 10 for one hour.
12	Skill Shrine	+4 ranks with skills in which the character has at least one rank for one hour.
13	Resist Poison Shrine	+4 on saving throws against poison attacks for one hour (no damage if save is made).
14	Experience Shrine	Double XP awards for all encounters until the region is left (one hour maximum). Does not include story awards.
15	Gem Shrine	Provides one chipped gem from the magic item tables.
16	Exploding Shrine	Five <i>fulminating potions</i> are tossed from shrine. All creatures within 20 feet must make a Reflex save (DC 20) to avoid the acid. An extreme failure (by 5 or more) is a direct hit, other failures indicate a splash. Base damage is 1d6 acid, splash is 1 point. The acid continues to burn for 1d4 rounds. The PC can recover 1d4+2 <i>fulminating potions</i> .
17	Portal Shrine	Creates a permanent portal to the base camp in this act. The portal is warded against minions of evil, which cannot use it.
18	Wild Shrine	Roll twice on this table, ignoring this result.

Diablo II


World Map


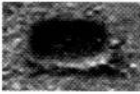



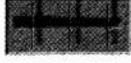











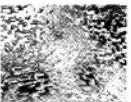





























Title: _____

Diablo II

Key



	impassable area		undeclared grave		shrine
	rock obstruction		urns		weapons rack
	fence		large urns		altar
	door		cocoon		fire
	portcullis		goo pile		lever
	stairs up		rat's nest		lava
	stairs down		skull pile		magic runes
	cave stairs up		corpse		waypoint
	cave stairs down		skeleton		pedestal
	portal		anvil		pillars
	barrel		armor rack		pool
	chest		book		fountain
	casket		bookcase		pylon
	sarcophagus		candlestand		stalactites
	stash		cauldron		
			scroll stand		

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THE SECRET COW LEVEL

A DIABLO II: TO HELL & BACK EASTER EGG ENCOUNTER FOR— OH, LET'S SAY 20TH-LEVEL CHARACTERS

Hecatomb 1. in ancient Greece, any great sacrifice to the gods; specif, the slaughter of 100 cattle at one time 2. any large-scale sacrifice or slaughter

— Webster's New World Dictionary

"Herd of cows? Of course I've hearrrrghh!"

—last words of Shecky the Barbarian upon entering the Secret Cow Level

The Secret Cow Level is the most popular easter egg in computer gaming history, and now you can milk it for all it's worth in your D&D/DIABLO games. All you need is a party of adventurers powerful enough to kill Diablo. You do have one of those, right? No? Well, send 'em back to Hell till they're tough enough to take out a demon lord. Because when they're done with that, a thousand moo-licious bovines intend to inflict udder depravity until they lay the adventurers low.

Are you still checking your vision on that last paragraph? That's right, I said a *thousand* cows, all with poleaxes. Got damage resistance?

For your adventurers to reach the Secret Cow Level, they must go through some machinations familiar to those who've completed the DIABLO II computer game:

- (1) Kill Diablo.
- (2) Go back to the Stony Fields to activate the standing stone portal to Tristram.
- (3) Find the wooden leg of the roguish boy Wirt. (If you've got the leg on you when you kill Diablo, you can skip steps 2 and 3.)
- (4) Go to the Rogue Encampment. Place the leg and a tome of town portal in the Horadric Cube.

As if created out of electrons battering a computer screen, a red gateway appears. Adventurers who step through find themselves transported to the Secret Cow Level.

The computer game can drop your heroes anywhere inside the hellgrounds of Moo Moo Farms. As the DM, you should determine the party's initial location based on how you feel about your players that day. Did they bring you milk and cookies? Okay, put 'em on the outskirts. Did they key your car on the way in? Put 'em in a corral surrounded by vicious cows. Let 'em learn something.

Regardless, read the following to your players when the characters arrive:

You've smelled this odor before . . . back when you had only a suit of *+1 studded leather armor* to your name and got hit by that *fireball*. Even though today you're wearing something like *awesome gothic plate armor of the whale*, you still remember that scent: the stench of burning leather.

The smell isn't pretty, nor is the army of mad cows bearing poleaxes advancing on your position. As you hear the chorus of death moos, you know you've foolishly walked into the slaughterhouse of Moo Moo Farms—an intrusion the hell bovines do not appreciate.

Welcome to the Secret Cow Level.

CREDITS

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Based on the original DUNGEONS & DRAGONS rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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The thousand mad cows of Moo Moo Farms rove in ten herds of a hundred cows each. (Refer to the map on page 4 for their initial positions). Each herd moves as a stampede, tracking the adventurers en masse if they flee, and surrounding them if they don't. A herd moves only when an opponent comes within 20 feet or attacks a member of the herd. Any cow who perceives the threat may issue a cattle call to its herdmates, who thereafter relentlessly pursue the heroes' blood.

Fortunately for the PCs, cows never take a double move. But they do all have a 10-foot natural reach and can swing through friendly squares. So an adventurer on the edge of a herd may be attacked by as many as 10 cows (five in the first rank, five in the second). An adventurer stuck inside a herd might be attacked by as many as 24 cows at once (8 in adjacent squares, 16 in the squares surrounding those). You'd best bring a lot of d20s.

