

Various & Sundry, mainly Lloyd Krassner

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The WarpSpawn Second Big Book O'Games

Tome 3 Fantasy Games Part 1/2

Various & Sundry, mainly Lloyd Krassner
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
- Second edition Dec 2020, compiled by C. Rocchini. Send comments to claudio@rockini.name. Authors: Various & Sundry, mainly Lloyd Krassner; so main contains some error and omissis.

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This book was created by an automatic parser from the original Warpspawn site, and compiled with \LaTeX ; it may contain errors and omissions. Send comments and reports to claudio@rockini.name. Most unnecessary images have been deleted, due to copyright concerns. The \LaTeX style is vaguely inspired by dndbook class and rpg-module style. All chapter's decorations are derived from images by commons. [wikipedia. org](https://commons.wikimedia.org/), Category: Headpieces (book illustration) along with their usage licenses.

Florence (Italy), december 2020

Part I

Intro

Introduction to Warpspawn Games

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (<http://www.angelfire.com/games2/warpspawn/index.html>) Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since.

1997

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing. Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing. Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place.

It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

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Part II

Games



Abridged Dungeons & Dragons

Introduction

In 1979 the Classic Dungeons and Dragons game gave birth to a new game called Advanced Dungeons and Dragons. AD&D was originally created to provide detailed universal rulings for use in D&D tournaments. As time went on Basic Dungeons and Dragons became simply a launching board for new players to orient themselves to the game before heading onto the Advanced Dungeons and Dragons Rules (Usually after attaining third level with their first character). While the third edition of AD&D has reverted to the simple title of D&D, it is in essence still Advanced D&D. Present here is a reversion or devolution of the Original Dungeons and Dragons rules, which we call Abridged Dungeons and Dragons (AbD&D). In reality this is not a new or plagiarized game, but rather a simple compilation of the original 1969 Chainmail Fantasy Wargaming rules, with a role playing inspiration from the popular Risus RPG. Risus embodies the present trend to provide light game rules to role playing games, which is the goal of AbD&D.

Requirments

You will need ordinary (six-sided) dice, paper, pencil, and miniatures.

Character Creation

Identity

Create a name, description and background for your fantasy character, or choose a character from one of an epic fantasy or sword and sorcery novel.

Class

Choose one of the follow classes that fit your character

Hero/ Antihero: 4 Dice

Heroes include such characters as the ranger Strider from Lord of the Rings or Sir Bedeviere from La Mort d'Arthur. Perfect examples of an Anti-Hero would be Elric of Melnibone, and Fahred and the Grey Mouser of Lankhmar.

Wizard: 1 Dice

Wizards include such legends as Gandalf the Istari of the Lord of the Rings and Merlin of La Mort d'Arthur. Fire Balls: Once per turn a Wizard can launch a fire ball at a target. The fire ball will destroy all creatures within a 40' (4 Inch on Table Top) radius from the fireball's chosen impact area. Characters may roll 18 or greater on their combined class dice to avoid the damage. Magic: When Wizards cast spells, they must roll two dice (adding the rolls together; 2d6) on the table below to determine the success of the spell.

Spell Level (Complexity)	Effect	Dice Roll
1	Immediate Effect	7
	Delayed 1 Turn	6
	No Effect	4
2	Immediate Effect	8
	Delayed 1 Turn	7
	No Effect	5
3	Immediate Effect	9
	Delayed 1 Turn	8
	No Effect	6
4	Immediate Effect	10
	Delayed 1 Turn	9
	No Effect	7
5	Immediate Effect	11
	Delayed 1 Turn	10
	No Effect	8
6	Immediate Effect	12

Spell Level (Complexity)	Effect	Dice Roll
	Delayed 1 Turn	11
	No Effect	9

Spells

1. Phantasmal Forces: The creation of the apparition of a unit or creature for four turns, maximum duration. (Complexity 2)
2. Darkness: Casts increasing gloom over the entire playing area for as long as the Wizard is not attacked. On the turn that the spell is cast light is not affected, on the second turn semi-darkness sets in, and on the third turn it becomes fully dark (only those troops that can see in darkness can then attack/defend). The spell takes the reverse order when ended or countered. (Complexity 1)
3. Wizard Light: The dispelling of darkness in an area extending 24" in all directions radiating from the Wizard casting the spell. (Complexity 1)
4. Detection: A spell which detects either hidden enemies or the use and effect of other magic spells. It will not discover hidden enemies or the type of magic being employed if the opposing Wizard is of greater strength, but the magic by the enemy will be revealed. (Complexity 2)
5. Concealment: A spell which will conceal a unit/fantastic creature from all save certain creatures which have the power to detect hidden enemies. (Complexity 3)
6. Conjunction of an Elemental: Wizards can conjure Elementals, but no more than one of each type can be brought into existence. (Note: This does not apply to Djinn and Efreet.) If the Wizard who conjured the Elemental is disturbed (attacked) while the Elemental is still in existence, he loses control of it, and it will then attack the conjurer. An Elemental created by a Wizard who is subsequently killed will attack the nearest figure. Such Elementals must be dispelled by a Wizard or (killed) by combat. (Complexity 5)
7. Moving Terrain: Causing the shifting of vegetation, hills, etc. A spell possible only to a Wizard. (Complexity 6)
8. Protection from Evil: A 12" diameter circle which will keep out all evil fantastic creatures/men. (Complexity 3)
9. Levitate: A spell which allows the user to rise 6" per turn for up to six turns. It is possible to remain stationary, but lateral movement if not possible unless some form of propulsion is available. (Complexity 2)
10. Slowness: A spell which causes up to 20 figures to move at one-half speed for two turns. (Complexity 3)
11. Haste: A spell which speeds the movement of up to 20 figures by 50% for three turns. (Complexity 3)
12. Polymorph: This allows the user to change himself into the semblance of anything of from his own size to something as large as even a giant. It

lasts until the user changes himself back or it is countered. (Complexity 4)

13. Confusion: By using this spell up to 20 of the enemy can be caused to react in absolutely the opposite manner. For example, if they advanced, they will be retreated instead. Duration is but one turn. The user secretly indicates which unit is to be confused, and when the spell takes effect he allows the enemy to move the troops and then when all movement is Finished he changes the action of the confused unit to the opposite of what it actually did. (Complexity 4)
14. Hallucinatory Terrain: A spell which makes some form of terrain appear to exist/not exist until it is contacted by a living thing. At this the hallucination dissipates. Woods, rocks, marsh, etc. can be affected by this spell. (Complexity 4)
15. Cloudkill: A gaseous cloud of poisonous vapors which kill all men, orcs, dwarves, and the like when it contacts them. Cloud size is 3" deep by 6" wide by 3" high. It stays along the ground, moving away from the magic-user who casts it at the rate of 6" per turn. It will drift at random if he is not concentrating on it. (Complexity 5)
16. Anti-Magic Shell: This causes a bubble of force to surround the user and totally prevents anything magical from either entering or leaving the shell. It lasts for up to six turns. Shell radius is 5". (Complexity 6)

Elf: 3 Dice

From the angelic elves of Lord of the Rings to the mysterious Elden of the Eternal Champion, these creatures are the hallmark of the Fantasy Genre. They feature both an unearthly combat prowess and an inborn affinity for magic. Elves may become invisible at will, although they become visible again upon attacking.

Dwarves: 4 Dice

From the brave defenders of the great subterranean halls of Lord of the Rings to the faithful squires of La Mort d'Arthur, these stout bearded warriors are more deadly to ogres and giants than creatures their own size.

Hobbits: 2 Dice

What would an epic fantasy adventure be without Hobbits?

Character Advancement

When characters defeat an enemy during an adventure they get Points which accumulate allowing them to advance in dice (levels).

Points Accumulated	Hero	Elf	Dwarf	Hobbit	Wizards and Sorcerers
0	-	-	-	-	-
40	-	-	-	2 Dice	1 Dice
80	-	3 Dice	-	+1	0
160	4 Dice	+1	4 Dice	+1	0
320	+1	+1	+1	+1	0 (+1 Magic Roll)
640	+1	+1	+1	+1	0
1280	+1	+1	+1	+1	0
2560	+1	+1	+1	+1	0 (+1 Magic Roll)
5120	+1	+1	+1	+1	0
10240	+1	+1	+1	+1	+1 (+1 Magic Roll)
15360	+1	+1	+1	+1	0

+ 10240 Points for each level beyond those charted above. An example of a eight dice Hero (Super Hero) would be Conan the Barbarian. An Example of two dice, +3 Magic Sorcerer would be Thulsa Doom.

Skill Resolution

When a character wishes to perform a feat, such as picking a pocket for a hobbit or Anti-Hero, or charming a Non-Player Character (NPC) for an elf (their magically beautiful), then a difficulty must be set, which the PC must roll over or above on a combined class dice roll. Difficulty targets

- 3 for very easy
 - 6 for easy
 - 9 for normal
 - 12 for difficult
 - 15 for very difficult
 - 18 for improbably
 - 21 for impossible
- COMBAT A character (PC or NPC) can take as many hits during combat equal to their class dice (e.g., a four dice hero can take 4 successful hits) When two sides attack each other both roll a single die. The side with the highest roll attacks first. 1. Movement: Creatures on foot can move 60 feet (6 Inches). Mounted creatures and large creatures can move 120 feet (12 Inches) 2. Attack: The Attack Character rolls his Class

Dice. For each six that is rolled on the individual dice, one hit is inflicted on the target. A creature reduced to 0 hit points is defeated. Example: Strider the Ranger attacks an orc. He is a 5 dice Hero. He rolls five dice: 3, 5, 6, 2 and 6. Strider inflicts two hits on the orc. The NPC class of Orc is a 2 dice class. Thus its hits points are reduced to 0, and it is defeated.

Monsters

- Sprites and Pixies 1
- Goblins and Orcs 2
- Wraiths 2
- Lycanthropes 4
- Ogres and Trolls 6
- Giants 12
- Ents 6
- Rocs, Wyverns, Chimera and Griffons 4
- Elementals 4
- Basilisk 4
- Wights 1
- Dragons 25
- Other D&D Creatures= 1 die per Hit Die

Magic Items

- Armor: -1 to -5 dice to attacking creatures.
- Sword: +1 to +5 dice to that character's attack.





Adventures In Talislanta

Introduction

Board game based on the Talislanta RPG.

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The Board

The board is a 11 x 11 grid of spaces. In each space place one card (randomly) from the Map Deck.

The Pieces

10 sided dice are needed. Use pawns or figures to represent characters.

The Decks

There are 4 decks: The Character Deck The Spell Deck The Encounter (Fate) Deck The Map Deck

Encounter Deck

There are 5 types of cards in the Encounter Deck: Foe Cards Adventure Cards Item Cards Companion Cards Event Cards

Victory

The first character to accumulate 5 Adventure cards is the winner.

Characters

Each character has 2 attributes: - Life - Strength All Characters start with 4 Life points. Each Character will also have one or more Special Abilities. Some Characters can cast Spells.

Setup

Every player picks one character card at random. Roll high on 1D10 to see who goes first. Players start with no cards.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fate Phase
2. Spell Phase
3. Move Phase
4. Encounter Phase
5. Adventure Phase

Fate Phase

Draw one card from the Encounter Deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it. Max (Fate) hand size is 7 cards. Discard excess cards.

You may place a Foe card from your hand into any empty space. The Foe card must match the type of space you entered. For example: A water type Foe may defend a water type space.

Spell Phase

If you are able to cast spells, draw 1 card from the spell deck. Keep a separate (from your encounter cards) hand for your spell deck. You can have a maximum number of spells equal to your Magic score divided by two rounded down. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

You may move your character to an adjacent space on the map. If you have a steed card in play, you may move an additional space. You may choose to not move and rest instead.

If you rest, roll 1D10 (Heal Roll). On a roll of 7-10 you gain one life. You cannot gain lives in excess of your starting life score.

Encounter Phase

Every time you enter a new space an opponent may play a Foe card to stop you. The player to your right gets first chance to play a Foe card and so on. The Foe card must match the type of space you entered.

For example: An Ice type Foe may defend an Ice type space. A Character can only be attacked by one Foe (or Character) during his encounter Phase.

Resolving Encounters (battles/contests)

The Foe rolls 1D10 and adds its Strength. (Foe Battle Roll) The Character rolls 1D10 and adds his Strength. (Character Battle Roll) Reroll ties. The higher score wins. If the Character was defeated he loses one life point. Specific Foes may cause the loss of items, treasures or other attributes.

Instead of losing a life, you may discard a Companion card. If the Foe is defeated the Foe card is discarded. If the Foe card wins, it remains in play in that space.

Any character that enters the space must battle the Foe in his Encounter Phase.

Adventure Phase

If you are in the {appropriate space} and no Foes or opposing characters occupy the Space, you may play an Adventure card. Each Adventure card presents a Strength contest that must be overcome. If you win the Strength contest you 'complete' the Adventure.

Make a separate pile for all of your completed Adventure cards. If you fail discard the Adventure card and lose one life. If you moved at least one space and did not play an Adventure card this turn, you may attach one Item or Companion card to your Character.

(The card is placed next to your Character card)

Death

A Character reduced to zero life points is killed. Discard the character card and all his items, companions, and spells. Draw a new character and play with it.

Spell Casting

When you use a spell card it goes to the discard pile.

Character Card List

Character	Str	Note	Home
Aamanian Archimage:	1	Archmage.	Aaman
Aamanian Inquisitor:	2	Adept. Torture.	Aaman
Aamanian Warrior Priest:	1	Equis. Mage.	Aaman
Ahazu Warrior:	3	Four-Arms. Battle-Madness.	Ahazu Lands
Araq Warrior:	3	Equis. Tough. Nomad.	Kharakhan Wastes
Ariane Seeker:	2	Equis. Adept. Ranged.	Ariane
Ariane Mystic:	1	Mage. Healer. Seer. Lore.	Ariane
Arimate Knife-Fighter:	3	Equis. Ranged. Mountaineer.	Arim
Arimate Revenant:	3	Assassin.	Arim
Batrean Concubine:	2	Adept. Seduction.	Isle of Batre
Batrean Warrior:	4	Torture.	Isle of Batre
Beastman Plains Hunter:	3	Equis. Tracker.	Plains of Golarin
Blue Ardua River Warrior:	3	Sailor. Ranged.	Axis River
Chana Warrior:	3	Ranger. Ranged. Poison.	Chana
Chana Witchwoman:	2	Adept. Seer. Ranged. Poison.	Chana
Cymrilian Magician:	1	Mage. Draw 1 extra Spell/turn.	Cymrilis
Danuvian Swordsman:	3	Equis. Skilled.	Danuvia
Darkling Warrior:	2	Hide. Thief.	Darklands
Dhuna Witchwoman:	2	Adept. Seduction. Healer.	Dhuna
Djaffir Bandit:	2	Equis. Wit. Trader.	Djaffa
Djaffir Wizard:	2	Equis. Adept. Healer.	Djaffa
Dracartan Desert Scout:	3	Equis. Nomad. Scout.	Dracarta
Dracartan Thaumaturge:	1	Mage. Artificer.	Dracarta
Drukh Hillman:	2	Equis. Wit. Mountaineer. Scout. Torture.	Any Mountain
Farad Procurer:	2	Wit. Sailor. Trader.	Farad City of Tarun
Farad Wizard:	2	Adept. Trader.	Farad City of Tarun
Ferran Thief:	2	Wit. Thief. Tracker. Smell.	Any City
Gao Sea Rogue:	2	Wit. Thief. Sailor.	Rogue City of Gao

Experience

For every 10 points worth of Foes you defeat, gain one point of Strength or Life. Use colored tokens placed on the character to indicate the added points. Blue for Life, Red for Strength.

