

FAST-PLAY GAME

Dungeons & Dragons
ADVENTURE GAME

DIABLO
EDITION

BILL SLAVICSEK
AND JEFF GRUBB



WHAT IS THIS?

You've played the computer RPG. Now try the world's greatest adventure game! This is the **Dungeons & Dragons**® game set in the dark, deadly world of **Diablo II**. It's an RPG experience without your computer.

This demo gives you the feel of playing the **Dungeons & Dragons** game, where you and your friends take on the roles of imaginary heroes right out of the **Diablo II** computer game—the Amazon, Barbarian, Paladin, and Sorcerer.

The full **D&D**® game contains all sorts of options to help you create your own **Diablo II** campaign. The back page of this Fast-Play Game has more information. Check it out after you've played this adventure.

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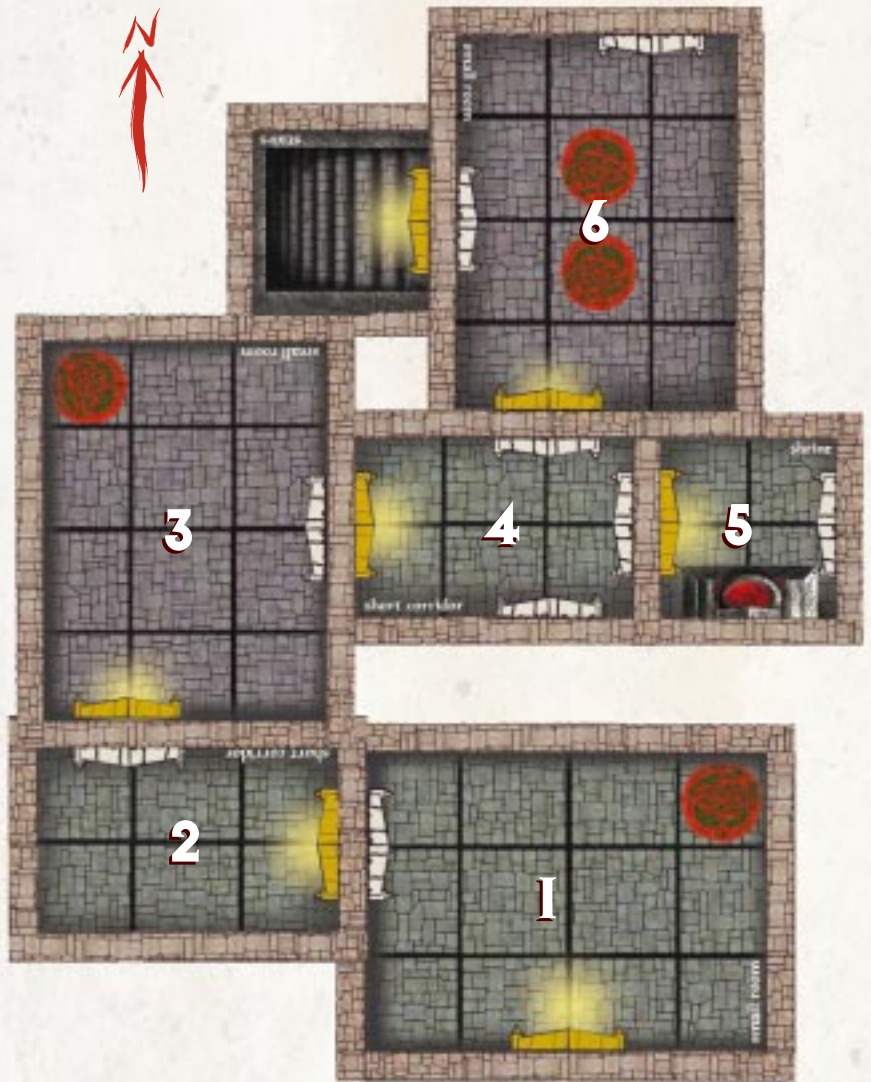
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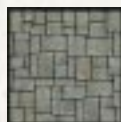
Based on the original **Dungeons & Dragons**® game
by E. Gary Gygax and Dave Arneson

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THE BLOODSTONE TOMB



KEY



=10 Feet



Monster



Shrine



Door



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HOW DO WE PLAY?

