

BAT ⚔ LESS ONE

By

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BATTLES ONE is a fast paced, two player, head to head, fight to the death, dice game. Each player chooses three or more characters for his or her Mob depending on your Rank (more on this later). The object is to either take control of all the characters or to kill your opponent's characters outright.

Set Up:

1. Each player selects three characters to form his or her Mob.
2. Each player distributes each character Level Points in anyway among the red boxes. Write the numbers in the boxes.
3. Each player then rolls a d6 and distributes them in anyway among the blue boxes. Write the numbers in the blue boxes.
4. Each player does the math from left to right and write the result in the green boxes.
5. Each player places his or her Rank card in front of them.
6. Each player then forms his Mob by placing his or her characters on the right side of the Rank Card.
7. You are now ready to play

****Before You Play**** each player should consult the Almanac to read what each of his or her characters do.

Sequence of Play:

Go – This stage is for abilities that may be played during this phase. Characters marked with a (G) can play abilities during this phase. Consult the Almanac for any special abilities that your character might have.

Initiative – Rolling a d6 to determine who goes first each round.

Action – Starting with the player who won initiative, each player may play one of his or her Mobs, whether it is a Turn Action, Out-of-turn Action, Permanent Action, or other action based on what his or her Mob may do. Attacks and spells are the primary focus of this phase.

To Attack:

1. Choose a character to attack with and an opposing character to attack.
2. Determine your target attack roll by adding your characters attack # plus the defenders defense #.
3. Roll a d20. A result equal or greater than your target attack roll is a hit.
4. Roll a damage die as written at the top of your character's card.
5. Damage is subtracted from the defenders HP.

To use a spell:

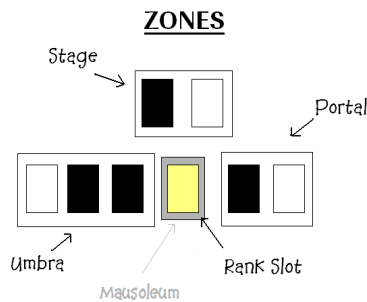
1. Consult the Almanac to determine how to use a character's special abilities.

After a character activates, he will move to the left side of the field and be turned down to show that he can no longer activate this round. Some exceptions may occur.

Recover – All character return to the right side of their field and are turned face up. Some exceptions may occur.

YOU NEED CARDS, PENCIL, DICE AND INSTRUCTIONS TO PLAY

B A T T L E S O N E is a two-player game that challenges Players to use instinct and intuition to defeat their Opponent. This game can be played with just cards, pencil, dice and this booklet. Don the powers and strengths of 28 different characters, called Mobs, and pit them against each other in an all-out slugfest of the fittest. Be the cunning Rogue, or the powerful Fire Mage. Swap blows with the Barbarian while your Thug hides, waiting for the opportunity to strike with deadly precision. Or you can be the deadly Warlock, summoning the forces of the dark nether to make his enemies wallow into submission. The way you play is up to you.



Players duel with Mobs on a playing field. The playing field is divided into 4 zones for each Player: the Portal, the Umbra, the Stage, the Rank Slot and the Mausoleum; the Rank Slot and the Mausoleum take up the same space. As the game progresses, Mobs are moved around the playing field as indicated by their Action and/or description. At the beginning of every game, all cards are placed face-up in the Portal. Then, as the game progresses, Mobs are moved onto the Stage and end up in the Umbra after they have used their turn. This is not always the case, though, as the game allows for many different combinations of attacks and maneuvers.

The Portal is located on the right-hand side of the Player. This is where Mobs are first placed at the beginning of the game and the place they start each round. The Umbra is located on the left-hand side of the Player. This is where Mobs are placed after they have used their turn or are using a special ability as described in the “Mobs” section of this booklet. The Stage is located in front and to the center of the Player, closest to his or her Opponent. This is where Mobs are using an action or are waiting for an action to take place. The Rank slot is where you place your Rank Card, which is located directly in front of the Player, between the Portal and the Umbra. The Mausoleum is where you place a Mob after it has been defeated. You place the defeated Mob underneath the Rank Slot to show that it is dead and in the Mausoleum.

There is 1 of 8 positions each Mob is placed in when playing the game. These are Active, Inactive, Fallow, Busy, Mobile, Defense Mode, STUCK, and Dead.

Active: Active Mobs are in the Portal face-up where they can either Attack or use an Ability or Spell.

Inactive: Inactive Mobs are placed in the Umbra facedown after they have used their Turn Action or have been “Hacked”. Inactive Mobs cannot use an Attack, Ability or Spell unless otherwise mentioned in the Mob description.

Fallow: Fallow Mobs are placed on the Stage facedown. This indicates when a Mob is using a Spell or Ability. Fallow Mobs cannot use an Attack unless otherwise mentioned. Fallow Mobs do not become Active during the End Round Action unless otherwise mentioned. Fallow Mobs may be “Hacked”.

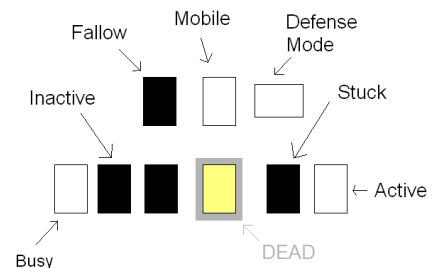
Busy: Busy Mobs are placed in the Umbra face-up. This indicates when a Mob is using a Spell or Ability or waiting for specific instructions per the Mob description. Busy Mobs cannot use an Attack unless otherwise mentioned. Busy Mobs go Active during the End Round Action unless otherwise mentioned. Busy Mobs may be “Hacked”.

Mobile: Mobile Mobs are placed on the Stage face-up. This indicates when a Mob is Attacking, Defending, or using a Spell or Ability.

STUCK: STUCK Mobs are placed in the Portal facedown and indicate when a Mob has missed their turn. When Mobs are STUCK, they cannot use their DEF and cannot Attack or use an Ability or Spell. On the End Round Action, STUCK Mobs are placed in the Umbra facedown and miss next Round.

Defense Mode: Mobs in Defense Mode cannot be the subject of an Ability or Spell and are considered “protected” as long as they are in Defense Mode. This indicates when a Spell or Ability is used against a Mob or the Mob is being attacked.

Dead: Dead Mobs cannot Attack, Defend, use an Ability or Spell or do anything at all in the game unless they are resurrected. Once all of your Mobs are dead, you lose.



Definitions

Player: The real-life person controlling all the Mobs on their side. Players are referred in this booklet as Opponents and Players.

Mob: The Character Card that a Player is using to challenge his or her Opponent. At the beginning of the game all Players must choose from their assortment of Mobs. First, each Player chooses their Mobs so that the total Level Points of **all** the Mobs chosen equal what their Rank will allow. For instance, if you just barely started, your Rank would be Page, which allows 21 LP to spend on your Mobs. This means that you could use 3 7's; a 10, 5 and 6; or a 9, 6 and 7; etc. If you were a Rank of Guardian, you would have 28 LP to distribute to your array of Mob as well as have the ability to use 4 Mobs instead of 3, as you would have for all the previous Ranks.

Round: The time it takes for all Players to complete their Turns. When all Players have no more Active Mobs or their Mobs cannot use an Attack, Spell or Ability, then the End Round Action occurs. After the End Round Action, a new Round starts. Each Round is separated into Turns, which all Players have.

Turn: On each Player's turn, they may take any action as stated in the Mob description. Every Mob has at least one Turn Action, whether it is an Attack or a Spell or Ability. Some Actions do not require a Turn Action, which may or may not allow a Player to go twice in a row. Once a Mob has had their Turn, they become Inactive unless otherwise mentioned. After a Mob becomes Inactive or it has used a Spell or Ability that uses that Mob's Turn, it is the next Player's Turn. There is no set order to which the Players must play their Mobs' Turns.

Initiative: At the beginning of every Round each Player must determine who goes first. This is done by rolling a D6 (six-sided dice). Whoever rolls higher plays the first Turn. If there is a tie, both Players must re-roll until there is a definite order. Initiative occurs at the end of the GO Action.

Dice: This game uses dice with multiple sides, not just a normal six-sided die. Each Action may or may not have a die roll associated with it. You roll to Attack, to use Abilities, to cast Spells, to roll Damage and to determine who goes first in a Round, called Initiative. Once an Action is declared and Mobs are moved into position, you roll to determine the outcome of that Mob's Action, then erase and note the information on the template side of the BATTLE card. There are a total of 6 dice used in the game: D4, D6, D8, D10, D12, and D20. D# is how many sides that dice has. Each Spell or Ability usually has multiple dice associated with an equation giving you a total number of dice to roll. If there is more than one dice used, it is indicated by the number of dice first, then the type of die. I.e., 5D6 is five six-sided dice; 3D4 is three four-sided dice; and 4D8 is four eight-sided dice.

Hacked: If a Mob is Fallow or Busy, that Mob may be "Hacked". When a Mob is "Hacked", that Mob's Spell or Ability stops working and that Mob goes to the Inactive position. A Mob is considered "Hacked" if the Mob is Attacked and **hit**, Attacks, affected by an Ability or Spell, Damaged in any way, misses their Fallow or Busy Spell or Ability VC roll, or if the Player chooses to release the Mob from its position on the playing field. A Mob cannot be "Hacked" until that Mob becomes Fallow or Busy. Therefore, if an Ability or Spell affects a Mob before that Mob has executed its Action during the Action Phase that Mob can still roll for its Ability or Spell. If a Mob is affected during the End Phase and the Spell or Ability has already been rolled for, then that Mob is considered "Hacked". When a text refers to being "Hacked", the Mob will usually become Inactive after being "Hacked" unless otherwise mentioned.

Attack: Attack is abbreviated ATT. The lower the ATT, the easier it is to hit. When you declare an Attack, your Mob is simply trying to hit your Opponent's Mob, doing DX damage (DX is the number in the corner of the Mob card) to the other Mob. An Attack is a Turn Action that goes through every phase of a Turn Action. On the Action Phase the Attacker adds the DEF of the Defending Mob to the ATT of the Mob Attacking and rolls a D20 (a D20 is a 20 sided die). If the roll is equal to or greater than the end result, the Attacker hits and the Attacker(s) roll DMG. A "20" is always considered a hit and does double Damage and a "1" is always a miss and gets that Mob STUCK. The information on the Mob description takes precedence.