Character Duels

If you land on an opposing character, and there are no Foes present, you may Fight him on a roll of 7-10 on 1D10 (The Tracking Roll- to find opponent) The winner of the contest takes one Item card from the loser or causes the loser to lose one life point.

Items

You can only use one Weapon at a time. You can only have one Steed in play at a time. If you travel on a steed or fly you must leave behind companions that could not conceivably keep up.

Character	Str	Note	Home
Gnomekin Warrior:	2	Wit. Mountaineer. Healer. Ranged.	Durne
Gnorl Rhabdomancer:	1	Adept. Lore. Seer. Healer.	Any Desert
Green Ardua Botanomancer:	1	Flight. Mage. Ranger x2.	Silvanus
Green Ardua Horticulturist:	1	Flight. Mage. Healer.	Silvanus
Gryph Warrior:	3	Flight. Scout. Ranged.	Tamaranth
Harakin Warrior:	3	Equis. Mountaineer. Ranger. Ranged.	Harak
Jaka Beastmaster:	2	Equis. Wit. Tracker. Scout. Ranged.	Werewood
Jaka Manhunter:	3	Equis. Tracker. Assassin. Ranged.	Werewood
Jhangaran Mercenary:	2	Equis. Wit. Ranger. Hide.	Jhangara
Kang Tracker:	2	Equis. Wit. Tracker. Ranged.	Karang
Kang Warrior:	3	Equis. Skilled.	Karang
Mandalan Savant:	2	Adept. Seer.	Quan Empire
Mangar Corsair:	2	Wit. Sailor. Torture.	Any Water
Manra Shape-Changer:	2	Wit. Tracker. Hide.	Any Mountain
Mirin Alchemist:	2	Adept. Artificer. Cold.	L'Haan
Mirin Tundra Scout:	3	Mountaineer. Cold.	L'Haan
Mondre Khan Warrior:	2	Assassin. Scout. Hide. Wit.	The Variegated Forest
Mud People Swamp Warrior:	4	Tough.	Dark Coast
Muse Esthesian:	1	Mage. Flight.	Astar
Nagra Hunter:	2	Wit. Tracking. Ranged. Poison. Scout.	Any Forest
Nefaratan Black Savant:	1	Mage. Sailor. Scout.	Nefaratus
Orgovian Trader:	2	Equis. Trader. Wit.	Wilderlands of Zaran
Parthenian Sea Trader:	2	Sailor. Trader. Wit.	Any Water
Phantasian Guardian:	2	Adept.	Isle of Phantas
Rahastran Wizard:	2	Mage.	Anywhere
Rajan Desert Warrior:	3	Equis. Ranged. Scout.	Rajanistan
Rajan Assassin:	3	Assassin.	Rajanistan
Rajan Necromancer:	1	Mage. Artificer. Seer. Poison.	Rajanistan
Raknid Warrior:	3	Poison. Skilled. Tough.	Any Forest
Rasmirin Warlock:	2	Adept. Cold.	Outcast Isles
Sarista Rogue:	2	Adept. Thief.	Any City
Sauran Dragon Rider:	3	Equis. Dragon. Tough.	Volcanic Hills
Saurud Warrior:	4	Tough x2.	Volcanic Hills
Sawila White Witch:	2	Adept. Seduction.	Isle of Fahn
Sindarian Collector:	1	Wit. Lore. Artificer.	Mesalands of Sindar
Stryx Necromancer:	2	Adept. Flight.	Urag
Stryx Warrior:	3	Flight. Scout. Torture.	Urag
Sunra Mariner:	2	Wit. Sailor x2.	Coral City of Isalis
Thaecian Enchanter:	1	Mage. Artificer.	Thaecia
Thrall Warrior:	3	Equis. Skilled.	Taz
Ur Warlord:	4	Equis. Tough.	Urag
Vajra Engineer:	2	Wit. Tough.	Quan Empire
Xambrian Wizard Hunter:	2	Adept. Tracker. Assassin.	Temple of the 7 Moons
Xanadasian Savant:	1	Mage. Flight. Seer x2.	Mount Mandu
Yassan Technomancer:	2	Adept. Artificer.	Any City
Yitek Tomb-Robber:	2	Equis. Wit. Thief. Trader.	Any Desert
Yrmanian Wildman:	2	Wit. Mountaineer.	Yrmania
Za Bandit:	3	Equis. Tracker. Scout. Ranged.	Any Desert
Zandir Charlatan:	2	Adept. Thief.	Zandu
Zandir Swordsman:	3	Equis. Skilled.	Zandu

Character Special Ability Descriptions

Ab.	Description
Adept:	Character can cast Spells. Spell Hand size = 2
Mage:	Character can cast Spells. Spell Hand size = 4
Archmage:	Character can cast Spells. Spell Hand size = 6
Wit:	When making a Battleroll make a Witroll. Battleroll +2 if Witroll = 6-10.
Battle-Madness:	When making a Battleroll make a Madroll. Battleroll +5 if Madroll = 9-10.
Lore:	When drawing a Fate card draw 2 cards and discard one.
Four Arms:	Character can use 2 weapons at the same time.
Equis:	Battlerolls +1 if Character has Steed.
Ranger:	Tracking Roll +2. Battlerolls +1 in Forest spaces
Mountaineer:	Tracking Roll +2 and Battlerolls +1 in Mountain spaces
Assassin:	Automatically win Duel if your Battleroll = 8-10. Opponent must lose life.
Torture:	If you win a Duel take 2 random cards from opponents hand
Tracker:	Tracking Roll +2.
Poison:	Automatically win Battles if your Battleroll = 9-10. Opponent must lose life.
Seduction:	Battleroll +2 in Duel vs men.
Seer:	On your turn look at top 2 cards of any deck.
Sailor:	Tracking Roll +2 and Battlerolls +1 in Water spaces
Ranged:	Battleroll +1 vs opponents that do not have Ranged Ability
Cold:	Tracking Roll +2 and Battlerolls +1 in Ice spaces
Healer:	Heal rolls +2
Skilled:	When making a Battleroll make 2 rolls and pick the higher roll.
Thief:	Battleroll +2 in a Duel but you must take Item if you win.
Nomad:	Tracking Roll +2 and Battlerolls +1 in Desert spaces.
Scout:	Once on your turn look at hand of character in same or adjacent space
Artificer:	Once on your turn draw an extra Fate card. Keep it if it is an Item card.
Trader:	Once on your turn draw 1 card and discard one card
Smell:	If you lose a Battle you avoid losing a life or treasure on a roll of 7-10 on 1D10.
Flight:	Character can skip over a space when he moves. (Discard Companions)
Hide:	Opponent gets -2 to Tracking Roll.
Tough:	Starting Life +1
Dragon:	Start game with Companion Dragon Steed: Strength +2 & Flight

Map Deck Card Nomenclature

F Forest (Jungles, Marshes, Swamps)
M Mountain (Hills, Caves)

I Ice (Tundra)
W Water (Seas, Rivers, Coasts, Islands)
D Desert (Plains, Wastelands)
C City (Civilization)

Map Deck Card List

Name	Type	Notes
Aberrant Forest	F	Infested Land
Acid Plains	D	Harsh Land
Ahazu Lands	F	
Amethyst Mountains	M	You may move to the Tamaranth Valley from here
Amman	C	
Ariane	D	
Arim	C	
Astar	F	
Axis River	W	You may move to the Azure Ocean from here
The Azure Ocean	W	Storm Demons get +1 Strength

Name	Type	Notes
The Barrens	D	Enim, Earth Demons get +1 Strength
The Black Pit	I	Harsh Land
Blue Atolls	W	Kra get +1 Strength
Buried City of Necron	M	
Carantheum	C	
Castlerock	C	
Caves of Erendor	M	
The Cerulean Forest	F	
Cinnabar Mountains	M	
Citadel of Akbar	C	
City State of Maruk	C	
Coral City of Isalis	C	
Cymrilis	C	Magical Land
Danuvia	C	
Dark Coast	W	
Darklands	M	
Devil's Swamp	F	Bog Devils get +1
Dhuna	F	
Djaffa	D	
Crimson Citadel of Dracarta	C & D	
Dragonrock (Volcano)	M	Earth & Pyro Demons get +1 Strength
Durne	M	
Eastern Borderlands	F	
Emerald Mountain	M	You may move to the Sea of Glass from here
Enchanted Grove	F	Infested Land
Fangs of Golarin	M	
Farad City of Tarun	C	
The Far Reaches	I	Infested Land
Floating City of Oceanus	C & W	
Firefalls	D	Harsh Land
Forbidden City of Ahrazad	C	
Ghostlands	D	Shadow Wights, necrophages get +1 Strength
Gorge at Akbar	M	Harsh Land
The Great Barrier Wall	C	
The Great Morass	F	Harsh Land
Green Lagoon	F & W	Infested Land
Greylands	F	
Hadjin	C	
Harak	M	
Ice Castles of L'Haan	I	
The Inland Sea	W	
The Iron Citadel	C	Shadow Wizards get +1 Strength
Isle of Batre	W	Healing Land
Island of Fahn	W	
Isle of Garganta	W & M	Monoliths, Wind Demons Strength +1
Isle of Lost Souls	W	Night Demons get +1 Strength
Isle of Nefaratus	W	
Island of Pana-Ku	W	
Isle of Phantas	W	
Jade Mountains	M	Infested Land
Jhangara	F	
Jungle of Chana	F	
Karang	M	

Name	Type	Notes
Kharakhan Wastes	D	
Khazad	C	
Labyrinths of Sharna	C	Harsh Land
Lands of the Green Men	F	Healing Land
Lost Sea	I & W	
Maze City of Altan	C	
Mesalands of Sindar	D	
The Midnight Sea	W	
Obsidian Mountains	M	
Onyx Mountains	M	
Opal Mountains	M	
Plains of Golarin	D	
Quan Empire	C	
Rajanistan	D	
Red Desert	D	
Rogue City of Gao	C & W	
Sapphire Mountains	M	
Sascasm River	W	
Sea of Glass	W	
The Sea of Madness	W	
The Sea of Sorrow	W	
Serpentine Mountains	M	
The Seven Kingdoms	C	
The Shadow Realm	I	
Silvanus	F	
Sinking Land	D	
Straits of Tian	W	
Swamps of Mog	F	
Tamaranth Valley	F	
Taz	C	
Temple of the Seven Moons	C	
Thaecia	C	
The Trackless Wastes	I	
Urag	M	
Valley of Mist	M	Vorls get +1 Strength
The Variegated Forest	F	
Volcanic Hills	M	
Wastes of Narandu	I	
The Watchstone	D	
Well of Saints	C	Healing Land
The Western Glaciers	I	Ice Giants & Tundra Beasts get +1 Strength
Werewood	F	
Wilderlands of Zaran	F	
The Yellow Marshes	F	
Yrmania	F	
Zandu	C	

Notes: Harsh Land: When entering lose 1 life on a roll of 1-3 on 1D10. Healing Land: Heal Rolls +3 In-

festes Land: Foes get +1 Strength Magical Land: Magic users who enter this Space may draw one Spell card

Adventure Card List

Name of Adventure	Str	Location
Witch Hunt:	3	Werewood
Protect Noble:	4	Arim
Patrol Territories:	2	Citadel of Akbar
Steal Batrean Concubines:	4	Isle of Batre
Unearth Ancient Sarcophagus:	3	Red Desert
Accompany Orthodox Pilgrimage:	2	Amman
Desert Scouting:	2	Carantheum
Forays against the Black Mystics:	3	Rajanistan
Sail the Far Seas:	3	Far Seas
Search Jungles for Buried Treasure:	3	Dark Coast
Accompany Djaffir Caravan:	2	Djaffir
Mine Green Crystals:	1	Sea of Glass
Sell Contraband:	2	Farad City of Tarun
Seek the Favor of the Shaitan:	5	Emerald Mountain
Find Safe Haven:	2	Rogue City of Gao
Search for Blue Diamonds:	4	Opal Mountains
Hunt for Marsh Scintilla:	4	Jhangara
Search for Magical Herbs:	2	Jungle of Chana
Free Witchman Captive:	3	Dark Coast
Fight Age Old Foes:	5	Ice Castles of L'Haan
Hunt the Elusive Gold Beetle:	2	Swamps of Mog
Trade with Sea Nomads:	2	Floating City of Oceanus
Deal with Phantasian Dream Merchants:	2	Isle of Phantas
Find the Gilded Tomb of Irkhan:	2	Labyrinths of Sharna
Uncover the Nine Books of Knowledge:	2	The Iron Citadel
Recover the Elixirs of Immortality:	2	Buried City of Necron
Raid the Quan Empire:	4	Quan Empire
Visit the Great Magical Fair:	1	Cymrilis
Sell Artifacts to Sindarians:	1	Mesalands of Sindar
Engage in Wizard Duel:	4	Bridge at Nankar. (Mages only)
Seek the Wisdom of the Monolith:	1	Garganta
Explore Underground Lakes:	2	Durne
Patrol the Seven Kingdoms:	3	Eastern Borderlands
Attend the Festival of the Bizarre:	1	Thaecia
Hunt the Fabulous Smokk Bird:	2	Obsidian Mountains
Find Tomb of Ancient Wizard:	3	Caves of Erendor
Locate Lair of a Wierdling:	2	Sascasm River
Salvage Sunken Treasure Ships:	3	Lost Sea
Search for Mad Wizards Manse:	3	Aberrant Forest
Explore Obelisk Mausoleums:	3	Hadjin
Avenge Age Old Crime:	4	The Far Reaches
Learn the Secrets of Past Ages:	1	Temple of the Seven Moons
Partake in the "Night of Fools":	1	Zandu
Enter the Battle of Champions:	4	The Great Barrier Wall
Remove Ancient Curse:	3	City State of Maruk
Rid Village of Ogront.	3	The Cerulean Forest
Find Crashed Phantasian Windships.	3	Cinnabar Mountains

Companion Card List

Name	STR	Notes
Armite Knife Fighters	+2	Play only when in Desert
Dracartan Desert Scouts	+1	Scout. Play only when in Desert
Mirin Allies	+2	Cold. Play only when in Ice
Company of Thralls	+2	Skilled. Play only when in Seven Kingdoms
Jaka Guide	+2	Tracker
Monad Servitor	+2	Play only when in City
Sardonicus Bottle Imp	+1	Wit. Lore. Play only when in Kharakhan Wastes
Juju Zombies	+2	Companion to Mage only
Automaton	+2	Companion to Mage only
Equus (Reptilian Horse)	+0	Steed
Darkmane	+0	Steed
Silvermane	+0	Steed
Greymane	+0	Steed
Snowmane	+0	Steed
Aht-Ra Hybrid	+0	Steed
One Humped Ontra	+0	Steed
Two Humped Batra	+0	Steed
Three Humped Tatra	+0	Steed
Loper	+0	Steed
Duadir	+3	Steed
Avatar Familiar	+3	Companion to Mage only
Homunculus	+2	Companion to Mage only
Draconid Fire Lizard	+1	Tracker
Dractyl	+2	Steed. Flight
Land Dragon	+2	Steed
Land Lizard	+1	Steed
Mangonel Lizard	+2	Steed
Nighthawk	+1	Scout
Ogriphunt	+1	Steed
Strider	+1	Steed
Tarkus	+2	Tracker
Heroic Companion	X	Draw card from Character Deck

Foe Card List

Name	STR	Location
Armite Revenants	5	City
Ice Giants	7	Ice
Darkling Horde	3	Mountain
Warlike Ur Clan	6	Mountain
Batrean Males	3	Water
Mangar Corsairs	2	Water
Nefaratan Black Hulls	4	Water
Na-Ku Cannibals	2	Water
Unfriendly Ahazu Tribe	5	Forest
Za Bandits	4	Desert
Beastman Tribe	3	Forest
Mud People Ambush	5	Forest
Sorcerous Abomination	4	Anywhere
Azoryl (Winged Reptile)	5	Mountain