Each cow has 70 hit points (please don't waste your time rolling individual hit points for a thousand monsters), and damage reduction 10/-. Upon entering combat, a cow rages like a barbarian, gaining +4 Constitution for 22 hit points (total 92), +4 Strength, and +2 on Will saves (but hey, it loses 2 on its Armor Class). Unless affected by magical fear, the cows never retreat. They have no special attacks or qualities, just a whole lot of bovine fury.

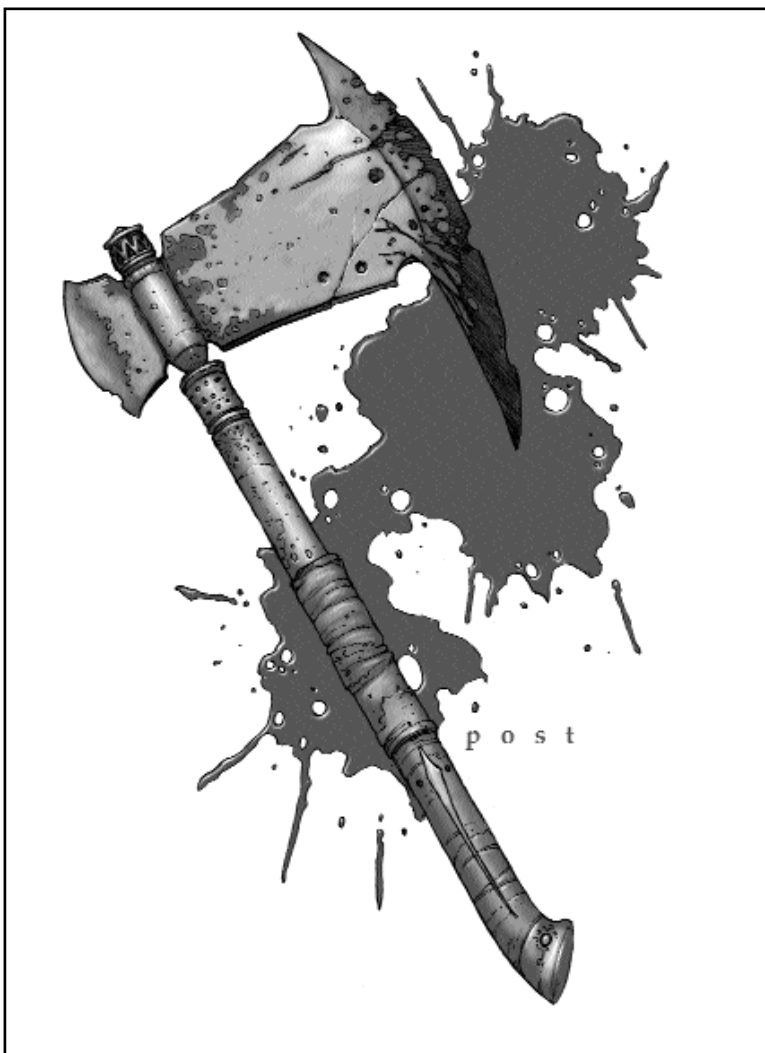
The map sites are largely insignificant, except that the two corrals can end up boxing PCs amid legions of cows. If the heroes get stuck inside a corral, cows will pile up on the outside, likely sealing the adventurers' doom. Also, the western corral features the crucified bodies of two rogues (each with 4d4 gold pieces), posted as a warning to any who disturb the chewing of hellish cud.

Two unique cows, the King Cow and his moo-tenant Grief Ripper the Wraith, lead the demon bovines. The King Cow starts in herd C and Grief Ripper starts in herd J. The King Cow blasts lightning at anyone within 60 feet and uses his mana burn power on apparent spellcasters. Grief Ripper, on the other hoof, uses his teleportation ability to move into any herd the PCs encounter, braising the PCs with fire whenever he attacks (then leaving before his *stoneskin* goes down).

With this many opponents, the heroes have no obvious strategy except to attack till the cows come home.

The creatures are single-minded and do not think tactically. So a sorceress who lays in *firewall* after *firewall* has a good chance of barbecuing a huge number of cows. A lone barbarian is just a hamburger waiting to happen, but a few barbarians surrounding a necromancer have better than average chances of survival. A good piece of advice for your players: Blast early and often.

As the PCs wade through cow after cow, remember that each dead creature has a normal chance to cough up treasure (see the adventure). Therefore, a barnful of gold and magic items should litter the ground as the PCs thin the herd. The King Cow and Grief Ripper each carry a unique item: the ancient axe Ghou



Mangler and the plated belt Bladebuckle, respectively.

This encounter has no "end" beyond the heroes killing every cow in Moo Moo Farms. The red portal stays open until they want to leave, whether or not they can get to it. Once they leave, the portal seals behind them. Of course, Wirt had only one wooden leg, so there's no going back to the farm. If they buy the farm here, there's no going back at all. And that's no bull.

