Hellfire(Diablo)

By
Mist of Shadows

Welcome to Tristram a small town in the region of Khanduras who's only real claim to fame is the ancient cathedral on the northern edge of town. This land is in desperate need of a hero thanks to the army of demons and undead living under the cathedral. In recent times a strange alien nest has grown to the southeast of town across one of the streams that borders the town. This strange alien growth makes the townsfolk more than a little uneasy and yet there is little they can do on their own. To make matters even worse for the townsfolk, an ancient crypt near the cathedral has started glowing at night. You've been tapped to be a hero or at least the jumper that rids the world of Diablo however temporarily that might be. Let's start by giving you 1,000 cp so that you don't die as quickly.

Origins: Free

Drop in: Age 14 + 1D8
You wake up in the back of a cart near the healer's house with no new memories or friends unless you import them. You keep your same gender unless you'd like to change it for 50CP.

Warrior: Age 16 + 1D8
You grew up practicing with weapons and dreaming of the day you could set off to kill demons with a weapon in your hands. Dark rumours of the mysterious demise of King Leoric and the evil that lurks within his cathedral drew you to the small town. Barring other perks, you're moderately skilled with most weapons, armors and shields. Free genderswap to male if you want.

Rogue: Age: 16 + 1d8
The Sisters of the Sightless Eye are a loosely organized guild of female archers that is shrouded in mystery amongst the peoples of the West. If you're female they took you in as a teenager and trained you. If you're male, a family member was one of the sisterhood and trained you in their secrets. Either way, you were raised with a bow in your hands or at least it feels like it. While you're not a grandmaster with the bow just from your past here, you're well on your way. You have traveled from a far off land to fight the evil in Tristram. Free genderswap to female if you want.

Sorcerer: Age 20 + 2d8
You're an apprentice mage from far off lands. You were either born into or trained by the Vizjerei Clan or you managed to acquire some of their books and trained yourself. Your training

focused more on the foundations of magic than spells which is why you only start with a basic understanding of the firebolt spell.

Monk: Age 30 + 2d8
Monks of the Brotherhood of the Bough are from a far away land that was conquered by an invading horde. The survivors fled to a wasteland where they learned to fight with their hands because of a lack of iron with which to make weapons. Recently a dark curse has swept over your people's lands causing death and sickness. Rumors of the treasures and secrets in the ancient cathedral have drawn you to Khanduras and Tristram in the hopes of finding a cure for your people.

Perks:

General:

Automap: [0/100]
This land is strange, it comes with an auto map function or at least it does for heroes. Pay 100 points and you can keep it in future jumps.

Inventory. [0/100]
Another strange feature of this world is an inventory with 40 slots so 40 small items such as a scroll or potion or less other items. This also comes with an equipment page for quick equipping of gear. Paying 100 CP let's you use your inventory in other places and fixes the slots so that you can carry forty reasonably sized items. This also upgrades the equipment page of the inventory to have slots for more than just armor, a helmet, two rings, an amulet and two hand held items.

Blah, Gold!: [0/100]
Slain enemies drop piles of gold in this world. Sadly inflation has taken its toll here, elsewhere the ability would be far more useful if it worked. For 100 CP the ability will continue to work though at a much more reasonable level.

Health/Mana Globes [0/50]
You now have mental health and mana globes that you can use with a moment's thought to keep track of your health and mana levels. For 50 CP you can keep this ability post jump.

Auto Loot: [0/50/100] Tired of bending down to pick up every last coin, no worries your friendly Jump Chain has included an auto loot feature for gold, mentally pick the pile of gold up and it goes into your inventory. For 50 CP you can keep this feature post jump. For an additional 50 CP this also works on unclaimed items or items that belong to you.

Duplication: [600]: (Requires taking Duping and Oh My, Duplicates Everywhere for 0cp:) You've learned how to duplicate items by tricking the universe into changing an item you can carry in your inventory into something else that you have on hand. This gives you the closest non CP backed version as appropriate.

Drop in:

Identify: [100]
You've learned a magic trick so that you can read the stats of magical items, it works better and is easier than asking the old man to spin a bunch of tales about random magical items you're fairly sure he made up on the spot.