Name	STR	Location
Bog Devils	4	Forest
Crested Dragon (Spellcaster)	9	Mountain
Multi-Headed Kaliya	8	Mountain
Sea Dragon	7	Water
Vampiric Bane	5	Forest
Bat Manta	4	Desert
Black Savant Diabolist (Spellcaster)	4	Water
Cave Bats	2	Mountain
Crag Spider	4	Mountain
Death's Head Viper	2	Forest
Earth Demon	7	Mountain
Frost Demon	6	Ice
Night Demon	4	Any
Pyro Demon	7	Desert
Sand Demon	5	Desert
Sea Demon	5	Water
Swamp Demon	6	Forest
Wind Demon	7	Mountain
Enim (Giant Devil)	6	Mountain
Exomorph	5	Forest
Fantasm Demon	3	Any
Ferran Pack	2	Any. Steal
Flit Swarm	1	Forest
Ikshada Parasite	1	Any
Imirian Slavers	3	Water
Juju Zombies	3	Any
Kra (Giant Eels)	2	Water
Mandragore (Killer Plants)	2	Forest
Megalodont Stampede	4	Forest
Enraged Mogroth	3	Forest
Nag-Birds	1	Forest. Steal
Necrophage	3	Forest, City
Astral Night Stalker	4	Any
Nocturnal Strangler	4	Any
Raknid Hive	5	Forest
Sauran War Party	4	Desert
Saurud	5	Desert
Sawila Spell Weavers	4	Water
Shadow Wight	5	Any
Shadow Wizard (Spellcaster)	6	Any
Shaitan Devil	7	Mountain
Shape Changer	4	Any
Shriekers	3	Forest
Tundra Beasts	2	Ice
Void Monster	6	Any
Vorl (Mist Monster)	4	Any
Werebeast	4	Forest
Water Whisps	1	Water
Wildmen Tribe	3	Mountain
Carnivorous Winged Apes	3	Forest
Winged Viper	2	Forest
Yaksha (Savage Furred Giants)	6	Mountain

Item Card List

Name	Notes
Thystram's Collectanea (Book)	Strength +1 vs Foes
Dart Thrower (1-H Crossbow)	Strength +1. Ranged
Crescent Knife	Strength +1
Da-Khar (Clawed Gauntlets)	Strength +1
Oc (Barbed Bolas)	Strength +1. Ranged
Deadman Mushroom	Strength +2. One use only
Fermented Stench Root	Strength +2. One use only
Mung Berries	Heal 1 Life. One use only
Sindaran Liquor	Heal 1 Life. One use only
Mushroom Ale	Heal 1 Life. One use only
Vinesap	Heal 1 Life. One use only
Skoryx (Distilled Rainbow)	Heal 1 Life. One use only
Tantalus (Aphrodisiac)	Gain Seduction Attribute. One Turn only
Snow Lily	Gain Cold Attribute. One Turn only
Grog (Strong Liquor)	Heal 1 Life. One use only
Boiled Kesh Root	Look at opponents Hand. One use only
Morphius Blossom	Strength +4. One use only
Matsu (2-handed Warclub)	Strength +1
Devil Root Powder	Poison. One use only
Dream Essence	Look at next 5 cards in Fate Deck
Gold Funerary Mask of Khazad	Spell caster gets Strength +1
Chana Shrunk Wizard Head	Spell caster gets Strength +1
Hurlant (Elemental Essences)	Strength +3. Ranged. Three Uses.
Jang (Edged Boomerang)	Strength +1. Ranged
Potion of Flying	Flight. One turn only
Firegems	Spell caster gets Strength +3. One use only
Black Lotus Powder	Look at next 7 cards in any deck.
Flange Bow (12 Quill Salvo)	Strength +1. Ranged
Quintessence	Artificer. 5 uses. Mage only
Quicksilver	Artificer. 5 uses. Mage only
R'Ruh (Stone Disk w/Strap)	Strength +1
Tarak (4 Bladed 2-H Axe)	Strength +1
Shrinking Potion	Negate Battle. One use.
Thaecian Nectar	Heal 1 Life. One use only
Thaecian Orb (of Illusions)	Negate Battle. One use.
Venomwood Sap	Poison. One use only
Cymrillian Windship	Steed. Flight (Do not discard Companions)
Winged Apes Horn Potion	Strength +2. One use only
Duar (2-Pronged Spear)	Strength +1
Gwanga (3-Blade Throwing Knife)	Strength +1. Ranged
Black Iron Warwhip	Strength +1
Kasmir Spring Knife	Strength +1. Ranged
Incendiary Powder	Strength +2. One use only
Medicinal Purge	Heal 2 Lives or negate Disease. One use only
Healing Elixir	Heal 3 Lives. One use only
Rejuvenating Potion	Heal 1 Life. One use only
Blowgun	Ranged. Poison
Paralytic Powder	Strength +2. One use only
Wrist Viper	Strength +1. Poison
Battle Armor	Strength +1

Name	Notes
Dragon Hide Armor	Strength +1
Alchahest Acid	Strength +3. One use only
Vitriol Glue	Strength +3. One use only
Cadeucus (Red Iron Wand)	Strength +1. Mage only
Essence Accumulator	Artificer. Mage only
Soulstone	Spell Hand size +1. Spellcasters only
Fetish	Spell Hand size +1. Spellcasters only
Magical Fumes	Draw 2 cards. Three uses.
Scarlet Leech Powder	Strength +2. One use only
Poison Antidote	Negate a Poison effect
Caltrops	Negate Battle. One Use
Blade-stars	Strength +1. Ranged
Rasp (Serrated Blade)	Strength +1
Kharakhan Battle Maul	Strength +1
Star Thrower(Spiked Iron Balls)	Strength +1. Ranged
Wind Rigger	Steed. Flight
Elemental Actuator	Strength +2. Ranged. Artificers only

Event Cards

Name:	Notes
Green Man Symbionts:	Will heal Character back to starting Life. Forest Spaces
Mochan (Hot Beverage):	Heal one life. Desert Spaces
Fortune Teller:	Look at next 5 cards in Fate Deck.
Shan'ya Battle Madness:	Strength +3
Archon Intervention (Divine Entity):	Battleroll +20
Neurovore Parasite:	Target player must discard 3 cards
Friendly Snipes:	Discard in Forest to draw 3 cards.
Wanderers of Ashan:	Battleroll +7 in a Desert Space.
Dune Ship:	Gain an extra turn if you are in a Desert Space.
Ice Schooner:	Gain an extra turn if you are in an Ice Space.
Play Pentadrille:	(Cymrilian Chess) Target Character in City misses next turn
Play Ska-Wae:	(Corsair Dagger & Dice Game) Target Character in Water misses next turn
Friendly Zaratán (Armored Sea Creature):	Battleroll +10 in Water territory
Bodor Musicians:	Opponent in City must miss his next turn
Aided by Mentor:	Battleroll +5 or heal one life
Ambush:	If attacked in a Duel gain Battleroll +7
Escape:	Negate Battle.
Swamp Fever:	(Disease) Target Character in Forest misses next 2 turns.
Spinning Sickness:	(Disease) Target Character in Mountains misses next 2 turns.
The Red Death:	(Disease) Target Character in City loses 1 life or Companion
Yatuk:	(Disease) Target Character in Forest loses 1 life or Companion
Thasian Dancers:	Target Character in City misses next turn
Quan Pleasure Barge:	Target Character in Water misses next turn
The Emperors Road:	Get an extra turn.

Notes: Unless noted the effects of Event cards last only one turn.

Spell Card List

Name	Effect
Spell of Summoning:	Play a Foe card. Add its Strength to yours.
Seal:	Negate a Steal attempt
Sigil:	Negate a Steal attempt
Ward:	Negate Battle.
Symbol of Power:	Strength +4
Mystic Bolt:	Ranged. Strength +4
Mystic Shield:	Strength +4
Magic Resistance:	Strength +5 vs Spellcaster
Bolt of Elemental Power:	Ranged. Strength +5
Shield of Elemental Power:	Strength +3
Bolt of Eldritch Power:	Ranged. Strength +3
Shield of Eldritch Power:	Strength +5
Reveal Magical Emanations:	Look at opponents Spell Hand
Reveal Unseen Presences:	Strength +3
Radiance:	Negate Battle or Strength +2
Metamorphosis:	Play a Foe card. Add its Strength to yours.
Levitation:	Flight
Beguile:	Strength +3
Command:	Strength +5
Illusion:	Negate a Battle
Divination:	Seer
Conjuration:	Play a Foe card. Add its Strength to yours.
Weird:	Gain Strength +3 companion for Battle
Bewitch:	Target must miss one turn
Jinx:	Target gets Strength -1 for 7 turns
Malediction:	Target loses one Life
Obsession:	Target must discard 3 Fate cards
Cantrip:	Strength +1
Spellbind:	Strength +4
Rejuvenescence:	Gain one Life
Charm:	Strength +4
Enchantment:	Put a +1 Strength Token on Target Item with a Strength Bonus.
Counter Spell:	Negate a Spell just cast.
Banish:	Destroy Foe
Blessing:	Strength +1 for 3 turns
Faith Healing:	Gain one Life
Miracle Working:	Search any deck for one card & put it in your hand
Concoct Potion:	Use as any potion in the Item list.
Concoct Powder:	Use as any powder in the Item list.
Concoct Poison:	Poison
Concoct Medicinals:	Gain one Life

Notes: Unless noted the effects of Spell cards last only one turn.

Faq

1. You draw spell card(s) in the Spell Card Phase. When can you cast? You can cast them whenever it seems appropriate.
2. You can only be attacked by 1 Foe or Character in your Encounter Phase. Understand this to mean there is only 1 Foe card allowed on a space at a time. But, you won't get attacked by another

Character until the latter's phase so couldn't you always encounter a foe, finish your turn, then get attacked in the next player's turn? Yes thats how it works (but I'm open to suggestions).

3. An Adventure can be played after defeating a Foe? Yes.
4. Last instruction about Adventures is that "If moved and did not play an Adventure card this turn. . ." Is this the only way/time you can acquire an item or companion from out of your own hand to put next to your character card? Yes. (This is a rule that could easily be changed)





Adventures In Wonderland

Introduction

Card game for 2+ players. Based on the book "Alice's Adventures in Wonderland" by Lewis Carroll.

Victory

Wake up your opponents by increasing their Insanity Totals to 19+.

Insanity Points

Each player has a starting Insanity total of zero.

The Deck

Players share a common deck. The deck contains 4 types of cards: Character Cards Location Cards Action Cards Modifier Cards

Setup

All players are dealt a hand of 7 cards. The cleverest player goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Untwist Phase
2. Draw Phase
3. Story Phase
4. Play Phase
5. Insanity Phase
6. End Phase

Untwist Phase

All cards that are twisted sideways are twisted right side up.

Draw Phase

Draw one card. If the deck runs out, shuffle the discard & draw from it.

Story Phase

You automatically get 1 Free Story Point (SP) You may Twist your land cards sideways to generate 1 additional SP each.

Play Phase

You may put Location, Character, and Modifier cards into play. These cards are put face up on the table in front of you. Location, Character, and Modifier cards stay in play until Some other rule or card causes them to be discarded.

Character and some Modifier cards require the spending of Story Points (their cost) to put them in play. Modifier cards are attached to Character cards.

Insanity Phase

Twist your Character cards sideways to have them "Attack" a target player. Each unblocked character causes that player to gain insanity points equal to The Insanity Level of the attacking Character. The targeted opponent may block your attackers with his untwisted characters.

Attacker & Blocker compare Insanity Levels. The lower level of the two is discarded. If equal, both are discarded. Two or more characters may combine to block a single attacker.

Discard combined characters with a combined level equal to the level of the attacker.

End Phase

Max hand size is 7 cards. Discard excess cards. Story points not spent are lost.

Action Cards

Play action cards whenever appropriate. Action cards are discarded after being played.

Card List Notation

IL Insanity Level

IP Insanity Point

Cost Cost in Story Teller points to bring card into play

C Character

A Action

M Modifier

L Location

TARC Target Character

SP Story Point

Recall = Put card back in owners hand

FTO For this turn only

RCFHO = Random card from hand of opponent CIDIYH = Put character in discard into your hand

PIHY Put it in your Hand

DOYC Discard 1 of your Characters

D2TC Discard to Put 2 IL = 1 Token Characters into play

Adventures In Wonderland Card List

Card Name	Type	Cost	IL	Notes
Mad Hatter	C	5	4	Twist to twist 1TARC
Off With His Head	A	3	-	Discard 1 TARC
The Queen of Hearts	C	6	4	Twist to recall 1 TARC
The Cheshire Cat	C	5	4	Cannot be Blocked
Rabbit Hole	L	0	-	Twist for 2 SP's
Falling Down a Well	A	1	-	Recall 1 TARC
White Rabbit	C	1	3	Recall Rabbit in End Phase
Magic Mushroom	L	0	1	Twist to make 1 TARC IL +1 FTO
Trial	A	2	-	All Characters are Recalled
The Knave of Hearts	C	5	2	Recall to steal 1 RCFHO
Painting White Roses Red	A	0	-	Opponent gains 2 Insanity Points
Pool of Tears	L	0	-	Play "Bird" Characters for free
Riddle	A	1	-	Twist 1 TARC & Draw a card
The Duchess	C	4	4	IL +3 if Attacking Alone
Eat Me Cake	A	1	-	1 TARC cannot be Blocked
Drink Me Bottle	A	1	-	1 TARC cannot be Blocked
Golden Key	M	2	-	Attached Character cannot be Blocked
Locked Door	L	0	-	Twist to negate 1 Target Attack
Talking Mouse	C	3	1	All your Characters get IL +1
Dreaming	A	0	-	Look at next 7 cards in deck
Orange Marmalade	A	0	-	Gain 3 SP
Hookah	M	2	-	Attached Character gets IL +2
Tiny Door	L	0	-	Twist to draw a card & discard a card
Eat Mushroom	A	1	-	Draw 2 cards
Dinah the Cat	C	5	2	Recall to Recall 1 TARC
Curiouser & Curiouser	A	2	-	All players discard their hands & draw 5
Talking Nonsense	A	1	-	1 TARC gets IL +3 FTO
Splendidly Dressed	M	1	-	Attached Character gets IL +1
Kid Gloves & Fan	M	2	-	Attached Character cannot be Blocked
Magpie & Canary	C	1	1	Discard: both players remove 1 IP
Duck & Dodo	C	2	2	Discard: both players discard 1 card
Lory & Eaglet	C	2	2	Discard: both players draw 1 card
History Lesson	A	2	-	All Characters become Twisted
Caucus Race	A	2	-	Each player must discard 1 Character
Bill the Lizard	C	2	1	Discard to negate an Action Card
Rabbits House	L	0	-	Twist to untwist a target card
Blue Caterpillar	C	4	2	Twist to give 1 TARC IL +2 FTO
Old Father William	C	4	3	IL +4 if Blocking
Serpent Neck	A	1	-	1 TARC gets IL +3 FTO
Pigeon	C	2	1	Recall to look at opponents hand
Beautiful Garden	L	0	-	Twist to force 1 TARC to Attack
Grow Larger	A	3	-	Discard target Location
Frog & Fish	C	1	1	Discard to Draw a card
Invitation from the Queen	A	2	-	Take 1TARC from deck & PIYH
Too Much Pepper	A	2	-	All Characters become Twisted
Turn into a Pig	A	3	-	Discard 1 TARC
Cook Throwing Dishes	C	3	2	Discard a Card for IL +2 FTO
March Hare	C	4	2	Pay 1 SP for IL +1 FTO
Dormouse	C	5	2	Recall to discard 1 RCFHO
Mad Tea Party	L	0	-	Twist to give all Characters in play IL +1

