

# 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	<b>FOCUS: COMMUNICATION (DISGUISE)</b>
5	<b>FOCUS: INTELLIGENCE (CRYPTOGRAPHY)</b>
6	<b>FOCUS: PERCEPTION (SEARCHING)</b>
7-8	+1 DEXTERITY
9	<b>FOCUS: DEXTERITY (STEALTH)</b>
10-11	<b>FOCUS: DEXTERITY (TRAPS)</b>
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	<b>FOCUS: COMMUNICATION (LEADERSHIP)</b>
5	<b>FOCUS: INTELLIGENCE (MILITARY LORE)</b>
6	<b>WEAPON GROUP: HEAVY BLADES*</b>
7-8	+1 FIGHTING
9	<b>FOCUS: STRENGTH (SMITHING)</b>
10-11	<b>FOCUS: WILLPOWER (FAITH)</b>
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	<b>FOCUS: INTELLIGENCE (HISTORICAL LORE)</b>
5	<b>FOCUS: ACCURACY (STAVES)</b>
6	<b>FOCUS: WILLPOWER (SELF-DISCIPLINE)</b>
7-8	+1 INTELLIGENCE

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

## GRIMOIRE

*Owing to my lack of tolerance for those who would use magic towards their own nefarious ends, many have assumed that I am averse to the practice of the magical arts on a philosophical level. Nothing could be farther from the truth. My quarrel is with those sorcerers who dismiss the ancient traditions and teachings – teachings that have been honed over millennia in order to preserve respect for authority and the rule of law. – Abd al-Hazir*

Magic is a powerful force in the world of Sanctuary, and is one of the few ways that mortals can effectively fight against the terrors of the Burning Hells. Magic is not without its dangers though. Only the strong-willed can master it and it offers many dangerous temptations to those who delve into its secrets.

Most mages in Sanctuary belong to sorcerous traditions such as the mage-clans of the East or the druids of Scosglen. These organizations do their best to train members to resist the temptation that comes with wielding magic and work quickly to eliminate members who dabble in the dark arts. For example, the mage-clans have gone as far as establishing the Viz-Jaq'taar assassins who are tasked with hunting down any member who succumbs to demonic corruption.

## MAGICAL ITEMS

Magical treasure is an important part of the **DIABLO** computer games, so it should likely play a larger role in **AGE OF TERROR** campaigns than in standard **FANTASY AGE** games. In order to capture the feeling of the computer games, Game Masters should be willing to give out magical treasure even at low levels as the player characters explore ancient Horadric ruins, lost burial chambers, and other dungeons that are scattered throughout the world Sanctuary.

## MAGIC ITEM GENERATOR

Random magical items are a staple of the **DIABLO** computer games. The following set of tables can be used to generate random magical items for use in a game of **AGE OF TERROR**.

A character is restricted to benefiting from only one magical ring per hand and one magical amulet. In addition, any duplicate item powers do not stack. For example, a character wearing two greedy rings would only have a +2 bonus to Communication (Gambling) tests.

ITEM CATEGORY	
1D6 ROLL	CATEGORY
1-2	WEAPON
3	ARMOR
4	SHIELD
5	AMULET
6	RING

ITEM PROPERTIES	
1D6 ROLL	PROPERTIES
1-2	PREFIX
3-4	SUFFIX
5-6	BOTH PREFIX AND SUFFIX

WEAPON PREFIX	
1D6, 1D6 ROLL	PREFIX
1-3, 1	ASTRAL
1-3, 2	BRUTAL
1-3, 3	DEADLY
1-3, 4	FLAMING
1-3, 5	FOUL
1-3, 6	GLOWING
4-6, 1	LUCKY
4-6, 2	METEORIC
4-6, 3	PURE

