



*A brief summary on the
game's themes and agendas ...*

The purpose of this article is to write a BRIEF summary of the themes/agendas in the Diablo game series. This is by no means comprehensive, as there are MANY themes in the game series we could go into much greater detail about ... in this summary, we hope to open the reader's eyes to the highlighted themes of the game, in order to jumpstart the reader into doing your own research.

Most of the themes in the Diablo game series are quite BLATANT – as we will discuss, the very characters themselves (the Witchdoctor, Wizard, Demon Hunter, and so forth) reveal the nature of the game ... in our foundational series, “*Journey2Freedom*”, we discuss many of the real-life elements of this game, and just how dangerous these things can be, in opening up doors in our lives to the enemy and his oppression ...

Themes/agendas in the **DIABLO game ...**

Diablo is a dark, fantasy horror video game produced by a company called Blizzard North. They released Diablo Hellfire in 1997, Diablo II in 2000, and Diablo III this year, 15 May 2012.

The game is set in the kingdom of Khanduras, in the world of Sanctuary, and situated in the town of Tristram. The player of the game has to take control of a lone hero to rid the world of Diablo, Lord of Terror – the youngest (but most powerful) of the three brothers (collectively called the three “Prime Evils”):

- Diablo, Lord of Terror (the main antagonist of the Diablo game series)
- Mephisto, Lord of Hatred
- Baal, Lord of Destruction

As the player takes the role of the hero, he has to enter the labyrinth¹ beneath the town's cathedral, which leads through sixteen dungeon levels to dark caves ...

¹ A labyrinth is (1) a complicated, irregular network of passages or paths, in which it is difficult to find one's ways; a maze ... and (2) an intricate and confusing arrangement. In addition, In [Greek mythology](#), the Labyrinth ([Greek](#) λαβύρινθος labyrinthos, "place of the [double-axe](#)," possibly the building complex at [Knossos](#)) was an elaborate structure designed and built by the legendary artificer [Daedalus](#) for King [Minos](#) of [Crete](#) at [Knossos](#). Its function was to hold the [Minotaur](#), a mythical creature that was half man and half [bull](#) and was eventually killed by the [Athenian hero Theseus](#). Daedalus had made the Labyrinth so cunningly that he himself could barely escape it after he built it. Theseus was aided by [Ariadne](#), who provided him with a skein of thread, literally the "clew", or "clue", so he could find his way out again (taken from <http://en.wikipedia.org/>)

And eventually to the fiery pit of hell itself, where he encounters the Lord of Terror, Diablo himself. Each level is full of the undead, monsters, ghouls, demons and the skeleton king. The player has to kill the Archbishop Lazarus, then the dark Lord Diablo, and is eventually totally possessed by the spirit of Diablo himself.

Other characters are:

- The **Rogue** – a female called Blood Raven,
- The **Sorcerer** – also called the Summoner, who uses spell-craft, magic, and wields magically imbued slaves to do his bidding and a power called Mana,
- The **Bard** (a title of used by Druids), who is also a female,
- And the **Monk**.



This video game is designed to blatantly lead those who play it, quite literally, to hell.

When a player begins to “role play” the part of any character in a video game, it is a bit like acting – they begin to “channel” the spirit of the character, consciously or subconsciously whether they know it or not. In acting the learning of lines and taking on the very nature of the part they are playing, when done very well is in fact called channeling! For more information, see the link below:

GoodFight: Oprah And Denzel Summon Spirits

<http://www.youtube.com/watch?v=D5oOY2C9wdl&feature=plcp>

(Also see the GoodFight documentary “Hollywood Unmasked”)

To channel simply means to be a conduit or passage for. Another word for this is possession/demonization. In playing a video game, it is exactly the same process ... only when the script and virtual reality is already provided, it forms an alternative reality into which the player enters immediately.

So unlike acting when the actor has to rehearse and rehearse, in the video world this is instant. Most of the time the action of playing video games is both solitary and in the mind, pretty much one-on-one with the characters, so the power of the mind control behind the motivation for the game is both insidious and very dangerous.