The **D&D Fast-Play Game** isn't a computer game. In fact, it isn't like any other game you've played. There's no board, no playing pieces, no disk. All you need is your imagination, this booklet, and at least three six-sided dice.

One of the players is called the **Dungeon Master**, or **DM**. The DM's in charge of running the game. The best storyteller in your group should be the DM. Stop reading this adventure now and give this booklet to the player who will be the DM.

The DM coordinates the action, tells the other players what their characters see and hear, and resolves battles. If you're the DM, you're two parts storyteller, one part CPU, with a little bit of "banker" and stage manager thrown in.

If you're the DM, you run the world, and everything in it does your bidding.

The other players run the heroes. The heroes influence the world with every action they take. When the DM presents a situation—such as a dark tomb full of deadly goat demons—the players tell the DM what their hero characters are doing. The heroes of **DIABLO II** slay monsters, rescue villages, and collect treasure and magical items. If the heroes survive the adventure, the players win the game.

THE HEROES

There are four character sheets in the center of this booklet. Each describes one of the heroes in this adventure. Remove the sheets and give them to the players so they can each choose a **DIABLO II** hero.

(The **DM** doesn't get a character sheet. You get this adventure and all the monsters and other DM characters within it.)

While the players take a few moments to examine their character sheets, you should keep reading this booklet.

THE GAME SESSION

How does this work? The *Fast-Play Game* walks you through a **D&D** adventure set in the world of **DIABLO II**. It presents the rules when you need them so you don't have to memorize anything to play.

You follow the directions, describing situations and adding your own details as the adventure plays out. You react to what the players want their characters to do, so that the adventure environment remains unpredictable. You also get to play the roles of the monsters and any other characters that may appear in the adventure.

All of the action takes place through discussion and dice rolling. Nobody should run around the table or try any stunts—this is make-believe!

Players can speak "in character" (I attack the Bloodhawk") or refer to their characters in the third person ("The Barbarian attacks the Bloodhawk"), depending on how they are more comfortable playing. You can use different voices and sound effects for the monsters, or you can describe scenes like a narrator in a movie.



DUNGEON MASTER AIDS

The following visual aids are used herein to help you run this adventure.

The Map

Located on the inside front cover, it's for your eyes only. It shows where the action occurs.

Red Text

Called a "Read-Aloud." Read this text out loud to your players to describe what the characters see and hear.

Boxed Text

contains rules for running a scene. Don't read boxed text to the players, but do follow the directions and advice contained therein.

Everything else in this adventure is for the DM. We tell the DM everything, but the players should figure things out through the course of play. Don't read anything that isn't Red Text to the players.

WHEN DEMONS WALKED THE WORLD ...

Once the players have looked over their character sheets, you can start the adventure. Remember, only read the Red Text to the players. Usually, the Red Text ends with a question for the players—"What are your heroes going to do?" At this point you turn things over to the players. They decide if their characters are going to open a door, fight a monster, run away, or do something else entirely. It's up to them.

The players tell you what their heroes are doing; they don't all have to do the same thing. You tell them the results of their actions, using what's presented in this adventure. When the heroes try to do something that isn't covered in this adventure, you get to decide what happens. How? Just make it up! Even better, you should feel free to add details to each scene so that the adventure is uniquely your own. That's the fun of the D&D game.

It's that simple. So turn on your imagination and read this to the players to begin the game:

Each of you is playing the role of one of the heroes from the world of *DIABLO II*. It's a world of dark fantasy, a

world haunted by evil. Much of the trappings resemble the medieval age, but with lots of magic and monsters thrown in. If your heroes do well, they gain power and experience, surviving to take on another quest or participate in a new adventure.

I'm the Dungeon Master for this adventure. I'll describe what the characters see and hear, you'll tell me what your heroes are going to do based on those descriptions, and together we'll tell an exciting story. Ready? Let's begin.

Tell the players to describe their characters to each other. Then read:

You and your companions are traveling through the wilderness when you come upon a terrible sight. In an open field in the shadow of a rocky hill, you see the shattered remains of a merchant caravan. Overturned wagons, scattered crates of vegetables and crafts, slaughtered horses and pack animals, and a variety of broken weapons litter the area. It's obvious a fierce battle took place here in the recent past, as wet blood paints the shattered wagons and spoiled goods. There are no bodies, however. Not one merchant or caravan guard can be spotted

among the wreckage. Then you notice an opening in the hillside nearby. It isn't a cave. It's a stone doorway, open to the darkness within. From somewhere inside that dark doorway, you hear a pitiful scream. "Help me!" the frightened voice pleads. "Please help me!"