Bard Tricks: [100]
Somewhere in your travels you 'impressed' a bard at a tavern with your voice while singing the chorus, he taught you a couple of songs and juggling tricks after you bought him a couple of rounds. So maybe it wasn't so much impressed as you were an easy mark but either way, you have a decent singing voice and picked up some basic juggling skill not to mention several tricks for using two weapons at the same time.

Cheat Sheet [200]:
You can bring up a translucent interface that displays all of the effects of using various magical cauldrons, shrines, potions, strange elixirs or formulas, deals with eldritch beings, reading magical books or what have you on a particular person as well as yourself. This doesn't give you the ability to avoid the effects if you use said items but it does make you aware of hidden side effects.

Alchemy and Oils: [400]
In addition to being an expert alchemist you have the strange ability to acquire the ingredients for your various alchemy potions, oils and elixirs on most worlds in out of the way places, shops and off enemies. Comes with the recipe for health and mana potions. More recipes can be acquired via study.

Staff Creation: [600]
You've learned a ritual to create spell staves that involves priming a staff with any spell you know then pouring mana into the staff until you've paid for the spell as many times as you want up to a max of 255 times the cost of the spell, this sets the maximum charges. The staffs start fully charged. You've also used the proper method of charging staffs which means that you can recharge a staff without damaging the staff's potential.

Warrior:

Blacksmith: [100]

You've picked up the ability to repair weapons, armor and simple things of metal with a simple chant and a hammer, you're fairly sure the hammer is just for show though the perk comes with excellent skills with a variety of hammers.

Spit and Polish: [100]
You gain the ability to polish a weapon or suit of armor in such a way as to slightly increase the wielder's charisma while worn, effect fades with time and use. You made reapply the effect as needed.

Sword and Board: [200]
You gain the ability to ignore knockback unless hit with sufficient force to outright kill you. This also comes with excellent shield skills as well as exceptional melee skills.

Blood of the Barbarian: [400]
Your resistance to elemental damage increases slowly the more you're exposed to it either because one of your ancestors was from a barbarian culture or just a quirk of genetics.

Craftsman: [600]
You're a skilled smith that is able to create excellent weapons and armor in a minute flat thanks to your new crafting menu. While you must have most of the material for the weapons you can condense the actual crafting process into the span of a minute using your talents, equipment, perks and skill as if you'd taken your time. You can also perfectly repair weapons and armor at an anvil with the proper tools.

Rogue:

Trap Sense: [100]
You have an inherent sense that allows you to see a glow around physical or magical traps.

Disarm traps: [100]
You have an almost supernatural ability to disarm traps without setting them off, cutting wires, scarring ward lines or just sticking a rock in the right gear to keep a trap from exploding in your face. Curiously enough it also works on more advanced traps than you'd expect to find in a fantasy world.

Deadeye: [200]
Thanks to years of practice under an older member of the Sightless Eye or at least the memory of such, you've increased your accuracy and speed to nearly supernatural levels with a bow. Need to jump off a tower, shoot five enemies in the eye on the way down, no problem, landing on the other hand might still be a problem.

Elemental Arrow: [400]

Studying ancient scrolls ‘borrowed’ from the Horadrim has gifted you with the ability to surround your arrows with fire, cold or electrical energy as you fire them. This damage increases with your skill and affinity with the element in question. You also have the ability to conjure arrows as needed.

Hail of Arrows: [600]
Sneaking into the vault of the Sightless Eye was forbidden for several reasons, not the least of which was the dangerous magical artifacts kept there but you were never one to listen when someone suggested that you couldn’t go somewhere. Thanks to your quick fingers you managed sneak into one of the vaults and copy an ancient spell or at least part of it. You’re not sure what it was actually meant to do but an old nearly blind rogue helped you turn the spell into something you could use, a hail of arrows to strike down your enemies. Simply shoot an arrow into the sky, say an ancient word of power and an exact copy of your arrow strike every enemy in range of your bow as if you’d shot them from above with all of your skill. With a normal bow, your arrows might strike a small regiment. With a much greater weapon, your shots may very well decimate armies or blanket entire mountain ranges. In time, you may be able to modify this spell to work on other projectile weapons.