Defense: Defense is abbreviated DEF. This is the number that the Attacker adds to the ATT of the Attacking Mob to determine if that Player hits or not. A Mob does not use their DEF if they get STUCK or if it is explained in a Spell or Ability description. In this case, the Attacker need only roll his ATT or better. Every Mob defending an Attack, subject of a Spell or Ability, or using a Defense Mode Action is turned sideways on the Stage to show that they are "protected". This is called Defense Mode. "Protected" Mobs cannot be the subject of another Spell or Ability as long as the current Action is being played. If an Ability or Spell indicates that it is a Defense Mode Action, the Mob using the Action cannot be subject of another Spell or Ability while the Action is being played.

Strength: Strength, or STR, is the number that an attacking Mob needs to roll equal to or more than to successfully hit an Opponent Mob. STR is determined by adding the Attacker's ATT to the Defender's DEF. If this number is 20 or above the Attacker needs to roll a 20, no matter how much above 20 the Strength is.

Damage: Damage is abbreviated DMG. To determine how much Damage an Attacking Mob hits an Opponent Mob with, roll this die. This can be a D4, D6, D8, D10 or D12. Multiple dice Damage is rolled individually or with that many dice. The die roll is NOT multiplied, unless otherwise noted. Damage is considered to occur IMMEDIATELY after an Attack is made.

Hit Points: Once a Mob has lost all of their Hit Points, from Damage or otherwise, the card is then placed in the Mausoleum where it may be resurrected, kept to re-use it for a later game or cashed in for Rank or other commodity. Hit Points are determined at the beginning of the game. Every Mob has 20 Hit Points to start with, then you add the LP's times multiplier. You do not add 20HP to LP and multiply that entire sum total, you merely multiply LP times X and then add 20 HP. Depending on how many Level Points are used, each Mob gains HP accordingly. For every LP used, that Mob gains X1 to X3 as many Total Hit Points, or THP. THP cannot go above the amount determined at the beginning of the game (refer to the LP allocated to HP to determine what that original amount was).

Level Points: Level Points are a number that is used to build Mob Hit Points, Abilities and Spells. The higher the number of Level Points, the more powerful that Mob is. Each Mob has 5 to 15 Level Points, each Level Point reaping more K's with there being no 11, 12, 13 or 14 Level Point cards. **BATTLES: WOL** is a game that requires you to set up before you actually play. This is a painless process that gives you the option to make your character card more powerful. These Level Points are then distributed to the LP column of the Character Card. Once all the Level Points have been distributed, run the small equation to produce either the total number of dice to roll, the number of times that Ability or Spell can be used, or the number you need to roll equal to or below on a D20 for VC rolls. If a card has an equation with two sets of totals, the LP column branches into the two totals, with the top side of the static number to the left hand side of the Spell or Ability being added to the LP and then brought to the top of the Total side of the Spell or Ability, and the bottom being added to the LP and then brought to the bottom side of the Spell or Ability Total, like a branch. For VC rolls, a "1" is always successful and a "20" is always a botch. If the roll is a botch, the character being rolled for becomes STUCK.

Melee Points: *Melee Points adjust the stats of the Mob. Melee Points either cause your ATT to go down by a certain number, or your DEF to go up by a certain number. At the beginning of every game, each player rolls 1D6 for each individual Mob and distributes that roll to a single Mob's stats. So say you started with a Fighter, Thief and a Joker. You'd roll 1D6 for the Fighter then give him those points for stats. Then you'd roll for the Thief and then the Joker. Each D6 is a separate Mob. While fighting, ATT rolls are determined by the Strength (STR) of the attack. STR is determined by adding the DEF of the Opponent Mob to the ATT of the Mob Attacking. The higher the number, the harder it is to attack. Once you know the STR, roll that number or greater on a D20. A "1" is always a botch and a "20" is always a hit and does double damage. If the roll is a botch, the character being rolled for becomes STUCK.*

Rank: *RANK is a card that is earned by cashing in Kjs. Every card has Kjs that can be used to gain RANK. Simply tear off the lower portion of the card and save them. Then as you use cards, you can trade in the Kjs for RANK Cards. There are 20 RANK Cards: Page, Squire, Hero, Adept, Elite, Champion, Champion Elite, Guardian, Guardian Elite, Commander, Commander Elite, Supreme Commander, Master, Master Rank 1, Master Rank 2, Kismet, Lord, Ley Loverly, Loverly, and Hawk. For each level in RANK, you gain 1 point for maximum Level Points for your party. So for the Rank of Page, you get 21 Level Points to distribute to your Mobs. So for the maximum number of cards for a Page, which is 3 Mobs, you can have a combination of one 6 LP card, 5 LP card and a 10 LP card; a 5 LP card, 7 LP card and a 9 LP card, or three 7's, etc. For the next Rank, you get 22 points to spend. All the way up to 40 Level Points for being a Hawk. In Addition to Level Points, each Rank Card has a special ability. Most RANKS are cumulative. If you have a power gained in a previous RANK, you keep that power as part of your current RANK. Melee Bonuses are not cumulative; you use the highest Melee Bonus.*

Kjs: *Kjs are earned when you defeat your Opponent. However many Kjs your opponent Mobs have is the amount that you will gain if you defeat your opponent. Depending on how many Level Points your Opponent Mobs have, you will gain 1 to 10 Kjs which can be traded in for Rank. Each Kjs costs you 5 cents, which if you reach \$5.00 worth of Kjs, you would have 100 Kjs. When you download BATTLES ONE, you can have as many Kjs as you can print out on your computer, but you won't gain RANK until you cash in your Kjs by sending a check or money order with the amount specified to 2413 Bashor St., Duarte, CA 91010 pay to the order of Paul Lopez. Make sure you count your Kjs and that the amount on the check or money order is equal to the amount of Kjs sent times 5 cents. You cannot send in money as your payment for RANK and you cannot send in only Kjs for RANK, either. NO KJS, NO RANK; NO MONEY, NO BANK. You must have the equivalent number of Kjs for every dollar spent. Remember, you can go from zero to Hero for just \$20, but wouldn't you rather earn it first by claiming your victory from your opponents defeat? You gain 1 Kjs for 5 LP cards, 2 Kjs for 6 LP cards, etc. 15 LP Mobs yield 10 Kjs. When you have earned 100 Kjs you go from Page to Squire. But the number of Kjs needed to go up in Rank increases every Rank. Below is a table to see how many Kjs it takes to go up each Rank.*

<i>RANK</i>	<i>Kis</i>	<i>To Go Up Next RANK</i>	<i>Total Kis</i>	<i>RANK Total Amount</i>
2	100	\$5.00	100	\$5.00
3	300	\$15.00	400	\$20.00
4	600	\$30.00	1000	\$50.00
5	1000	\$50.00	2000	\$100.00
6	1500	\$75.00	3500	\$175.00
7	2100	\$105.00	5600	\$280.00
8	2800	\$140.00	8400	\$420.00
9	3600	\$180.00	12000	\$600.00
10	4500	\$225.00	16500	\$825.00
11	5500	\$275.00	22000	\$1,100.00
12	6600	\$330.00	28600	\$1,430.00
13	7800	\$390.00	36400	\$1,820.00
14	9100	\$455.00	45500	\$2,275.00
15	10500	\$525.00	56000	\$2,800.00
16	12000	\$600.00	68000	\$3,400.00
17	13600	\$680.00	81600	\$4,080.00
18	15300	\$765.00	96900	\$4,845.00
19	17100	\$855.00	114000	\$5,700.00
20	19000	\$950.00	133000	\$6,650.00

Rules

Action: GO Actions, Turn Actions, Out-of-Turn Actions, Defense Mode Actions, and End Round Actions are all Actions. All Actions should make the Mob using the Action either switch zones or flip over. All Mobs must have at least one Action per Turn. There is no 'passing' a Turn Action or other Action.

GO Actions: GO Actions occur before Initiative at the beginning of every Round. You cannot Attack, Defend, or Damage a Mob in any way during a GO Action. You also cannot affect an Opponent Mob with a Fallow Ability or Spell. The only things you can do are cast or use a GO Action Spell or Ability. To declare Initiative, one Player must say GO. If the other Player is ready, he or she may roll Initiative. If he or she is not ready, they may play a GO Action. Once they have played all the GO Actions they want to play, they may roll Initiative. The Player who says GO first must wait for the other Player to roll Initiative before rolling themselves.

Turn Actions: Turn Actions have 5 phases to them. These are Declare Phase, Play Phase, Action Phase, Damage Phase, and End Phase. Once a Turn Action has begun, it must be finished unless the Mob using the Turn Action dies or an Out-of-Turn Action prevents them from Attacking or completing their Turn.

- **Declare Phase:** To declare an Action, the Player places his or her Mob into Mobile Position, telling the other Player what that Mob is going to do and to which Mob. This can be an Attack, Ability or Spell. It is during this phase that the Player must tell his or her Opponent how many LP is going to be used for All-or-some Spells and Abilities. Once it is declared how many LP is going to be used, that amount must be erased before the next phase.
- **Play Phase:** Any Fallow or Busy Spells or Abilities are then played as part of the Play Phase. Out-of-Turn Actions can also be played during this phase. Fallow or Busy Spells or Abilities that do Damage or heal during the Play Phase will always go in the order of Initiative for that Round.
- **Action Phase:** To execute an Action, the Defending Player places their Mob on the Stage face-up in Defense Mode, or the Mob being affected is placed in Mobile Position. The Mob using their Action may not roll for their Action until after the Defending Mob has been placed in Defense Mode or the Defending Player says "Ready". For Spells and Abilities that affect more than one Mob, those Mobs do not need to go into Mobile Position. A standard Attack is rolled on the Action Phase. Some Spells do damage as part of their Action. Treat this as both the Action and Damage Phase; as long as the Defending Mob has not been placed in Defense Mode, the Action does not occur.
- **Damage Phase:** Damage is dealt after an Action is executed, no Out-of-Turn Action can be played at this point. If the Action is a standard Attack, the Damage Phase happens IMMEDIATELY after the Attack roll has been made. This Phase may be skipped depending on the Action of the Mob.
- **End Phase:** As long as a Player has not returned their card to the Portal or the Umbra, they can perform Out-of-Turn Actions or other Actions per the Spell or Ability description. Once the Mobs have been returned that Player's Turn ends.