What are you going to do?

Ask each player what his or her hero is doing. The heroes have a couple of options, though eventually you want them to investigate the door into the hillside. They can **wait** to see what happens. They can **examine** the door. They can **enter the door**. They can **leave**. Find the action listed below that comes closest to what the heroes are doing and follow the directions.

A. Wait

The heroes wait to see what happens. Nothing emerges from the doorway, but they continue to hear the pitiful screams and cries for help coming out of the opening. After about 15 minutes (game time, not real time), they hear a final scream of agony and then nothing but silence. Ask the players again: **What are your heroes doing?**

B. Examine the Door

The door is made of stone, set in an ancient stonework frame. It hangs about halfway open, revealing nothing but darkness within. If any of the heroes ask to make a closer inspection of the door, have the players of those heroes make Intelligence checks.

To make an Intelligence check, a player rolls three dice. If the total is **less than** his or her hero's Intelligence score, the hero discovers an important detail.

Any hero who successfully made a closer examination of the door and doorway notices

the following details. Read:

There are a few splotches of wet blood on the doorframe. You also notice savage claw marks on the lower portions of the door and doorframe.

C. Enter the Door

The door leads to the first chamber shown on the map (area 1). It's extremely dark inside, and even swinging the door wide open doesn't help much because the hill's shadow cloaks the doorway. The heroes will need to ignite one of their torches to light up the room, and even then the light barely spills into a 20-foot circle, leaving much of the chamber in darkness.

If the heroes hesitated (they watched the door and waited to see what would happen), then they hear an angry screech when they light a torch or enter the room. "**Scrrawwk!** **Scrrawwk!**"

If the heroes acted quickly (they didn't watch and wait), then they hear a weak call for help when they open the door, light a torch, or enter the room. "**Help me, please help me!**" a weak voice calls from the darkness. "**It's killing me!**"

When the heroes enter the door, go to "1: Bloodhawk Nest."

D. Leave

This is always an option, but it's not a very exciting one. Encourage the players to press on; otherwise the game is over. Obviously, the Paladin should want to aid whoever might still be alive inside the hill.

DM Secret: Using Voices

Whenever the heroes run into a monster or a DM character, get dramatic. Use a deep, evil voice when you talk for the Fallen Shaman. Add a screech or two to your descriptions when the Bloodhawk attacks. Growl when the heroes meet the Hellhound. It's fun, it helps you get into character, and it sets the tone for the adventure.

The other heroes should see an opportunity to defeat evil and explore a mystery—tasks that usually include acquiring treasure. If the heroes still decide to move on, this adventure ends.

I: BLOODHAWK NEST

When the heroes enter the first chamber under the hill, they stumble into a nest of Bloodhawks. This scene assumes that the heroes are using a torch. If they don't light one of their torches, alter the description to account for just what they can hear and smell. Then let them stumble around in the dark as the Bloodhawks easily rip them to shreds. See the note below on fighting in the dark.

Read the following out loud when the heroes enter the room:

The putrid smell of death and decay fills this dank chamber. The screeching is louder inside. It's the sound of some large, angry bird. You step in a puddle of gore on the cobblestone floor, and then a rush of wings erupts from the shadowy corner and two demonic vultures swoop toward you, their razor-sharp talons extended menacingly.

Look at the map on the inside front cover. It shows the first chamber in this ancient tomb. There's a door on the left wall, but the heroes haven't noticed it yet. The Bloodhawks' nest is on the right, and they quickly cross the room to attack. There are two Bloodhawks in this room.

A. The Merchant

The Bloodhawks carried off one of the merchants from the caravan and brought him to their nest. If he's still alive, he calls to the

heroes. *"Kill them! Kill those foul creatures and I'll pay you handsomely!"*

If the heroes took too long to get to this chamber, the merchant is dead. They can examine his body after they've defeated the Bloodhawks.

B. The Bloodhawk Battle

The Bloodhawks hate to be disturbed, especially when they're in the middle of dinner. Besides, any intrusion into this chamber is seen by the Bloodhawks as an attack on their nest. Up to two heroes can attack one Bloodhawk; a Bloodhawk can attack one hero at a time. The action takes place in combat rounds.