4-6, 4	SERPENT'S
4-6, 5	SHIVERING
4-6, 6	SHOCKING

WEAPON SUFFIX	
1D6, 1D6 ROLL	SUFFIX
1-3, 1	OF THE BEAR
1-3, 2	OF BLIGHT
1-3, 3	OF BLOCKING
1-3, 4	OF BURNING
1-3, 5	OF THE LEECH
1-3, 6	OF THE MAGUS
4-6, 1	OF THE MASTER
4-6, 2	OF PIERCING
4-6, 3	OF PROWESS
4-6, 4	OF QUICKNESS
4-6, 5	OF STORMS
4-6, 6	OF WINTER

ARMOR/SHIELD PREFIX	
1D6, 1D6 ROLL	PREFIX
1-3, 1	AGILE
1-3, 2	AMBER
1-3, 3	AZURE
1-3, 4	BLESSED
1-3, 5	CRIMSON
1-3, 6	FORTIFIED
4-6, 1	HELLFORGED
4-6, 2	JADE
4-6, 3	MAGE'S
4-6, 4	REPTILIAN
4-6, 5	STALWART
4-6, 6	VULPINE

ARMOR/SHIELD SUFFIX	
1D6, 1D6 ROLL	PREFIX

1-3, 1	OF BALANCE
1-3, 2	OF THE DEMON
1-3, 3	OF THE EEL
1-3, 4	OF HEALTH
1-3, 5	OF THE KNIGHT
1-3, 6	OF MANA
4-6, 1	OF MIGHT
4-6, 2	OF NEGATION
4-6, 3	OF THE SERAPH
4-6, 4	OF SPEED
4-6, 5	OF STAMINA
4-6, 6	OF THORNS

## AMULET/RING PREFIX

1D6, 1D6 ROLL	PREFIX
1-3, 1	CHAMPION'S
1-3, 2	DIAMOND
1-3, 3	EAGLE'S
1-3, 4	EMERALD
1-3, 5	GREEDY
1-3, 6	OBSIDIAN
4-6, 1	PEARL
4-6, 2	QUARTZ
4-6, 3	RUBY
4-6, 4	SAGE'S
4-6, 5	SAPPHIRE
4-6, 6	TOPAZ

## AMULET/RING SUFFIX

1D6, 1D6 ROLL	PREFIX
1-3, 1	OF ACCURACY
1-3, 2	OF COMMUNICATION
1-3, 3	OF CONSTITUTION
1-3, 4	OF DEXTERITY
1-3, 5	OF FIGHTING
1-3, 6	OF INTELLIGENCE
4-6, 1	OF PERCEPTION
4-6, 2	OF POWER

4-6, 3	OF PROTECTION
4-6, 4	OF STRENGTH
4-6, 5	OF WILLPOWER
4-6, 6	OF WRATH

### EXAMPLE

Emily wants to generate a random magical treasure when her players open a long-sealed Horadric tomb. First, she rolls to determine the item category and gets a 2 which means the item is a weapon. Next, she rolls to determine how many enchantments are applied to the item. She rolls a 5 which means that the item will have both a prefix and a suffix for 2 different magical powers. For the prefix, she rolls a 2 and a 1 which means that the weapon's prefix is "astral." Next she rolls a 5 and a 5 which means that the suffix is "of storms." Finally, she chooses a type of weapon that makes sense for the characters used by her players and ends up rewarding them with an astral spear of storms.

### PREFIX AND SUFFIX POWERS

**Accuracy, of:** An amulet or ring of accuracy increases its wearer's Accuracy by 1.

**Agile:** An agile armor has an armor penalty 2 better than normal. An agile shield provides an additional +1 bonus to Defense.

**Amber:** An amber armor or shield reduces any lightning damage taken by its wearer by 5. This benefit applies to both normal and penetrating damage.

**Astral:** An astral weapon grants a +1 bonus on attack rolls and deals +1d6 penetrating damage against demons.

**Azure:** An azure armor or shield reduces any cold damage taken by its wearer by 5. This benefit applies to both normal and penetrating damage.