Out-of-Turn Action: Out-of-Turn Actions occur during the play phase or end phase of any Turn Action or during that Player's turn, before an Action has been declared. Fallow or Busy Spells or Abilities may not affect Mobs using Out-of-Turn Actions. If an Out-of-Turn Action does not directly affect a Mob using a Turn Action the Mob using the Turn Action can still complete their Turn. Other Out-of-Turn Actions have situational modifiers. See the Mob description for details regarding this Action.

Defense Mode Action: A Defense Mode Action is an Action that "protects" a Mob from being hit by an Ability or Spell. When a Mob is using a Defense Mode Action, or goes into Defense Mode, that Mob is turned sideways, so that the card is horizontal with the other cards. No Fallow or Busy Abilities and Spells can affect the Mob so that the Mob using their DMA can complete their Action. DMA is not considered a Player's Turn or a Mob's Turn Action.

End Round Actions: When either Player cannot move any more cards around the playing field, all Spells, Abilities or Attacks have been made and no further Actions can be made, that signifies the End Round Action. STUCK Mobs become Inactive and Mobs in the Umbra are placed in the Active Position unless otherwise mentioned in the Mob's description.

Abilities and Spells: There are several methods for using Spells and Abilities. The most common are: Visceral, Quipping, Permanent, Passive, All-or-none, All-or-some or #-or-some. Each Spell or Ability uses LP. All Abilities and Spells use a small equation to determine Total LP, Visceral adjustment, Total DMG and Healing HP. When both Players have only 1 Mob each on the playing field and those cards are either Fallow or Busy and cannot be used, both Mobs become Inactive.

Visceral: Visceral is the gut feeling you have when you're about to win. This is the number you need to roll on a D20 equal to or less than in order to cast the Spell or use the Ability. Simply add the number of the Spell or Ability to the LP of that same Spell or Ability. Roll that number or less on a D20 to see if you successfully cast the Spell or use the Ability. If the Visceral adjustment is 15, then you need to roll 15 or less on a D20 in order to complete the Spell or use the Ability. A roll of 20 always means that the roll is unsuccessful and causes the Mob using its VC to become STUCK. Visceral is abbreviated VC.

Quipping: When a Spell or Ability is used, the Total LP, VC, DMG or HP either goes up or down by a fixed amount. The description of the Mob indicates what this number is. If the description does not indicate how many LP to quip, assume that it is 1.

Permanent: The Spell or Ability LP does not change unless another Spell or Ability changes it. The Spell or Ability does not quip, degenerate or increase and cannot be 'used up'.

Passive: This effect is always on, which is used in conjunction with other Actions. It is assumed to be in effect even if there is no Action associated with it, even other Actions that prevent that Mob from using a Spell or Ability. Passive Abilities are not an Action; they are a function of the Mob's Abilities and should be treated as a natural part of every Action, such as an Attack or Defense Mode Action.

All-or-none: The Mob must use all Total LP or none at all. The Total LP can be decreased or increased with other Abilities or Spells, depending on other friendly or enemy Mobs and/or Mob descriptions.

All-or-some: The Player has the option to use All-or-some of the Mobs Total LP. Once All-or-some of the Total LP has been used, it is gone. Other Abilities or Spells may be used to decrease or increase Total LP. This means that Total LP can go above its original amount, but never below 0.

#-or-some: The Player may only play the # of LP or less with any Spell or Ability. The number is the maximum amount of LP a Mob may use for that Spell or Ability. If the Mob does not have enough LP to spend for the maximum amount, a lesser amount may be used. The amount of LP used for #-or-some Spells or Abilities is subtracted from the Total LP amount every time it is used.

Ability and Spell Icons: All Abilities and Spells have an Icon on them to show when and how those Abilities or Spells are used. These are GO, Turn, Out-of-turn, Defense Mode Action (DMA), Fallow, Busy, Passive, Permanent and STUCK. Some Mobs have more than one Icon on them to show when and how that Ability or Spell is used. The first icon is usually when it is used; the second icon is how it is used. There are exceptions, though; refer to the text description for details regarding this notation.

- **GO** (G) Indicates Abilities or Spells that are used on the GO Action. GO Abilities or Spells may be made Fallow or Busy.
- **Turn** (T) Indicates Abilities or Spells that are used during a Turn Action. Turn Actions cannot be used on the GO Action.
- **Out-of-turn** (O) Indicates Abilities or Spells that are used during the Play Phase, End Phase or on the Turn of the Player playing the Out-of-Turn Action.
- **DMA** (D) Indicates Abilities or Spells that are considered Defense Mode Actions.
- **Fallow** (F) Indicates Abilities or Spells remain in the Fallow Position until "Hacked".
- **Busy** (B) Indicates Abilities or Spells that are being used for this Round only in the Busy Position. Busy Mobs may be "Hacked".
- **Passive** (P) Indicates Abilities or Spells that are used with other Actions depending on the description. Passive Actions may also be quipped on the GO Action.
- **Permanent** (PP) Indicates Abilities and Spells that do not quip or naturally change when using them.
- **STUCK** (S) Indicates Abilities and Spells that either cause the Player's Mob to get STUCK or the Opponent's Mob to get STUCK.

Immediate: Actions that occur IMMEDIATELY cannot be broken with any Spell, Ability, Attack or other Action regardless of their nature.

Automatic: Automatically requires no VC rolls or rolls to hit. Once the Damage has been rolled, treat "automatically" as IMMEDIATELY with no way to alter the effects, unless a Mob description says that it can.

Note: Some spells and abilities have "zero" LP, DMG, VC or other Total due to their abilities. Treat this "zero" as "one". Also, if there is a spell or ability that either puts a Mob in a different location or using a special ability in a zone, place a small counter, like a penny or a paperclip, to show that it's using its Ability or Spell.

Almanac

Warrior

ATT: 8

DEF: 3

DMG: D10

HP X 3

ABSORPTION: (P)

ABILITY

The glistening gleam of the Warrior's plated breastplate absorbs more Damage than any other Mob. If the Warrior gets hit, from an Attack, Spell or Ability, subtract (3+LP) ABSORPTION LP from the Damage dealt. After each assault, the Warrior's armor quips down 1 until it reaches 0. Level Point modifiers do not work on the armor and the armor can never go below 0 ABSORPTION.

BONUS DAMAGE: (P) (PP)

ABILITY

The Warrior learns his Opponents quick, landing each blow better than the one before. A Warrior is granted (3+LP) MAX BONUS DAMAGE at the beginning of the game. After each successful ATT roll, BONUS DAMAGE quips up 1 on the end phase. BONUS DAMAGE cannot go below 0.

Barbarian

ATT: 8

DEF: 2

DMG: D12

HP X 3

BERSERK: (T)

ABILITY

The Barbarian goes all out in an uncontrollable rage that may hit one Opponent Mob multiple times. The Barbarian uses 3-or-some of (2+LP) BERSERK LP for each Attack. An ATT roll of 1 negates all Attacks and causes the Barbarian to get STUCK. An ATT roll of 20 DOES NOT do double damage. The Barbarian will always do at least 1 attack against the Opponent Mob, meaning that the Barbarian may do up to 4 hits per turn because the Barbarian gets 1 Attack + LP spent. The Barbarian must roll all his BERSERK Attacks before rolling for damage.

HOWL: (G) (B)

ABILITY

With the fury of the Nirvana, the Barbarian screams out loud, imparting power to the party. HOWL is a GO Action that allows all party members rolling to ATT to do X2 DMG while the Barbarian remains BUSY. Roll (10+LP) VC during the GO Action to see if the Barbarian yells loud enough. The Barbarian may Attack as a regular Turn Action while BUSY. HOWL ends after the Barbarian's first Attack for that Round or when the Barbarian is "Hacked". The Barbarian may NOT go BERSERK while BUSY.

Paladin

ATT: 7

DEF: 3

DMG: D10

HP X 3

HOLY LIGHT: (T)

SPELL

Light heals ye Paladin's party. (3+LP) D8 are rolled once and that amount heals all party members. HOLY LIGHT is All-or-none and is considered a Turn Action. Modifiers can increase HOLY LIGHT above its original amount.

AID: (T) (D)

ABILITY

The Paladin calls upon the strength of his Deity to give power to a chosen friendly Mob. AID allows the Paladin to give (3+LP) to any Mob as long as the Total LP of a Spell or Ability does not end in HP. This does not change the LP column, but the Total column of each Spell or Ability. AID is All-or-some and cannot be used on the same Paladin using AID. AID is a Defense Mode Action.

Ranger

ATT: 8

DEF: 3

DMG: D8

HP X 3

COUNTER: (O) (D)

ABILITY

Try and you might strike back. COUNTER occurs when the Ranger is Attacked and hit. The Ranger can COUNTER an Attack (12+LP) VC as an Out-of-Turn Action during the End Phase and only when an ATT roll

has been made. The Ranger still needs to roll to hit to COUNTER an Attack, COUNTER happens IMMEDIATELY after Damage has been dealt and is considered a Defense Mode Action.

CalLED SHOT: (T)

ABILITY

Keen eyes and a keen mind serves the Ranger times three. The Ranger may use a CALLED SHOT during an Attack on the declare phase. To use CALLED SHOT, the Ranger must roll (5+LP) VC. If the CALLED SHOT roll is successful, the Ranger then rolls to Attack, negating the DEF of the Opponent Mob, and if that Attack hits, the Ranger will strike down his Opponent for X3 Damage. If the VC roll is unsuccessful, or if the Ranger misses the Attack, the Ranger will become Inactive and the Opponent Mob will take no Damage.