In a combat round, each hero makes one attack (or uses a skill). If the attack succeeds, the hero's player makes a damage roll. Then you make one attack for each Bloodhawk, rolling for damage if a Bloodhawk successfully hits a hero. As DM, you get to run the Bloodhawks as you see fit. You decide which heroes get attacked and what the Bloodhawks do in the round.

If there are still heroes and monsters standing after the first round, play through another round. Keep playing through rounds until the monsters have been defeated or the heroes have fallen.

Continued on Page 9



CUTLINE

Treasure

Record any gold and treasure the hero finds here. _____

Weapons

Battle Ax

Damage: Roll one die and add 3



Skills

Bash (1 Mana point)

The Barbarian calls upon his spirit totem to make a more powerful attack. On the next successful attack, roll three dice to determine damage.

Equipment

In addition to his battle ax, the Barbarian carries:

- A torch
- Some rations

Who Is the Barbarian?

The Barbarian was raised among the tribes beyond the civilized world. He is a sturdy and powerful warrior who identifies with the animal spirits that fill the world. He has felt the presence of the unnatural evil that threatens to destroy the land, and he has vowed to combat it.

Who Should Play the Barbarian?

If you want to play an extremely powerful, exceedingly brave warrior who uses his might and muscle to defeat evil, you should select the Barbarian.

Treasure

Record any gold and treasure the hero finds here. _____

Weapons

Javelin

Damage: Roll one die and add 1



Skills

Power Strike (1 Mana point)

The Amazon focuses her energies to deliver a powerful jolt of lightning on her next successful hit. This hit inflicts a lot of damage. Roll two dice and add 2.

Equipment

In addition to her javelin, the Amazon carries:

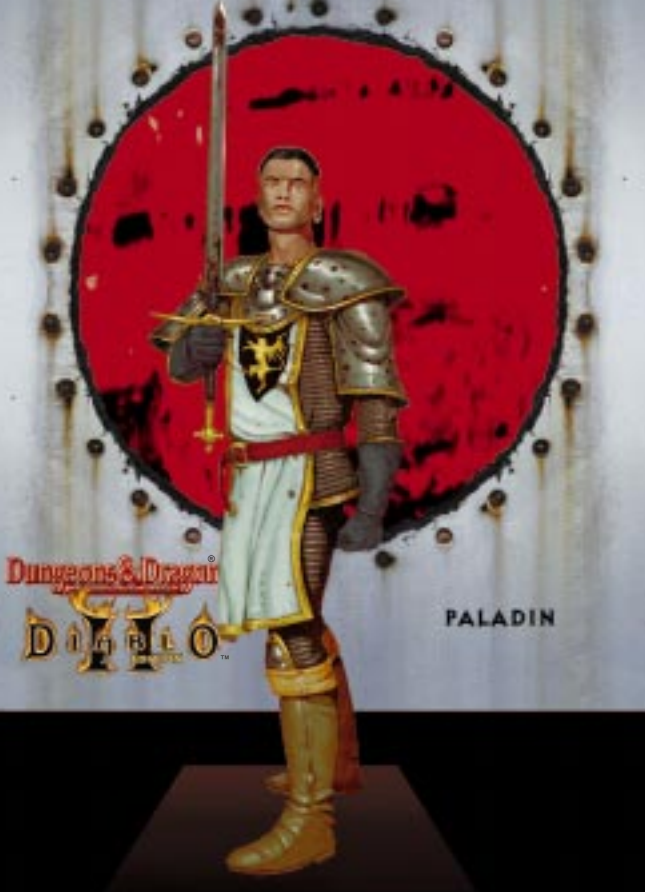
- A torch
- Some rations
- A coil of rope, 50 feet long

Who Is the Amazon?

The Amazon comes from the South Sea plains. She is a mercenary who travels the land, seeking to drive evil back into the darkness while building her personal reputation and fortune.

Who Should Play the Amazon?

If you want to play a skilled fighter who is fiercely independent and looking to fight evil while making a name for herself, you should select the Amazon.



PALADIN

Ability Scores

Strength	17
Dexterity	14
Constitution	15
Intelligence	10
Wisdom	14
Charisma	17

To-Hit Number 9

To make an attack, roll three dice. If you roll 9 or better, your attack succeeds.

