

AGE ⊕ F TERROR ⊕ R

The Black King lay dead, slain at the hand of his own priests and knights. The young prince Albrecht was still missing, and the proud defenders of Khanduras were no more. The people of Tristram looked about their lifeless town and were greatly dismayed. Awash in feelings of both relief and remorse, they soon realized that their troubles had merely begun.

AGE OF TERROR is a hack for the **FANTASY AGE** roleplaying game intended to support games set in the world of Sanctuary, the setting used by the **DIABLO** computer games. It assumes that you have played the **FANTASY AGE** roleplaying game and have access to the **FANTASY AGE BASIC RULEBOOK** the **FANTASY AGE COMPANION**, and the **FANTASY AGE BESTIARY**. It also assumes that you have at least some knowledge of the storylines of the **DIABLO** computer games.



CHARACTER BACKGROUNDS

The world of Sanctuary is home to a wide variety of cultures, each with their own heroes, but its residents are all humans. When creating a character for **AGE OF TERROR**, you do not use the normal race and background options from **FANTASY AGE**. Instead each character chooses a single background that represents their character's culture and training.

Each of these backgrounds is structured similarly to the race options from **FANTASY AGE**. They give a set of fixed benefits to characters as well as having a table of random additional benefits. These backgrounds do give one additional ability focus compared to the **FANTASY AGE** races in order to compensate for characters not also getting a focus from their background option.

Because all characters are humans, they all have a Speed equal to 10 + Dexterity (minus armor penalty if applicable).

SISTER OF THE SIGHTLESS EYE

The Sisters of the Sightless Eye are members of a loosely organized guild of mysterious archers that guard the borderlands between Khanduras and the East. They study ancient Eastern philosophies in order to develop an inner-sight that they use both in combat and to better perceive their surroundings. The growing darkness throughout the West has drawn the attention of many of the sisters who seek to test their skills against the dark evils emerging from beneath Tristram.

PLAYING A SISTER OF THE SIGHTLESS EYE

If you choose to play as a Sister of the Sightless Eye, modify your character as follows:

- Add 1 to your Perception ability. The inner-sight developed by the sisterhood makes them especially aware of their surroundings.
- Pick one of the following ability focuses: Accuracy (Bows) or Dexterity (Initiative).

- Pick one of the following ability focuses: Communication (Bargaining) or Perception (Tracking).
- You can speak and read the Western Tongue and Kehjistani.
- You are most likely a woman. The sisterhood does not normally admit men.
- Take the Rogue class.
- Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

SISTER OF THE SIGHTLESS EYE	
2D6 ROLL	BENEFIT
2	+1 ACCURACY
3-4	FOCUS: COMMUNICATION (DISGUISE)
5	FOCUS: INTELLIGENCE (CRYPTOGRAPHY)
6	FOCUS: PERCEPTION (SEARCHING)
7-8	+1 DEXTERITY
9	FOCUS: DEXTERITY (STEALTH)
10-11	FOCUS: DEXTERITY (TRAPS)
12	+1 WILLPOWER

SOLDIER OF KHANDURAS

As madness consumed King Leoric, he sent the armies of Khanduras to war against the neighboring kingdom of Westmarch. Outnumbered and lacking the full support of Khanduras, many of the soldiers sent to the war were lost in bloody battles. Those who survived were left to fend for themselves on the long journey home. Upon their return, they found Khanduras in shattered disarray with King Leoric dead and young Prince Albrecht missing.

PLAYING A SOLDIER OF KHANDURAS

If you choose to play as a soldier of Khanduras, modify your character as follows:

- Add 1 to your Constitution ability. Only the toughest soldiers survived the disastrous war against Westmarch and long journey home after being abandoned by King Leoric.
- Pick one of the following ability focuses: Strength (Intimidation) or Willpower (Courage).
- Pick one of the following ability focuses: Constitution (Stamina) or Dexterity (Riding).
- You can speak and read the Western Tongue.
- Choose a class. You can play either a Rogue or a Warrior.
- Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

SOLDIER OF KHANDURAS	
2D6 ROLL	BENEFIT
2	+1 STRENGTH
3-4	FOCUS: COMMUNICATION (LEADERSHIP)
5	FOCUS: INTELLIGENCE (MILITARY LORE)
6	WEAPON GROUP: HEAVY BLADES*
7-8	+1 FIGHTING
9	FOCUS: STRENGTH (SMITHING)
10-11	FOCUS: WILLPOWER (FAITH)
12	+1 WILLPOWER

*: If the class you choose provides this already, you can take the focus Fighting (Heavy Blades) instead.

VIZJEREI SØRCERER

The Vizjerei are one of the oldest and most powerful mage-clans of the East. The clan's elders have sensed a dark evil growing in the West and have sent many of the clan's acolytes to observe the dark events and fight against the demons and undead roaming the land.

