

DIABLO CAMPAIGN NOTES

CHARACTER CREATION

ABILITY SCORES

Ability Scores are generated by the 28-point-buy method as presented on page 30 of the 13th Age Core Rulebook. If you wish, you may reference the set of Ability Score Standard Arrays on page 309 of the 13th Age Core Rulebook.

RACES

The only race allowed in Sanctuary, the world of Diablo, is **Human**.

HUMAN

+2 to any single ability score

Bonus Feat: At 1st level, human PCs start with two Adventurer-Tier feats instead of one. Therefore human PCs always have an extra Adventurer-Tier feat.

Human Cultural Trait: Each human PC gets one human cultural trait. The default is the Western Kingdom's *quick to fight* ability, but many PCs will choose other traits instead from the list below, based on the culture in which they came from.

WESTERN KINGDOMS CULTURAL TRAIT

Quick To Fight: At the start of each battle, roll initiative twice and choose the result you want.

Who?: For those who reside from the Western Kingdoms (Westmarch, Khanduras, or Entsteig), or really can't choose which culture to come from or don't like any of the other options.

Preferred Classes: Any.

Real-World Equivalent: Medieval-era Europe (500-1500 AD).

IVGOROD CULTURAL TRAIT

Resilient: You gain one of the following three bonuses: **a)** +2 PD; **b)** +2 MD; **c)** +1 PD and +1 MD.

Who?: Those who come from the country of Ivgorod, or more specifically, the city-state of Ivgorod.

Preferred Classes: Monk, Fighter.

Real-World Equivalent: Imperial Russia-era (1721-1914 AD).

NORTHERN STEPPES (DREADLANDS) CULTURAL TRAIT

Survivor: Increase your total number of recoveries by 1, and your recovery dice are one size larger. A d12 recovery die increases to 2d6, and 2d6 would increase to 2d8.

Who?: Those who come from the scattered barbarian tribes, the Demon Hunters that have risen from their ashes, or any other indigenous people of the Northern Steppes.

Preferred Classes: Barbarian, **Demon Hunter** (Fighter/Ranger Multiclass).

Real-World Equivalent: Viking-era Nordic/Scandinavian (800-1066 AD).

KEHJISTANI (EASTERN EMPIRE) CULTURAL TRAIT

Advancing: When you create your character, and each time you gain a level, you immediately get an incremental advance (13th Age Core Rulebook, page 189)! But the first time the rest of the party gets an incremental advance each level, you don't get one. So you always start out ahead. And then the others catch up.

Who?: Those who hail from Kehjistan or are descended from those peoples.

Preferred Classes: Wizard, Rogue, **Assassin** (Rogue/Ranger Multiclass).

Real-World Equivalent: Arabian Empire-era (622-750 AD).

XIAN CULTURAL TRAIT

Arcane Attunement: Once per battle, before you make a saving throw against a magical effect, OR just after the battle, when you roll to recharge for a spell or magic item recharge, you may choose to roll two d20s instead of one and pick the best result.

Who?: The indigenous peoples of Xiansai, a culture that developed free from major foreign influences and that has practiced magic for millenia.

Preferred Classes: **Wizard**, Chaos Mage.

Real-World Equivalent: Ming Dynasty-era China (1368-1644 AD).

UMBARU (TORAJAN JUNGLES) CULTURAL TRAIT

Lethal: Once per battle, reroll a single attack and use the roll you prefer as the result.

Who?: Those that either come from one of the reclusive Umbaru mage-clans or the regions of the Torajan Jungles.

Preferred Classes: **Witch Doctor** (Necromancer/Sorcerer Multiclass), Ranger.

Real-World Equivalent: African.

ASKARI CULTURAL TRAIT

Weapons Artist: If your class would ordinarily have an attack penalty with any sword, bow (except crossbows), or spear that deals d6 and d8 damage, you can now use them without penalties. Otherwise, you gain a +2 damage bonus with them.

Who?: Since the Skovos Isles are a matriarchal society, the warriors of the Skovos Isles are always female, and although their priests can be of any gender, their oracles are almost

exclusively female as well. They have also established an outpost in the Western Kingdoms.