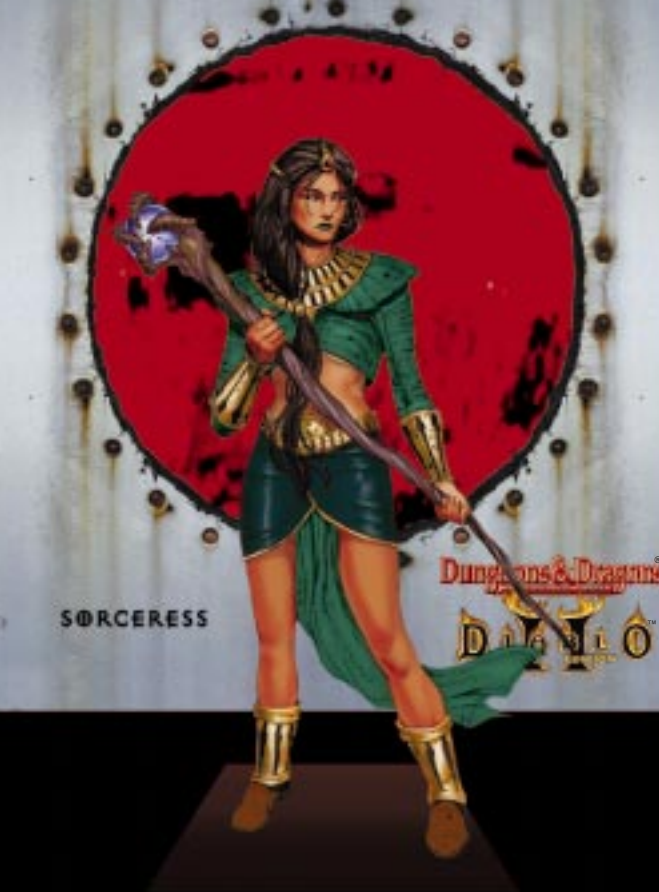
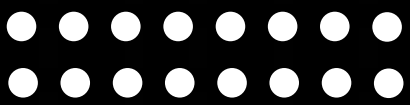
Damage 1D+2

When the Paladin hits, roll one die and add 2 to the result.

Mana 6

To use a skill, the hero spends a Mana point. Mark off one Mana box. ● ● ● ● ● ●

Life 16



SORCERESS

Ability Scores

Strength	11
Dexterity	15
Constitution	10
Intelligence	16
Wisdom	13
Charisma	17

To-Hit Number 12

To make an attack, roll three dice. If you roll 12 or better, your attack succeeds.

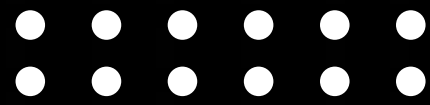
Damage 1D

When the Sorceress hits, roll one die.

Mana 8

To use a skill, the hero spends a Mana point. Mark off one Mana box. ● ● ● ● ● ● ● ●

Life 12



Treasure

Record any gold and treasure the hero finds here. _____

Weapons

Staff

Damage: Roll one die



Skills

Fire Bolt (1 Mana point)

The Sorceress casts a bolt of fire from her fingertips, automatically striking a single target. Roll one die and add 1 for damage.

Charged Bolt (3 Mana points)

The Sorceress casts three bolts of lightning, automatically striking a single target. Roll three dice for damage.

Equipment

In addition to her staff, the Sorceress carries:

- A torch
- Some rations
- Chalk

Who Is the Sorceress?

The Sorceress is an expert spellcaster who can call forth fire and lightning to do her bidding. She understands the struggle between Order and Chaos, and is a valuable member of the adventuring party.

Who Should Play the Sorceress?

If you want to play an intelligent scholar of the arcane arts who uses her brains and magical skills to defeat evil, you should select the Sorceress.

Treasure

Record any gold and treasure the hero finds here. _____

Weapons

Long Sword

Damage: Roll one die and add 2



Skills

Pray (1 Mana point)

The Paladin invokes the holy powers of the Light to heal himself or another character, restoring Life points. Roll one die and restore that many points of Life.

Might (2 Mana points)

The Paladin invokes the holy powers of the Light to make a more powerful attack. On the next successful attack, roll three dice to determine damage.

Equipment

In addition to his long sword, the Paladin carries:

- A torch
- Holy symbol of the Light
- Flint and steel

Who Is the Paladin?