Card Name	Type	Cost	IL	Notes
Treacle Well	L	0	-	Twist & pay 3 SP to put CIDIYH
Door in a Tree	L	0	-	Twist to make 1 TARC unblockable
Spade Workers	C	1	1	Twist & pay 5 SP to draw a card
Club Soldiers	C	1	1	Discard to Recall 1 TARC
Diamond Courtiers	C	1	1	Draw a card when played
Croquet Ground	L	0	-	Discard a card from hand to get 2 SP
The Executioner	C	6	2	Recall to Discard 1 TARC
The Mock Turtle	C	5	4	Twist to gain 1 SP
Mustard Mine	L	0	-	Both players draw 1 extra card per turn
Gryphon	C	5	2	Recall to draw a card
School in the Sea	L	0	-	Hand Size +1
Lobster Quadrille	A	3	-	Discard all characters in play
Rudeness	A	2	-	Destroy Target Blocker
Madness	M	2	-	Pay X SP. Character gets IL +X FTO
Puns	A	X	-	Pay X SP. Opponent gains X IP
Repeat Lessons	A	1	-	Draw 3 cards & Discard 2
Order one About	A	5	-	Take control of 1 TARC
Panther & Owl	C	1	1	Discard for 1 SP
Turtle Soup	A	X	-	Pay X SP. Remove X IP from self
Twisted Logic	A	X	-	Pay X SP. Discard X RCFHO
Stolen Tarts	A	5	-	Look at Opponents hand & steal 1 card
Throne Room	L	0	-	Play "Card" Characters for free
King of Hearts	C	4	3	Opponents hand size -1
Hallway of Doors	L	0	-	Twist to look at next 3 cards in deck
Guinea Pigs	C	2	1	Discard to discard 1 RCFHO
Deny Everything	A	2	-	Negate/discard a card just played
Suspicion	A	0	1	Look at opponents hand
We're all Mad Here	A	3	-	All Characters get IL +1 FTO

Through The Looking Glass Card List

Card Name	Type	Cost	IL	Notes
Lets Pretend	A	1	-	Draw 3 cards
The Looking Glass House	L	0	-	Twist to discard a card & play a Character
Memorandum Book	M	1	-	Increase Hand Size +1
Jabberwocky	C	6	7	Must attack every turn if able
Jub Jub Bird	C	3	X	X = # of locations you have in Play
Bandersnatch	C	5	3	Gets IL+1 permanently every time it Blocks
Vorpall Sword	M	2	-	Character gets IL +5 if Blocked
Tum Tum Tree	L	0	-	Twist to Remove 1 IP
Tulgey Wood	L	0	-	Twist to force 1TARC to block on your turn
Floating on Air	A	1	-	1TARC is unblockable FTO
Garden of Live Flowers	L	0	-	Play Flower Characters for Free
Twisting Path	L	0	-	Twist to twist 1 TARC
Tiger Lily	C	3	6	Cannot Attack
Rose & Violet	C	2	4	Cannot Attack
Daisies	C	1	2	Cannot Attack
Red Queen	C	6	5	Twist to take control of 1 TARC FTO
Go in Opposite Direction	A	2	-	Target Attack targets opponent
Contrariness	A	2	-	Take control of 1 TARC FTO

Card Name	Type	Cost	IL	Notes
Chess Board Country	L	0	-	Play Chess Characters for Free
Jumping Brooks	A	3	-	Discard target Location
Run Very Fast	A	1	-	1TARC is unblockable FTO
A Thousand Pounds	A	0	-	Gain 3 SP
Thinking in Chorus	A	2	-	All your Characters get IL +1 FTO
Hoarse Horse	C	2	2	
Beetle & Goat	A	2	-	D2TC
Jumping Train	L	0	-	Twist to make 1TARC unblockable FTO
Dressed in White Paper	M	1	-	Character is IL +1
Sad Joking Gnat	C	5	X	X = # of Characters you have in play
Irony	A	1	-	Switch hands with Opponent
Rocking Horse Fly	C	1	1	
Snap Dragon Fly	C	2	2	Discard to give opponent 3 IP
Bread & Butterfly	C	2	2	Discard to remove 3 IP
Insect Woods	L	0	-	Play Insect Characters for Free
Where Things have no Names	L	0	-	DOYC to remove 3 IP
Fawn	C	2	1	Twist to make 1TARC unblockable FTO
Tweedledum	C	5	X	X = # of cards in your Hand
Tweedledee	C	5	X	X = # of cards in opponents Hand
Fiddle Trees	L	0	-	Twist to twist 1TARC +1 of your Characters
Dance in a Ring	A	1	-	Switch Characters in play with Opponent
The Walrus	C	4	4	DOYC to get IL +1
The Carpenter	C	4	3	DOYC to get IL +2
Contrariwise	A	1	-	Negate a TARC special ability
Narrow Path	L	0	-	Twist to Negate a TARC special ability
The Sun at Night	A	1	-	Untwist all of your Locations
7 Maids with 7 Mops	C	3	1	Discard to Discard Target Location
Oyster Bed	L	0	-	Twist to give Blocker IL +2
Cabbages & Kings	A	0	-	Draw 2 cards
Boiling Sea	L	0	-	Play "Sea" Characters for free
Play them such a Trick	A	1	-	Discard 1 TARC
Young Oysters	C	1	1	Discard them instead of TARC
Puzzler	A	1	-	Opponent gives you 1 card from his hand
Red King Wakes Up	A	2	-	Discard all cards in play
Dress for Battle	A	1	-	1 TARC gets IL +3 FTO
Monstrous Crow	A	2	-	Discard all Locations in play
The White Queen	C	5	3	All enemy Characters are IL -1
Never Today	A	3	-	Opponent must skip his next turn
Remember Next Week	A	1	-	Look at next 7 cards in deck
Six Impossible Things	A	6	-	Draw 6 cards
Dark Little Shop	L	0	-	Discard a Card to give opponent 1 IP
Knitting Sheep	C	4	2	Twist to untwist target Location
Rushes Out of Reach	A	1	-	Recall 1 TARC
Humpty Dumpty	C	5	5	Discard to give opponent 7 IP
All the Kings Horses	C	2	1	Discard to CIDIYH
All the Kings Men	C	2	1	Discard to CIDIYH
Narrow Wall	L	0	-	Discard a Character to give opponent 2 IP
Unbirthday Present	A	0	-	Steal 1 RCFHO
Which is to be Master?	A	5	-	Take control of 1 TARC
Impenetrability	A	3	-	Negate all Attacks this turn
Toves & Borogoves	C	2	2	Discard for 2 SP
Unsatisfactory People	A	2	-	All Characters get IL -1 FTO
I see Nobody	A	2	-	Discard all Characters in Play

Card Name	Type	Cost	IL	Notes
4207 Foot Soldiers	C	1	1	Twist to twist target Location
Haigha & Hatta	A	3	2	Discard to take 1 card from deck & PIHY
Anglo Saxon Attitudes	M	2	-	Character is IL +2
The Unicorn	C	4	3	IL +2 if Blocking
The Lion	C	4	3	IL +2 if Blocked
The Red Knight	C	4	3	IL +1 if Blocking or Blocked
The White Knight	C	4	3	IL +2 if Attacking
Rules of Battle	A	3	-	Recall all Blocking/Blocked Characters
Provided for Everything	M	5	-	Character gets IL +1 per card in your hand
Aged Aged Man	C	4	2	Twist to Draw 1 card & Discard 1 card
Ridiculous Inventions	A	2	-	Draw 5 cards & Discard 5 cards
The Eighth Square	L	0	-	Twist to play an Action card for free
Golden Crown	M	3	-	Character is IL +3
Dinner Party	A	X	-	All Players gain X IP
Leg of Mutton	C	2	2	Discard to remove 3 IP
Plum Pudding	C	3	2	Recall to remove 1 IP
Banquet Table	L	0	-	Play "Food" Characters for Free
Poems About Fish	A	2	-	Recall all Attackers
Life is but a Dream	A	2	-	All Players discard their hands

Links

Lenny's Site





Agea

Introduction

Card Game. Greek Heroes undertake adventures of Mythic proportions. Players accumulate Heroes, City States, Relics, and great Victories over legendary monsters with the aid of the Gods.

The Cards

To play you will have to make your own cards. There are 129 cards in the deck. Use unlined colored index cards.

One side should be blank or have the name Agea written on it. The other side should include: Name of the card. For example: Sphinx Card Type. For example: Event; or Non-Monster Foe; or Non-Foe Challenge All information in the card description. For example: Wit (Riddle)

CARDSET AVAILABLE at Mythicagea

Setup

Flip coins or roll dice to determine turn order. Turn order remains the same for the rest of the game. Shuffle the deck.

Players cut the deck until each has one hero. Players put their hero face up on the table "in play". Players start the game with no cards in their hands.

Turn Sequence

Players take turns. There are 3 phases in a turn:

1. Recovery Phase
2. Draw Phase
3. Adventure Phases

Recovery Phase

Remove 1 Delay Token from all of your Heroes that have them. Use coins, dice, or whatever for Delay Tokens. Maximum hand size = 7 Cards.

Discard down to maximum hand size.

Draw Phase

Draw 1 Card. Whenever a card is drawn show it to all players. If it is a Challenge card discard it into the discard pile.

If it is a City State or Hero place it face up in front of you. You now control the Card, but it is not part of your hand. If you draw a Relic or Companion, either attach it to a Hero or keep it in your hand to be attached at any later time.

Attached cards are placed partially under the Hero card with their names showing. If it is an Event Card

play it or keep it, unless the card instructs you to play it immediately. Event cards are discarded as soon as their effect is resolved.

Play Event cards whenever it is appropriate.

Adventure Phase

Each of your heroes that does not have delay counter(s) may, in any order, draw a card (Go adventuring). All Heroes adventure separately. Play City States, Heroes, and Events as in Draw Phase.

Any Relics or Companions found must be attached to that Hero only. If a Hero draws a Challenge card the hero is tested: If the Hero has the trait listed on the Challenge card the Hero is victorious and the Challenge card is placed in that players Victory Pile. Relics & Companions lend their traits to their Hero owner.

Event cards, like Blessings, can also give Heroes extra traits. If the Hero does not have the trait, then the Hero is defeated. Put 1D6 (1 die roll) Delay tokens on the Defeated Hero and discard the Challenge.

If you roll a 6 the hero and all his possessions are discarded. (A Greek Tragedy) If the Challenge card contained the word 'destroyer' in its description then that player must also discard a City State. Sample Challenges:

1. Hercules encounters the Hydra. Hercules has the trait 'Strength'

and the Hydra is a test of strength or wit, so Hercules is victorious.

2. Argo meets the Hydra. Argo has neither strength nor wit, so

he is defeated and gets 1D6 delay tokens.

3. Ajax has the relic 'Blade of Hephaestus' which gives him the trait

of 'War'. He encounters the Centaurs and defeats them.

4. Theseus draws 'Lost at Sea'. He plays the event 'Blessing of Poseidon'

giving him the navigation trait. He overcomes the challenge. Note: a hero with the Demigod trait will automatically overcome any challenge on a roll of 1-2 on 1D6.

Wars

There are 4 Event cards that start wars. All players add up the number of Heroes and City states they control, plus all of the War and Army traits they can muster. Do not count delayed Heroes.

Each player adds 1D6 to their sum. The sum is called the Battle Total. The player with the highest Battle Total is the winner.

The winner may take a City State away from one of the losers. The winner puts the War event card in his Victory pile.

Ending The Game

The game ends when the last card is drawn from the deck.

Accomplishment	VP Awarded
Per Hero you control	1
Per City State you control	1
Per Relic owned	1

Victory

The player with the most accumulated victory points (VP) at the end of the game is the winner. Gain VP in the following manner:

Accomplishment	VP Awarded
Per War won	4
Per Blessing in your final Hand	1
Per Challenge in your Victory Pile	1

Some cards will contribute more VP according to their card description.

Monster Foe

CHALLENGES	TESTS (NOTES)
Centaurs	Music, Wine, War, Army
Chimaera	Mirror, Flying (Petrification)
Cyclops	Wit, Archer, Wine (Blind him)
Dragon	Archer (Locate the soft spot)Destroyer
Gorgon	Wit, Mirror (Medusa)
Harpy	War, Archer (Screeching)
Hydra	Strength, Wit (Regenerating heads)
Lion	Music, Strength, Healing (Thorn in paw)
Minotaur	Wit, Music (In Maze)
Sphinx	Wit (Riddle)
Griffon	Music, War, Blessing of Prometheus
Sirens	Wit, Navigation, Flying (Song)
Sea Serpent	Navigation, Strength, Flying
Kraken	Flying, Navigation (Giant Sea Monster)Destroyer
Hecatoncheire	Any Blessing (100 Handed Giant)
Antaeus the Giant	Strength (He is weak if not touching ground)

Cerebus Strength, Wit (3-Headed dog Guards underworld)

Erymanthian Boar	Strength, Swift, Wit
Stymphalian Birds	Archer, Wit
Cretan Bull	Wit, Strength, Knossos
Ceynean hind	Swift , Wit
Diomedes wild mares	Wit, Swift or sacrifice companion (flesh eaters)

NOTES: Any Hero that defeats (distracts) Cerebus gains the Army trait (Dead released from Hades) or

takes a Hero from Discard pile. Any Hero that defeats the sphinx gets to adventure again this turn.

Non-monster Foe

CHALLENGES	TESTS (NOTES)
King Midas	Wit (His touch turns all to gold)
Satyr	Wit, Gold, Wine, Music (Half man, half goat)
Nymph	Strength, Woman (Seduces men)
Circe	Wit, Woman (Sorceress, turns men into pigs)
Pirates	War, Gold, Wine, Wit, Navigation, Army

CHALLENGES	TESTS (NOTES)
Lepers	Healing, Music (Spread their disease)
Philosophers	Wit (Argue with the Sophists)
Lotus Eaters	Wit, Healing, Music (Powerful Drug)
Amazons	Woman, Wit (Seduce their Queen)
Aphrodite	Woman (Goddess of Love)
Hypnus	Companions (God of Sleep)
Oceanus	Navigation (Titan of the Sea)

Non-foe

CHALLENGES	TESTS (NOTES)
Deliver Message	Navigation, Chariot, Swift, Flying
Long Journey	Navigation, Chariot, Swift, Flying
Labyrinth	Wit, Swift
Whirlpool	Navigation, Flying
Shipwreck	Navigation, Flying
Lost at Sea	Navigation, Flying
Augean Stables	Wit

NOTES: Non-Foe challenges do not go into victory piles. They are discarded win or lose.