Preferred Classes: Amazon (Fighter/Ranger Multiclass), Cleric.

Real-World Equivalent: Ancient Greek/Roman (2000-600 BC).

SCOSGLEN CULTURAL TRAIT

Strength of the Land: Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+, instead of falling unconscious you stay on your feet and can heal using a recovery. Add the recovery hit points to 0 hp to determine your hp total.

Who?: The druids of Scosglen, or those descended from them.

Preferred Classes: Druid, Ranger.

Real-World Equivalent: Celtic.

CLASSES

All classes from the 13th Age Core Rulebook, 13 True Ways, and the Demonologist from the Book of Demons are allowed, except the Occultist, which is not allowed. (The classes from 13TW are more advanced, thus are recommended for more advanced players.)

CLASSES AND TALENTS

You can Multiclass. However, Multiclassing is broken and unless you know the correct class combinations, Multiclassing in 13th Age is not very enjoyable for the player.

To help with this, you can choose a single Talent from another class to add to your character. For example, you could choose the Deadeye Archer talent from the Fighter class and add it to the Ranger class to make an Amazon of the Skovos Isles that concentrates on Archery or the First Strike Ranger talent and add it to the Rogue class to make a very dangerous Viz-Jaq'taar Mage Slayer.

CULTURAL TRAITS AND PREFERRED CLASSES

Listed for each Human Cultural Trait is a list of Preferred Classes. These are the classes that are most likely to come out of the region in question. Those that are marked as such: **CLASS**, are those classes that are almost exclusive to that culture/region or are the most prevalent from the culture/region.

PLAYING AN ASKARI AMAZON

The Askari society of the Skovos Isles is known for its caste of female warriors who are sometimes referred to as Amazons. The warrior caste is focused on martial prowess and serves as the guardians of the Askari civilization. They are trained to fight primarily with bows and spears, and they also are masters of skirmishing in their native jungles. Many warriors also offer themselves as mercenaries throughout the world

of Sanctuary, so Amazon warriors are often the face of the Askari to outsiders.

If you choose to play as an Askari Amazon of the Skovos Isles:

- Choose the Ranger class if you want to play a Amazon that concentrates on Archery or Fighter if you want to play one that concentrates on using the spear as a weapon.
- Choose the following talents based on the type of Amazon you are playing:
 - **Bow:** Archery, Deadeye Archer (Fighter Talent), Double-Ranged Attack.
 - **Spear:** Cleave, First Strike (Ranger Talent), Power Attack.
- Feats:
 - **Bow:** Deadeye Archer (Adventurer), Archery (Adventurer)
 - **Spear:** Power Attack (Adventurer), First Strike (Adventurer)
- Select Strength as your Racial ability score increase and Dexterity as your Class ability score increase.

PLAYING A BARBARIAN OF THE NORTHERN STEPPES

Long ago, the barbarians of northern Sanctuary were tasked with the defense of Mount Arreat. The barbarians, who refer to themselves as Children of Bul-Kathos, have largely remained isolated in the Northern Steppes since being tasked with the protection of the holy mountain. Because of their isolation and disdain for sorcery, the barbarians have a reputation as crude savages, but in truth they have a deep sense of duty and honor.

If you choose to play as a Barbarian of the Northern Steppes:

- Choose the Barbarian class, choosing any Talents and Feats you wish.
- Select Strength as your Racial ability score increase and Constitution as your Class ability score increase.

PLAYING A DEMON HUNTER

When the minions of the Burning Hells enter your world, there are only two choice: give up or fight back. Demon hunters are those brave mortals who have chosen to devote their lives to fighting against the creatures of the Burning Hells that have been summoned into the world of Sanctuary.

If you choose to play as a Demon Hunter:

- Choose the Ranger class with the following starting talents: Favored Enemy [Demon], First Strike, and Lethal Hunter.
- **Feats:** First Strike (Adventurer), Lethal Hunter (Adventurer)
- Select Wisdom as your Racial ability score increase and Strength as your Class ability score increase.