In the Diablo series, the motivation behind it could not be more obvious. The person playing the part of the hero in the game, not only encounters demons, but, eventually descends into a level of darkness where he must not only kill Diablo, Lord of Terror (the devil, pictured right), but become totally possessed by Diablo. This means total possession by the devil. This is very, very dangerous, role-playing, for any person, let alone children. In fact the opening of so many demonic doors could be life threatening from many perspectives!

No one can dance with the devil without getting seriously hurt; least of all play a video game with him!

The Word of GOD states very clearly that there was and only ever will be One Man who could do this and did so, that was the Son of GOD the True Messiah Y'shua (Jesus Christ) of Nazareth, Who defeated the devil at the cross of Calvary, through His Blood, Death, and Resurrection.

The action in Diablo is so blatantly evil. The hero goes to the church, the cathedral, enters into the labyrinth which is a metaphor for entering the womb of the goddess and from there is led deeper and deeper underground in a systematic darker progression from one level to another through dungeons to caves, at each level meeting darker and darker spirits until he becomes a murderer, and enters hell itself, where the player meets Diablo, murders him, the hero/player becomes possessed by satan himself!

This is not a new story line, but was exactly the same pattern of descent through tunnels and darkness into the jaws of hell that initiates took in the ancient Mystery Religions, called the "descent into the Netherworld/Hell". The traumatic processes used on the initiates in the Mysteries formed the first techniques of brainwashing and psychological manipulation (mind control) through fear, terror and drugs, to bring them through the initiation processes to open them up to the world of the spirits and the occult, and converse with the spirits of the dead through the oracle. This was the so-called "privilege" of allowing a man to descend into hell and return alive.

However, even these people only met the oracle, a medium witch who “channeled” the voice of a so called ancestor or relative (a demon), but they did NOT meet and have to murder the devil himself, as in the Diablo game.

This was a journey from which many, many did not return unscathed. There are horror stories recorded of those who were so traumatized they suffered from depression, retardation, loss of initiative, feelings of unreality as if surrounded by ghosts, total insanity, panic and even suicide. Many became addicted and sought the lure of the darkness more and more.

So too with those who play this game ... there are always consequences for what we expose ourselves to and many young people are unstable, depressed and even suicidal because of games like these. Evil has become the norm these days, it has become so much part of our lives that we do not even call it evil anymore ... we have become conditioned and so blind.

Luke 16:19-28 tells the story of the rich man who ended up in Hades, the realm of the dead, in torment in hell he cried out:

“Father Abraham! Have pity and mercy on me and send Lazarus to dip the tip of his finger in water to cool my tongue for I am in anguish in this flame!”

Hell is a real place and we can’t play games with it ... if we do, we must not be surprised at the mental and often physical torment that is the consequence.

Diablo is a Spanish word meaning “devil”. It is the same as Diabolos, from the word Diaballo, meaning:

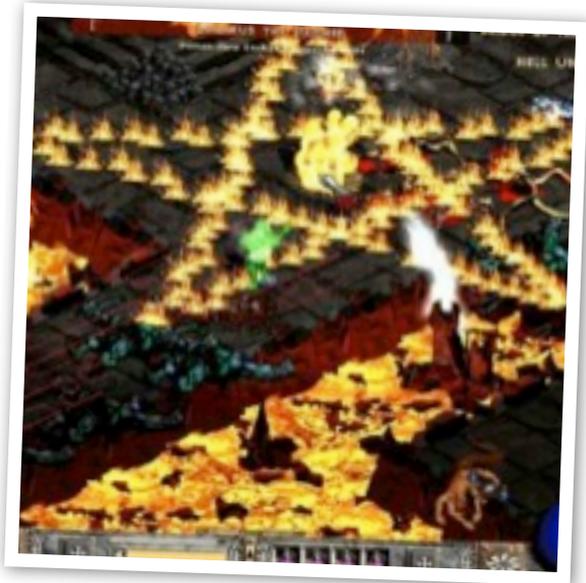
- To throw in or across;
- To generate confusion;
- To make someone fall;
- The liar that speaks against GOD;
- The Liar;
- The one who commits perjury.