Sorcerer:

Recharge: [100]
Your training with Vizjerei Sorcerers or at least their books has taught you how to channel mana from the surroundings to recharge a staff though the maximum number of charges will be reduced by 1-5 charges.

Vizjerei Research: [100]
Long hours of pouring over tomes has unlocked a sixth sense about books. Just by touching a book you get a sense of what the book is about and if you’ll find what you’re looking for in it.

Vizjerei Quick Casting: [200]
Your years of solving ancient equations and reading forgotten scrolls have left you with a talent for reducing the casting time of your spells by a fair amount.

Vizjerei Enchantment: [400]
Years of painful research has taught you how to break items in order to learn the magical prefixes and suffixes they’ve been imbued with so that you can enchant your own items with magical prefixes and suffixes if you have sufficient mana and understanding.

Vizjerei Librarian: [600]
You have the uncanny knack for finding useful magic related books in libraries, bookstores, bookshelves and other such places even if they shouldn’t by rights exist. You also have a knack for finding information in libraries and organizing them thanks to years of working the disorganized shelves in various ancient Vizjerei libraries. This talent increases the chances of

magical books dropping off enemies, with weaker enemies dropping less impressive books. This ability works even in non magic jumps though the magical books will generally be less impressive than something found on a world with magic.

Monk:

Search: [100]
You've learned a mental trick that allows you to mentally outline important items on the ground without resorting to casting a spell thanks to months of training..

Survival Training: [100]
Years of living in a desolate wilderness and traveling have taught you the skills to forage for food in all but the most inhospitable lands as well as build campfires and basic shelter.

Staff Master: [200]
Thanks to rigorous training on the practice field and against the monsters in your homeland, your attack speed has increased significantly and you've picked up the ability to hit three adjacent targets in melee range with 'one' strike.

Unarmored: [400]
Years of training and surviving in your desolate wasteland of a home without proper armor has granted you a large bonus to evasion if unarmored or wearing light armor.

Curse Immune: [600]
Thanks to a quirk of your genetics, soul or years of living in a cursed land you're curiously immune to the dark curse that plagues your homeland as well as any other curse and disease you might encounter including supernatural diseases.

Items:

Monk's Starter Kit: [0]
A wooden staff and simple peasant clothes.

Elixir: [25] You've picked up a white strength elixir, a black elixir that increases your natural dexterity, a squat jar of white liquid that increases your vitality or an potion bottle of orange liquid that increases your magical ability by a small amount. These elixirs permanently increase the stat they are tied to. The vitality elixirs also function as potions of full health while the magic elixir restores your entire mana pool when drank. These elixirs may be bought as many times as you want.

Infravision Scroll Set: [25]
A binder that contains 20 Infravision scrolls that grant you the ability to see nearby enemies through walls and darkness. Replenishes every week.

1000 Gold: [50] (One free for Rogues)

Golden Elixir: [50]
This strange golden colored elixir can lift any dark curse or lay a once mortal spirit to rest for good.

Scroll Set: [50]
This binder contains 10 portal scrolls and 10 identify magic scrolls. It replenishes every week.

The Perfect Piece: [50] (Discount Rogue and Warrior)
You can add a Prefix and Suffix to a mundane piece of equipment. You may also import any piece of equipment, mundane or magical to be so enchanted. May be bought more than once though not for the same item.

Rogue's Starter Kit: [50] (Free for rogues)
A suit of leather armor, a short sword and a hunting bow.

Staff of Mana [50]:
This beautifully carved staff refills one's spiritual force, restoring a portion of Mana. This staff comes with one free prefix of your choice and recharges weekly. You may import a staff for no additional cost.

Infravision: [100] (Discounted Monk)
You found an ancient book in a gypsy's cart containing instructions to cast a spell called Infravision. This piece of magic allows you to see nearby enemies through walls and darkness. It has a range of about fifty feet and can see through most types of supernatural obscuration such as magical mist or conjured darkness.

Warrior's Starter Kit: [50] (Free for warriors)
An old and slightly worn but serviceable set of chainmail, a sword and a wooden shield.