PLAYING A KNIGHT OF WESTMARCH

The Knights of Westmarch are paladins devoted to the defense of the kingdom of Westmarch and the defeat of the three Prime Evils. When King Leoric sent the soldiers of Khanduras against Westmarch, it was the Knights of Westmarch who stood against their former allies to defend the kingdom. With the army of Khanduras defeated, several of the paladins traveled south into Khanduras to investigate the darkness falling over the land.

If you choose to play a Knight of Westmarch:

- Choose the Paladin class with the following starting talents: Bastion, Paladin's Challenge, and Way of Evil Bastards.
- **Feats:** Smite Evil (Adventurer), Way of Evil Bastards (Adventurer)
- Select Strength as your Racial ability score increase and Charisma as your Class ability score increase.

PLAYING A MONK OF IVGOROD

In the isolated land of Ivgorod, cloistered monks of the Sahptev faith hone their bodies and minds to become powerful warriors. These monks stand ready to defend their land, and all of Sanctuary if needed, against the Burning Hells. The Sahptev monks are masters of a fighting style that values punches, kicks, and rapid movement over bulky armor or traditional arms.

If you choose to play a Monk of Ivgorod:

- Choose the Monk class, choosing any Talents and Feats you wish.
- Select Dexterity as your Racial ability score increase and Wisdom as your Class ability score increase.

PLAYING A PRIEST OF RATHMA

The cult of Rathma is a group of sorcerers devoted to maintaining the balance between the Burning Hells and the High Heavens. While they originate in Kehjistan, they are not a recognized mage-clan. Instead they are derided as necromancers because they have mastered sorceries that allow them to reanimate the dead. While priests of Rathma have historically remained isolated, they are quick to act against any attempt by either angels or demons to influence the world of Sanctuary.

If you choose to play a Priest of Rathma:

- Choose the Necromancer class, selecting Talents and Feats that do not reference Icon Relationship rolls.
- Select Intelligence as your Racial ability score increase and Charisma as your Class ability score increase.

PLAYING A SCOSGLEN DRUID

The druids of Scosglen were once part of the same tribes as the barbarians of the Northern Steppes, but chose a different path than the followers of Bul-Kathos. Rather than focus on physical might, the druidic people pursued a spiritual connection to nature and developed a form of magic unlike anything else in the world. Like the barbarians, the druids believe that they are a last line of defense against the powers of the Burning Hells.

If you choose to play a Scosglen Druid:

- Choose the Druid class with the following starting talents: Animal Companion [Initiate] and Elemental Caster [Adept].
- **Feats:** Any two Elemental Mastery Adventurer feats.
- Select Strength as your Racial ability score increase and Wisdom as your Class ability score increase.

PLAYING A 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.

If you choose to play a Sister of the Sightless Eye:

- Choose the Ranger class with the following Talents: Archery, Deadeye Archer (Fighter Talent), Double-Ranged Attack.
- **Feats:** Deadeye Archer (Adventurer), Archery (Adventurer)
- Select Strength as your Racial ability score increase and Dexterity as your Class ability score increase.

PLAYING A WARRIOR 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 Prince Albrecht missing.

If you choose to play a Warrior of Khanduras:

- Choose the Fighter class, choosing any Talents and Feats you wish.
- Select Strength as your Racial ability score increase and Constitution as your Class ability score increase.

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PLAYING AN UMBARU WITCH DOCTOR

The Umbaru tribes live deep within the Torajan Jungles to the south of Kehjistan. Umbaru with sorcerous potential are trained as witch doctors who serve their tribes as spiritual advisors and conduits with the spirit world, which they refer to as the Unformed Land. The Umbaru have a deep-seated mistrust of the mage-clans, but the few outsiders they encounter are most likely to be Kehjustani travelers. Recently a schism has occurred amongst the witch doctors, and several have been exiled from their jungle homes.

If you choose to play an Umbaru Witch Doctor:

- Choose the Necromancer class with the following starting talents: Cackling Soliloquist, Deathknell, Redeemer.
- **Feats:** Cackling Soliloquist (Adventurer), Deathknell (Adventurer)
- Select Intelligence as your Racial ability score increase and Charisma as your Class ability score increase.