The Paladin is a battle-ready warrior who fights for what he believes is just and right. He follows the teachings of the Order of the Light, which fills him with strength and holy power.

Who Should Play the Paladin?

If you want to play a skilled fighter who enjoys helping others and fights evil as part of a holy mission, you should select the Paladin.

Heroes Attack:

The players make the attack rolls for their heroes. To make an attack roll, a player rolls three dice.

If the total is **less than** the hero's To-Hit number, the attack misses.

If the total is **equal to or greater than** the hero's To-Hit number, the attack succeeds.

When an attack succeeds, a player makes a damage roll (as listed on the hero's character sheet). You record the damage on the Bloodhawk Life chart, below. When a Bloodhawk's Life boxes are filled, it dies.

A Note on Darkness: If the heroes are fighting in the dark (none of the heroes lit a torch), then they are at a disadvantage. When fighting in darkness, the heroes roll two dice to attack instead of three.

After each hero has had a chance to attack once (or use a skill), then it's the Bloodhawks' turn ...

Bloodhawks Attack:

You roll for the Bloodhawks. The Bloodhawks have a To-Hit number of **12**. Roll three dice. If the total **equals or exceeds** 12, a Bloodhawk hits. If a Bloodhawk hits a hero, roll **one die** of damage.

Make an attack roll for each Bloodhawk, just like the players did for each hero. If a Bloodhawk inflicts damage, the hero's player records it in the Life boxes on the character sheet. When a hero's Life boxes are filled, the hero dies.

Bloodhawk Life

Bloodhawk 1 ○○○○○○○○○○○○

Bloodhawk 2 ○○○○○○○○○○○○

C. Exploring the Room

The room can't be explored until the Bloodhawks are defeated. Once the battle ends, the heroes see:

There's a door on the left-hand wall that seems to lead deeper into the hillside. There's a nest composed of decayed flesh and fur in the far corner, and a merchant lies on the floor beside the nest.

If the **merchant** is alive, he explains what happened.

"My caravan was attacked by demons!" he says. "Small, horned creatures—they killed us with murderous glee! But listen! They took the bodies into this ancient tomb. And I believe some of the merchants and guards were still alive! There were 12 of us in the caravan, so perhaps 11 still live. Save them, and I will reward you with even greater riches when we reach the town."

Alive or dead, the merchant has a pouch filled with 50 pieces of gold. He gives this to the heroes and promises an equal amount for every caravan member they save. He's too hurt to accompany them or even move on his own. The heroes can leave him, or move him out into one of the wagons, or the Paladin can heal his wounds. (He won't go deeper into the tomb, no matter what his condition is.)

The **nest** contains body parts and other foul matter. As the heroes watch, another Bloodhawk starts to form within the nest. To keep the creatures from returning, the nest must be

DM Secret: Winging It

Players will eventually try something that isn't covered in this Fast-Play Game. That's one of the cool things about the game, and the reason it works best with a live DM. As the DM, you consider a player's action and judge how successful the hero is.

When a situation comes up that you don't have an answer for, make something up! If you're fair, consistent, and having fun, everything will turn out fine. "Winging it" is a perfectly acceptable tactic for handling the unexpected.

Just consider the situation. What is the player trying to have his or her character accomplish and how likely is it to succeed? If necessary, call for an Ability check. (Roll three dice. If the result is less than the chosen Ability Score, the check succeeds.)

burned to ashes. If not, another Bloodhawk forms, and it attacks the heroes before they leave the room. It has the same attack information as the other Bloodhawks.

The **door** is locked. A hero will have to bash it open.

To bash open a locked door, a hero makes a Strength check. To make a Strength check, a player rolls three dice. If the total is **less than** his or her hero's Strength score, the door swings open. When the heroes enter the door, go to "2: A Short Corridor."

2: A SHORT CORRIDOR

Ask the heroes how they are walking down this corridor. They can walk two to a square so that they are spaced out four across, or they can walk in pairs, or they can travel single file. You want to have them determine which character is standing where in the lineup.

This corridor leads to another door. The door isn't locked. However, as the heroes walk toward the door, they hear a frightening sound. Read:

Something large seems to be moving around beyond the door ahead. You also hear a constant, powerful growling that sounds a lot like the rumble of thunder.