RELICS	TRAIT
Golden Fleece	Healing; Reduce Delays by 1 turn
Gold of Midas	Gold (Discard after 3 uses)
Wine of Dionysus	Wine (Discard after 3 uses)
Nectar of the Gods	Wine (Discard after 3 uses)
Blade of Hephaestus	War
Lyre of Apollo	Music
Owl of Athena	Wit; or Discard immediately for 2 VP
Aegis Shield	Defeats all Foes (Return to Zeus in 5 Turns)
Arm-band of Zeus	Strength
Winged Sandals	Flying (Gift of Hermes)
Helm of Invisibility	Defeats all Foes (Return to Hades in 5 Turns)
The Argos	Navigation (Legendary Ship)
Lightning Javelins	Archer
Wings of Icarus	Flying
Cornucopia of Demeter	Army (Ambrosia)
Hyppolita's golden girdle	Gold, Healing (Gift from the queen of the Amazons)
Pan's Flute	Music
Apples from Hesperides garden	Healing (Discard after 3 uses)

COMPANIONS	TRAIT
Ancient Mariner	Navigation
Scholar	Wit
Pegasus	Flying
Poseidon's Gift Horse	Swift

COMPANIONS	TRAIT
Temple Maiden	Woman, Healing
White Eagle of Zeus	Flying, 2 VP (A gift)
Phoenician Mercenaries	Army
Argonauts	Army

Promethean Clay Any one (Pick a trait at time of attachment)

Idmon (seer of Argos)	Wit, Magic
Helena	Woman(+1 to Battle total during Trojan War)

Idmon (seer of Argos)	Wit, Magic
Andromeda	Woman

EVENTS	NOTES
Persian War	Play Immediately. See war rules
Amazon War	Play Immediately. See war rules
Trojan War	Play Immediately. See war rules
Peloponesian War	Play Immediately. See war rules
Olympic Games	All Swift & Strong Heroes in play gain 1 VP
Pandoras Box	Play Immediately. Shuffle discards into deck. discard this card
Visit Oracle at Delphi	Look at next 7 cards in Deck
Made King	Target Hero gains trait of Gold
Blessing of Kronos	Player takes another turn after this one
Blessing of Poseidon	Gain Navigation Trait for 1 Turn
Blessing of Atlas	Gain Strength Trait for 1 Turn
Blessing of Hermes	Gain Swift Trait for 1 Turn
Blessing of Nike	Gain Army Trait for 1 Turn
Blessing of Prometheus	Gain Wit Trait for 1 Turn
Blessing of Hera	Opponent must discard 2 cards
Blessing of Pan	Gain Music Trait for 1 Turn
Blessing of Apollo	Gain Music Trait for 1 Turn
Blessing of Ares	Gain War Trait for 1 Turn
Blessing of Athena	Defeat any Monster
Blessing of Artemis	Gain Archer Trait for 1 Turn
Blessing of Asclepius	Gain Healing Trait for 1 Turn
Blessing of Tyche	Draw 3 cards and discard 2 (Goddess of good fortune)
Oration	Gain control of target City state
Betrayal	Gain control of target Hero
Steal	Gain control of target Relic
Volcano	Destroy Target City State
Lightning Bolt	Kill target hero unless its owner discards any blessing card
Cursed by a God	Target hero delayed until its owner discards any blessing card
Visit Olympus	Target Hero with 5 or more traits becomes a God.
.	Hero removed from play & keep this card in Victory pile for 7 VP
Duel	Delay one of your heroes for 3 turns to kill (discard) target hero
Divine Intervention	Discard to negate the effect of any Event card
Homer the Historian	Hold this card. Worth 3 VP if in final hand
Trojan Horse	Discard during War. Worth 2 Armies
Child of Zeus	Target Hero gains Demigod trait
Hermes, God of Thieves	Target Relic discarded

Eris, Goddess of Strife Target Companion discarded

Martyr	Discard 1 of your heroes to add 3 to Battle total during a War
Inspired by the Muses	Target Hero may adventure twice more this turn
Wrath of the Furies	Target hero is delayed until its owner discards any blessing card

HEROES	TRAIT
Achilles	War, Chariot
Theseus	Wit, War
Perseus	War, Mirror

HEROES	TRAIT
Hippolyta	War, Army
Atalanta	War, Swift, Archer, Woman
Ajax	Strength
Achilles	Strength, War
Hercules	Strength, Demigod
Orion	Archer, Demigod
Odysseus	Wit, Strength, Archer
Aeneas	Wit
Memnon	Wit
Hector	Wit, Chariot
Jason	Strength, Navigation
Zetes	Navigation, Demigod
Argus	Navigation
Orpheus	Music
Bellerophon	Archer, Flying (Pegasus)
Icarus	Flying
Cadmus	Army
Abaris	Archer, Flying, Healing (Priest of Appolo)

CITY STATES	NOTES
Delphi	-
Illyria	-
Macedonia	-
Rhodes	-
Thessaly	-
Thrace	-
Xanthus	-
Athens	2 VP
Corinth	-
Knossos	Your Heroes defeat the Minotaur, Cretan Bull & Labyrinth
Sparta	+1 to Battle Total
Thebes	-
Byzantium	-
Miletus	-
Troy	-
Mycenae	-
Phrygia	Midas kingdom
Colchide	-

Notes: You cannot control both Sparta and Athens.
Discard one.

Card Set Available
from: Ludi Popina





Amber

Introduction

Takes place sometime after the disappearance of King Oberon. The Nine Princes fight to control Amber. Card game for 2-5 players.

Prince:	Hits	Fight	Wit	Will	Leadership
Corwin	12	9	10	11	8
Eric	8	8	9	9	9
Benedict	9	11	7	7	11
Bleys	8	10	7	7	10
Julian	9	7	7	8	7

Influence Tokens

Each player begins with 9 influence tokens of a unique color. Non-player Princes without a token are Neutral Princes. Place one of your tokens on Non-player Princes you control. These are your Ally Princes. Influence tokens are also used to show ownership of stacks of Armies.

Army Tokens

Use white blank tokens to represent armies.

Set Up

Each player is dealt a hand of 5 cards.

Player Princes

Setup: Each player begins with control of one Prince of Amber. Each player draws one random card from the Prince Deck. These are known as Player Princes. A Player may have only one Player Prince. Each Player Prince starts in exile in Shadow. If a Player Prince is killed, another Prince controlled by the Player becomes his new Player Prince. If he has None, a neutral Prince becomes his new Player Prince. If there Are no neutral Princes left, he is out of the game.

Other Princes

Setup: After all players have selected their Player Princes, Draw another Prince card. This Prince currently controls Amber and is referred to as the King. Draw 3 more Princes who have regency. The 3 Regencies are:
1. Guardian of Arden
2. Admiral of the North Sea Fleet

Victory

Control Amber and kill or capture all Princes controlled by Opposing players. Or control Amber for 5 consecutive turns.

Prince Of Amber Deck

This deck has 9 cards, one for each prince.

Prince:	Hits	Fight	Wit	Will	Leadership
Gerard	10	12	6	7	7
Random	7	7	8	7	6
Caine	7	7	7	7	8
Brand	7	7	11	10	7

3. Admiral of the South Sea Fleet
The King and regents are referred to as Lords. All other Princes not controlled by Players start in Exile in Shadow. Exile princes start out neutral. You can never gain control of a Lord, but you can make regents neutral. If Amber is attacked the Lords will defend it.

Gaining Control Of Amber

A player can gain control of Amber by conquering it or causing the current King to be killed, captured, or driven into Shadow exile. When a player takes control of Amber his Player Prince becomes King. Any other Princes he controls become regents. He may offer Regent posts to other neutral Princes or other Players.

Attributes

Each Prince has 5 Attributes or Skills: Toughness: Endurance, Hit points Fighting: Ability in hand-to-hand combat Leadership: Skill in strategy and tactics Will: Mental Strength in contests of Wills Wit: Measure of Intelligence

Attribute Levels

Use given stats or roll 2D6 separately for each attribute. Determine Attributes for each Prince before Play begins.

Remedial Glossary

Prince: There are 9 Princes of Amber. Player Prince: Each player controls one Prince that is his Player

Prince. Non-Player Princes: All Princes that are not Player Princes.

Ally Prince: All other Princes a player controls, but not his Player Prince. Neutral Prince: A Prince not controlled by any player. King: The Prince that controls Amber.

Regents: These 3 Princes control the Armies/Navies of Amber. Lords: The King and Regents. Exile Princes: All Princes that are not Lords.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Fate Phase
2. Action Phase

Fate Phase

Draw 1 card from the Fate deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = Wit Attribute of your Player Prince.

Discard excess cards.

Action Phase

Each Prince you control may perform one action per turn. An action includes playing any Action or Contest card or performing a Non-card action.

Noncard Actions

These do not require a card to do: * Bide your time: Draw one card. * Recuperate: Regain 1D6 lost Hit points. * Fortune telling with Trump Deck: Look at next 1D6 cards in deck.

* Intrigue: Roll 1D6: on a roll of 5-6 cause a target Non-Player prince to become neutral or take control of a neutral Prince. * Raise Army: Gain 1D6 army tokens. * Escape Imprisonment. The only action you may attempt if you have been captured. Roll 1D6. On a roll of 5-6 you escape.

Resolving Contests

Some cards indicate that a Contest will occur between two players. The opposing princes roll 2D6 and

add their levels in the indicated attribute. The player with the highest score is the winner. (Reroll ties)

Fight Contests

This a physical attack of one Prince against another. Use the Fight attribute. The loser of a Fight takes 1D6 Hits.

Leadership Contests

This is when an Exile group with Armies attacks Amber. Use the Leadership attribute. The winner of the contest gains control of Amber.

Princes you control (and those freely offered by other players) may work together and combine their attribute levels in Leadership contests. The Loser of Leadership Contest loses 1D6 of his Armies. Leadership contests are repeated until one side has no Armies left.

Will Contests

This a psychic attack of one Prince against another. Use the Willpower attribute. Only if the attacker wins does the effect listed on the card take place.

Block Cards

Only Lords can play Block cards in response to Exiles who are starting a Leadership Contest.

Card Type Notation

F Fight Contest (Attack)

L Leadership Contest (You must have at least 1 Army to play)

W Willpower Contest

X Special

B Block

C Capture

N Negate

A Action (Play this as an Action)

LC Leadership Contest

Card List

Card Name:	Type:	Effect:
Assassination	F	Attack Target Prince
Duel	F	Attack Target Prince
Swordfight	F	Attack Target Prince
Grapple	F	Attack Target Prince
Capture	C	Capture Prince that just took damage
Imprison	C	Capture Prince that just took damage
Call the Guards	C	Capture Exile Prince that just attacked
Exile	X	Exiled Player Prince must discard 3 cards

Card Name:	Type:	Effect:
Distractions of Court	X	Player with King must discard 3 cards
Get Away	N	Negate a Fight Contest
Hide in Shadow	N	Negate a Fight Contest if you are an Exile
Lords in Amber	N	Negate a Fight Contest if you are a Lord
Secret Passages	N	Negate a Capture card
Invade Amber	L	Conquer Amber
Attack by Sea	L	Conquer Amber
Scale Mount Kolvir	L	Conquer Amber
Storm Castle Amber	L	Conquer Amber
Battle Wounds	X	Target Prince who just lost a LC takes 1D6 damage
Prisoner of War	C	Capture Target Prince who just lost a LC
Shadow Armies	X	Exile Prince gets Leadership +1D6 this contest
Walls of Amber	B	Lord gets Leadership +1D6 this contest
Monsters & Storms	B	Target Exile Prince loses 1D6 Armies
Raiding Parties	B	Target Exile Prince loses 1D6 Armies
Jewel of Justice	B	Target Exile Prince loses 1D6 Armies
Ambush	B	Target Exile Prince loses 1D6 Armies
Shadow Obstacles	B	Target Exile Prince loses 1D6 Armies
Block the Way	N	Negate a Leadership Contest
Trump Travel	X	Escape Capture
Shadow Mastery	N	Negate a Block card
Shadow Assassins	A	Target Prince takes 1D6 Hits
Influence	A	Gain control of target neutral Prince
Promises	A	Gain control of target neutral Prince
Go with the Winner	A	Gain control of target neutral Prince
Mutual Hatred	A	Gain control of target neutral Prince
Betrayal	A	Target Ally Prince becomes neutral
Mistrust	A	Target Ally Prince becomes neutral
Manipulation	A	Target Ally Prince becomes neutral
Keep Options Open	A	Target Ally Prince becomes neutral
Psychic Hold	W	Target Prince gets -7 to his next Contest
Contest of Wills	W	Opponent must discard 3 cards
Mental Domination	W	Gain Control of target Prince
Psychic Attack	W	Target Prince takes 1D6 damage
Mind Probe	W	Look at opponents Hand
Break Contact	N	Negate a Will Contest
Emotional Fury	X	Gain Will +5 for this contest
Show Mercy	X	Target Prince you just damaged becomes neutral
Amnesia	X	Exile Prince can make no actions for 1D6 turns
Walk the Pattern	A	Draw 3 cards and discard 2
Plan Ahead	A	Look at next 7 cards in deck
Guile and Cunning	A	Look at next 7 cards in deck
Family Gossip	A	Look at opponents Hand
Speak to Sister	A	Look at opponents Hand
Blessing of Oberon	X	Gain an extra turn
Dworkin	A	Escape Capture
Rescued	A	Escape Capture
Narrow Escape	N	Negate a Capture
Not really Dead	X	Killed Prince returns to play as a Neutral Prince

Links

Amber Dictionary Amber Series





Arcane Armies

Introduction

Common Deck Card game for 2-4+ players. Fantasy Army-Building Conquest Theme.

Victory

You win if, at the beginning of your turn, your Cards in play have a combined strength of 40 or more.

The Deck

Players share a common deck.

Damage Tokens

Damage Tokens (DT) are used to keep track of damage on units. If the DT on a unit exceeds its Strength it is destroyed and discarded. DT should be Red.

Strength Tokens

Each Strength Token (ST) is worth Strength +1. ST should be Blue.

Basic Card Types

There are 2 basic card types: Units and Spells. Units are further divided into Individuals and Groups.

Setup

Shuffle the deck and place it face down in the center of the table. Flip over the top card of the deck to be the start of the discard pile. Determine turn order: Roll high on 1D6. High roll goes first.

Play proceeds clockwise. The first player to go is dealt 2 cards. The second player to go is dealt 3 cards.

The third player to go is dealt 4 cards and so on.

Turn Sequence

Players take turns. Each turn is divided into 4 Phases:

1. Conquest Phase
2. Scour Phase
3. Deploy Phase
4. Last Phase

Conquest Phase

You win if, at the beginning of your turn, your Cards in play have a combined Strength of 40 or more. Important Note: Units with Damage Tokens have their Strength reduced by the number of Tokens.

Scour Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Deploy Phase

Play 1 card from your hand face up to the table. Immediately resolve the card's Special Ability. If the card has a strength of zero (most Spells) it is immediately discarded.

Otherwise it stays in play as part of your army, its Strength contributing to your Armies total Strength. You may play a second card if the Strength of both cards played is 10 or less. This number is called the Deployment Limit. (Note that most spells have Strength = 0) Note: The first player on his first turn of the game can play a max of 1 card.

Last Phase

You may unflip a card in play by discarding a card from your hand. Max hand size is 5 Cards. Discard excess cards.

Special Abilities

All cards have a special ability (SA) that is activated and resolved as soon as the card is played.

Ambush Sa

In the form of Ambush = X. The card does X damage to the very next enemy Unit that is put into play.

Armor Sa

In the form of Armor = X. This Unit takes X less damage from every Attack or Ambush directed against it.

Attach Sa

As long as this unit is in play the target Unit gets the indicated bonus/benefit. If the target Unit is destroyed/discarded a new target may be chosen. This Unit cannot be targeted by Attacks or Ambushes while it is attached.

Attack Sa

In the form of Attack = X. The card does X damage to target enemy card in play. If there are no targets the attack is wasted.

Place Damage Tokens (DT) to keep track of Damage. If a card has multiple attacks they must all be against different targets.

Banding Sa

This is an Unstated automatic property of all Units except Relics, Heroes, and Mages. For every unit over 1 with the same type in your army gets +1 Strength in Conquest Phase. For example: You have 4 Humanoids in play, so your total strength is +3 in Conquest Phase.

Boost Sa

Next Unit you play gets 4 Strength Tokens.

Buff Sa

Target Friendly Unit gets 3 Strength Tokens.