Cavalier

ATT: 7

DEF: 3

DMG: D10

HP X 3

VIGILANTE: (D) (O) (PP)

ABILITY

Throw yourself in front of a foe and take a blow. The Cavalier throws himself in front of an ally, taking (LP*2) less Damage than the Damage dealt to the defending Mob. However many LP in Vigilante is how much LP is used, so that if the Cavalier prevents 10 DMG, then the Cavalier uses 10 LP DMG, erases that much LP from the Total column and keeps the rest. This occurs before the Damage has been rolled for during the play phase only. VIGILANTE is also a Defense Mode Action. If the amount of Damage exceeds the total VIGILANTE LP, the Cavalier takes the remainder of the Damage dealt. The Total LP of VIGILANTE is permanent; no Spell or Ability can increase or decrease the amount of Damage defended. Before a Mob goes into Defense Mode, the Cavalier may use VIGILANTE. If the damage being prevented comes from an Out-of-turn Action, the Cavalier prevents that Out-of-turn Action from happening to the selected Mob. The Cavalier CAN use VIGILANTE in any position on the playing field except the STUCK Position. The Cavalier CANNOT use VIGILANTE on himself.

CHARGE: (G)

ABILITY

The Cavalier will charge into battle, arming himself with the powers of his companions and giving them the advantage by allowing them to go first before the enemy can react. Roll (9+LP) VC to see if the Cavalier becomes Busy. This puts as many allies as the Cavalier wants to become Active in the Portal into Mobile Position, ready to Attack. CHARGE then allows the Cavalier's party to win Initiative and go first in the round. If both parties gain Initiative first, then Initiative will be a D20, not a D6. Then each Mob Attacks in any order they choose, becoming Inactive after wards. The charging party may use any Ability or Spell they want to use, unless that Spell or Ability is a Busy or Fallow Spell or Ability. Only the Mobs that are Active may do anything. After all Mobs have finished their Attacks, the Cavalier may Attack, negating the DEF of the Cavalier's chosen Mob and doing double Damage. The Cavalier CANNOT use VIGILANTE while charging. If the Cavalier is "Hacked", the Cavalier becomes Inactive and the charge halts, sending the charging party to become Inactive. If the Cavalier misses the CHARGE roll, the Initiative, NOT the CHARGE, goes to the Opponent.

Thief

ATT: 10

DEF: 2

DMG: D6

HP X 2

STEAL: (T)

ABILITY

Sneaky little Thieves STEAL anything they can get their greedy little hands on. The Thief has a (8+LP) VC chance of stealing (1 + LP) worth of anything besides HP, ATT and DEF. STEAL LP is used as all-or-some of the LP stolen. So if STEAL LP equals 5 and the Thief wants to STEAL 4 LP from a foe, 4 is subtracted from STEAL LP even if the STEAL VC roll failed. The VC for STEAL remains the same as in the beginning of the game. The Total column of every Mob has treasures that the Thief can steal, but if the Total is HP, ATT or DEF, the Thief cannot steal it. Once stolen, the treasures go into DIVVY LP IMMEDIATELY. It's very important to remember that the LP stolen is from the Total column, not the LP column of the Mob Card. Remember, if the Total LP ends in HP, it cannot be stolen.

DIVVY: (T)

ABILITY

One for you, two for me... Once the Thief has stolen LP, LP goes into DIVVY LP IMMEDIATELY. The Thief starts out with (1+LP) worth of treasure that is placed into DIVVY at the beginning of the game. As a Turn

Action, the Thief can *DIVVY* to multiple party members *LP* in the Totals column As an All-or-some Ability. The Thief cannot *DIVVY* to the *HP*, *ATT* or *DEF* columns.

Thug

ATT: 9

DEF: 2

DMG: D6

HP X 2

HIDE: (T) (B)

ABILITY

Hidden amongst the shadows is a place to *HIDE*. *HIDE* makes the Thug harder to hit with an *Attack* and is impossible to hit with *Spells* or *Abilities* that don't require an *ATT* roll. The Thug has a $(12+LP)$ VC chance to *HIDE*. *HIDE* is a Turn Action that causes the Thug to be placed in the Busy Position. The Thug cannot *Attack* or *BACKSTAB* while Busy. On the End Round Action, the Thug becomes Fallow for the next Round until the Thug is "Hacked" or *BACKSTABS* an Opponent Mob. The Thug receives a bonus of +4 to his *DEF* while hidden.

BACKSTAB: (T) (F)

ABILITY

The Thug *BACKSTABS* an Opponent Mob doing massive damage with a knife. The Thug has $(2 + LP)$ to work with but can only use 3-or-some plus a base of 2 for *BACKSTAB* multipliers. Therefore the Thug may do up to 4 times the Damage on his Turn. *BACKSTAB* is a Turn Action and replaces a normal *Attack*; all the Thug needs to do to *BACKSTAB* his Opponent is to hit. Opponent Mob *DEF* is compromised when a Thug uses a *BACKSTAB*. If a 20 is rolled while a Thug *BACKSTABS* his Opponent, add one multiplier, not double the double, or double the triple, etc.

Assassin

ATT: 9

DEF: 2

DMG: D6

HP X 2

ASSASSINATE: (T)

ABILITY

One, two...you die! The Assassin *ASSASSINATES* any enemy Mob, if the Assassin can hit them. *ASSASSINATE* is a Turn Action with a $(1+LP)$ VC chance to kill an Opponent Mob, but the Assassin must make an *ATT* roll. The *DEF* of the defending Mob is compromised during an assassination. If either the Ability roll or the *ATT* fails, *ASSASSINATE* quips down two. Even if the Assassin performs a successful assassination, *ASSASSINATE* quips down one. If an Opponent Mob is assassinated, that Mob goes to the Mausoleum and is considered dead.

GUISE: (T) (F)

ABILITY

How would you like to be on my side? The Assassin assumes the *GUISE* of any Opponent Mob, giving the control of the Opponent Mob to the Assassin. *GUISE* is a Turn Action that makes the Assassin Fallow if the Assassin rolls $(8+LP)$ VC. The Assassin then chooses one Opponent Mob and places it in the Umbra, Inactive, if the roll is successful. The Opponent's Mob is now under the control of the Assassin's Player and can perform any Action according to the rules of that Mob. The Assassin must remain Fallow while the Opponent Mob is under the *GUISE* of the Assassin's Player. The Assassin cannot *Attack*, *ASSASSINATE* or use another *GUISE* while Fallow. When the Assassin is "Hacked", the *GUISE* is released IMMEDIATELY. If the Opponent Mob dies while under the control of the Assassin, the Assassin becomes Inactive and the Mob being controlled goes to the original Player's Mausoleum. If the Opponent has no more Mobs besides the Mob under the *GUISE* of the Assassin, the Assassin's side wins. To show that your Opponent's Mob is on your side, use a small counter to place on the Opponent Mob who is now working for the Assassin.

Rogue

ATT: 9

DEF: 2

DMG: D6

HP X 2

SNEAK ATTACK: (T)

ABILITY

Sometimes plain *Attacks* are hidden, away from view. If a Rogue rolls to *Attack*, hits and rolls for Damage, he is placed in the Busy Position. Played as Turn Action, the Rogue may roll $(12+LP)$ VC to *attack* again, but he must do it on his Player's turn. The target must always remain the same so that if an Opponent's Mob dies, the Rogue can no longer *SNEAK ATTACK*. That *Attack* must be fully executed before the rest of the Turn Action an Opponent is playing. Fallow and Busy *Abilities* or *Spells* during a *SNEAK ATTACK* do not affect the Rogue. If the Rogue misses the roll, the Rogue becomes Inactive and cannot *SNEAK ATTACK* again until next Round. No

roll is needed to become Busy after an Attack hits. The Rogue can be "Hacked" and remain Busy. If the Rogue is in the Umbra, he cannot set a TRAP.

TRAP: (T) (F)

ABILITY

The Rogue sets a TRAP. On the Rogue's Turn, roll (9+LP) VC to become Fallow. As long as the Rogue is Fallow, the TRAP is set. For every Opponent Mob using their Turn Action, the Opponent has a (7+LP) VC chance of IMMEDIATELY becoming Inactive, ending their Turn. The Rogue remains Fallow as long as she wants, including after the End Round Action and on into the next Round. Once the Rogue has been "Hacked", the Rogue becomes Inactive and the TRAP is gone.

Joker

ATT: 11

DEF: 2

DMG: D4

HP X 2

JOKER: (T)

ABILITY

Hahaha, the joke's on you! The joker thinks it's funny if a Mob hits themselves with their own weapon. Roll (10+LP) VC to see if an Opponent Mob gets it. If the roll is successful, the Opponent Mob takes maximum Damage from its own weapon. This is a Turn Action that does not require an ATT roll to hit, but cannot be counted as an ATT roll, either. The Joker cannot use JOKER if the JOKER is going to kill someone.

PRANK: (T)

SPELL

The Joker plays around with all the little toys on the playing field. An Opponent Mob hits another Opponent Mob, doing Max DMG if the Joker rolls (8+LP) VC, but the Opponent Mob attacking must be Active. If the roll is successful, the Opponent Mob attacking becomes Inactive after hitting his friend. If the roll is unsuccessful, the attacking Mob does Max DMG to the joker for trying to make him hit his friend. The attacking Mob goes into Mobile Position while the defending Mob goes into Defense Mode.

Fire Mage

ATT: 12

DEF: 1

DMG: D4

HP X 1

FIREBALL: (T) (T)

SPELL

Duh, fireballs are made of fire. The Fire Mage does 3-or-some D6 FIREBALL DMG to any number of Opponent Mobs in a one zone on the Opponent's side. Roll (8 + LP) VC as a Turn Action to see if the Fire Mage successfully charges up a FIREBALL. If the roll is successful the Fire Mage becomes Busy. The next available Turn Action, the Fire Mage unleashes the FIREBALL with no success rolls needed, the Fire Mage does 3-or-some D6 DMG to all Mobs in a chosen zone AUTOMATICALLY. If the Fire Mage is "Hacked" while Busy, the Fire Mage and any number of Mobs in the Umbra take 3D6 DMG, regardless of the Total LP of the Fire Mage's FIREBALL. The Fire Mage does not need to cast FIREBALL immediately after charging up the FIREBALL; the Fire Mage may remain Busy for any amount of time, but needs to release the FIREBALL sometime that round. The Fire Mage starts out with (2 + LP) D6 FIREBALL DMG.

