Diablo The Board Game – III

# Loots

* D20 represents the quality of the loot, from 1(worst)-20(best)
* (1-9)Common(White) – 0 Modifiers.
* (10-14)Uncommon(Blue) – 1-2 Modifiers
* (15-17)Rare(Yellow) – 3-5 Modifiers
* (18-19)Legendary(Gold) – Base set of modifiers (~2-5), + 3-5 modifiers
* (20) - Set(Green) – Same as Legendaries, with a benefit when used with other sets.

# Item Types

* 5 different stacks of cards, shuffled.
* Draw from the proper deck when you roll.
* Roll more dice to figure out which modifier you get to apply, and how many.

# Prefix Modifiers

* 1: +5 Strength
* 2: +5 Dexterity
* 3: +100 Health
* ….
* 20: +1 extra movement

# Suffix Modifiers

* 1: +5 Strength
* 2: +5 Dexterity
* 3: +100 Health
* ….
* 20: +1 extra movement