



## Diablo® III: Reaper of Souls™ Unveiled

*Upcoming expansion to the fastest-selling PC game of all time playable at gamescom*

*"Death, at last, shall spread its wings over all . . ."*

COLOGNE, Germany--(BUSINESS WIRE)-- The defeat of Diablo, Lord of Terror, should have given rise to an age of hope. Instead, it has drawn out a shadowy being of immense power, whose malevolent purpose is yet to be revealed. Announced today at gamescom, **Diablo® III: Reaper of Souls™**, the upcoming expansion to *Diablo III*, opens a dark and terrifying new chapter in the ongoing conflict over the mortal realm of Sanctuary.

**Malthael**, the fallen Archangel of Wisdom, vanished after the events depicted at the end of *Diablo II: Lord of Destruction®*. In **Reaper of Souls**, he returns as the Angel of Death and seizes the Black Soulstone, which contains the essence of the Prime Evil. It now falls to the players to track down Malthael and stop him before he unleashes irreversible havoc on the world.

Fortunately, a new hero is ready to join the cause and bring Malthael to justice—the **Crusader**. Driven by a centuries-long quest to cleanse the corruption blighting their beloved Zakarum faith, Crusaders are warriors of righteousness who have been hardened through relentless, brutal combat with the foul evils plaguing eastern Sanctuary. In addition to wearing immensely heavy armor and wielding a wide range of cruel and punishing weapons, this new playable class in **Reaper of Souls** uses battle magic to strengthen allies and weaken foes. A natural walking tank, the Crusader adds power and versatility to any party of adventurers.

"From the beginning, Diablo has always been about the struggle between good and evil, and **Reaper of Souls** explores the darker notes of that conflict," said Mike Morhaime, CEO and cofounder of Blizzard Entertainment. "This expansion also represents a big milestone in the ongoing evolution of *Diablo III*, with key enhancements to the core gameplay, along with a new act to experience, a powerful new character class, tons of new loot, and even more end-game options. We think players will love playing **Reaper of Souls**, and we can't wait to get it into their hands."

In addition to taking the story of *Diablo III* from the legendary city of Westmarch to the unhallowed halls of the Pandemonium Fortress in **Act V** and introducing the incorruptible Crusader class, **Diablo III: Reaper of Souls** increases the game's **level cap to 70**. Players continuing on with their existing Barbarian, Witch Doctor, Demon Hunter, Wizard, and Monk characters will benefit from an array of fearsome **new spells and abilities** as they advance in level.

The expansion also accentuates the key features of the Diablo franchise, with a greater emphasis on **randomized environments** to explore; epic **new quests**; horrific **new monsters** to defeat; and **substantial updates to the loot experience**, enabling players to further customize their characters with new and improved multilevel Legendary items, new Blacksmith and Jeweler item-crafting options, and more.

*Diablo III*'s **Paragon progression system** is also being majorly upgraded for the expansion, adding even **more end-game character advancement and replayability**. Two new game modes—**Loot Runs** and **Nephalem Trials**—are being added as well, providing fun and rewarding challenges for players to tackle when they're not busy saving the world.

**Diablo III: Reaper of Souls** is playable on the show floor at gamescom, and Blizzard will be revealing further details about the expansion at [BlizzCon](#) and beyond as development progresses. For further information related to today's announcement and all the latest news about **Diablo III: Reaper of Souls**, visit <http://www.diablo3.com/reaperofsouls>.

With multiple games in development, Blizzard Entertainment has numerous positions currently available—visit <http://jobs.blizzard.com> for more information and to learn how to apply.

### **About the Diablo Universe**

Widely regarded as a benchmark for the action—role-playing game genre, **Diablo** (1996) introduced players to the dark, gothic world of Sanctuary and placed them at the center of what would be revealed to be a conflict between the angels of the High Heavens and demons of the Burning Hells over the fate of the world and its inhabitants. **Diablo II** (2000), along with its expansion, **Lord of Destruction** (2001), and several content patches that followed, took the series to new heights and depths, with an elaborate multi-act story, bold new character classes, and an intricate skill system. In **Diablo III** (2012), players return to

the world of Sanctuary to again confront the Lord of Terror, supported this time by a vibrant cast of characters who join them in battle and aid them in other ways. With the upcoming release of ***Diablo III: Reaper of Souls***, players will face a powerful new adversary, uncover his dark plan for humanity—and take the fight to him in a desperate bid to save Sanctuary once more.

#### **About Blizzard Entertainment, Inc.**

Best known for blockbuster hits including *World of Warcraft*® and the *Warcraft*®, *StarCraft*®, and *Diablo*® franchises, Blizzard Entertainment, Inc. ([www.blizzard.com](http://www.blizzard.com)), a division of Activision Blizzard (NASDAQ: ATVI), is a premier developer and publisher of entertainment software renowned for creating some of the industry's most critically acclaimed games. Blizzard Entertainment's track record includes sixteen #1-selling games\* and multiple Game of the Year awards. The company's online-gaming service, Battle.net®, is one of the largest in the world, with millions of active players.

*\*Based on internal company records and reports from key distribution partners.*

**Cautionary Note Regarding Forward-looking Statements:** Information in this press release that involves Blizzard Entertainment's expectations, plans, intentions or strategies regarding the future, including statements about *Diablo III: Reaper of Souls*, are forward-looking statements that are not facts and involve a number of risks and uncertainties. Factors that could cause Blizzard Entertainment's actual future results to differ materially from those expressed in the forward-looking statements set forth in this release include unanticipated product delays and other factors identified in the risk factors sections of Activision Blizzard's most recent annual report on Form 10-K and any subsequent quarterly reports on Form 10-Q. The forward-looking statements in this release are based upon information available to Blizzard Entertainment and Activision Blizzard as of the date of this release, and neither Blizzard Entertainment nor Activision Blizzard assumes any obligation to update any such forward-looking statements. Forward-looking statements believed to be true when made may ultimately prove to be incorrect. These statements are not guarantees of the future performance of Blizzard Entertainment or Activision Blizzard and are subject to risks, uncertainties and other factors, some of which are beyond its control and may cause actual results to differ materially from current expectations.

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