HELL BOVINE

Large Magical Beast

Hit Dice:	11d10+9 (70 hit points)
Initiative:	-3 (-1 size, -2 Dex)
Speed:	20 ft.
AC:	15 (+8 nat., -1 size, -2 Dex)
Attacks:	Poleaxe +14/+9/+4 melee
Damage:	Poleaxe1d10+3/crit x3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Rage, trample
Special Qualities:	Damage reduction 10/-
Saves:	F +8, R +4, W +3
Abilities:	S17, D6, C15, I7, W10, Ch6
Skills:	Intuit Direction +11
Feats:	Cleave, Improved Bull Rush, Power Attack
Climate/Terrain:	Hell and the occasional slaughterhouse
Organization:	Herd (10-1000)
CR:	9
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	12-16 HD (Large); 17-29 HD (Huge)

Hell bovines (“mad cows,” to some) spring up at sites of great slaughter—that is, slaughter of cows. Any place holding acres of burning cow carcasses can open up a portal to the barbecue spits of Hell. And when the cows come, they stampede in overwhelming numbers. Woe betide the mortal who hears the moos of the damned.

A hell bovine’s eyes burn with the fires of hell. It stands fully nine feet of pure, malevolent meat. Despite their origins, hell bovines sure make good eating.

In combat, a hell bovine uses its poleaxe to cleave its opponents along the dotted black lines it sees in its slow-moving mind. It can also trample, but it won’t do so unless in a stampede with its fellow bovines. That’s most of the time, of course.

Trample (Ex): A hell bovine can trample Medium-size or smaller opponents for 1d8+5 points of damage. Opponents who do not make attacks of opportunity against the cow can attempt a Reflex save (DC 20) to halve the damage.

King Cow, male hell bovine Rgr5: CR 16; Large magical beast (9 feet tall); HD 16d10+84; hp 180; Init -2; Spd 20 ft.; AC 23, touch 11, flat-footed 23; Atk +22/+17/+12 melee (1d10+11/crit x3 poleaxe, as touch attack, threat 17-20, minimum base damage 4); Face/Reach 5 ft. by 5 ft./10 ft.; SA lightning bolt 10d6

at will, mana burn at will (-1 highest level spell, 30 ft. range, Will negates), all attacks are touch attacks, favored enemy (humans, magical beasts), rage 1/day, trample for 1d8+7; SQ damage reduction 15/-; SV Fort +13, Ref +8, Will +4; AL LE; Str 20, Dex 8, Con 19, Int 16, Wis 11, Cha 15.

Skills and Feats: Animal Empathy +9, Concentration +11, Intimidate +6, Intuit Direction +9, Handle Animal +9, Use Rope +6; Cleave, Improved Bull Rush, Improved Critical (poleaxe), Power Attack.

Possessions: Ghoul Mangler (poleaxe, +5 damage, increase threat range by 2, +3 deflection bonus, minimum base damage is 4).

Grief Ripper the Wraith, male hell bovine Wiz5: CR 13; Large magical beast (9 feet tall); HD 11d10+5d4+52; hp 135; Init 0; Spd 20 ft.; AC 26, touch 17, flat-footed 25; Atk +18/+13/+8 melee (1d10+5/crit x3 poleaxe); Face/Reach 5 ft. by 5 ft./10 ft.; SA fire shield (warm) 5/day, rage 1/day, trample for 1d8+6; SQ damage reduction 10/- (13/-), stonewall 5/day (50 points), teleport 1/round; SV Fort +13, Ref +11, Will +8; AL LE; Str 18 (20), Dex 12 (14), Con 17, Int 17, Wis 10, Cha 11.

Skills and Feats: Concentration +11, Hide +5 (+6), Intuit Direction +9, Spellcraft +11; Cleave, Combat Casting, Improved Bull Rush, Power Attack.

Possessions: Bladebuckle (plate belt, +7 AC (+2 natural, +5 enhancement), +2 Dexterity, +2 Strength, damage reduction 3/-, successful melee attacks against the wearer deal 2d4 points of damage against the attacker).

Spells: 0—flare (x4); 1—*burning hands* (x4); 2—*flaming sphere* (x3); 3—*fireball* (x2).

ABOUT THE AUTHOR

As a member of R&D at Wizards of the Coast, Mike Selinker has designed for nearly every game line produced by Wizards, including DUNGEONS & DRAGONS, MARVEL, MAGIC: THE GATHERING, and his own award-winning word game ALPHABLITZ. He also has been the creative director for licensed and acquisition RPGs, directing such lines as MARVEL SUPER HEROES, POKÉMON JR., and DIABLO II. Mike says he hopes to leverage the Hasbro acquisition of Wizards into a massive increase in firepower for the Nerfwars he runs at Wizards; currently, he’s angling for a Nerf howitzer.

Download a full-size version of the Moo Moo Farms map on the next page from our website at www.wizards.com/diabloii.

Moo Moo Farms

Diablo®



- Legend**
-  Corral
 -  Solid Wall
 -  Trees
 -  Rogue
 -  Cow
 -  Cliff

One Square Equals 5 Feet