FIREWALL: (T) (PP)

SPELL

Walls are made to keep people out, but when they're made of fire, they really hurt. When the Fire Mage casts Firewall, place the Fire Mage in the STUCK, Busy or Fallow positions, your choice (place a counter on the Fire Mage to show that it is using the Firewall Spell). For the rest of the game, the Fire Mage has the option to stay in that position, until "Hacked", or leave the zone and become Inactive on a Turn Action or Go Action. If an Opponent Mob Attacks, casts a Spell or uses an Ability that requires a Mob to come out of that zone, that Opponent Mob takes (1+LP) D6 Damage AUTOMATICALLY. A FIREWALL quips down one every time it is used until there is no FIREWALL left. The FIREWALL goes down and the Fire Mage becomes Inactive if the Fire Mage is "Hacked". The Fire Mage need only roll (5+LP) VC to cast FIREWALL.

Ice Mage

ATT: 12

DEF: 1

DMG: D4

HP X 1

ICEBOLT: (T)

SPELL

ICEBOLT forms on the fingertips of the Ice Mage, making a Mob cold. ICEBOLT is a 4-or-some Turn Action which does (3+LP) D6 Damage if the Ice Mage rolls to attack and hits. The DEF of the defending Mob is compromised. If the ATT roll fails, the Ice Mage slips and nothing happens to the Opponent Mob.

FREEZE: (T)**SPELL**

How do you make a snowman sneeze? Freeze him. *FREEZE* freezes an Opponent Mob, making it *STUCK*, frozen until next Round. *FREEZE* is a Turn Action which requires the Ice Mage to roll (9+LP) VC. The Ice Mage cannot freeze an already *STUCK* Mob.

Air Mage**ATT: 12****DEF: 0****DMG: D4****HP X 1****FLY: (G) (B)****SPELL**

The Air Mage quickly launches into space and flies. If the Air Mage rolls (12+LP) VC on the GO Action, he flies. The Air Mage becomes Busy once the Air Mage rolls successfully. Once the Air Mage has flown, he or she can cast *AIR BOLT* and hit *AUTOMATICALLY*. *FLY* makes the Air Mage impervious to ATT rolls, but Spell Casters can still cast Spells against the Air Mage if that Spell doesn't require an ATT roll. If a Spell or Ability that doesn't require an ATT roll affects the Air Mage, the Air Mage falls to the ground and takes (1 + LP) D4 Damage, making him Inactive. Flying doesn't last forever, a flying Air Mage must become Active during the End Round Action, landing on the ground.

AIR BOLT: (T)**SPELL**

Wisps of air, hard as steel, sheer from the sky and blow away the enemy. The *AIR BOLT* is a Turn Action and does (3+LP) D8 Damage. If the Air Mage is on the ground, the Air Mage has to roll to hit, negating the DEF of their Opponent. But if the Air Mage is in the Air, the Air Mage hits *AUTOMATICALLY*. *AIR BOLT* is 4-or-some.

Earth Mage**ATT: 11****DEF: 1****DMG: D4****HP X 1****EARTHQUAKE: (T)****SPELL**

The ground shakes making everybody either stand their ground or fall to their knees. *EARTHQUAKE* causes a huge *EARTHQUAKE*, moving ALL Active Mobs to become Inactive and ALL Inactive Mobs to become Active. This is done to both Player's sides. It also "Hacks" all Mobs that were Busy or Fallow, unless they cannot be "Hacked". It can be done (2 + LP) times, so the LP quips down 1 every time it is used. This is a Turn Action and doesn't affect the Earth Mage, making the Earth Mage to go to the Umbra facedown after the *EARTHQUAKE* stops.

METEOR SHOWER: (G) (F)**SPELL**

Gigantic meteors stream down from the heavens, leaving destruction in their wake. During the GO Action the Earth Mage can decide to cast a *METEOR SHOWER*. The Earth Mage becomes Busy when he decides to cast *METEOR SHOWER*. If the Earth Mage fails his *METEOR SHOWER* roll, he becomes Inactive. *METEOR SHOWER* is considered the Earth Mage's Turn, meaning he cannot use an Attack or another Spell that same Round. When an Earth Mage casts *METEOR SHOWER*, he CANNOT release himself from being Busy, making the *METEOR SHOWER* last through the entire Round. Any time ANY Mob, on either Player's side, plays a Turn Action while the Earth Mage is Busy, they have a (9+LP) VC chance of being hit with a *METEOR* during the Play Phase only. If a Meteor strikes a Mob, that Mob takes damage and becomes Inactive. The *METEOR* does (1 + LP) D6 Damage and quips down 1 every time a *METEOR* strikes, meaning that *METEOR SHOWER* does not quip if the Meteor does not strike. *METEOR SHOWER* does not take effect until after the GO Action.

Mystic**ATT: 12****DEF: 1****DMG: D4****HP X 1****LIGHT: (T) (F)****SPELL**

Light ignites the fire inside. In order to cast *LIGHT*, the Mystic must roll (9+LP) VC on that Player's Turn. Once *LIGHT* is cast, the Mystic becomes Fallow. As long as the Mystic remains Fallow, every ally heals (LP*3) HP every time that Mob becomes Mobile. This is done during Play Phase on that Mobs Turn. If the Mystic is "Hacked", the *LIGHT* is released IMMEDIATELY, healing every ally in the Portal (LP*2) HP if the Mystic rolls (9+LP) VC again. The Mystic then becomes Inactive ending her Turn. The Mystic may remain Fallow for as long as she likes.

SHADOWS: (T) (B)**SPELL**

SHADOWS beckon, when darkness creeps in, you will have no choice but to give in. Instead of becoming Fallow, like *LIGHT*, the Mystic becomes Busy if the Mystic rolls (8+LP) VC. Using *SHADOWS* requires the use of the Mystic's Turn. Every time an Opponent Mob becomes Mobile on their Turn Action, only, that Mob has the option of either becoming Inactive IMMEDIATELY, or taking (LP*2) Damage. Once the Mystic is "Hacked", the Mystic releases the *SHADOWS* and becomes Inactive. On the End Round Action, the Mystic using *SHADOWS* stops using *SHADOWS* and becomes Active.

Shaman**ATT: 12****DEF: 0****DMG: D4****HP X 1****PEACE PIPE: (T) (F)****SPELL**

The Shaman plays the *PEACE PIPE* peacefully. When the *PEACE PIPE* is played, an Opponent's Mob cannot become Fallow and Fallow Opponent Mobs become Inactive, ending their Turn. Roll (8+LP) VC to see if the Shaman plays the peace pipe eloquently enough to shunt evil and become Fallow. If the Shaman is "Hacked", the Shaman becomes Inactive and cannot play the pipe again until the next Round.

DANCE: (O)**SPELL**

Eloquently dancing the Shaman bounces up and down. *DANCE* negates all Spells and Abilities as if they have been used if the Shaman rolls (10+LP) VC on the play phase of the Opponent Mob. *DANCE* can only work on Spells and Abilities, not ATT rolls.

Theurgist**ATT: 11****DEF: 1****DMG: D4****HP X 1****RETRIBUTION: (G) (B)****SPELL**

I am rubber, you are glue, don't hurt me or I'll hurt you. *RETRIBUTION* deals Damage to the Opponent Mob dealing Damage. For every Hit Point an ally suffers, *RETRIBUTION* deals the same Damage to the offender, as long as the Theurgist remains Busy. You cannot cast *RETRIBUTION* on the person casting *RETRIBUTION*. For Spells and Abilities that Damage more than one foe, the Damage is NOT totaled. The amount of Hit Points rolled for is the amount of Damage that *RETRIBUTION* affects. If Damage is inflicted as an Out-of-Turn Action, *RETRIBUTION* is assumed to occur IMMEDIATELY after Damage is dealt. Fallow and Busy Spells and Abilities that deal Damage on the play phase are not affected by *RETRIBUTION*. Roll (10+LP) VC to see if the Theurgist becomes Busy during the GO Action. As long as the Theurgist remains Busy, *RETRIBUTION* is still in effect. If the Theurgist is "Hacked", the Theurgist becomes Inactive and the *RETRIBUTION* ends, but not before dealing *RETRIBUTION* Damage one last time, if the Theurgist is damaged. Also, if the Theurgist dies in the process of using *RETRIBUTION*, *RETRIBUTION* still counts.

PROTECTION: (T) (F)**SPELL**

Ancient walls of ethereal power prevent harm for the party. On the Theurgists' Turn, roll (10+LP) VC to become Fallow. While the Theurgist remains Fallow, ALL friendly Mobs, including the Theurgist, gain 1+LP to their DEF. Since this is not natural armor, the +LP is still in effect when DEF is normally negated. If the Theurgist is "Hacked", the Theurgist becomes Inactive, ending the Theurgists' Turn.

Necromancer**ATT: 13****DEF: 0****DMG: D4****HP X 1****SUMMON DEAD: (T)****SPELL**

It's alive! The Necromancer speaks to the dead and brings a Mob from a Mausoleum back to life. *SUMMON DEAD* is a Turn Action that brings a dead Mob back if the Necromancer rolls (8+LP) VC. The summoned Mob cannot use any of its previous Abilities or Spells and comes back from the dead with (LP*4) HP. All of the original stats remain intact, such as ATT and DEF. The dead Mob can be from the Necromancer Player's Mausoleum OR the Opponent's Mausoleum. If the summoned Mob is from the Opponent's Mausoleum, that Mob cannot be resurrected or summoned from one of the Opponent Mobs and remains in the control of the Necromancer until the Necromancer dies or the summoned Mob dies again. The Summoned Mob acts as a bodyguard to the Necromancer. If the Necromancer is attacked, only if an ATT roll is made, an undead Mob has a (8+LP) VC

chance of getting hit instead. If the Necromancer dies while a Mob has been summoned, the summoned Mob dies also. The Necromancer may summon more than one dead Mob, but may only summon one dead Mob per Round. This would allow the Necromancer to pick and choose which summoned Mob defends him. The Mob summoned comes to the field Inactive on the Necromancer's side the Turn it was summoned. To show that a Mob is undead, place a counter on it.