**Balance, of:** An armor or shield of balance prevents its wearer from being knocked prone by an attack or spell.

**Bear, of the:** When you attack a target with a weapon of the bear, you can perform a special knockback stunt for 3 SP. This stunt causes the target to be moved 6 yards away from you and knocked prone.

**Blessed:** A blessed armor or shield reduces any unholy damage taken by its wearer by 5. This benefit applies to both normal and penetrating damage.

**Blight, of:** When you attack with a weapon of blight, you can perform a special contagion stunt for 5 SP. This stunt causes the target to take 2d6 penetrating poison damage.

**Blocking, of:** A weapon of blocking increases its user's Defense by 2.

**Brutal:** A brutal weapon deals +1d6 damage.

**Burning, of:** When you attack with a weapon of burning, you can perform a special immolate stunt for 4 SP. This stunt causes the target to be lit on fire. The target takes 1d6 fire damage at the beginning of its turn until it spends a major action to put out the flames (or otherwise extinguishes them).

**Champion's:** A champion's ring or amulet gives its wearer a +2 bonus to Communication (Leadership) and Willpower (Courage) tests.

**Communication, of:** An amulet or ring of communication increases its wearer's Communication by 1.

**Constitution, of:** An amulet or ring of constitution increases its wearer's Constitution by 1.

**Crimson:** A crimson armor or shield reduces any fire damage taken by its wearer by 5. This benefit applies to both normal and penetrating damage.

**Deadly:** A deadly weapon reduces the costs of the Mighty Blow and Lethal Blow stunts by 1 SP.

**Demon, of the:** An armor or shield of the demon grants its wearer a +2 bonus on Strength (Intimidation) tests and a +1 bonus on all damage rolls.

**Dexterity, of:** An amulet or ring of dexterity increases its wearer's Dexterity by 1.

**Diamond:** A diamond amulet or ring reduces any arcane damage taken by its wearer by 3. This benefit applies to both normal and penetrating damage. In addition, it gives its wearer a +2 bonus to Accuracy (Arcane Blast) tests.

**Eagle's:** An eagle's amulet or ring gives its wearer a +2 bonus to Perception (Searching) and Perception (Seeing) tests.

**Eel, of the:** An armor or shield of the eel grants its wearer a +2 bonus on all Constitution (Swimming) tests.

**Emerald:** An emerald amulet or ring reduces any poison damage taken by its wearer by 3. This benefit applies to both normal and penetrating damage. In addition, it gives its wearer a +2 bonus to Constitution (Stamina) tests.

**Fighting, of:** An amulet or ring of fighting increases its wearer's Fighting by 1.

**Flaming:** A flaming weapon deals +1d6 fire damage.

**Fortified:** A fortified armor reduces penetrating damage taken by its wearer by a third of its armor rating (round down). A fortified shield provides an additional +1 bonus to defense.

**Foul:** When you attack with a foul weapon, you can perform a special poison target stunt for 2 SP. A poisoned victim must make a TN 14 Constitution (Stamina) test at the beginning of its next turn or suffer 1d6 penetrating poison damage.

**Glowing:** A glowing weapon casts light as bright as a torch when drawn.

**Greedy:** A greedy ring or amulet gives its wearer a +2 bonus to Communication (Gambling) and Intelligence (Evaluation) tests.

**Health, of:** An armor or shield of health gives its wearer +2 Health points per level.

**Hellforged:** A hellforged armor or shield reduces any holy damage taken by its wearer by 5. This benefit applies to both normal and penetrating damage.

**Intelligence, of:** An amulet or ring of intelligence increases its wearer's Intelligence by 1.

**Jade:** A jade armor or shield reduces any poison damage taken by its wearer by 5. This benefit applies to both normal and penetrating damage.