PLAYING A VIZ-JAQ'TAAR MAGE SLAYER

Following the devastation of the Mage Clan Wars, the Vizjerei mage-clan saw a need to prevent further demonic corruption amongst the mage-clans. Towards that end, a secret order of mage slayers known as the Viz-Jaq'taar was founded. The members of this order were tasked with hunting down and killing any sorcerers who succumbed to demonic influences.

If you choose to play a Viz-Jaq'Taar Mage Slayer:

- Choose the Rogue class with the following starting talents: Improved Sneak Attack, Murderous, Shadow Walk.
- **Feats:** Improved Sneak Attack (Adventurer), Shadow Walk (Adventurer)
- Select Dexterity as your Racial ability score increase and Charisma as your Class ability score increase.

PLAYING A KEHJISTANI MAGE-CLAN SORCERER

The Mage Clans of Kehjistan are organized groups of practitioners of magic in the eastern regions of Sanctuary. The mage clans often have little love or trust for each other, and vary greatly in their views on the ethics, purpose, and practice of magic.

If you choose to play as a Kehjistani Mage-Clan Sorcerer:

- Choose the Wizard class if you want to play a Mage-Clan Sorcerer of the Ammuit or Ennead clans, Demonologist if you want to play a Mage-Clan Sorcerer of the Vizjerei clan, or Sorcerer if you want to play a Mage-Clan Sorcerer of the Zann Esu clan.
- Choose the following talents based on the Mage-Clan you are playing:
 - **Ammuit:** Abjuration, Cantrip Mastery, High Arcana.
 - **Ennead:** Evocation, Cantrip Mastery, High Arcana.
 - **Vizjerei:** Inimical [Corruption], Flare-Up [Flame Path], Master of Flames [Flame Path].
 - **Zann Esu:** Arcane Heritage, Chromatic Destroyer Heritage, Infernal Heritage.
- Feats:
 - **Ammuit:** Abjuration (Adventurer), plus any Adventurer feat for any single spell.
 - **Ennead:** Evocation (Adventurer), plus any Adventurer feat for any single spell.
 - **Vizjerei:** Demon Summoner (Adventurer), Master of Flames (Adventurer)
 - **Zann Esu:** Arcane Heritage (Adventurer), Infernal Heritage (Adventurer).
- Choose the following Ability Score Increases based on the Mage-Clan you are playing:
 - **Ammuit, Ennead:** Select Intelligence as your Racial ability score increase and Wisdom as your Class ability score increase.
 - **Vizjerei, Zann Esu:** Select Charisma as your Racial ability score increase and Constitution as your Class ability score increase.

PLAYING A ZAKARUM CRUSADER

Long ago, the Zakarum faith began to fall to corruption. Despaired by the darkness consuming their faith, some Zakarum abandoned their peers and began a crusade in search of a way to cleanse the faith of the

influence of Mephisto. Centuries later, the descendants of those Zakarum crusaders continue to search the world for a way to break the influence of the Burning Hells and restore the Zakarum faith to its full glory.

If you choose to play a Zakarum Crusader:

- Play a Multiclass Paladin/Cleric and choose the following starting talents: Domain [Strength] (Cleric), Paladin's Challenge (Paladin), Way of Evil Bastards (Paladin).
- **Feats:** Smite Evil (Adventurer), Domain [Strength] (Adventurer).
- Select Strength as your Racial ability score increase and Wisdom as your Class ability score increase.

HERO POINTS (REPLACES ICON RELATIONSHIPS)

Hero Points represent a potential for greatness. They give heroes the chance to succeed even when the dice turn against them. Hero Points are only awarded to player characters. NPCs, animal companions, familiars, cohorts, and mounts do not receive hero points, although you can spend Hero Points on them (see below).

AWARDING HERO POINTS

Each 1st level character begins play with 3 hero points. Unlike other points in the game, hero points do not renew over time or with rest. Once spent, they are gone forever. The number of hero points you start with is also the maximum number of hero points you have at any given time until 5th and 8th level, when you receive the ability to hold an additional hero point, up to a maximum of 5 hero points.