DISINTEGRATION: (T)

SPELL

The grass grows greener if you take care of it. The grass doesn't grow at all if you disintegrate it. DISINTEGRATION scourges all Opponent Mobs from the Umbra, only, for (2+LP) D4 Damage. The damage DISINTEGRATION does is rolled once for all Mobs in the Umbra. DISINTEGRATION is All-or-none and causes the necromancer to become STUCK after casting it. Mobs that were Busy are now considered "Hacked".

Cleric

ATT: 10

DEF: 2

DMG: D8

HP X 2

RESSURECT: (T)

SPELL

The Cleric reaches into the Astral seeking to return the Spirit of a Dead Mob to Life. The body of the dead Mob is resurrected with a chance of (9+LP) VC to RESSURECT. This is a Turn Action and if the Mob fails to RESSURECT, it is sacrificed to the gods and cannot be resurrected for the remainder of the game. Simply tear off the Ks to show that it cannot be resurrected for the remainder of the BATTLE. The Mob is resurrected to 20 HP, but Spells and Abilities remain the same as when they died. The resurrected Mob returns to the playing field Inactive and is considered alive, so if the Cleric dies, the resurrected Mob still goes on.

HEAL: (T)

SPELL

Relax; the rest has been done for us. The Cleric may HEAL one party member a total of (3+LP) D8. HEAL is All-or-some and is considered a Turn Action. The Cleric may HEAL only one party member per Turn.

Druid

ATT: 11

DEF: 1

DMG: D6

HP X 2

WALL OF THORNS: (G) (F)

SPELL

The Druid uses the forces of nature to erect a WALL OF THORNS. The Druid becomes Fallow if he or she rolls (9+LP) VC. While in this position, if an Opponent Mob Attacks or uses an Ability against any ally, he or she has a (9+LP) VC chance the Attack didn't go through, ending its Turn. The Opponent Mob Attacking takes (LP*2) Damage if the Attack did not go through. Spells still do damage and affect Opponents in the description of that Spell, but if an ATT roll is required to hit, it has a chance it won't go through. If the Druid is "Hacked", the WALL OF THORNS goes down. Mobs Attacking the Druid still need to get past the WALL OF THORNS to hit the Druid.

SUMMON WOLF: (T) (B)

SPELL

The Druid calls upon the residents of his domain to SUMMON WOLF. Roll (6+LP) VC to SUMMON WOLF. Place the Druid in the Busy Position to show there is a WOLF. Every time a friendly Mob uses ATT and hits the Opponent Mob the WOLF has a (6+LP) VC chance to bite the Opponent Mob for 2+LP D4 Damage. This damage is considered all-or-some; so when it's gone, it's gone. Any time an ATT roll is made from an ally, be it a Turn Action Attack or an Attack from a Spell, the WOLF has a chance to hit. No ATT roll is needed to see if the WOLF hits but the Mob attacking still needs to roll to hit before the WOLF has a chance to hit. The WOLF goes away during the End Round Action when the Druid becomes Active for next Round. The WOLF disappears if the Druid is "Hacked".

Warlock

ATT: 12

DEF: 0

DMG: D4

HP X 2

SUMMON DEMON: (T) (B)

The Warlock summons up a Demon from the dark nether to call him into combat and protect him. Roll (8+LP) VC as a Turn Action to make the Warlock Busy, showing the Players that there is a Demon on the field. If the Warlock is attacked or the subject of a spell or ability, the Demon may absorb the effects if the Warlock rolls

(8+LP) VC, but the Warlock will become "Hacked" and the Demon would go away. If the Warlock is "Hacked" because the Demon failed to protect him, the Warlock gets STUCK and takes DEMON ATTACK DMG.

DEMON ATTACK: (T)

Wanna dime for a Quarter? Once the Demon has been summoned, the Warlock must make the Demon Fallow as a Turn Action to Attack. The next Turn Action, if the Demon is Fallow, roll (8+LP) VC to cast DEMON ATTACK. If the Warlock fails this roll, the Warlock is "Hacked" and becomes Inactive. If the Warlock casts DEMON ATTACK successfully the DEMON does the Warlocks THP in HP DMG to the Opponent Mob and the Warlock takes DEMON ATTACK (LP) DMG + 1.

Light mage

ATT: 11

DEF: 1

DMG: D4

HP X 1

AURA: (G) (B)

SPELL

You shall not pass. All Mobs on the Light Mage's side in the Umbra cannot be worked in any way as long as the Light Mage remains Busy. If there is a Mob with a counter on it, that Mob goes back to the original player's Umbra, Inactive. Roll (10+LP) VC to cast AURA during the GO Action. This AURA prevents any Opponent from Attacking, casting Spells or using Abilities on either the Light Mage or the Mobs in the Umbra. If a Spell or Ability affects more than one Mob, it only affects the Mobs that are not protected from the AURA. If there are no more Mobs in the Portal or on the Stage on the Light Mage's side, the Round ends and all Mobs on ALL sides become Active, starting a new Round, even previously STUCK Mobs. If a Mob becomes Busy on the Light Mage's side, that Mob may still use their Turn Action or Out-of-turn Action, but once they leave the Umbra, they no longer benefit from the AURA.

NEW: (G) (F)

SPELL

Oh, great, another newbie. Roll (12+LP) VC on the GO Action to make ALL Opponent Mobs NEW. The Light Mage becomes Fallow on the GO Action if the roll is made. All Mobs on the Opponent's side can only Attack and do nothing else as long as the Light Mage remains Fallow. Fallow Mobs and Mobs using a GO Action can still use their Spell or Ability. If a GO Action is used as a chain spell or ability, that ability or spell will still work. But, if the Mob is in the Portal after initiative has been rolled, that Mob is now NEW. If the Light Mage is "Hacked", NEW is used up and Mobs can continue using their stuff.

Illusionist

ATT: 12

DEF: 0

DMG: D4

HP X 1

DISGUISE: (O)

SPELL

The Illusionist makes the Opponent think twice, making them target a different Mob on the Illusionist's side. DISGUISE is an Out-of-Turn Action, which can only be done on the play phase of a Turn Action. When an Opponent uses their Ability, casts a Spell or Attacks a Mob on the Illusionist's side, the Illusionist chooses an alternative Mob on the Illusionist's side and targets them instead if the Illusionist rolls (12+LP) VC. DISGUISE quips down 1 every time it is used. The Illusionist can only use DISGUISE when active.

FLOWER: (T)

SPELL

The Illusionist makes a fake FLOWER and gives it to an enemy, making them take it with reverie. If the Illusionist rolls (7+LP) VC as a Turn Action, the enemy Mob goes to the Illusionist's side in the Portal, STUCK staring at the FLOWER. If the STUCK Mob is worked in any way, Damaged or moved, the STUCK Mob becomes Inactive in the original Player's Umbra. The STUCK Mob's DEF is compromised and there can only be one STUCK Mob from the Illusionist's Opponent at a time. The FLOWER remains the property of the Illusionist's Player for as long as the Illusionist is alive, but the Illusionist can dispel the FLOWER at any time, making the STUCK Mob Inactive on the Opponent's side. If the Illusionist dies, the STUCK Mob goes back to the original party, Inactive. As long as the Illusionist is active, it may cast FLOWER. Once cast, the Opponent Mob stays STUCK without the help of the Illusionist, meaning the Illusionist becomes Inactive after casting FLOWER, while the Opponent Mob remains STUCK. The Illusionist cannot be "Hacked" in this way. If the Opponent has no more Mobs besides the STUCK Mob, the Illusionist's side wins. To show that a Mob is stuck staring at a flower, place a counter on it.

Fighter

ATT: 8

DEF: 3

DMG: D10

HP X 3

GRAPPLE: (T)

ABILITY

The Fighter strangles a foe while friends swap blows as the Mob struggles. GRAPPLE is a Turn Action that allows allies to Attack if they are Active in the Portal. The Fighter GRAPPLES a foe if the Fighter rolls (11+LP) VC doing LP Damage to the Opponent Mob, but must hit the Mob. The allies Attack in Defense Mode as a free Attack. If the Fighter becomes STUCK, either from a 20 on the VC roll or a 1 from the Attack, ALL Mobs attacking become STUCK. This free Attack negates the DEF of the grappled Mob.

DODGE: (O)

ABILITY

For every Attack, the Fighter may DODGE, if the Fighter is quick enough. As an Out-of-Turn Action, the Fighter can Dodge an Attack anytime the Fighter goes into Defense Mode. While in Defense Mode, during any phase, the Fighter may roll (9+LP) VC, and DODGE nimbly aside. This can be done even after Damage has been rolled for. The Fighter cannot DODGE Spells and Abilities unless that Spell or Ability requires an ATT roll.

Gladiator

ATT: 8

DEF: 3

DMG: D12

HP X 3

ARENA: (T)

ABILITY

The Gladiator pulls (2+LP) victims to enter the arena. These victims must be in the Portal as Active or in the Umbra Inactive, and must have at least 10 HP left to fight with. Each one goes into Defense Mode and the Gladiator chooses which ones he would like to battle first, second, third, etc. First, the Gladiator Attacks and if he hits, that Mob goes to the Umbra face-down. If the Gladiator misses, the Opponent Mob can strike back, doing damage to the Gladiator if the hit is successful. The Opponent Mob will then become Active; whether they hit or not. ARENA is a turn action and cannot be used with LEAP. Also, place a counter on the Gladiator to show that he is in an ARENA.

LEAP: (O)

ABILITY

If the Gladiator hit with a normal Attack, the Gladiator can leap back into the Portal as Active if he rolls (10+LP) VC. If he misses this roll, he gets STUCK. The Gladiator can only LEAP LP times. The Gladiator may choose, after a successful attack, not to LEAP and become Inactive instead. This is considered an Out-of-turn action that can only be done on the end-phase of normal Attack.

Evoker:

ATT: 12

DEF: 0

DMG: D4

HP X 1

LIGHTNING STRIKE: (T)

SPELL

LIGHTNING STRIKE shocks a foe unerringly. LIGHTNING STRIKE is a 4-or-some Turn Action that does (2+LP) D6 electrical Damage to one Mob only. LIGHTNING STRIKE hits AUTOMATICALLY, but the Evoker becomes STUCK instead of Inactive after the lightning strikes.