The Bible speaks of satan as the father of lies:

John 8:44 *“44 You are of your father, the devil, and it is your will to practice the lusts and gratify the desires [which are characteristic] of your father. He was a murderer from the beginning and does not stand in the truth, because there is no truth in him. When he speaks a falsehood, he speaks what is natural to him, for he is a liar [himself] and the father of lies and of all that is false.”*

The town that the hero enters in Diablo is called Tristram. The name Tristram is a form of the Celtic Tristan, which in Arthurian legend, is one of the Knights of the Round Table. This connects Diablo directly with the world of the occult and Freemasonry. The word Tristan may come from the French Triste, which means "sad". Perhaps this is prophetic because if you end up being possessed by Satan, it is very, very sad indeed!

It originates from another Celtic word Drustan a form of Draoi meaning "wise, magic, a Druid" and the Celtic Drystan meaning "a tumult or din". Tristan was the lover of Isolde in the tragic love story in Wagner's opera.



Diabolos, from which the name Diablo comes, quite literally means the devil on two sticks. It originated as a child's toy whose origins were a juggling game from a circus juggling act called "The Devil's Sticks", or "Stixx" (dating back 3, 500 years ago).

In ancient Greece, these were originally specific terra-cotta discs used as "ceremonial toys" of the youth that were ritually dedicated to the gods and goddesses. They only became toys as a later consequence.

In Greece, it was the river Styx² that was the underground river of death in the Mystery religions. It is actually the origin of both the American the Chinese Yo-Yo, the earliest example of the latter was found dating from the 12th Century. The name Yo-Yo means to come back, to return.

The music written for this game is by Matt Uelman, a man who has written music scores for many, many dark themes.

² The Styx ([Ancient Greek](#): Στύξ, also meaning "hate" and "detestation") ([adjectival form](#): Stygian, /'stɪdʒiən/) is a [river](#) in [Greek mythology](#) that formed the boundary between [Earth](#) and the Underworld (often called [Hades](#) which is also the name of this domain's ruler). The rivers Styx, [Phlegethon](#), [Acheron](#), and [Cocytus](#) all converge at the center of the underworld on a great [marsh](#), which is also sometimes called the Styx. The important rivers of the underworld are [Lethe](#), [Eridanos](#), and [Alpheus](#). The gods were bound by the Styx and swore oaths on it. The reason for this is during the Titan war the goddess Styx, the goddess of the river Styx, sided with Zeus (also taken from Wikipedia).

Another worrying theme that has been brought forth in the latest Diablo release – Diablo III – is the introduction of the “Nephalem”, which are the direct offspring of angels and demons, with the first generation of humans in Sanctuary.

If you have done any studies into the Biblical understanding of Genesis 6, and Y’shua’s (Jesus’) description of these last days being like the “days of Noah” ... this is an interesting theme indeed! Diablo III is yet another entertainment/game with this theme. To understand the seriousness of this, please see our article, as well as the video link below:

TODAY, As In The Days Of Noah?

<http://www.kanaanministries.org/downloads/?did=233>

The Nephilim Agenda In Pop Culture

<http://www.youtube.com/watch?v=mkTEeQhPMnA&list=UUQsbrfLteskvRkcoM7o43wg&index=2&feature=plcp>

Evolution, Panspermia, And The Alien Gospel In Pop Culture

<http://www.youtube.com/watch?v=1pktnaqe6lg&list=UUQsbrfLteskvRkcoM7o43wg&index=3&feature=plcp>



You have to wonder – with these types of games, entertainment, and movies – are we being prepared and desensitized for something? Some type of “disclosure”?

These people are sold out to the purposes of darkness, many dedicated satanists. They know exactly what they are doing, and their object is to lead as many people as they can into hell both literally and figuratively.

They use terms from the Bible – for example the Archbishop is called Lazarus – the same name as the man Y’shua (Jesus) raised from the dead, who did NOT end up in hell as in **Luke 16:19-28**.

The sorcerer uses the power of Mana, a word used for supernatural power in voodoo³ (witchcraft) – this is the counterfeit of the Mana that GOD fed the children of Israel with in the desert for forty years.