**Knight, of the:** An armor or shield of the knight grants its wearer a +2 bonus on all Dexterity (Riding) tests.

**Leech, of the:** When you attack with a weapon of the leech, you can perform a special leech stunt for 1 SP. This stunt heals you 1d6 Health. The amount you are healed cannot exceed the amount of damage taken by the attack's target.

**Lucky:** When attacking with a lucky weapon, you may reroll a missed attack once per encounter.

**Mage's:** A mage's armor has a strain 2 points lower than normal. A mage's shield reduces any arcane damage taken by its wearer by 5. The shield's benefit applies to both normal and penetrating damage.

**Magus, of the:** When holding a weapon of the magus, a character can use the Fast Casting stunt for 1 SP less than normal.

**Mana, of:** An armor or shield of mana gives its wearer +2 Mana points per level.

**Master, of the:** When you generate stunt points on an attack with a weapon of the master, you get 1 additional stunt point to spend on stunts.

**Meteoric:** A meteoric weapon grants a +1 bonus on both attack rolls and damage.

**Might, of:** An armor or shield of might grants its wearer a +2 bonus on all Strength (Might) tests.

**Negation, of:** An armor or shield of mana gives its wearer a +2 bonus on any test to avoid or reduce the impact of a spell targeting him or her.

**Obsidian:** An obsidian amulet or ring reduces any holy damage taken by its wearer by 3. This benefit applies to both normal and penetrating damage. In addition, it gives its wearer a +2 bonus to Strength (Intimidation) tests.

**Pearl:** A pearl amulet or ring reduces any unholy damage taken by its wearer by 3. This benefit applies to both normal and penetrating damage. In addition, it gives its wearer a +2 bonus to Perception (Empathy) tests.

**Perception, of:** An amulet or ring of perception increases its wearer's Perception by 1.

**Piercing, of:** When you attack with a weapon of piercing, you can perform a special negate armor stunt for 4 SP. This stunt allows you to ignore the target's armor rating for this attack.

**Power, of:** An amulet or ring of power increases its wearer's Spellpower by 2.

**Protection, of:** An amulet or ring of protection gives its wearer a +2 bonus to Defense and an Armor Rating of 5. This Armor Rating does not stack with any other armor worn by the character.

**Prowess, of:** A weapon of prowess grants a +2 bonus on attack rolls.

**Pure:** A pure weapon grants a +1 bonus on attack rolls and deals +1d6 penetrating damage against undead.

**Quartz:** A quartz amulet or ring reduces any lightning damage taken by its wearer by 3. This benefit applies to both normal and penetrating

damage. In addition, it gives its wearer a +2 bonus to Constitution (Running) tests.

**Quickness, of:** A weapon of quickness reduces the cost of the Lightning Attack stunt by 1 SP.

**Reptilian:** Whenever the user of a reptilian armor or shield regains Health, he or she regains an additional 1d6 Health.

**Ruby:** A ruby amulet or ring reduces any fire damage taken by its wearer by 3. This benefit applies to both normal and penetrating damage. In addition, it gives its wearer a +2 bonus to Willpower (Courage) tests.

**Sage's:** A sage's ring or amulet gives its wearer a +2 bonus to all Intelligence (Arcane Lore), Intelligence (Cultural Lore), Intelligence (Historical Lore), Intelligence (Military Lore), Intelligence (Musical Lore), Intelligence (Natural Lore), and Intelligence (Religious Lore) tests.

**Sapphire:** A sapphire amulet or ring reduces any cold damage taken by its wearer by 3. This benefit applies to both normal and penetrating damage. In addition, it gives its wearer a +2 bonus to Constitution (Swimming) tests.

**Seraph, of the:** An armor or shield of the seraph grants its wearer a +2 bonus to Willpower (Self-Discipline) tests and reduces all damage they take by 2 whether or not that damage is penetrating.