PLAYING A VIZJEREI SØRCERER

If you choose to play as a sorcerer from the Vizjerei mage-clan, modify your character as follows:

- Add 1 to your Willpower ability. The Vizjerei mage-clan ensures its acolytes can resist the dark influences of the Burning Hells.
- Pick one of the following ability focuses: Intelligence (Arcane Lore) or Intelligence (Religious Lore).
- Pick one of the following ability focuses: Intelligence (Healing) or Intelligence (Research).
- You can speak and read Kehjistani as well as two of the following languages: Barbarian Tongue, Druidic, Umbaru, Western Tongue, or Xiansaian.
- Take the mage class. You may learn and cast spells from the Cold, Enchantment, Fire, Healing, Lightning, Power, and Protection arcanas.
- Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

VIZJEREI SØRCERER	
2D6 ROLL	BENEFIT
2	+1 PERCEPTION
3-4	FOCUS: INTELLIGENCE (HISTORICAL LORE)
5	FOCUS: ACCURACY (STAVES)
6	FOCUS: WILLPOWER (SELF-DISCIPLINE)
7-8	+1 INTELLIGENCE

9	FOCUS: INTELLIGENCE (CULTURAL LORE)
10-11	FOCUS: WILLPOWER (FAITH)
12	+1 CONSTITUTION

BESTIARY

Accurate reports on the nature of the horrors that lie below the church come to light more rarely than survivors. I have attempted to provide a base knowledge of what awaits you by searching through our vast libraries for historical and scientific tomes recounting the Horadrim's epic war against the Three. – Vischar Orous

As the influence of evil spreads throughout Sanctuary, the world becomes increasingly dangerous. The following collection of demons, undead, and corrupted mortals can be used as adversaries for an **AGE OF TERROR** game.

FALLEN ⊕ NE

The fallen are small, impish demons that were created by Baal. They are often encountered in large packs that roam the countryside seeking to ransack and murder. These packs are often led by champions and shamans who are able to hold sway over their cowardly followers and channel them towards destructive ends.

FALLEN MINION	
DEMON	
ABILITIES (FOCUSES)	
2	ACCURACY (LIGHT BLADES)
0	COMMUNICATION (DECEPTION)
1	CONSTITUTION
3	DEXTERITY (STEALTH)
1	FIGHTING
0	INTELLIGENCE
2	PERCEPTION
1	STRENGTH (CLIMBING)
-1	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
13	6	13	3
WEAPON	ATTACK ROLL		DAMAGE
SHORT SWORD	+4		1D6+3
SPECIAL QUALITIES			
FAVORED STUNTS: Disarm and Skirmish			
COWARDLY: An opponent attacking a fallen minion or one of its allies can perform a special Scare Off stunt for 4 SP. This stunt causes any fallen minions within 10 yards to make a TN 10 Willpower (Morale) test. If a fallen minion fails, it will flee for 1d6 rounds.			
WEAPON GROUPS: Brawling, Light Blades, and Staves.			
EQUIPMENT: Short Sword, Light Leather Armor			
THREAT: MINOR			

FALLEN CHAMPION			
DEMON			
ABILITIES (FOCUSES)			
3	ACCURACY (LIGHT BLADES)		
0	COMMUNICATION (DECEPTION)		
2	CONSTITUTION		
3	DEXTERITY (STEALTH)		
1	FIGHTING		
0	INTELLIGENCE		
2	PERCEPTION		
2	STRENGTH (CLIMBING)		
0	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
11	24	13	5

WEAPON	ATTACK ROLL	DAMAGE
SHORT SWORD	+5	1D6+4
SPECIAL QUALITIES		
FAVORED STUNTS: Mighty Blow and Skirmish		
CHAMPION OF THE FALLEN: Other fallen within 10 yards of a fallen champion get a +2 bonus to Willpower (Morale) tests.		
WEAPON GROUPS: Brawling, Light Blades, and Staves.		
EQUIPMENT: Short Sword, Light Mail Armor		
THREAT: MINOR		

FALLEN SHAMAN			
DEMON			
ABILITIES (FOCUSES)			
1	ACCURACY (ARCANE BLAST)		
2	COMMUNICATION (DECEPTION)		
1	CONSTITUTION		
2	DEXTERITY (STEALTH)		
0	FIGHTING		
2	INTELLIGENCE (FIRE ARCANA)		
2	PERCEPTION		
1	STRENGTH (CLIMBING)		
2	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	22	12	0
WEAPON	ATTACK ROLL	DAMAGE	
STAFF	+1	1D6+2	
ARCANE BLAST	+3	1D6+2	
SPECIAL QUALITIES			
FAVORED STUNTS: Mighty Spell and Skirmish			

SPELLPOWER: 12 **MAGIC POINTS:** 24

SPELLS: Baal's Blessing, Draw Power, Flame Blast, Shadow's Hood

WEAPON GROUPS: Brawling, Light Blades, and Staves.