Rejuvenation Potion Recipe [100]:
In your research into arcane subjects you have discovered the recipe for rejuvenation potions.

Sorcerer's Starter Kit: [100] (Free for Sorcerer)
A set of basic robes, a firebolt staff with 50 charges and a collection of starting spellbooks, consumed when used. Firebolt, Charged Bolt, Heal and Heal Other.

Tome of Town Portal: [100] (Discounted for Drop In)
You've managed to 'borrow' a book from Deckard Cain that teaches you how to open a portal to any town you've been to in your current jump. You can only have one portal open at a time, but it only takes a few seconds to cast this spell so changing destinations is an easy task.

Unique Item: [200] (Discount Rogues)
You start with a unique item that you could have found in Diablo 1 or the Hellfire expansion. This item has been modified to let you either toggle or remove any ‘negative’ qualities the item possesses. This may be bought more than once. If lost or destroyed but not sold it will reappear in your warehouse in a week in perfect condition. Items of similar type may be imported at no additional charge.

Unique Set Item: [400] (Discount Drop In)
Huh, Jump Chan wasn’t looking at the proper list, somehow you’ve acquired a unique item that you could have found in Diablo 2 or its expansions. This is otherwise identical to Unique item.

Runestone Bag: [200] (Discounted Rogue)
This enchanted bag of rune stones comes with a nearly endless number of runestones, attempting to sell them isn’t advised. Fire, Lightning, Greater Rune of Fire, Greater Rune of Lightning and Rune of Stone Curse. Refills every month.

Blacksmith's Wagon: [200] (Discounted Craftsman)
A stage coach wagon that is larger on the inside than the outside that is suitable for a traveling blacksmith, horses not included. May import a vehicle. For an extra 100 CP the wagon can conjure spectral horses to pull it as needed.

Spectral Elixir Recipe [200]: You have uncovered the recipe for a particular type of elixir that permanently boosts magic, dexterity, strength and vitality by 5%. (Only four Spectral elixirs per person may be used.)

Elixir Recipe [100]:
In your research into arcane subjects you have discovered the recipe for one of the permanent strength, dexterity, vitality and magic boosting elixirs. This may be taken once per elixir.

Golden Elixir Recipe [200]: (Discounted Alchemy and Oils) You have uncovered the recipe for the golden Elixir, this special draught can cure any curse or lay a once mortal spirit to rest for good.

Loincloth of the Lost Order: [200] (Discount Monk) This sacred if embarrassing and untalked about loincloth increases the amount of protection that armor bestows, a leather jacket would offer as much protection as a full jacket of chain and chain as much as plate. All armor is also indestructible while this loincloth is worn.

Resurrection Book: [200]
This ancient leather bound tome teaches a spell to resurrect anyone no matter how long they've been dead unlike the more common spell which only brings back the recently dead. This book is consumed once used.

Staff Recharger: [200] (Discount Sorcerer and Drop in)
This adds a staff recharging station to your warehouse. This device allows you to perfectly recharge a staff by pouring mana into it or leaving the staff in it for eight hours. Comes with additional slots for staffs at 50 each.

Staff of the Magi [200]: Completely refills one's spiritual force, completely restoring all Mana. This staff comes with one free prefix of your choice and recharges weekly. May import a staff for no additional charge.

Jester Staff [200]: (Discount Monk) This strange staff has various jester masks carved into it. Rather than cast a random spell every time you use it like the more common version, this staff changes every day and stays the same spell all day. Random choices are Firebolt 20%, Apocalypse 10%, Chain Lightning 10%, Fireball 10%, Fire Wall 10%, Guardian 10%, Teleport 10%, Town Portal 10%, Stone Curse 10%. Spells are fired at the character's appropriate Spell Level, or at level 1 if the character doesn't already know the spell.

Apocalypse Spellbook: [300]
This ancient and forbidden tome instantly teaches the apocalypse spell to someone with enough magic. This twisted spell creates magical explosions at the feet of your enemies if they are within fifty feet or so. It is consumed on use.

Doom Serpents: [300] (Discount Drop In)
This lost tome teaches a projectile spell that shoots a missile consisting of two snakes corkscrewing around each other. The snakes home in on a target beast, possibly hitting two targets depending on proximity. Strangely they only appear with a valid target and only damage beasts and the Butcher for some reason.