**Serpent's:** A serpent's weapon gives the wielder +1 Mana point per level.

**Shivering:** A shivering weapon deals +1d6 cold damage.

**Shocking:** A shocking weapon deals +1d6 lightning damage.

**Speed, of:** An armor or shield of speed increases its wearer's speed by 4 yards.

**Stalwart:** A stalwart armor provides an armor rating 2 better than normal. A stalwart shield provides a defense bonus 1 better than normal.

**Stamina, of:** An armor or shield of stamina gives its wearer a +2 bonus on all Constitution (Stamina) tests.

**Storms, of:** When you attack with a weapon of storms, you can perform a special shocking burst stunt for 5 SP. This stunt causes the target and all other enemies within 6 yards of it to take 1d6 lightning damage.

**Strength, of:** An amulet or ring of strength increases its wearer's Strength by 1.

**Thorns, of:** An armor or shield of thorns deals 1d3 penetrating magic damage to anyone who damages its wearer with an attack or offensive spell.

**Topaz:** A topaz amulet or ring reduces any psychic damage taken by its wearer by 3. This benefit applies to both normal and penetrating damage. In addition, it gives its wearer a +2 bonus to Willpower (Self-Discipline) tests.

**Vulpine:** A vulpine armor or shield allows its wearer to use Mana to absorb damage. For each point of damage that a character wants to prevent, he or she must spend 2 Mana points.

**Willpower, of:** An amulet or ring of willpower increases its wearer's Willpower by 1.

**Winter, of:** When you attack with a weapon of winter, you can perform a special winter blast stunt for 5 SP. This stunt causes the attack to deal +1d6 cold damage and freezes the target in place. The target must spend a minor action to break the ice away before it is able to move again. While frozen, the target takes a -2 penalty to Defense.

**Wrath, of:** An amulet or ring of wrath increases any damage dealt by its wearer by 2.

# 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			
<b>FAVORED STUNTS:</b> Disarm and Skirmish			
<b>COWARDLY:</b> 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.			
<b>WEAPON GROUPS:</b> Brawling, Light Blades, and Staves.			
<b>EQUIPMENT:</b> 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		
<b>FAVORED STUNTS:</b> Mighty Blow and Skirmish		
<b>CHAMPION OF THE FALLEN:</b> Other fallen within 10 yards of a fallen champion get a +2 bonus to Willpower (Morale) tests.		
<b>WEAPON GROUPS:</b> Brawling, Light Blades, and Staves.		
<b>EQUIPMENT:</b> 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			
<b>FAVORED STUNTS:</b> 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			
<b>FAVORED STUNTS:</b> Lightning Attack and Mighty Blow			
<b>MEPHISTO'S HATRED:</b> As undead creatures empowered by demonic hatred, skeleton warriors have no fear. A skeleton warrior never flees from battle unless commanded.			
<b>SKELETAL FORM:</b> 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.			
<b>WEAPON GROUPS:</b> Axes, Bludgeons, and Light Blades.			
<b>EQUIPMENT:</b> 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			
<b>FAVORED STUNTS:</b> Rapid Reload and Skirmish			
<b>MEPHISTO'S HATRED:</b> As undead creatures empowered by demonic hatred, skeleton archers have no fear. A skeleton archer never flees from battle unless commanded.			
<b>SKELETAL FORM:</b> 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.			
<b>WEAPON GROUPS:</b> Bludgeons, Bows, and Light Blades.			
<b>EQUIPMENT:</b> 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			
<b>FAVORED STUNTS:</b> Defensive Stance and Mighty Blow			
<b>MEPHISTO'S HATRED:</b> As undead creatures empowered by demonic hatred, skeleton captains have no fear. A skeleton captain never flees from battle unless commanded.			
<b>SKELETAL FORM:</b> 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.			
<b>TALENTS:</b> Weapon and Shield Style (Novice)			
<b>WEAPON GROUPS:</b> Axes, Bludgeons, Heavy Blades, and Light Blades.			
<b>EQUIPMENT:</b> 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.