Hero Points are awarded whenever a character gains a level, when he or she earns 1 hero point, up to his or her maximum. Aside from this, awarding additional hero points is up to the GM. The following options are just some of the ways that a GM might award additional hero points:

- **Character Backgrounds:** GMs can award a hero point for roleplaying or playing-up one or more of the character's backgrounds. This reward encourages players to take an active roll in their character's history. In addition, the GM can use this background to generate a pivotal moment for your character concerning his past. When this key event is resolved, the GM can reward another hero point.
- **Completing Plot Arcs:** The GM might award a hero point to each of the PCs who were involved in completing a major chapter or arc in the campaign story. These hero points are awarded at the conclusion of the arc if the PCs were successful or advanced the story in a meaningful way.
- **Heroic Acts:** Whenever a character performs an exceptionally heroic act, she can be awarded a hero point. This might include anything from slaying an evil dragon when the rest of the group has fled to rescuing townsfolk from a burning building despite being terribly wounded. It does not have to be related to combat. Convincing the reticent king to send troops to help with a bandit problem or successfully jumping a wide chasm might earn a character a hero point, depending on the circumstances. Note that a hero point should only be awarded if the PC involved did not spend a hero point to accomplish the task.

GAME MASTER HERO POINTS

Game Masters get hero points too, although not exactly like the players. At the start of each session, the GM gets one hero point for each player character. He may use these for any of his villains throughout the course of

the game. Additionally, each of the GM's major villains or truly important characters (i.e., those that actually have a name, not just Hill Giant #2) also gets two hero points per combat. They can use these or any of the hero points in the common pool to save their evil skins, but they can't share their own hero points with other non-named monsters in the combat.

Any hero points in the common pool not spent by the end of the session are not saved between sessions.

USING HERO POINTS

Hero Points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects:

- **Act Out of Turn:** You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature.
- **Additional d20:** You may spend a hero point to roll an additional d20 with any d20 roll, rolling 2d20 instead of 1d20, using the most advantageous roll. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check).
- **Extra Action:** You can spend a hero point on your turn to gain an additional standard or move action this turn.
- **Inspiration:** If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.
- **Recall:** You can spend a hero point to immediately regain the use of a spent maneuver, power, spell, etc.
- **Reroll:** You may spend a hero point to reroll any one non-d20 roll you just made. You must take the results of the second roll, even if it is worse.
- **Special:** You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include using a class feature, maneuver, power, spell, etc. that you currently possess that is one step higher than you could normally use, making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use one of your Backgrounds to convince a raging dragon to give up its attack. No additional hero points may be spent on such an attempt, either by the character or her allies.
- **Cheat Death:** A character can spend 2 hero points to cheat death, choosing one of the following effects: the character is miraculously left alive with whatever hit points they have currently and are considered stable (i.e., they do not have to make death saves); OR the character may avoid rolling any last gasp saves from any effect that causes them, although they may be affected by the same last gasp save effect later. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, or special mount, but not another character or NPC.

HERO POINT GENERAL FEATS

The following Feat enhances your ability to store and gain hero points.

Heroic Fortune

Adventurer Tier: Whenever you gain a level, you gain 2 hero points instead of 1.

Champion Tier: The maximum number of hero points you can have at any one time is increased by 2 per tier instead of 1 (6 at Champion-tier and 8 at Epic-tier).

Epic Tier: Whenever you spend a hero point to reroll a die roll or to grant yourself a bonus d20 before a die roll is made, there is a chance that the hero point is not spent. After resolving the die roll whenever you spend a hero point, roll a d20. If the result is greater than 15, the hero point is not spent.

MAGIC ITEMS

Magic items now give the benefit of the character's Tier instead of the item's Tier. For example, if a character levels up to 5th level, which now makes them a Champion-Tier character, and had two Adventurer-Tier magic items, they now possess two Champion-Tier magic items.

If they possess a magic item at a higher Tier than they currently are, they may not use the item until they become of sufficient Tier to use the item.

RECOVERIES

Instead of rolling to recover hit points when using a Recovery, you can **choose** to receive the average of the Recovery Die (rounded up) x Level + Con mod when using a Recovery. For example, a 10th-level Barbarian, with a d10 Recovery Die and a +5 Con mod, would receive (5.5, rounded up to 6 x 10) + 5, or 65 hit points from every Recovery they use. **You can choose to roll your Recovery dice, but you get what you roll!**