Charge Sa

Even if damaged, this unit is always worth its Strength +1 in Combat Phase.

Conditional-x Sa

This SA only happens if a unit of type X is in play. Use these types of cards only in pre-constructed decks.

Conqueror Sa

This unit's Strength counts as double for Victory Conditions.

Control Sa

If there is a target Unit of the indicated type in play controlled by an opponent, it is Now under your control. If there are multiple targets, choose one.

Death Eater Sa

This unit gains 1 ST every time a unit is killed.

Defense Sa

The next Attack or Ambush against this unit is negated.

Disrupt Sa

When played opponent must discard random card from hand.

Find Sa

Flip over cards of the deck until you find one of the indicated type, then put it in your hand. Reshuffle the deck.

Flip Sa

Flip target Unit card over so back is facing. This unit does not contribute it's Strength or Special Abilities while flipped. Units can be unflipped by other SA or actions.

Flying Sa

In Conquest Phase if you have more Flying Units than your opponent gain 5 Strength.

Growth Sa

At the beginning of your turn this Unit gains 1 Strength Token.

Heal Sa

Remove X Damage Tokens from one of your Units. This also unflips petrified units.

Horde Sa

This unit comes into play with 3 ST on it.

Leader Sa

All your other Units except Relics or Locales get +1 Strength.

Loot Sa

Steal 1 Random card from opponent's hand.

Martyr Sa

The owner of this Unit may choose to have it be the target of a SA instead of The Target chosen by the Attacker.

Outflank Sa

All enemy Units are worth -1 Strength in Conquest Phase.

Overrun Sa

Slay target Unit that is smaller by 2 or more strength.

Petrify Sa

Just like the flip SA however, petrified units can only be unflipped if they are the target of a Heal effect.

Raise Dead Sa

Return to play the last Unit of yours that was destroyed.

Ranged Sa

In Conquest Phase if you have more ranged Units than your opponent gain 5 Strength.

Reaction Sa

This card is played on your opponent's turn from your hand as a reaction to a card play or action he takes as appropriate.

Regenerate Sa

Remove 1 Damage Token from this Unit in Last Phase.

Return Sa

Return target Unit to their Controller's Hand.

Scry Sa

When played draw 1 card and look at opponent's hand.

Skirmish Sa

Draw 1 Card and Flip enemy Unit with higher Strength.

Slay Sa

If there is a target Unit of the indicated type in play controlled by an opponent, it is Automatically destroyed (discarded). If there are multiple targets, choose one.

Sleeping Sa

This Unit comes into play flipped. When played it does not cost anything against your Deployment Limit.

Spell Immunity Sa

Unit cannot be affected by spells.

Spell Power Sa

This unit gains 1 ST every time you cast a Spell.

Stealth Sa

If possible another unit must be targeted by a SA instead of this one.

Taunt Sa

Flip target Unit. That unit cannot be unflipped until this unit is destroyed.

Tough Sa

This unit's Strength counts as double for how much Damage it can take before being Destroyed.

Weakened Sa

Unit gains a number of Damage Tokens to bring its Strength down to The indicated level.

Common Deck Card List

Name:	STR	Type	Special Ability:
Wizard	7	Mage	Find Spell
Druid	5	Mage	Also Nature. Find Nature
Necromancer	7	Mage	Also Undead. Find Undead
Magician	5	Mage	Draw 1 Card
Battle Mage	6	Mage	Attack = 4 and Attack = 2 Ranged
Elementalist	6	Mage	Also Elemental. Find Elemental
Priest	4	Mage	Also Holy. Heal = 4
Sorcerer	5	Mage	All of your Attack Spells get Attack +3
Demonologist	5	Mage	Also Demon. Find Demon
Warlock	7	Mage	Slay Fey
Rune Master	7	Mage	Leader
Fortune Teller	3	Mage	Scry
Geomancer	6	Mage	Also Earth. Find Earth
Pyromancer	6	Mage	Also Fire. Find Fire
Enchantress	4	Mage	Return = 3 (Sleep)
Illusionist	4	Mage	Flip 1 Target Unit
Artificer	5	Mage	Also Relic. Find 1 Relic
Alchemist	4	Mage	Draw 3 Cards and Discard 2 Cards
Cleric	6	Mage	Also Holy. Slay Undead
Apprentice	3	Mage	Find Mage

Name:	STR	Type	Special Ability:
Shaman	5	Mage	Return = 1. Also Humanoid
Fireball	0	Spell	Attack = 4 to 3 Target Units. Also Fire
Lightning Bolt	0	Spell	Attack = 10 to 1 Random enemy Unit. Also Air
Cone of Cold	0	Spell	Attack = 2 to 5 Target Units. Also Cold
Ritual	0	Spell	Deployment Level +10 this Turn
Inferno	0	Spell	Do 3 Damage to all Units in Play. Also Fire
Blizzard	0	Spell	Do 2 Damage to all Units in Play. Also Cold
Tornado	0	Spell	Attack = 4 and Attack = 2. Also Air
Vanish	0	Spell	Return = 2 (Thin Air)
Illusion	0	Spell	Flip 1 and Return = 1
Vision	0	Spell	Draw 1 and Look at Opponent's Hand
Divination	0	Spell	Draw 1 and look at next 7 cards in Deck
Polymorph	0	Spell	Target Unit Weakened to 2 or gains 4 ST
Turn to Frog	0	Spell	Target Unit Weakened to 1
Strength Potion	0	Spell	Target Unit gets 6 Strength Tokens
Curse	0	Spell	Target Unit Weakened to 2.
Petrification	0	Spell	Petrify. Also Earth
Slow	0	Spell	Draw 1 and Target Unit Weakened to 3
Haste	0	Spell	Draw 1 and Target Unit gets 3 Strength Tokens
Magic Missile	0	Spell	Draw 1 and Attack = 3
Wish	0	Spell	Look at next 20 cards in deck and keep 1
Forget	0	Spell	Opponent discards 2 Random cards from hand
Bloodlust	0	Spell	All your Units get 2 Strength Tokens each
Charm	0	Spell	Control Target Unit Hero or Mage
Command	0	Spell	Control Target Unit that is not a Hero or Mage
White Knight	6	Hero	Armor = 2
Black Knight	6	Hero	Ambush = 6
Ranger	6	Hero	Also Nature. Slay Humanoid. Ranged
Dwarf Lord	7	Hero	Also Earth. Slay Giant
Warlord	8	Hero	Conqueror
Hunter	6	Hero	Slay Beast. Ranged
Bard	4	Hero	All Heroes gain Banding
Assassin	5	Hero	Slay Hero. Also Arab
Ninja	4	Hero	Slay Hero. Also East
General	5	Hero	Leader
Dragon Master	7	Hero	Also Dragon. Find Dragon. Flying
Dragon Slayer	8	Hero	Slay Dragon
Witch Hunter	8	Hero	Slay Mage
Thief	4	Hero	Control Relic
Berserker	5	Hero	Attack = 8 (Wild Swings)
Beast Master	5	Hero	Also Beast. Find Beast
Bodyguard	6	Hero	Martyr
Sergeant	4	Hero	Boost
Highwayman	5	Hero	Outflank
Chevalier	6	Hero	Charge
Warrior	8	Hero	Slay Monster
Paladin	6	Hero	Also Holy. Slay Demon
Monk	5	Hero	Also East. Attack = 3 and Attack = 3 (Kung Fu)
Barbarian	7	Hero	Tough. Also Cold
Raid Leader	5	Hero	Your Unit Attacks are at +1. Also Humanoid
Myrmidon	7	Hero	Also Greek. Attack = 6
Samurai	6	Hero	Also East. Attack = 7 (Cut)
Squire	3	Hero	Find Hero

Name:	STR	Type	Special Ability:
Catapult	3	Relic	Attack = 6 (Barrage) Ranged
Flying Machine	2	Relic	Attach: Hero gets Strength +4 and Flying
War Banner	2	Relic	Leader
Poisoned Dagger	1	Relic	Attach to Hero. Slay Hero or Mage
Ring of Power	8	Relic	Control Target Mage. Attach to Target
Spellbook	3	Relic	Attach to Mage. Find 2 Spells
Eldritch Sword	4	Relic	Find 1 Spell. Attach: Hero gets Strength +3
Cloak of Invisibility	5	Relic	Attach: Hero gets Stealth
Magic Wand	3	Relic	Attack = 4. Attach: Mage gets Strength +3
Horn of Summoning	3	Relic	Attach to Hero. Draw 2 Cards
Enchanted Bow	5	Relic	Attach: Hero gets Ranged
Legendary Armor	4	Relic	Attach: Hero gets Armor = 4
Vorpal Blade	5	Relic	Attach to Hero. Slay Any Target
Aegis Shield	6	Relic	Also Greek. Attach: Hero gets Tough
Amulet of Protection	5	Relic	Attach: Mage gets Tough
Staff of the Magi	3	Relic	Attach: Mage gets Strength +7
Juggernaut	10	Relic	Overrun (Steamroll)
Ogre	6	Giant	Attack = 3 (Maul)
Ogre Magi	6	Giant	Find Spell. Also East
Hill Giant	7	Giant	Attack = 4 (Club)
Troll	7	Giant	Regenerate
Stone Giant	8	Giant	Attack = 5 (Boulders). Also Earth, Ranged
Fire Giant	8	Giant	Attack = 6 (Fire Arrows). Also Fire, Ranged
Frost Giant	9	Giant	Attack = 7 (Great Axe). Also Cold
Cloud Giant	9	Giant	Attack = 8 (Thunder Bolts). Also Air, Ranged
Titan	10	Giant	Leader
Kobolds	2	Humanoid	Ambush = 3 (Sneak Attack)
Goblins	3	Humanoid	Skirmish
Orc Horde	5	Humanoid	Horde
Lizard Men	6	Humanoid	Tough
Wolf Riders	4	Humanoid	Charge. Also Beast
Troglodytes	4	Humanoid	Ambush = 4
Hobgoblins	5	Humanoid	Outflank (Cavalry)
Gnolls	6	Humanoid	Attack = 5 (Raid)
Bugbears	7	Humanoid	Ambush = 6
Dragon Men	7	Humanoid	Conqueror. Also Dragon
Minotaurs	8	Humanoid	Also Greek. Stealth (Labyrinth)
Goblin King	6	Humanoid	Find Humanoid. Also Hero
Soldiers	5	Men	Conqueror
Phalanx	5	Men	Tough. Also Greek
Men at Arms	6	Men	Attack = 6 (Lances)
Footmen	3	Men	Martyr
Militia	4	Men	Slay Humanoid
Bandits	4	Men	Loot (Pillage)
Barbarians	6	Men	Horde. Also Cold
Skeletons	3	Undead	Regenerate
Zombies	4	Undead	Horde. Regenerate
Ghoul	5	Undead	Death Eater
Vampire	6	Undead	Control Hero. Flying
Werewolf	7	Undead	Tough. Also Nature
Wraith	8	Undead	Slay Men
Shade	5	Undead	Disrupt. Also Cold
Lich	9	Undead	Find Spell. Also Mage

Name:	STR	Type	Special Ability:
Rat Swarm	2	Beast	Growth. Also Nature
Viper	1	Beast	Slay Hero (Poison) . Also Nature
Boars	2	Beast	Charge. Also Nature
Wolves	3	Beast	Draw 1 Card. Also Nature
Bears	5	Beast	Tough. Also Nature
Apes	4	Beast	Attack = 5 (Ferocious). Also Nature
Lions	6	Beast	Leader. Also Nature
Crocodiles	5	Beast	Stealth (Muddy River). Also Nature
Eagles	4	Beast	Attack = 6 Flying. Also Nature
Giant Spiders	4	Monster	Growth. Also Nature
Hydra	9	Monster	Also Greek. Regenerate (Heads Regrow)
Griffon	6	Monster	Attack = 5 Flying
Abomination	8	Monster	Tough. Also Undead
Gargoyle	5	Monster	Stealth. Flying. Also Earth
Rust Monster	3	Monster	Slay Relic
Naga	7	Monster	Attack = 7 (Poison Arrows)
Sea Monster	8	Monster	Attack = 8 (Jaws). Also Water
Doppelganger	X	Monster	Strength is that of a Unit in Play
Medusa	7	Monster	Also Greek. Petrify
Faerie Dragon	2	Dragon	Also Fey. Stealth. Flying
Wyvern	3	Dragon	Attack = 3 (Stinger). Also Air. Flying
White Dragon	4	Dragon	Attack = 4 (Cold Breath). Also Cold. Flying
Green Dragon	6	Dragon	Attack = 4 and Attack = 2 (Poison Gas) Flying
Black Dragon	7	Dragon	Attack = 7 (Acid Breath) Flying
Blue Dragon	8	Dragon	Attack = 5 and Attack = 3 (Lightning) Flying
Red Dragon	10	Dragon	Attack = 6 and Atk = 4. Also Fire. Flying
Slyphs	2	Fey	Stealth (Invisible). Also Air. Flying
Sprites	3	Fey	Skirmish. Also Fire. Flying
Gnomes	3	Fey	Find Relic. Also Earth
Satyr	4	Fey	Flip Target Unit. Also Greek
Dryads	4	Fey	Stealth (Tree Walking). Also Nature
Dwarves	5	Fey	Tough. Spell Immunity. Also Earth
Nymphs	3	Fey	Control Hero or Men
Elves	6	Fey	Stealth. Also Nature. Ranged
Ents	8	Fey	Martyr. Tough. Also Nature
Unicorn	7	Fey	Leader. Stealth. Also Nature
Faerie Queen	4	Fey	Find Fey. Also Mage. All your Fey get Str +1
Air Spirit	4	Elemental	Attack = 5 (Wind). Also Air. Flying
Water Weird	5	Elemental	Attack = 6 (Drown). Also Water
Earth Spirit	7	Elemental	Tough (Rock). Also Earth
Fire Spirit	6	Elemental	Attack = 7 (Flames). Also Fire
Golem	6	Elemental	Regenerate (Clay). Also Relic
Wall of Fire	4	Elemental	Tough. Also Fire
Wall of Ice	6	Elemental	Regenerate. Also Cold
Imps	2	Demon	Taunt. Flying
Quaist	3	Demon	Attach: Mage gets Strength +3. Also Fire
Lemures	4	Demon	Growth. Regenerate
Succubus	5	Demon	Control Hero (Seduction) Flying
Ice Devil	6	Demon	All Enemy Units are Strength -1. Also Cold
Bone Devil	7	Demon	Attack = 7 (Scythe)
Pit Fiend	9	Demon	Attack = 6 and Attack = 3 (Sword & Whip)
Guardian Angel	7	Holy	Martyr. Flying
Avenging Angel	8	Holy	Slay Demon. Flying

Name:	STR	Type	Special Ability:
Arch Angel	9	Holy	Tough. Flying
Amazons	5	Greek	Attack = 5 (Arrows) Ranged

Need More Cards!!?