³ For additional study on voodoo, please see our book “*Voodoo Background And Prayer*” available for order from the office, or download from the website.

Other interesting **themes**, **perversions** of the **Truth** of the Bible:

- The Diablo “world” was created by one “supreme being” called Anu – made of shining diamond, Anu was the sum of all things – good/evil, light/dark, and so forth.
 - ➔ Interesting that Anu is made up of shining diamond – this is the very description of Lucifer in:

Ezekiel 28:13 “13 You were in Eden, the garden of God; every precious stone was your covering, the carnelian, topaz, jasper, chrysolite, beryl, onyx, sapphire, carbuncle, and emerald; and your settings and your sockets and engravings were wrought in gold. On the day that you were created they were prepared.”

- Seeking a state of total purity and perfection, Anu cast off all evil – this became the seven-headed dragon, Tathamet. Tathamet is pure evil.
 - ➔ Interesting that Tathamet is a dragon – dragon is always a reference to satan.
- Separated from one being, Tathamet and Anu were both trapped within the same place (within the Pearl’s shadowed womb) and they battled with each other for an indefinite length of time. Eventually, the evenly matched adversaries destroyed each other, causing the universe to come into being.
 - ➔ This belief, of two opposing forces/gods, is the basis for most every pagan religion. This is the core belief of Freemasonry and gnosticism – that “Jehovah” created the world, but he is cruel in restricting us ... it was Lucifer who came to free us through enlightenment (eating from the tree) ... what a perversion⁴ and deception!
- After its death, Tathamet gave birth to the seven [Great Evils](#) (which includes the three Prime Evils), each being formed from one of Tathamet’s heads while his body became the foundation of the [Burning Hells](#).
- In the epicenter of reality lies Pandemonium, the scar of the universe’s violent birth. At its chaotic center lay the Heart of Creation, a massive jewel unlike any other – the Eye of Anu, the Worldstone. It is the foundation stone of all places and times, a nexus of realities and vast, untold possibility.

⁴ For more information, check out the GoodFight documentary, “*Hollywood’s War Against GOD*”.

- ➔ Interesting reference to the “Eye” – again, this is common in many pagan religions, known as the “Eye of Horus” and the “All-Seeing Eye” ... this one-eye symbol is also becoming popular in entertainment and pop culture – see <http://vigilantcitizen.com/> for more information.



In conclusion ...

It is astounding that most of pop culture today – including games, entertainment, movies, and music – are simply rehashed and “modernized” versions of the pagan religions, which all stem from Nimrod and Babylon! Truly, there is NOTHING new under the sun!

We need urgently to wake up to the reality of what our children and youth are being exposed to, and understand that these are not just innocent games! They are satanic agendas ... deliberately created tools, to deform and twist minds, and lead them, like paying lambs into hell and total demonization.

In opening these doors to the demonic and occult, those who play such games are literally tying chains of bondage around their souls, spirits, and lives.

Deliverance can ONLY come from the TRUTH – the Bible and Messiah Y’shua (Jesus).

The prophet Hosea says, “*My people perish from lack of knowledge!*” Indeed, how little we know!

PluggedIn⁵ Game Reviews: Diablo III

It's certainly no surprise that a game called Diablo III doesn't have a lot to do with, say, cute-and-cuddly bunnies or Sunday school lessons. Rather, as its title might suggest, this M-rated RPG is all about hell-spawned monstrosities and congregations of demons. Of course, gamemakers Blizzard Entertainment consider the video game's record-breaking sales—a rush that started with a reported 3.5 million units sold in the first 24 hours and 6.3 million in the first week—nothing short of heavenly.

The Diablo franchise was once considered to be the definitive dungeontrolling, battle-action series in the RPG genre. And then, like its titular demonic nemesis, it went underground, so to speak. Now the franchise has been revived after an 11-year break. And while it's easy to see how a decade has changed the world of gaming graphics and the physics of play, there's a lot here that will look familiar to any PC gamers who might have traversed this series' diabolical challenges back in the day.