3: THE HELLHOUND

The thunderous growl comes from the large Hellhound that occupies this room. It starts out in the far left corner of the chamber. It's a large-headed reptilian creature that's about seven feet tall. As soon as the heroes open the door, it breathes a bright ball of lightning that rushes forward. Read:

A bright light from across the room rushes toward you. It appears to be a crackling ball of electricity, and before you can react it's on top of you!

The ball of lightning strikes the front line of heroes. If they were marching in single file, then the hero in front bears the brunt of this attack—he or she takes two dice of damage. If they were marching two or four across, then the two heroes who enter the room first split the damage—they each suffer one die of damage.

A great reptilian beast, lightning crackling around its oversized head, stands in the chamber's far corner. It seems that the lightning ball came from the creature itself! You also spot four humans who appear to be from the merchant caravan. They seem to be unconscious but alive. The creature roars, showing great rows of sharp teeth. Then it charges, rushing toward those still reeling from the electrical discharge.

The Hellhound fights the rest of this battle in a more traditional manner, attacking with its teeth and claws. After the lightning attack, the heroes get to act before the Hellhound gets a chance to strike again.

Heroes Attack:

The players make the attack rolls for their heroes. To make an attack roll, a player rolls three dice.

If the total is **less than** the hero's To-Hit number, the attack misses.

If the total is **equal to or greater than** the hero's To-Hit number, the attack succeeds.

When an attack succeeds, a player makes a damage roll (as listed on the hero's character sheet). You record the damage on the Hellhound Life chart, below. When the Hellhound's Life boxes are filled, it dies.

After each hero has had a chance to attack once (or use a skill), then it's the Hellhound's turn ...

Hellhound Attacks:

You roll for the Hellhound. The Hellhound has a To-Hit number of **10**. Roll three dice. If the total **equals or exceeds** 10, the Hellhound hits. If the Hellhound hits a hero, **roll one die and add 3** for damage.

Make an attack roll for the Hellhound. It attacks one hero each round. If the Hellhound inflicts damage, the hero's player records it in the Life boxes on the character sheet. When a hero's Life boxes are filled, the hero dies.

Hellhound Life



After the heroes defeat the Hellhound, they spot the door leading out of this chamber and the four unconscious merchants. None of these men have been hurt badly, and the heroes can wake them up if they try. The merchants warn that small demons have the rest of their companions trapped in a room deeper in the tomb. The merchants won't accompany the heroes. Instead, they'll head outside if the heroes let them.

There is nothing else in this room.



4: THE CORRIDOR OF DOORS

Read this to the players when the heroes enter this corridor:

This corridor ends in three closed doors. There's a door on each wall at the far end of the corridor; one on the right, one on the left, and one straight ahead.

There's a trick to this corridor. It involves the three doors.

The door on the **right side** of the corridor opens easily. Behind this door is a blank, stone wall. If the heroes release the door, it swings shut.

The **door straight ahead** leads to area 5. If the heroes enter this small room, go to "5: The Shrine."

The **door on the left side** of the corridor is locked and can't be opened by force. Unfortunately, that's the way the heroes have to go, so they're going to have to figure out how to open it. To open this door, the door on the right must be open. A hero can hold it open, or they can wedge something in the doorway to keep it from shutting.

When the heroes get the door on the left open, they can enter "6: The Blood Stone Tomb."

5: THE SHRINE

When the heroes enter this small chamber, read:

A sense of safety and well-being surrounds you when you step into this small chamber. A shrine to the Light occupies one wall, while a door across the chamber seems to lead deeper beneath the hill.

The shrine restores lost Life points to all heroes. Let the players erase any marked-off Life points when the heroes enter the room.

The door on the far wall opens upon a collapsed corridor. Tons of rock and stone fill the passage, effectively blocking it off. The heroes can't move the rubble, no matter how hard they try. This is a dead end.

6: THE BLOODSTONE TOMB

When the heroes enter this chamber, read:

Torches illuminate this chamber, but there's also a crimson glow coming from the far side of the room. There, jutting from the wall itself, is a heart-shaped crimson stone with lines of obsidian shooting through it. It seems to pulse with an inner glow, and thick red liquid drips from its two open arteries.

You also spot four members of the caravan. They seem to be alive but unconscious, and they are tied to stakes set against the right-hand wall.