More cards to add to the pile, or for rotation:

Pirate Add On

Buccaneers	4	Pirate	Charge. Also Water. Also Men
Corsairs	5	Pirate	Ambush = 5. Also Men
Swashbuckler	6	Pirate	Attack = 5 and Attack = 1. Also Hero
Captain	7	Pirate	Leader. Also Hero
First Mate	4	Pirate	Find Pirate. Also Hero
Sea Rover	6	Pirate	Tough. Also Water
Freebooters	5	Pirate	Loot. Also Men
Ghost Ship	7	Pirate	Also Undead. Also Water

Relic Add On

Monolith	5	Relic	Also Earth. Also Locale. Deployment Limit +1
Ankh	3	Relic	Attach to Mage. Also Holy. Heal = 5
Vise	3	Relic	Opponent Hand Size -2
Crown of Command	5	Relic	Attach to Hero or Mage. Control Target Unit
Healing Salve	3	Relic	Attach to Hero or Mage. Heal = 4
Ring of Regeneration	3	Relic	Attach: Hero or Mage gets Regeneration
Sacred Cup	5	Relic	Also Holy. Heal = 2 All Friendly Units
Magic Helm	4	Relic	Attach: Hero gets Conqueror
Magic Talisman	3	Relic	Attach: Hero gets Spell Immunity
Coral Trident	6	Relic	Also Water. Find Water
Orb of Evil	4	Relic	Also Undead. All Undead get Strength +1
Gauntlets of Strength	4	Relic	Attach: Hero gets 4 ST and Armor = 1
Magic Robes	4	Relic	Attach to Mage. Deployment Limit +1
Disrupting Rod	5	Relic	Disrupt
Crystal Ball	3	Relic	Scry
Rune Sword	7	Relic	Attach: Hero gets Death Eater
Ice Cage	4	Relic	Flip Target Unit. Also Cold
Dark Throne	5	Relic	Also Undead. Also Locale. Find Undead
Simulacrum	1	Relic	Martyr

Locale Add On

Castle	8	Locale	All your Units get Armor +2
Fairy Circle Ring	4	Locale	Also Fey. Find Fey
Jungle	5	Locale	Also Beast. Find Beast
Forest	4	Locale	Also Nature. Find Nature
Mountain	6	Locale	Also Earth. Find Earth
Graveyard	5	Locale	Also Undead. Find Undead
Island	5	Locale	Also Water. Find Water
Abyss	7	Locale	All Damaged Units are Discarded
Swamp	6	Locale	Also Water. Also Nature. Regenerate

Castle	8	Locale	All your Units get Armor +2
Sanctuary	5	Locale	Also Holy. Target Hero or Mage gains Stealth
Holy Ground	5	Locale	Also Holy. Find Holy
Quick Sand	4	Locale	Also Earth. Slay target non-flying Unit
Maze	6	Locale	Also Greek. Flip target non-flying Unit
Altar	5	Locale	Destroy Friendly Unit. Draw 2 Cards
Shrine	6	Locale	Also East. Find East
Fountain of Life	4	Locale	Heal = 2 All of your Units
Giant's Playground	6	Locale	Also Giant. Find Giant
Wizard's Tower	7	Locale	Hand Size +2
Trap	3	Locale	Also Relic. Ambush = 6
Ley Lines	5	Locale	All your Mages get Strength +2
Stream of Life	4	Locale	Also Nature. Heal = 2 all Friendly Units
Temple	5	Locale	Also Greek. Find Greek

Spell Add On

Animate Dead	0	Spell	Draw 1 Card. Find Undead
Animate Relic	0	Spell	Draw 1 Card. Relic gets 5 Strength Tokens
Recall	0	Spell	Find 1 Card from Discard
Armageddon	0	Spell	Draw 1 Card. Slay all Locales
Divine Wrath	0	Spell	Slay all Units with 5 or more Strength
Blessing	0	Spell	Find Holy. Target Unit gains 3 ST
Flight	0	Spell	Draw 1 Card. Attach: Unit gets Flying
Elemental Blast	0	Spell	Attack = 5
Giant Growth	0	Spell	Discard 1 Card. Target Unit gains 8 ST
Ward	0	Spell	Reaction: Negate Attack
Counterspell	0	Spell	Reaction: Negate Spell
Crumble	0	Spell	Slay Relic
Resurrection	0	Spell	Raise Dead
Immolate	0	Spell	Attack = 4 and 1 DT to all other enemy units
Instill	0	Spell	Return = 1. Unflip Unit. Draw 1 card
Psionic Blast	0	Spell	Slay 1 Friendly and 1 Enemy Unit
Soul Exchange	0	Spell	Slay Target Unit. Opponent Draws 1 Card
Disintegrate	0	Spell	Discard 1 Card. Slay Target Unit
Circle of Protection	0	Spell	Attach: Unit gets Armor = 5
Fog	0	Spell	Negate next attack made by Opponent
Force of Nature	0	Spell	Find Nature. Target Unit gets 4 ST
Disenchant	0	Spell	Discard all Attachments and ST
Mass Crumble	0	Spell	Draw 1 card. Slay all Relics in Play
Deal With the Devil	0	Spell	Find Demon. Target Unit gets 4 ST
Fear	0	Spell	Negates the next Enemy Attack or Ambush
Time Stop	0	Spell	Take another Turn after this One
Force Field	0	Spell	Target Unit gets Defense
Binding	0	Spell	Distribute 6 DT to Units. Do not Destroy any
Freeze	0	Spell	Flip Target Unit. Also Cold
Drain	0	Spell	Attack = 4. Target Unit gains 4 ST
Lure	0	Spell	Give Target Unit Ambush = 6
Pestilence	0	Spell	All non-elemental/undead/relic Units get 3 DT
Sleep	0	Spell	Flip 2 Random Enemy Units
Volcanic Eruption	0	Spell	Every Unit in play has a 50% of being Destroyed
Wanderlust	0	Spell	Flip one of your Heroes. Draw 3 Cards

Animate Dead	0	Spell	Draw 1 Card. Find Undead
Winter	0	Spell	Flip all non-relic/cold/undead Units in play
Earthquake	0	Spell	Do 3 Damage to all Non-Flying Units
Cyclone	0	Spell	Do 5 Damage to all Flying Units
Vortex	0	Spell	Slay target Flying Unit
Deflect	0	Spell	Reaction: Change target of target Spell
Chaos	0	Spell	Trade Hands with Target Player
Fortune	0	Spell	All players Draw 2 cards
Equality	0	Spell	All Units Weakened to 1 Strength
Flood	0	Spell	Flip all Non-Water, Non-Flying Units
Teleport	3	Spell	Attach: Hero or Mage gets Outflank
Transmutation	0	Spell	Replace target Unit with one in your hand

Arab Add On

Jihad	5	Spell	Also Arab. Growth. All Arab units get Str +1
Leper	2	Arab	Also Men. All Units get 1 WT
Djinn	7	Jinn	Also Arab. Also Air. Tough. Flying
Efreeti	6	Jinn	Also Arab. Also Fire. Charge
Marid	5	Jinn	Also Arab. Also Water. Attack = 5
Magic Lamp	3	Relic	Also Arab. Find Jinn
Flying Carpet	4	Relic	Also Arab. Attach: Hero gets Str +2 and Flying
Dervishes	4	Arab	Also Men. Attack = 6 (Whirling)
Caravan	4	Arab	Also Men. Draw 1 Card
Dancing Sword	5	Arab	Also Relic. Attack = 2 and Atk = 2 and Atk= 1
Desert	5	Locale	Also Arab. Find Arab
Oasis	4	Locale	Also Arab. Heal = 4
Pharaoh	7	Undead	Also Arab. Raise Dead
Mummy Guards	6	Undead	Also Arab. Attack = 3 and Attack = 2
Sphinx	8	Monster	Also Arab. Draw 1 Card
Sandstorm	0	Spell	Also Air. All Units in play get 1 DT

East Add On

Ronin	5	Hero	Also East. Attack = 5
Tengu	4	Air	Also East. Attack = 4. Flying
Holy Man	4	Mage	Also East. Also Holy. Boost
Jade Warrior	6	Earth	Also East. Tough
River Dragon	7	Dragon	Also East. Also Water. Stealth
Kappa	5	Water	Also East. Ambush = 5
Karma	0	Spell	Find East. Draw 1 Card

Unit Add On

Giant Moles	5	Earth	All Earth Units get +2 Strength
Crusader	6	Hero	Also Holy. Attack = 6
Kudzu	4	Nature	Growth. Slay Locale
Archers	4	Men	Ranged
Guards	4	Men	When played target Unit gets Defense

Giant Moles	5	Earth	All Earth Units get +2 Strength
Dragon Egg	2	Dragon	If Destroyed, Becomes a Whelp of Strength = 5
Two-Headed Giant	6	Giant	Attack = 4 and Attack = 4
Will-o-Wisp	1	Undead	Flip Target Unit
Mammoth	6	Nature	Also Cold. Overrun
Mad Bomber	3	Hero	Also Humanoid. Attack = 3 and Attack = 3
Old God	10	Monster	Find Monster
Sappers	4	Humanoid	Also Men. Slay Locale
Spies	3	Humanoid	Also Men. Scry
Fire Lord	8	Elemental	Also Fire. Attack = 8
Bog Monster	7	Nature	Also Monster. Stealth
Clockwork Cogs	4	Relic	Armor = 2
Toadstool Folk	4	Nature	Regenerate
Insect Swarm	5	Nature	Attack = 7
Jaguar	4	Beast	Ambush = 6
Sleeping Dragon	9	Dragon	Sleeping
Pooka	4	Fey	Buff
Banshee	1	Undead	Give all Units in play 2 DT
Yeti	5	Cold	Stealth
Blacksmith	3	Humanoid	Also Men. Boost
Halflings	4	Men	Stealth
Carrion Crawler	4	Nature	Death Eater
Sea King	8	Mage	Also Water. Find Water
Time Elemental	4	Elemental	Unflip target Unit and Draw 1 Card
Ice Elemental	6	Elemental	Also Cold. Flip random Enemy Unit
Sleeping Giant	8	Giant	Sleeping
Dead King	7	Undead	Sleeping. Also Hero. Leadership
Elder Dragon	8	Dragon	Slay Unit of 5 or less Strength
Hellhounds	7	Demon	Attack = 6
War Machine	6	Relic	Charge
Witch	5	Mage	Weaken target Unit to Strength = 1
Ice Queen	7	Mage	Also Cold. Find Cold
Archmage	7	Mage	Spell Power
Kraken	10	Water	Attack = 10
Leviathan	10	Water	Spell Immunity
Behemoth	10	Beast	Tough
Colossus	10	Relic	Armor = 3
Raiders	5	Humanoid	Also Men. Disrupt
Basilisk	4	Beast	Petrify
Buzzards	2	Beast	Death Eater. Flying
Jester	2	Hero	Taunt
Puppet Master	4	Mage	Control Target Hero
Primordial Ooze	3	Nature	Grow
Fallen Angel	5	Demon	Slay Holy
Inventor	4	Mage	Strength +2 for each attached Relic
Skeletal Dragon	7	Dragon	Also Undead. Regenerate
Cultists	4	Men	Find Monster
Familiar	2	Beast	Attach: Mage gets Strength +3
Centaur	5	Greek	Outflank
Voodoo Priest	4	Mage	Raise Dead
Gypsies	3	Men	Loot
Scorpion	1	Beast	Ambush = 5
Homunculus	2	Relic	Spell Power

Deck Building Option

Players can make their own Decks. 40 Card minimum. Max 1 copy of each card.

Sample Conditional Cards For Preconstructed Decks

Convert	0	Spell	Conditional-Holy: Control Target Unit
Web	0	Spell	Conditional-Nature: Flip 2 Target Units
Cocoon	0	Spell	Conditional-Nature: Flip Unit. It gets 7 ST
Blight	0	Spell	Conditional-Undead: Destroy all Nature Units
Tsunami	0	Spell	Cond-Water: All non-flying Enemy Units get 3 DT
Hurricane	0	Spell	Conditional-Air: All Enemy Units get 3 DT
Hellfire	0	Spell	Conditional-Demon: All Enemy Units get 3 DT
Avalanche	0	Spell	Conditional-Cold: All Enemy Units get 3 DT
Rock Slide	0	Spell	Conditional-Earth: All Enemy Units get 3 DT





Armies Of Oz

Introduction

Large scale warfare in the Land of Oz.

Map

The map depicts an irregular, interlocked set of territories. Each Territory compromises a small section of Oz. Players will have to create their own Game Map. The picture above shows a map of Oz taken from the original books.

Victory

Destroy the opposing Great Leaders.

Control Markers

Use chits to represent control markers (CM). Each player has a set of control markers of a unique color. CM are placed on settlements and stacks of units to Indicate ownership.

Units

Use chits to represent units. Units include Great Leaders, Minor Leaders & non-leader units.

Great Leaders

Each player picks one Great Leader to start the game with. Some Great Leaders available include: Queen Ozma (Good) Glinda the Good Witch of the South (Good) Locasta the Good Witch of the North (Good) Elphaba the Wicked Witch of the West (Evil) Roquat the Red: The Nome King (Evil) General Jinjur (Neutral or Good)

Other Possible Great Leaders

Oscar the Wizard of Oz (Neutral or Good): Possibly in place of Ozma or in a Prequel Setting. In a Prequel setting he would not be a Spellcaster. Remove him from the Good Character Army List.
Nessarose the Wicked Witch of the East (Evil): In a Prequel Setting or reincarnated. Kaliko: The Nome King (Neutral or Evil): Replacement and Rival of Roquat. The Tin Woodsman (Good): Ruler of Winkie Country after the events of the first book.
Remove him from the Good Character Army List.

Army Lists

There are several separate Army Lists. Great Leaders will only be able to recruit Units from Certain Lists.

Great Leader:	Army Lists Available:
Ozma	Emerald City & Girl Army & Good Characters
Glinda	Ouadling Country & Girl Army & Good Characters
Locasta	Gillikin Country & Good Characters
Elphaba	Winkie & Gillikin Country & Evil Minions
Roquat	Nome Kingdom & Evil Allies
Jinjur	Girl Army & Good Characters
Oscar	Emerald City & Good Characters
Nessarose	Munchkin Country & Evil Minions
Kaliko	Nome Kingdom & Evil Allies
Tin Man	Winkie County & Good Characters

An Army list is actually a pile of Unit Counters.

Army Lists are not territory specific, and depend more on the alignment/politics of the Great Leader.

Conquest & Army Lists

5 of the Army Lists depend on control of certain regions of Oz. These include: The Emerald City, Munchkinland, Winkie Country, Ouadling Country, and Gillikin Country. If you control at least 1 Settlement in one of these regions, you may recruit units from its Army Lists. These Units remain under your control even if you lose control of your last settlement in the region, or even if these units have to fight each other. The other

Spell Casters

Some Units (Most Great Leaders, some Minor Leaders, and a few Non-Leaders) will have Spell casting ability.

Deck

Players share an action deck. Action cards are discarded as soon as they are used.

Dice

Six sided dice are needed.

Gold

Use coins to represent Gold.

Setup

Each player places his great Leader in a Settlement space. Each player starts with 5 random Units from any Unit List He can Use.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Draw 3 cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

A Stack (Army) can only move if it contains at least one Leader or Great Leader. Units designated as Scouts can move without a Leader. Each Unit has a Movement Point Allowance.

A Stack cannot move farther than its slowest Unit, unless It leaves them behind. Various Terrains have a Movement cost to enter. Units (Stacks) can move into spaces containing opposing Stacks, but cannot move any further.

Anytime you have a Scout unit adjacent to an enemy stack, you May look at the Units in that Stack.

Crossing Rivers

A non-flying Unit must stop upon reaching a river, and Must spend it's whole MPA to move across it on it's next turn.

Flying Units

Always pay 1 MPA to move into a space. They can fly over (past) enemy non-flying units.

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit (+ Items & Companions) has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. Note: Spell cards can only be used if a Stack has a Spell Caster. If one stack has a Leader and the other does not, the stack with the Leader gets an additional 5 Force.

Each player rolls 2 dice and adds it to their total. The side with the highest Battle Total (Force value) wins. The losing stack has one unit destroyed.

The losing stack must retreat one space. If the stack cannot retreat, it is completely destroyed. Destroyed units are returned to their chit pile.

Leaders are always the last units to be destroyed.

Revenue Phase

Each Settlement you control generates a specified amount of Gold.