Staff of the monk: [300] (Discounted Monk)
This ancient bone staff is created from the bones of several angels and enchanted by high ranking demons, proof positive that the demons are idiots. While it weighs very little when you pick it up and swing it around, it hits like the angry fist of creation with the weight of heaven's hatred behind it when it hits any demon or corrupted soul. May import a staff for no additional charge.

Blood Boil Spellbook [400] (Discount Sorcerer)
This forbidden spell was purposely 'lost' by the Horadrim though you managed to acquire a rather worn copy of the spell from a librarian that didn't know what he had. This rather nasty short ranged spell causes the blood of enemies to boil doing horrific amounts of damage as their blood boils from within ignoring armor.

Tome of Cow Portal [400]: (Discounted Drop In.)

You picked this book up from Wirt, the town's fence and acquirer of suspect goods. You're fairly sure that he thought he was selling a worthless book but the book is a true treasure and teaches a spell to open portals to a cow filled nightmare land any time you want. Great for barbeques, looting and testing purposes if you can avoid the cow king killing you. This cow filled farm resets each time you open a new portal.

Ethereal Spellbook: [600]
This ancient and lost magical book teaches anyone with enough magic potential the Ethereal spell. It is consumed when used. Contrary to its name the Ethereal spell doesn't allow the caster to phase through things, it merely makes them invulnerable for a short period of time via a conjured golden halo.

Companions:

Heroes: [100]
You've managed to recruit one of the four types of heroes to come with you. They each have 800 points to spend on perks or items but can't spend points on companions.

Adventuring Party: [200]
You may import up to 8 companions with 600 points each.

Quests: [0/50]
You may select one quest per group for free or pay 50CP per extra quest to ensure they show up during your stay at least once. Some alternate rewards may be bought with points.

Group 1:

Poisoned Water Supply:
The fountain in the middle of town is filled with poisonous green sludge. The healer or the barkeep if the healer is dead has asked that you deal with the poison before the townsfolk run out of fresh water and die.
Reward: Ring of Truth: It reduces the damage you take from elemental damage by 10%.

Skeleton King:
The Mad King Leoric has been returned to a cursed half malevolent life and gifted with magical powers over the dead. He waits for you in the third level of the dungeon with his undead army, best of luck.
Reward: Undead Crown. This unique crown grants 0 to 12% lifesteal.
Alternate Reward: Gem of Life Stealing: [100] In the King's broke crown you find a magical gem that can be fused to a head slot item. This adds 12% lifesteal to the head slot item in question. Optional free transmute to a creepy looking crown.

Group 2:

Butcher:
You find a wounded townsman sprawled outside the Cathedral crying almost incoherently about a fearsome demon with a massive cleaver. You'll find the Butcher on the second level of the dungeon. He greets you with a cry of "Ahhh, fresh meat!" when the door is opened then charges out to meet you. The Butcher is brutally fast both on his feet and in his attacks. Thankfully his armor isn't all that great which means hitting him isn't a problem.
Reward: The Butcher's cleaver is little more than a conversation piece as the damage it deals isn't overly impressive even with the slight boost it gives to the user's strength nor is the item overly resistant to damage which quickly leads to the weapon being broken without proper care.

Ogden's Sign:
You run into a strange little demon blocking the way to the fifth level that wants you to recover his magical banner from a group of larger demons. The magical banner turns out to be Ogden's sign. If you turn the banner into the barkeep he'll give you the Harlequin a unique if fairly minor helm. If you come back without the sign, Snotspill will assume you betrayed him and attack you. If you trade the sign to him he'll 'forget' promising you a reward, kill him as needed.
Reward: One low level random magical weapon and the Harlequin, a helm that slightly increases mana, health and the ability for enemies to hit you though it offers some small amount of protection. The most useful part of the helm is probably the three large gemstones set into it.