MAGIC MISSILE: (T)(O)

SPELL

On a whim, the Evoker produces small balls of energy that strikes an enemy at a distance. The MAGIC MISSILE quips down and is considered both an Out-of-Turn Action and a Turn Action. As an Out-of-Turn Action the MAGIC MISSILE quips down one and does only one D4 Damage. As a Turn Action the MAGIC MISSILE quips down one and does maximum Damage. A MAGIC MISSILE can do (2+LP) D4 Damage and hits AUTOMATICALLY. If the Evoker chooses to use MAGIC MISSILE as a Turn Action, the Evoker gets STUCK after successfully casting it.

Time Mage

ATT: 11

DEF: 0

DMG: D4

HP X 1

ENTROPY: (O)

Why try? Just give up. As an Out-of-turn Action, make any Mob on either side Inactive, no matter what their position is on the playing field. The Time Mage need only roll (11+LP) VC to make a Mob Inactive. The Time Mage may not use ENTROPY if it is Inactive or STUCK.

TIME SLIP: (T)(F)(B)

Where were you when I first met you? Roll (10+LP) VC to become Fallow. While Fallow, make any Inactive Mob on any side to become Active as a Turn Action with a chance equal to (8+LP) VC. The first time this is done, after a Mob has become Active, make the Time Mage Busy. In the Busy Position, the Time Mage can make another Mob that is Inactive to become Active once more before the Time Mage becomes Inactive. If the Time Mage misses a roll or is "Hacked", the Time Mage becomes Inactive and cannot cast TIME SLIP until next Round.

Dark Mage

ATT: 12

DEF: 0

DMG: D4

HP: X1

DISSENSION: (T)

DISSENSION goes through the ranks of the enemy, causing them the inhibition of their intentions. The Dark Mage chooses any number of Mobs in the Portal on the enemies side and causes them to become Inactive if the Dark Mage roll (8+LP) VC. For every Mob, the Dark Mage subtracts that many LP from the VC roll for the next time DISSENSION fills the enemy ranks. If the Dark Mage misses a roll, up to the number of Mobs chosen on the Dark Mages side becomes Inactive.

BALLS: (T)

Take a chance, if you've got the BALLS. If the Dark Mage rolls (10+LP) VC, the Dark Mage can roll for his position. If the Dark Mage fails this roll, the Dark Mage takes all of (1+LP) D6 DMG. After the Dark Mage successfully casts BALLS, roll a D6, 1-2 to put the Dark Mage in the Stuck Position, Roll 3-4 to put the Dark Mage in the Fallow Position and 5-6 to put the Dark Mage in the Busy Position all on the Opponents side. To show that you pwn the dark side, place a counter on it. Every time an Opponent Mob goes into any one of those zones, they have a (10+LP) VC chance of taking (1 + LP) D6 Damage. This is an All-or-some Spell that only goes off if the Dark Mage rolls successfully. The Dark Mage stays in the opponent's zone until either all of Balls have run out or the Dark Mage is "Hacked". Once one Mob has been damaged, BALLS turns off and the Dark Mage becomes Inactive on the Dark Mages side. The Dark Mage can still be "Hacked" per the Spell and Ability descriptions, which means that Mobs can still attack the Dark Mage and cast Spells and Abilities at him from the same side he's on. Once "Hacked", the Dark Mage gets STUCK on the Dark Mage's side.

Samurai

ATT: 7

DEF: 3

DMG: D10

HP: X3

SWORDSING: (T)

The sword sings songs of glory. If the Samurai rolls 7 + LP VC, the Samurai tosses his weapon at a foe, causing them 2x damage and sending them to the Umbra, Inactive. If the Samurai misses this roll, then the Samurai becomes STUCK. Swordsing is a Turn Action.

PROPERSTANCE: (G)(B)

We all begin and end in the same place. Spells and Abilities don't faze the Samurai while using Proper Stance. In addition, the Samurai gains +2 DEF for using PROPERSTANCE, but will fall out of PROPERSTANCE, becoming inactive, if hit. Standing his ground, the Samurai becomes busy in the Umbra if the Samurai rolls 15 or less, no VC roll for the proper stance, on the GO Action. Instead the Samurai, for every time accosted gains +2 LP in Proper Stance for each attack that misses and +1 LP for every turn made, either by the Samurai's party or the Opponent's turn. The Samurai then attacks in sequence, using all-or-none of stored LP in PROPERSTANCE to hit any number of opponents/1 ATT per LP. The Samurai may have only 2 + LP MAX ATT.

Monk

ATT: 7

DEF: 3

DMG: D10

HP: X2

SPIRIT WALK: (G)(F)

I am whole now. If the Monk rolls 7 + LP VC on the GO Action, the Monk is placed in the Fallow Position to show that the spirit of the Monk is in the Portal Active. If the Monk fails this roll, the Monk becomes Inactive joining the Monk with his or her Spirit. While the Monk is using Spirit Walk, he is protected from death. If the Monk Dies in the Fallow position, the Monk joins his Spirit in the Portal, Active and may do anything that is

allowable for being in the Portal. While Fallow, the Monk may attack as many times as is natural for a Monk to attack, giving the Monk 1 + LP attacks while Fallow. The Monk may only use 1 LP per attack or, Turn Action, so that every attack causes Spirit Walk LP to quip down 1, but this type of attack allows for the Monk to manage a Fallow behavior, and goes back on the Stage. Nothing can touch the spirit of the Monk. But, if the Monk is "Hacked" on the Stage, the Monk joins his spirit in the Portal and becomes Active as long as Spirit Walk is in effect.

SPIRIT HEALING: (G) (B)

Please don't get ahead of each other. Roll 8 + LP VC as a GO Action to become Busy. Whenever a Mob enters the Umbra, the Monk heals 3D4 to each Mob that becomes Inactive.

Conjurere

ATT: 12

DEF: 0

DMG: D4

HP: X1

ICON OF IMPULSE: (G) (F)

Try not, Do Nothing. To cast Icon of Impulse all you need to do is to roll 5 + LP VC. This puts the Conjurere on the Stage, Fallow. Now, during the first Turn Action during the Round, the player may have one of his or her Mobs touch the Icon. If they touch the Icon, they become Inactive, ending their turn, but the Opponent gets hit by a pigeon. If they do not want to touch the Icon, then the second player MUST touch the Icon. When the second player touches the Icon, the Pigeon comes out of the Icon of Impulse and that player's Mob becomes Inactive.

PIGEON: (O) (B)

Not everyone is an auto mechanic. When the Icon of Impulse is touched the Icon of Impulse becomes a pigeon. The pigeon flies in the air and every play phase of every action until the last turn of the round is hit by the Pigeon's Facieses. While the pigeon is in the air, the Conjurere remains busy, so that if the Conjurere is "Hacked", the pigeon stops flying. The Facieses is 1+LP D4 Damage quipping down each plop.

Enchanter

ATT: 12

DEF: 0

DMG: D4

HP: X1

ENCHANTMENT: (G) (B)

Spell

Weave this spell in a weapon and watch your opponents bleed. On the Go-Action, roll (8 + LP) VC to see if the Enchanter becomes Busy. While Busy, allies receive 1+LP to their ATT for the remainder of the round.

SLEEP: (T) (F)

Spell

Sleepy can't even resist this spell...SLEEP causes one Opponent Mob to become STUCK if the Enchanter rolls (7 + LP) VC as a Turn Action. On a successful roll, the Enchanter becomes Fallow, showing that an Opponent Mob is asleep. As long as the Enchanter remains Fallow, the Opponent Mob remains STUCK. If the Opponent Mob is damaged in any way or the subject of a Spell or Ability, the Opponent Mob wakes up and becomes Inactive. If the Enchanter is "Hacked" the Opponent Mob wakes up and becomes Inactive.

Soothsayer

ATT: 12

DEF: 0

DMG: D4

HP: X1

HERB (T)

Ability

Gardening is a tool, too. The Soothsayer may use Herb to heal an Opponent Mob (3 +LP) D4 HP. Herb quips down 1 each time it is used. The Soothsayer may use Herb on one friendly Mob per Turn.

CHARM (T)

Spell

If you want, you shall ask. As a turn action, make an Opponent Mob do anything that Opponent Mob can do against one of his allies. Once the Opponent Mob has used their Turn Action the Charmed Mob goes to the Opponents Umbra, Inactive. The Soothsayer has a (9 + LP) VC chance to successfully cast Charm. Remember, you cannot cast Busy or Fallow spells, and GO Action Spells or Abilities. All Spells or Abilities that affect friendly Mobs affect your Mobs now. In other words, if there were a heal spell that affected Opponent Mobs on the Opponent's side, that spell now heals friendly Mobs on your side. All Spells or Abilities that affect enemies affect your Opponent's Mobs.

Diviner

ATT: 12

DEF: 0

DMG: D4

HP: X1

FORECAST (G)

Spell

The combination is 1, 2, 3, 4, 5...that's the same combination on my luggage. Any Mob in the Opponent's Portal must be put into a specific order during the GO Action if the Diviner rolls $(12 + LP)$ VC. The Diviner then chooses what order his or her Opponent Mobs are going to go in for that round. This spell only works for Opponent Mobs that don't have a GO Action or are Fallow. If the Opponent Mob chooses not to cast a GO Action, that Mob must go in the order determined at the beginning of the Round. Put the order in from left to right in the Portal. The left gets to go first until all Mobs have had their turn.

CALL: (O)

Spell

The diviner calls the next move. If the Diviner rolls $(8 + LP)$ VC he may choose who, on the Opponent's side, is going to go next and what they are going to do, Attack, Cast a Spell or use an Ability. This means that the Diviner may choose how many LP is going to be used for All-or-some or #-or-some Abilities and Spells.