EQUIPMENT: Staff

THREAT: MINOR

Fallen shamans can call upon the power of Baal to draw a new demonic essence into the fresh corpse of one of their allies. They use this to replenish their warbands so that they can continue to spread destruction and mayhem throughout the mortal realm.

BAAL'S BLESSING

REQUIREMENTS: Fallen Shaman

SPELL TYPE: Utility

MP COST: 6

CASTING TIME: Major Action

TARGET NUMBER: 10

You call upon the Lord of Destruction to send a corrupt spirit from Burning Hells to inhabit the body of a recently slain Fallen. If the demon was killed within the last 5 minutes, it returns to life as a fallen minion with its Health fully restored.

SKELETON

Animated by unnatural forces, these skeletal remains of warriors and soldiers now serve the powers of the Burning Hells. Skeletons tend to be fragile, but they retain many of the martial skills they had in life and are driven by an intense hatred for the living.

Skeleton warriors and archers are the most common varieties of these undead. More elite warriors rise as skeleton captains instead.

SKELETON WARRIOR

UNDEAD

ABILITIES (FOCUSES)			
1	ACCURACY		
-2	COMMUNICATION		
3	CONSTITUTION (STAMINA)		
1	DEXTERITY		
2	FIGHTING (AXES)		
-2	INTELLIGENCE		
-1	PERCEPTION		
1	STRENGTH		
1	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
11	13	11	2
WEAPON	ATTACK ROLL	DAMAGE	
BATTLE AXE	+4	2D6+1	
SPECIAL QUALITIES			
FAVORED STUNTS: Lightning Attack and Mighty Blow			
MEPHISTO'S HATRED: As undead creatures empowered by demonic hatred, skeleton warriors have no fear. A skeleton warrior never flees from battle unless commanded.			
SKELETAL FORM: A skeleton warrior's enchanted bones provide it with an armor rating of 2. It does not need to breathe, sleep, rest, eat, or drink normally.			
WEAPON GROUPS: Axes, Bludgeons, and Light Blades.			
EQUIPMENT: 2 Battle Axes			
THREAT: MINOR			

SKELÉTØN ARCHER
UNDEAD

ABILITIES (FOCUSES)			
2	ACCURACY (BOWS)		
-2	COMMUNICATION		
3	CONSTITUTION (STAMINA)		
1	DEXTERITY		
1	FIGHTING		
-2	INTELLIGENCE		
-1	PERCEPTION		
1	STRENGTH		
1	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
11	13	11	2
WEAPON	ATTACK ROLL		DAMAGE
LONG BOW	+4		1D6+2
DAGGER	+2		1D6+2
SPECIAL QUALITIES			
FAVORED STUNTS: Rapid Reload and Skirmish			
MEPHISTO'S HATRED: As undead creatures empowered by demonic hatred, skeleton archers have no fear. A skeleton archer never flees from battle unless commanded.			
SKELETAL FORM: A skeleton archer's enchanted bones provide it with an armor rating of 2. It does not need to breathe, sleep, rest, eat, or drink normally.			
WEAPON GROUPS: Bludgeons, Bows, and Light Blades.			
EQUIPMENT: Long Bow, Dagger, 20 Arrows			
THREAT: MINOR			

SKELETON CAPTAIN

UNDEAD

ABILITIES (FOCUSES)			
1	ACCURACY		
-2	COMMUNICATION		
3	CONSTITUTION (STAMINA)		
1	DEXTERITY (INITIATIVE)		
3	FIGHTING (HEAVY BLADES)		
-2	INTELLIGENCE		
0	PERCEPTION		
2	STRENGTH		
1	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
11	26	13	2
WEAPON	ATTACK ROLL	DAMAGE	
LONG SWORD	+5	2D6+2	
SPECIAL QUALITIES			
FAVORED STUNTS: Defensive Stance and Mighty Blow			
MEPHISTO'S HATRED: As undead creatures empowered by demonic hatred, skeleton captains have no fear. A skeleton captain never flees from battle unless commanded.			
SKELETAL FORM: A skeleton captain's enchanted bones provide it with an armor rating of 2. It does not need to breathe, sleep, rest, eat, or drink normally.			
TALENTS: Weapon and Shield Style (Novice)			
WEAPON GROUPS: Axes, Bludgeons, Heavy Blades, and Light Blades.			
EQUIPMENT: Long Sword, Medium Shield			
THREAT: MINOR			

ZOMBIE

Like skeletons, zombies are corpses of the dead that have been reanimated by dark power. They are consumed with a hatred for the living and an insatiable hunger for flesh. Luckily the worm-ridden corpses of zombies cause them to move at a slow, shuffling pace.

Use the stat block for the walking dead from the **FANTASY AGE BASIC RULEBOOK** for zombies.