Finally, you see a crowd of small, horned demons dancing maniacally in the center of the chamber. One of them, slightly larger and better dressed than the others, directs the ceremony. He hefts a stone goblet filled with the red liquid, raises his voice in a language you don't understand, and splashes the liquid at his captives. The other demons stop dancing and turn toward you, raising their crude swords to battle.

These are Fallen Ones, diminutive demons known to be bad-tempered and violent. There are six of these demons; four in the square containing the monster symbol that is closest to the entry door, and two in the far square containing the monster symbol. (See the map, area 6, for placement.)

A Fallen One Shaman leads this group of demons. It starts in the far square with the two lesser demons. While only two heroes can occupy a single 10-foot square, up to four of these small demons can

fill a 10-foot square. The demons are in the middle of an arcane ceremony that requires the sacrifice of the human merchants. The demons fight to the death. You can have as many as four of the demons team up to fight a single hero. Play the demons any way you wish, but remember that the Shaman has additional powers that he can call upon.

Heroes Attack:

The players make the attack rolls for their heroes. To make an attack roll, a player rolls three dice.

If the total is **less than** the hero's To-Hit number, the attack misses.

If the total is **equal to or greater than** the hero's To-Hit number, the attack succeeds.

When an attack succeeds, a player makes a damage roll (as listed on the hero's character sheet). You record the damage on the Fallen One Life chart, below. When a Fallen One's Life boxes are filled, it dies.

After each hero has had a chance to attack once (or use a skill), then it's the Fallen Ones' turn ...

Fallen One Attacks:

You roll for the Fallen Ones. The Fallen Ones have a To-Hit number of 13. Roll three dice. If the total **equals or exceeds 13**, a Fallen One hits. If a Fallen One hits a hero, roll one die for damage.

The Fallen One Shaman has a To-Hit number of **11. Roll one die and add 1** for damage.

The Fallen One Shaman also has the ability to cast a **fireball** at a single character each round, instead of making a normal attack. He can only cast a fireball when he isn't engaged in direct combat (a hero is swinging at his head with a sword, for example). The fireball automatically hits and causes one die of damage.

Make an attack roll for each Fallen One.



Each demon attacks one hero each round. If a Fallen One inflicts damage, the hero's player records it in the Life boxes on the character sheet. When a hero's Life boxes are filled, the hero dies.

Fallen Ones Life

Shaman	○	○	○	○	○	○	○
	○	○	○	○	○	○	○
Fallen One 1	○	○	○	○	○	○	○
Fallen One 2	○	○	○	○	○	○	○
Fallen One 3	○	○	○	○	○	○	○
Fallen One 4	○	○	○	○	○	○	○
Fallen One 5	○	○	○	○	○	○	○
Fallen One 6	○	○	○	○	○	○	○

When the Fallen Ones are defeated, read:

The last demon screams in pain as he falls to your weapons and spells. With his death, the blood stone shatters into tiny crimson shards, and the evil trapped within explodes outward and dissipates like mist before the sun.

With the demons beaten, the heroes can check out the room. The four merchants are alive. They can be untied and returned for the reward. The door on the far wall leads out of the tomb, emerging on the far side of the hill. They can exit through this door. The door on the left-hand wall opens onto a staircase. Read:

The stairs beyond the door lead down into utter darkness. You can feel evil emanating from below like a living thing, and you can hear unidentifiable sounds that make your blood run cold.

WHAT'S NEXT?

What foul horrors await our heroes? What dark depths do the mysterious stairs lead to? What evil plans are **Diablo** and his minions hatching? This *Fast-Play Game* is only the tip of the iceberg when it comes to the **Dungeons & Dragons** game. The full game offers complete and comprehensive rules for creating your own sword-and-sorcery adventures.

For more of **Diablo II**, look for the **Dungeons & Dragons** Adventure Game, **Diablo II** Edition (shown on the back cover). It gives you everything you need to take the next step: more rules—which means more options and more excitement; more heroes to choose from; more monsters to battle; more magic and more equipment; and more ready-to-play adventures.

Then look for the **Advanced Dungeons & Dragons** *Player's Handbook*, *Dungeon Master Guide*, and **Monstrous Manual™** Tome. When you're ready, these books provide lots of additional material, including rules for creating your own heroes. Look for these products at a book or hobby store near you, or check out www.wizards.com.

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