Gharbad the Weak:
Gharbad is a goatman and a bit of a coward that you encounter on the 4th floor of the dungeon. You you first speak to him he'll toss you a random magical item and plead for his life, promising to make you something better if you don't kill him. If you leave him alive for a few hours he'll craft a magical weapon. If you return before he has finished he'll generally say, "Something for you, I am maaaaaking. Not ready yet. Soon!" or something to that effect. Once he actually completes the weapon and you come to collect it he'll claim that it is too good for you. "You want? You take!" At that point he tries to kill you by hitting you with his new magical weapon so that he can keep his new magical weapon.
Reward: One random magical weapon for killing him.

Group 3:

Magic Rock: (Incompatible with Griswold is dead?)
This strange glowing magical rock is sitting in the catacombs on a table. It supposedly fell from the sky in a distant land. It was carried to town by a caravan of merchants that were ambushed by monsters. The smith will create a magical ring if you bring the rather large stone back to town.
Reward: Empyrean Band. This ring slightly boosts all your stats and works as a light in addition to helping recover from being dazed. It also absorbs half of all trap damage done to you.

Valor:

You find a book that talks about a hidden chamber locked away by a stone pedestal with a small bowl of boiling blood. You must find a collection of bloodstones to open the doors in this section of the dungeon to recover Arkaine's Valor a suit of magical ring mail worn by the first hero to tip the balance before the demons and angels.
Reward: Arkaine's Valor, this armor increases your health slightly, increases your resistance to stunning and slightly reduces the damage from enemies.

Halls of the Blind:
The halls of the blind is a figure-eight shaped area located on level 7. There are no doors to enter the area until you read the Book of the Blind at which point two entrances appear. The Halls of the Blind are filled with demons that can phase and turn invisible until they attack.

Book of the Blind:

I can see what you see not.
Vision milky then eyes rot.
When you turn they will be gone,
Whispering their hidden song.
Then you see what cannot be,
Shadows move where light should be.
Out of darkness, out of mind,
Cast down into the Halls of the Blind.

Reward: In addition to the optic amulet that increases the illumination around you and reduces lightning damage by 20% careful study of the Book of the Blind reveals secrets for turning invisible. Guaranteed not to drive you insane or rot your eyes, honest.

Group 4

Zhar the Mad:
Zhar the Mad is a mage that is found in a library section of level 8 in the catacombs. He is a bit off but won't actually attack unless you steal his books or attack him. Nothing is actually required to complete this quest. If you can calm him down, he is a knowledgeable magic user that might trade books or advice though his patience isn't great as evidenced by his opening remark when you come into his library, "What?! Why are you here? All these interruptions are enough to make one insane. Here, take this and leave me to my work. Trouble me no more!" He then slides a random spellbook across the table which is the reward.

Black Mushroom: (Incompatible with Oh Hell Not The Healer!)
You'll find a strange fungal tome that talks about black mushrooms. When you ask the witch about it, she mentions to keep your eye out for any large black mushrooms as she's working on a project. Once you've found a black mushroom you're directed to the healer to see if you can get a sample of the special elixir he is working on so that she can finish her project. The healer sends you off to get a demon's brain which he needs for his elixir. Once you get back with the

demon brain, the healer creates his elixir and Adria tells you that she finished her project without the special elixir.
Rewards: Vial of the special elixir and fungal tome:
The fungal tome is a magical book that updates itself in each world you visit with lists and descriptions of magical reagents and their uses.

Anvil of Fury:
The Anvil of Fury quest sends the player to retrieve a magical anvil the forces of Hell are using to forge powerful weapons. Griswold has learned of this anvil, and tells the player to seek it out and bring it to him so he might forge an especially powerful weapon to use against the demons. The anvil is located on a peninsula surrounded by lava on the ninth level of the dungeon. You just need to destroy the small army of goatman archers and beasts there.

Reward: Griswold's Edge. (Incompatible with Griswold is dead?) Griswold forges a unique blade that is supernaturally fast, knocks people back and burns anyone that is hit by it that isn't immune to fire. Knockback may not work on some large and powerful enemies.

Alternative reward: Anvil of Fury [200] (Free Griswold is dead?, Discount Warrior) You've somehow managed to talk Griswold out of the Anvil of Fury or he couldn't object to your taking it. Rather than leave you with a demonically cursed anvil Jump Chan has upgraded your anvil to something more impressive.

