

# Diablo II

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## 1 Getting to the Diablo board

The main way to the Diablo board is through the 'Mausoleum' Adventure card. This requires that you roll two dice and score less than your Strength score. You may also enter through the Graveyard on the main board. When landing on the Graveyard, you may attempt to search for an entrance. Roll two dice. If you score less than your Craft score, you may move to the Diablo board. If you fail, you must then encounter the Graveyard space.

## 2 Drawing Cards

While on the Diablo board, any time a space requires you to draw any cards, you do so regardless of how many cards may currently be on the space. You must then encounter all the cards. If you encounter multiple enemies, you fight them one at a time until you have fought one combat against each one or die trying. Any spells, objects, etc. which effect one combat; stay in effect until the end of all combats against the multiple enemies. There is no limit to the number of cards which may be on any given space.

## 3 Moving on the Diablo board

The dark corridors and rooms of the Diablo board make it real easy to become lost and circle back to the room where you had just come from. Movement on the Diablo board, is nothing like standard movement. After moving to the Entrance space, your turn ends. On your next turn, move into the room marked with the number 1; Draw one card. On each turn following this one, when you begin your turn, roll one die and move to the board space with that number on it. If you are on the space numbered 6 when you begin your turn, roll the die as usual but refer to the table on that space to see where you exit onto the main board to. There is no way out of the Diablo board except by going through room 6. The only other special space on the board is the room numbered 4. If you land on this space you may pray at the altar there and immediately heal back to your starting quota of Lives.

## 4 The Diablo deck

### 4.1 Enemy cards

Enemies are special to the Diablo expansion set and are marked as 'Enemy - Diablo'. These enemies do not have standard Strength or Craft scores as any other enemies but instead have a combat score. This represents a combination of the enemy's Strength and Craft; as the Diablo enemies are typically undead or spirit types but with a solid physical form with enormous strength. When fighting these creatures, a character uses both his Strength and Craft scores added together plus any bonuses from Objects or Followers to arrive at his base combat score. Both the enemy and character then roll one die and add it to these scores. Combat is resolved as normal then with the winner being the one with the highest score. Diablo enemies may not be kept to increase a character's Strength.

### 4.2 Artifact cards

Artifacts are also new to the Diablo expansion and are marked as 'Object - Artifact'. these objects have a line of text which states how many artifact powers the object holds. When drawing an artifact, a player draws that number of artifact power cards from the artifact powers deck and places those cards with the artifact. These powers can be used as if they were special abilities of the character. If an artifact is dropped at any time, it's artifact powers cards are placed with the artifact.

## 5 Artifact Powers deck

This deck contains an assortment of powers which can be found in artifact objects. These powers are described on the cards and most simply affect combat scores or strength and craft scores. Some allow for extraordinary abilities. Once power cards are drawn for an artifact they may never change.

If an artifact power states that a power is only available when used in combat, then that item - a weapon or not - must be used as a weapon in the combat where you intend to gain the bonus. This usu-

Str\Cra	1	2	3	4	5	6+
1	0	0	0	1	1	2
2	0	0	1	1	2	2
3	0	1	1	2	2	3
4	1	1	2	2	3	3
5	1	2	2	3	3	3
6+	2	2	3	3	3	3

Tab. 1: Maximum Mana Points

ally means that you may have to give up using your weapon to attack with a gem in your hand and gain no weapon bonuses.

## 6 Mana

In this expansion, the new characters have some rather nasty special abilities. Each ability has a mana cost which is listed in brackets after the name of the special ability. When a player decides to use one of these powers, he must first remove the mana cost from his mana pool. If a character does not have enough mana tokens, he may not use that ability.

Characters begin the game with the maximum mana tokens allowed from the table below. They are placed in the mana circle on the character cards. After using mana, the character recovers one mana point each turn at the beginning of the character's turn. A character may never have more mana tokens than the table below shows at any time. When a character recovers their maximum tokens, he can not recover more unless his Strength or Craft changes to allow for more. If a character's strength or craft score are decreased and this would result in a change in the maximum mana tokens allowed, the character must discard enough tokens to reach this new limit. The maximum mana tokens any character may ever have is three.

## 7 Combat between characters

Characters may choose to encounter and attack each other. They conduct combat between themselves only after they have encountered all of the cards on the space; at the end of their turn.

## 8 Using the Diablo expansion as a stand alone mini-game

Players choose or draw just the Diablo characters and place their tokens at the entrance space. The game plays following all the normal rules except that the object of the game is to destroy Diablo himself and when

moving from the room numbered 6, instead of leaving the board, move to the room number rolled just as if you were leaving any of the other rooms. The character who defeats Diablo, is the winner. If all the characters are killed, Diablo is the winner and he claims all of the characters' souls.