The Fallen and the Risen

The story picks up in the foreboding, crumbling city of Tristram, a place that saw the defeat of the infernal demon Diablo some 20 years before. But evil has a way of clawing back up from the depths doesn't it? In this case, a wizened old scholar named Deckard Cain has been studying ancient texts and concluded that, simply put, all hell is about to break loose once more. And so it does, in the form of rampaging demonic creatures and risen corpses besieging Tristram's panicked populace.

Deckard himself doesn't last long. Then it's up to his young niece, Leah, to gather his notes and continue looking for lifesaving revelations. Amid this chaos, a fallen angel named Tyreal drops to Earth like a flaming meteor from the heavenly realms. His fallen state, however, isn't due to rebellious choices on his part. Rather, he's chosen to depart from his aloof angelic brethren in order to help humanity.

Tyreal takes on human flesh and joins the earthly struggle against the encroaching devilish horde, believing that mankind's unwavering valor and bravery are the only things that can once again defeat the prime evil of Diablo ... the most powerful demon in existence.

Just One More Level ...

After that ominous introduction, players make their way through this unfolding epic fantasy as a hero who's part of Leah and Tyreal's tale.

⁵ Taken from <http://www.pluggedin.com/games/2012/diablo-iii.aspx>

Players choose their character's gender, then select one of five different classes: Witch Doctor, Barbarian, Wizard, Monk or Demon Hunter.

As those labels hint at, there's a whole lot of bashing, slashing and magic-casting at the core of this contest. And in the beginning, that's about all there is. Moves are simple and button punching is constant. But just about the time you start wondering if Diablo III is going to morph into a monotonous adventure, the mesmerizing science of Blizzard's RPG formula kicks in.

On the surface, it appears that you and a small group of AI- or human-controlled compatriots are exploring a variety of locales—from besieged castle walls to rat-infested sewers to moldy manors and vermin-filled caves—in a quest to find the truth and to prepare for the inevitable day of reckoning. But what you're actually doing is easing into Diablo III's addictive system of challenges and gameplay.

With the defeat of each wave of ever-more powerful monsters, you receive upgrade points, health orbs, gold and dropped items—not to mention increasingly potent weapons and armor, of course. And those upgrades are paced perfectly. So when your barbarian, for instance, moves on from a basic cleaving move to a new leaping attack, or picks up a couple pieces of really cool armor and the ability to create an enemy-tumbling earthquake, you can't help but want to stick with it and see what's next. Just one more level, you might tell yourself (or your parents ... or your spouse).

Another immersive aspect of this system is the opportunity—with so many mix-and-match abilities, distinct ability categories and dozens of skill-enhancing runestones—to customize a uniquely equipped character, one that's radically different from anything anyone else has created. Finally, the game also offers the truly brave at heart a Hardcore mode that limits your character to a single death. If your digital hero or heroine falls in this mode, you can never play that avatar again.

... and a Few More Kills

With all this talk of demons and magic, hacking, slashing and death, you may be wondering just how visually messy this game gets. The answer is pretty messy.

This third-person actioner watches everything from a somewhat distant, bird's-eye point of view. That tones things down a notch when the weapons are flying and the body parts start falling.

But the mayhem is nevertheless intense and unrelenting, even from a distance. Blades, arrows, spears, laser-like blasts and black magic attacks impale, eviscerate and dismember friends and foes alike.

Humanoid and outlandishly misshapen monster enemies often perish in a splashing shower of blood as their bodies are torn to shreds. We see a girl possessed by a devil after being sacrificed by her mother, along with other conjurations that raise dead—and deadly—creatures from the ground.

It's also worth mentioning that some of the well-muscled female characters expose quite a lot of digital skin with their skimpy outfits, too.

Now, with a contorted squint and turn, it's possible to look at this game from a purely good-versus-evil perspective. Defenders of humanity rally together throughout, for instance, displaying an unrelenting passion to stand up against evil and defeat the denizens of darkness.

Still, the game's core spirituality isn't biblical by any measure. No, Diablo III is a bloody campaign drenched in demon possession, witchcraft and brutal combat. Good may ultimately triumph over evil—but not before gamers are exposed to a netherworld full of that evil.