Thaumaturgist

ATT: 11

DEF: 1

DMG: D4

HP: X1

AMPLIFY (O)

Spell

Pump you up. Every Spell or Ability that an ally uses now has $1+LP$ to the amount of Level Points used. If an ally uses a Spell or Ability that requires the use of LP, then Amplify increases the amount of LP. This puts no limit on how many LP may be used. Therefore #-or-some spells can be read as All-or-some. This cannot be used during the GO Action. It is used as an Out-of-turn Action that requires the Thaumaturgist to roll $(9 + LP)$ VC on the Play Phase during the Thaumaturgists Party's Turn. It also uses the Thaumaturgist's Turn and is used up; meaning that the Thaumaturgist chooses how much LP to use, then that amount is All-or-some. Changes should NOT be made to the Mob Template.

ATTENUATION (G) (B)

Spell

Deflate you like a basketball. All Opponent Mobs suffer from a penalty of $-LP$ as long as the Thaumaturgist remains Busy on the Battle field. The Thaumaturgist must roll $(8 + LP)$ VC during the GO Action to become Busy, then whenever an Opponent Mob uses a Spell or Ability that requires a VC roll or use of LP for damage or otherwise, that LP functions as if it were $-LP$ less than what it was. This spell last for only the length of the round, where the Thaumaturgist must roll again the GO Action.

Beggar

ATT: 12

DEF: 0

DMG: D4

HP: X1

BEG: (T)

Ability

Please, sir, I'm just a beggar, give me some of your time, and I will try to be friendly. The beggar begs for money (LP) from an opponent Mob with a chance equal to $(10 + LP)$ VC to simply beg. If this roll is successful, the opponent Mob may choose how much LP to roll against, a number from 1-6 LP. The Opponent then rolls a D6. If that roll is equal to or less than the begging money, the number on the die roll is the number of LP the Opponent Mob gives up. If the die roll is above the amount of LP given, then the beggar brings a friend, and you start the whole thing over again. The number of friends equals the number of allies you have on the beggar's side. If there are no more Mobs, there are no more friends, so a failed roll with the number of Mobs used equals no money given. For instance, say there was only one Mob on the field and the Beggar was the only Mob, the Opponent chooses 1 LP and rolls a 2: no money is given to the Beggar because he failed to grovel with sympathy. So, with two beggars, choose a number from 2 – 12, then roll 2D6 to see if that's all there is. This goes on and on until the Opponent rolls equal to or less than the chosen amount of LP. Once LP has been acquired it goes into Stock LP.

PLEAD: (T)

Ability

Please, sir, I'm just a beggar, I mean no harm, but if you let me live, I'll give you a little of my time. If a beggar is attacked or the subject of a spell or ability, he or she can plead for them to stop by giving up Stock LP. The beggar chooses how much he pleads for from the Stock LP, then uses those LP and puts them in the VC roll for plead, but if he misses the roll $(9 + LP)$ VC, with the LP being the amount to plead for, then the attack goes through and the opponent keeps the change.

Abjurer

ATT: 12

DEF: 2

DMG: D4

HP: X1

ECHO: (O)

Spell

A Sound Only ECHOES twice. If the Abjurer rolls $(9 + LP)$ VC any time an action is declared on either side of playing field, the Action is then repeated and does exactly what it did before. If the spell or ability destroys or inhibits a Mob or Monster then a new target can be chosen. If there are no more targets or the spell or ability cannot be done twice in a row due to mechanics, then ECHO does nothing. This can only be done on a Turn Action on the End Round Action of either Player's side. The second action does not deplete any LP for VC, #-or-some, All-or-some or All-or-none actions. ECHO only works on Turn Action Spells or Abilities.

DELAY: (T) (O)

Spell

Put off today what you could do tomorrow. This allows the abjurer to put off a spell or ability until the abjurer is ready. Roll $(9 + LP)$ VC to see if the Abjurer becomes Fallow. As long as the Abjurer remains Fallow the Abjurer may roll $(9 + LP)$ VC, as an Out-of-turn Action, to delay any incoming spells or abilities skipping that player's Turn. DELAY does not deplete any LP for the Opponent casting a spell or ability; it just skips the player's turn. If the Abjurer cannot delay any more spells or abilities, e.g. the Abjurer's side has completed all of their turns, then the spell DELAY may work one more time, eliminating all actions the Opponent can perform this round by rolling $(6 + LP)$ VC.

Wizard

ATT: 11

DEF: 2

DMG: D4

HP: X2

ELEMENTAL BLAST: (G) (T)

Spell

If there were seven elements, I could finally complete my circle. On the GO Action, the Wizard may choose which element to attack an enemy with. Roll $(7 + LP)$ VC and then, if the roll is successful, choose to be Active for the element of Earth; Stuck for the element of Ice; Fallow for the element Air; Busy for the element Fire. Fire will do LPD6+LP fire damage, Air will do LPD6 and if another successful roll of $(7 + LP)$ VC, will do another LPD6 damage. Ice will do LPD6 and make a Mob Stuck. Earth will do LPD6 to all Mobs, including Mobs on the Wizard's side, and make every Opponent Mob that is Active, Inactive. All of the elements will hit only one opponent Mob at a time except Earth. Once the Wizard has successfully cast an elemental spell, the Wizard becomes Inactive. If the wizard misses any roll, he becomes STUCK. To differentiate between STUCK and Ice, place a counter on the Wizard to show that it's using the element of Ice.

COUNTERBALANCE: (O)

Spell

If there were seven elements, I'd pick the first one. If the Wizard is prepared to cast an elemental blast from whatever GO Action he or she prepared for, then the Wizard is protected by that element. So if the Wizard rolls $(7 + LP)$ VC during the play phase of any attack, spell or ability on that Element, the Wizard will not only be safe by the attack, but will have the opportunity to go to another Element on the Table. The Order goes Earth, Air, Ice, and Fire. So if the Wizard is in the Fire zone, he or she will go to the Earth. If he or she is in the Air element, the Wizard will go to the Ice zone; etc. If the Wizard misses this roll, he or she becomes Inactive, ending the Wizards' turn. If the Wizard goes all the way through every element, the Wizard wins automatically.

Runecaster

ATT: 12

DEF: 0

DMG: D4

HPX1

RUNECAST: (G) (T) (B)

Spell

There is a place for everything. The first thing you do in Runecast is determine the VC, which is $(6+LP)$ VC. The number for the VC roll is used to fill in the boxes below. So if you have 13 VC, you could split that number into two numbers, such as 10 and 3 or 6 and 7. The number in the DMG box (D4) must be less, not equal to, but less than the other number you place in the other box for the VC roll. In the latter, you might want 6 to go into D4 DMG, while the 7 goes into the VC roll for casting RUNECAST. The runes don't change the entire game and you must have all boxes filled out. To prepare Runecast, you must roll the VC during the GO Action, if that roll is successful, the Runecaster becomes Busy. Then, as a Turn Action roll $6 + (\text{rune2})$ VC to see if the Runecaster cast RUNECAST successfully. If this VC roll is successful, ALL Opponent Mobs take (rune1) D4 DMG.

MAGIC CIRCLE: (G) (F)

Chant in a circle then clap. Cast during the GO action, Magic Circle will protect the Runecaster from any Spell affecting him. All you need to roll is (6+LP) VC as a GO Action. To show there is Magic Circle; place the Runecaster in the Fallow Position. Every Mob casting spells against the Runecaster will take LPD4 DMG and cancel out the Spell, but the LP for DMG will quip down every GO Action. The Magic Circle never stops, once started, it cannot be stopped unless the Runecaster is hacked or has run out of power from the magic circle. If the Witch is hacked, the opponent Mob still takes LPD4 DMG.

Witch

ATT: 12

DEF: 0

DMG: D4

HP X 1

CURSE: (G) (B)

Laugh under your breath and get slapped. For every spell cast against the Witch's party, that Mob takes (2 + LP) DMG as a result of insulting the Witch.

KARMA: (O)

Likewise. As a token of appreciation, all wounds healed by any member of any party are doubled if the Witch rolls (7 + LP) VC. Likewise, all damaged inflicted by any member of any party are doubled if the Witch rolls (6 + LP) VC. These rolls must be rolled during the turn damage is either inflicted or healed. If the Witch fails one of these rolls, she becomes inactive. The Witch may not cast Karma while cursing under her breath.

PIRATE BATTLES

As a Pirate, your main goal is just like B1; beat your opponents to a pulp, but with style. The whole objective of PIRATE BATTLES is to make every Mob a Pirate and then battle it out on a Pirate Ship until either you or your opponent sinks. To make a Mob a Pirate, tear the bottom portion of the BATTLES Cards and place it on your Mob Card. Once a Mob becomes a Pirate, there is no going back. The only thing a Pirate can do is either Attack or Defend, but is still subject to all of the game mechanics such as moving cards around, taking damage and healing.

Once all of the Mobs on one side are Pirates, each side boards a ship, with or without cannons, and the BATTLE commences. If a Player has not turned into a Pirate by the time one side boards a ship; that Mob is without cannons for the remainder of the BATTLE. With both players at the helm, each player decides where to place cannons. Cannons are Mobs that have become Pirates that use the Kjs that were torn off to do (Kjs) D6 DMG to the other Pirate Ship. Place all Pirates in a row on the Stage. Once set in this order, the Pirates cannot be rearranged and can only move left or right during the GO Action. This can be, for a three card game (e.g. Page) the center Pirate, the right hand Pirate or the left hand Pirate. This order does not change for the remainder of the BATTLE, but can be moved around at one space (all cards moving one space to the left or right, depending on how you set up for Pirate Battles) per GO Action. It is not required that you make all of your Mobs Pirates up-front, Mob after Mob, and turn after turn. Sometimes it might be good to get rid of some nasty 10 LP cards or even 15 LP card(s), which could blow away a boat in a single turn.

Like B1, you roll initiative, with all the Rank bonuses in place, to see who goes first. The first Pirate to attack uses # Kjs on his or her Mob to do up to (Mob's Kjs D6) DMG. Simply roll a D6 the number of times that you have Kjs on a Pirate. Once those Kjs are used, place them in the Pot and the Opponent takes that much damage. To know how much damage your ship can take, add up all the Level Points of each card remaining when you built your ship, which would be your Rank LP, if none of your Mobs have died. Once the ship's damage meter falls below 0, the ship sinks and the other Pirate collects all the Kjs as the victor.