The Anvil of Fury grants magical abilities to any weapon forged on it. Comes with 100 cp to customize it. You may spend more points on it. (Warrior discounted, all 25 point abilities are free for warrior)
Fire Damage: Small/Large/Massive amount of fire damage: 25/50/100
Increased Chance to hit: Moderate/Large/Miss? 50/100/200
Increased Attack speed: Moderate/Large 25/50
Knocks Targets back: Knocks targets back a couple of steps 25
Increased mana: Small/Large/Massive amount of additional mana 25/50/100
Health loss: Decreases your maximum health while holding the weapon +50

Group 5:

Lachdanan:
Lachdanan was once a knight sworn to King Leoric before he went mad. You find him on the 14th level of the dungeon. The king cursed him with his dying breath when rather than follow the man's insane orders he struck him down. Talking with the town reveals that Lachdanan was once an honorable hero and if anyone could resist the curse that befell the rest of the knights it would be him.

Lachdanan's plea is as follows.

“Please, don't kill me, just hear me out. I was once Captain of King Leoric's Knights, upholding the laws of this land with justice and honor. Then his dark Curse fell upon us for the role we played in his tragic death. As my fellow Knights succumbed to their twisted fate, I fled from the King's burial chamber, searching for some way to free myself from the Curse. I failed… I have heard of a Golden Elixir that could lift the Curse and allow my soul to rest, but I have been unable to find it. My strength now wanes, and with it the last of my humanity as well. Please aid me and find the Elixir. I will repay your efforts - I swear upon my honor.”

The golden elixir is on the fifteenth floor and will remove the curse though at the cost of the man’s life as he is already mostly dead.
Reward: Veil of Steel and a random magical sword. This heavily armed unique great helm gives 50% resistance to elemental damage and decreases the light around the user. It decreases a person’s mana by a small amount and increases strength and vitality by a decent amount.

Warlord of Blood:
The Warlord of Blood is always found guarding the stairs down to level 14. He and a number of other Steel Lords are in a box around the exit, along with four weapon and two armor stands. To gain access to the box you must find and read from the Steel Tome, which tells the lore of the Warlord, and causes the front wall of the box around his item depot to disappear. Of note the Warlord of Blood is immune to fire, lightning and magic damage which might present some difficulties to sorcerers.
Reward: The four random weapons and two sets of armor off the stand. There is a small chance of any of the items being unique.

Repeatable Quests:
The Archbishop Lazarus, Diablo and the Hellfire quests are always in each world though without taking the extra points for doing all of the quests you can avoid the Hellfire quests if you so chose. It’s heavily suggested that don’t stick Diablo’s soulstone in your head.

Drawbacks:

What do you mean you’re not a warrior? [0] (Requires Warrior)
You’re not a warrior, you’re a Barbarian and damn proud of it, never mind that you look exactly the same as you would have as a warrior. Barbarians can’t increase their magic stat or mana pools while in Diablo and your mana pool is set to zero. You gain a decent boost to your axe skill and gain a rage skill that boosts strength, dexterity and vitality when used. After the fight or event you suffer a reduction of those stats for the same amount of time that you were boosted..You also lose the ability to use a shield. After the jump the locks on your shield use, magic and mana pool vanish leaving you with the benefits.

Multiplayer: [0/+100]
Huh, there are other heroes running around. For 100 extra points they’ll even sell magical items, some of which might not even be hacked/cursed items. They also have a nasty tendency to kill

the bosses that you want to loot with an uncanny knack for avoiding the monsters you'd rather they kill. They won't kill Diablo for you though they might set him free.

What do you mean I can't come in and get a drink? [+100]
Strangely enough none of the buildings in town will actually let you inside. Thankfully most of the important vendors and tradesmen wait outside their shops anyways.

Top down Isometric View: [+100]
Oops, it seems that Jump Chan missed the life like Diablo world she was going for, you're now stuck looking down at your body from above. It's a bit disorienting but I'm sure you'll get used to it eventually.

Griswold is dead?: [+200]
Oops, perhaps Jump Chan has been drinking, they managed to drop you in a world where the smith has already died, good luck acquiring equipment or repairing your gear unless you can do it yourself.

Ding Dong, the Witch is Dead: [+200]
The witch might not be dead but she is missing which means that you won't be able to buy certain items such as potions, scrolls, runes, staffs or elixirs. You might be able to find her but don't expect it to be easy.

Oh Hell Not The Healer!: [+200]
You know that nice healer, that used to heal people for free, he's dead I hope you brought lots of potions.

Huh, That Should Have Killed You Mr. Monster Sir… [+200]
Not so much a powerless flaw as a flaw that levels the playing field. Your super strength and physical abilities are only marginally better than your body mod. Your out of jump ultimate attacks are only about half as effective as whatever abilities you've unlocked in jump and the rest not even that.

Missing Warehouse: [+200]
Your warehouse is locked for the duration of your stay here.

Duping: [+200]
What do you mean the monsters are duping items now? Any items found have a 50% chance to be temporary. You probably can't tell the difference but the merchants sure can and will be quite annoyed with you for trying to sell hacked items. Duplicates vanish when you beat Diablo.

Oh My, Duplicates Everywhere: [+100] (requires Duping)
What do you mean the monsters can actually use the hacked and duplicated magical items to blast you to hell and back and that there are more fake items than ever? At least 80% of the

items dropped will be fakes including potions and gold. The hacked items are the Captain America of their kind, when they were generated they always rolled the maximum numbers.

Black Death [+200]
Normally Jump Chan is nice enough to avoid sending you to worlds with Black Death zombies who have the unique ability to damage your maximum health, with this flaw, that is no longer the case. Either because they weren't paying attention or because you stole their lunch or something, there will be Black Death zombies and a lot of them, if they hit you, expect to be slightly less durable every hit.

Nightmare Mode: [+300]
Jump Chan seems to have dropped you into a nightmare version of Diablo where all of the monsters have been scaled up, the first level monsters start at about half your strength and the monsters only get harder from there.

Hell Mode: [+300]
Apparently it's not as easy to get out of dodge as you were hoping, leaving the general area of the game is impossible, you must also defeat Diablo in hell mode without any of your out of jump powers to unlock the rest of the world and have the option to leave the town. While nightmare and hell modes are harder than Diablo, as long as you haven't taken Nightmare Mode the difficulty only doubles with each new difficulty level. If you've taken the Nightmare Mode flaw, Hell Mode starts with monsters powerful enough to provide a challenge to your powers pre jump.

Ending:
Congratulations on defeating Diablo, you may if you choose advance up to the next difficulty if you haven't had enough pain and suffering. If you do, you restart in Tristram and everything you have accomplished in town is reset and the monsters get harder. Right, right, you're done either because you came to your senses or because you've defeated Diablo on Hell difficulty? Excellent, you have three choices:

Stay in the world and wander around for up to ten years before facing this choice again.

Go home and see your family and friends because you can't take the pressure anymore:

Continue your jumps.

Either way, all of your drawbacks vanish if you wish and any injuries and scars to your body and soul heal instantly including any damage dealt by Black Death zombies.

Notes:

1) Yes, hell mode means you have to play through normal, nightmare and hell modes. It is much easier if you haven't taken the Nightmare drawback.

2) Jump Chan assumes that you're not actually stupid enough to stick the soul stone in your head, if you do, chances are that Jump Chan will leave you in the Diablo world for terminal stupidity.
3) The Health/Mana Globes doesn't give you any type of gamer body, it's just a meter.
4) Canon gets a bit messy between Diablo 1 and the rest of the games and expansions, feel free to fanwank a solution that works for you, if you want the warrior to be a prince, go for it.
5) Item Prefixes and Suffix list https://diablo2.diablowiki.net/D1_Modifiers
6) Random Shrines found around the dungeon. https://diablo2.diablowiki.net/D1_Shrines
7) While weapon and armor damage is a thing in Diablo, how much that comes up is up to you, fanwank something.
8) What strange magical items, classes and lore you can find if you leave Tristram is up to you. If you want to find magical belts, gloves and boots in Tristram from Diablo 2, fanwank it.
9) Diablo's soulstone generates an unpleasant aura of evil.