Recruit Phase

Draw 1D6 random unit counters from an army List pile you can use. Purchase units. A units cost in Gold is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Gold may be saved from turn to turn. Discard unpurchased units back to the pile. Units start in any Settlement you control.

The Good Characters Army List is Unique: You can only draw 1 Unit From it per turn.

Upkeep Phase

Pay 1 Gold for each non-leader unit you control. Discard Units you cannot pay upkeep for.

Control Phase

Place a control marker on each Settlement occupied by only your your units. Remove any CM of an opponent. Your CM remains until an opponent removes it by occupation.

Scry Ability

Some spells and Items allow you to Scry. When Scrying, you may do one of the following: -Look at the next 7 cards in the deck -Look at your opponent's hand -Look at the Units in any one stack

Items

There is a separate Pile for Items. They are acquired as a result of Action Cards. Assign them to a specific Leader.

They may be kept to the side or stacked with the Leader.

Companions

Treat these like Items, except that they are living Creatures.

Territory Types

MC Movement Cost to Enter

DB Force Bonus gained by Defenders

GR Gold Generated in Revenue Phase

X Space cannot be entered or moved through by non-flyers

XX Space cannot be entered or moved through at all

Type:	MC	DB	GR
Clear	1	-	-
Water	X	-	-
Mountain	XX	-	-
Forest	2	1	-
Road	$\frac{1}{2}$	-	-
Hills	1	1	-

Type:	MC	DB	GR
Desert	2	-	-
Village	1	-	2
Castle	1	4	4
Town	1	2	4
City	1	4	8

Unit Deck Abbreviations

MPA Movement Point Allowance

copies of this counter in pile

L Leader

N Non-Leader

A Flying

F Force

S Scout

C Companion

I Item

W Spell Caster (Witch or Wizard)

Carry = Unit may Carry Leaders increasing their MPA

Great Leader Unit Stats

Unit Name:	MPA	Force	Notes:
Ozma	4	3W	-
Glinda	5	4W	-
Locasta	3	2W	-
Elphaba	4	4W	-
Roquat	5	5W	All Units stacked with get MPA+1
Nessarose	3	3W	-
Kaliko	3	4W	-

Magic Item Counter List

Item Name:	Notes:
Magic Belt	In your Move Phase Teleport any 1 Unit you control Anywhere
Magic Broom	MPA +4 & Flying
Powder of Life	Gain 1D6 Gold then discard
Crystal Ball	Scry once on your turn
Magic Picture	Scry once on your turn
Magic Cloak	F+4
Water of Oblivion	One Use: Discard Opposing Stack
Silver Slippers	Female Leader gets F+6
Hot Air Balloon	Flying MPA = 6 & Carry
Magic Staff	F+3 & Hand Size +1
Magic Wand	Spells get F+2
Spell Book	Draw 1 extra card per turn
Golden Cap	Units in Stack get F+1

Companion Unit List

Unit Name	Type	MPA	Force	Notes
Toto the Dog	C	5	1	-
Bellina the Hen	C	4	1	-
The Saw Horse	C	10	3	Carry 1 Leader

Unit Name	Type	MPA	Force	Notes
Gump	C	8F	5	Carry

Good Characters Army List

Unit Name	#	Type	MPA	Force	Notes
Dorothy Gale	1	L	4	2	Starts with 1 Companion
The Tin Man	1	L	3	5	-
The Scarecrow	1	L	4	4	-
The Cowardly Lion	1	L	6	6	-
Wizard of Oz	1*	LW	6F	3	-
General Jinjur	1*	L	4	4	-
Tik-Tok	1	L	2	2	-
The Hungry Tiger	1	L	6	7	-
The Shaggy Man	1	L	4	4	-

* Remove from pile if being used as a Great Leader

Emerald City Army List

Unit Name	#	Type	MPA	Force	Notes
Green Guards	6	N	2	4	F+2 if Defending
Balloon Brigade	2	N	6FS	4	Carry
Emerald Dragoons	4	N	6S	3	
Royal Hussars	4	N	8S	2	
Queen's Lancers	2	N	4	6	
Queen's Coachmen	1	N	7S	1	Carry
Captain of the Guard	1	L	8	2	

Munchkin Country Army List

Unit Name	#	Type	MPA	Force	Notes
Munchkin Militia	4	N	2S	2	-
Munchkin Brigade	4	N	2	3	-
Tin Soldiers	4	N	3	6	-

Unit Name	#	Type	MPA	Force	Notes
Blue Army	6	N	4	4	-
Blue General	2	N	4	2	-

Winkie Country Army List

Unit Name	#	Type	MPA	Force	Notes
Tottenhots	4	N	5S	2	-
Dragon Chariots	2	N	6F	7	Carry
Giants	2	N	5	8	-

Unit Name	#	Type	MPA	Force	Notes
Frogmen	4	N	4S	3	-
Yellow Army	6	N	4	4	-
Yellow General	2	L	4	2	-

Gillikin Country Army List

Unit Name	#	Type	MPA	Force	Notes
Winged Monkeys	4	N	7SF	3	-
Loons	2	N	2	4	-
Dragons	2	N	6F	8	-
Flat Heads	2	N	4	3	-

Unit Name	#	Type	MPA	Force	Notes
Mist Maidens	2	N	4FS	1	Spellcasters
Giant Purple Spiders	2	N	6	5	Carry
Purple Army	4	N	4	4	-
Purple General	2	L	4	2	-

Quadling Country Army List

Unit Name	#	Type	MPA	Force	Notes
Hammerheads	4	N	3	5	-
Fighting Trees	4	N	2	6	-
Red Army	4	N	4	4	-
Red General	2	L	4	2	-
Horners	2	N	4	4	F+2 vs Settlements
Hoppers	2	N	2	2	-
Rabbit People	2	N	5S	2	-

All Girl Army List

Unit Name	#	Type	MPA	Force	Notes
Cadets	4	N	5S	2	-
Girl Soldiers	4	N	4	3	-
Suffragettes	4	N	4	4	-

Unit Name	#	Type	MPA	Force	Notes
Show Girls	2	N	5	6	-
Cow Girls	4	N	8S	4	-
Girl General	2	L	5	2	-

Evil Minion Army List

Unit Name	#	Type	MPA	Force	Notes
Swarm of Rats	4	N	4	3	-
Flock of Ravens	4	N	8FS	2	-
Bears	2	N	4	6	-

Unit Name	#	Type	MPA	Force	Notes
Wolves	2	N	6S	5	-
Goblin Guards	6	N	3	4	-
Goblin Commander	2	L	4	2	-

Evil Allies Army List

Unit Name	#	Type	MPA	Force	Notes
Whimsies	4	N	3	4	-
Growleywogs	4	N	4	6	-
Phanfasms	2	N	5	5	Spellcasters
Evil Spirits	4	N	4SF	3	-
Mangaboos	4	N	3	3	-
Oogaboo Army	2	N	4	3	-

Nome Kingdom Army List

Unit Name	#	Type	MPA	Force	Notes
Nome Slaves	4	N	3	2	-
Nome Diggers	4	N	3	3	F+3 vs Settlements
Nome Soldiers	4	N	3	4	-
Nome Lookouts	4	N	5S	1	-

Unit Name	#	Type	MPA	Force	Notes
Nome War Machine	2	N	2	10	-
Nome General	1	L	3	2	-
Nome Magician	1	L	3	1	Spell Caster

Action Deck Card Notation

BS Battle Spell

MS Movement Spell

B Battle Action

R Event that occurs in Recruit Phase

RS Spell played in Recruit Phase

BT Battle Total

SX Spell Anytime

Action Deck Card List

Card Name:	Type:	Notes
Invisibility	BS	Unit gets F+7
Forge Item	SR	Gain a Random Item
Find Item	R	Gain a Random Item
Gateway	SR	Gain a Random Unit from one of your Lists
Call Aid	SR	Gain 2D6 Gold
Illusions	BS	BT +8
Fire	BS	BT +9
Cyclone	BS	BT +10
Earthquake	BS	BT +7
Storm	BS	BT +6
Protective Magic	BS	Defending Unit gets F+10
Disenchant	BS	Destroy Item
Summon	BS	Move one of your Units from anywhere to you
Dispell	BS	Negate Target Spell
Transformation	BS	Destroy Random Enemy Unit
Pet	R	Gain a Random Companion
Flying	MS	Target Unit gets MPA +6 & Flying
Teleport	MS	Stack can move to any Location
Float	MS	Target Unit in stack gets MPA +2 & Flying
Haste	MS	Target Units in stack get MPA +4 & F+2 this Turn
Cause Fear	BS	All Enemy Units are F-2
Courage	BS	All Friendly Units are F+2
Ambush	B	Defender BT +8
Trap	B	Defender BT +9
Surprise	B	Attacker BT +8
Raid	B	Scouts get F+4
Sorcery	BS	BT +5
Giant Size	BS	Target Unit F+8
Vanish	SX	Move Spellcaster to any other Space
Mesmerize	BS	Random Enemy Unit has F=0 for Battle
Wish	SX	Search deck for card & keep it
Vision	SX	Scry
Forget	SX	Opponent must discard 3 random cards
Sleep	BS	Automatically Win Battle
Fog	SX	No enemy Units may enter Spellcasters space
Incantation	SR	Draw 3 cards

Nonestica

Oz is part of the larger continent of Nonestica and is surrounded by other Countries (Such as the Nome Kingdom) each with its own Leaders and Armies.

Links

Land of Oz





Asterix The Hunt

Introduction

Board game for 2-4+ players. Asterix Theme.

Disclaimer

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Victory

At the End of the Game, the player with the most Tiles in the most Categories in his Victory Pile (VP) wins. The 4 Categories are: Wild Boar, Mistletoe, Menhirs, Roman Cohorts If there is a tie, the Player with

the most Menhirs wins. If it is still tied, the player with the most Boars wins. If still tied, the player with the most tiles wins.

The Game ends when all scoring Tiles have gone into VP's.

The Board

Use a Chess Board. The center 4 spaces is the Gaul Village.

Tiles

There are 60 Tiles to be placed randomly on the remaining non-village spaces.

Tile Mix

Tile Title:	#	Notes:
Wild Boar	10	Tasty Treat
Roman Cohort	10	Nasty
Menhir	8	Big Stones for Carving Runes on
Mistletoe	12	Ingredient for Magic Strength Potion
Lake	8	Major Barrier
Clearing	12	Empty

Magic Potion

Getafix the Druid is able to brew a Magic Potion that gives the drinker Superhuman strength. Because of this the Village remains the last Gaulish Settlement to be unconquered by the Roman Empire.

Potion Tokens

These are used to keep track of how much potion a player has remaining.

Dice

2 Six sided dice are needed.

Pawns

Each player gets 1 pawn of a unique color. (Little Gaulish Asterix figurines would be good)

Setup

Players Pawns start in any Village Space. Each player starts with 3 Potion Tokens. Roll high on 1D6 to see who goes first.

Players set up the board by placing 1 random Tile in each non-village square. Tiles are placed face-up.

Turn Sequence

Players take turns. On a players turn he rolls 2 Dice. He chooses 1 roll & moves his pawn that many spaces in any direction.

He then moves a number of spaces equal to the other roll if possible. Pawns can move orthogonally or diagonally. At the end of your turn, discard 1 Potion Token.

Lakes

Pawns cannot move through or into Lakes.

Clearings

These are basically empty spaces in the Forest. They do not score or block the way.

Village Spaces

A Pawn must stop his move completely upon entering a Village space. Every time a Pawn starts his turn in a Village space, he replenishes his Potion Token Total back up to 3. Every time a Pawn enters a Village space, he puts all Tiles he was carrying into his Victory Pile (VP).

Carying Capacity

As a Pawn moves around the Board he picks things (Tiles) up. Mistletoe, Menhir, and Boar Tiles can be picked up and carried. Place these Tiles next to you in a "Things Carried" pile.

Any number of Mistletoe can be carried. Up to 1 Menhir or 2 Boars can be carried. Things are dropped off when you return to the Village where they go to your VP.

A Pawn can only pick up a Tile if he lands on it, not if he was just Passing through the space. A Pawn can land on 2 spaces per turn, 1 from each die roll.

Roman Cohorts

If a pawn lands on a Roman Cohort, he automatically puts it in his Victory pile (VP) as long as he has at least 1 Potion token remaining. (The Romans are defeated: You don't have to carry them around) A pawn without potion Tokens cannot enter a space containing a Roman Cohort.

Landing On Other Pawns

If you land on an opponents Pawn, you may steal 1 Thing he is carrying. If you land on a space with many pawns, you may only pick 1 Pawn to steal from.





Avatar Adventures

Introduction

Card game for 2+ players. Theme: Avatar: The Last Airbender. Each player is trying to help the Avatar complete Quests on Their own turn and preventing their opponents From completing quests on their turns.

Disclaimer

Avatar: The Last Airbender is a licensed, trademarked, copyrighted property. This is merely a fan site.

Victory

The Player with the most Quest Points when the game ends is the winner.

Game End

The game ends the turn after there are no cards left in the deck.

Quest Points

Each card in your Victory Pile is worth 1 Quest Point.

The Deck

Players share a common deck. There are 3 basic types of cards: Quests, Aids, and Challenges

Setup

Each player is dealt a hand of 3 cards. The player with the least hair goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases: Fate Phase Adventure Phase Event Phase Quest Phase Reward Phase Journey Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Adventure Phase

You may look at any one opponent's hand. You may then switch one of your cards with one of his, or You may discard a card and draw a card from the deck, or do nothing.

Event Phase

Some cards with the Event Trait may be discarded in this Phase to produce their Special Effects.

Quest Phase

You may play a Meld from your hand. A Meld is a combination of cards. A Meld must include: Exactly 1 Quest Card 2 or more Aid Cards 2 or more Challenge Cards Every card has a Force rating.

The Total Force of the Aid cards must equal or exceed that of the Quest card plus the Challenge Cards. By playing a Meld, you complete the Quest Card. Save the Quest and Challenge cards to your Victory Pile and Discard the other cards of the Meld.

Reward Phase

Some cards have the "Reward" Trait. If you completed a Meld this Phase you get to Collect your Rewards: The Abilities of these cards take effect.

Journey Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

Q Quest (QC = Quest Card)

A Aid (AC = Aid Card)

C Challenge (CC = Challenge Card)

A/C Use as Aid or Challenge Card

OMD Target opponent must discard. . .

RC Random Cards from Hand

AP Adventure Phase

QP Quest Points

F Force

Switch = Switch this card for a random card from Opponent's Hand

HC Hero Card

DX Draw 2 cards and discard 1 card

D1C Draw 1 Card

LAOH Look at Opponents hand

LN Look at Next. . .

ET Experience Token: Permanently Get +1 to your Aid Total for rest of Game

PX Permanent effect

Req Requirement to play this card in a Meld

Elemental = Card having Water, Earth, Air, or Fire Traits

Book I Card List

Card Name:	Type	Force	Notes:
Air Bending	A	6	Air HC Aang
Mischievous Ways	A	4	Air HC Aang; Event: Get another AP
Avatar State	A	7	Air HC Aang
Diplomacy	A	5	HC Aang
Fire Nation Soldiers	C	2	Soldiers; Event: OMD 1 RC
Fire Nation Warships	C	4	Mech; Event: Switch
Hot Headed Prince	C	7	Fire Zuko; Worth 2 QP
Fools Errand	C	3	Fire Zuko; Event: LAOH
Exile	C	6	Fire Zuko; Reward D1C
Uncle Iroh	C	4	Fire Iroh; Reward: Switch
Wisdom	C	3	Fire Iroh; Other CC's get F-1
Captain Zhao	C	4	Fire Zhao; Soldiers get F+1
Commander Zhao	C	5	Fire Zhao; Soldiers get F+2
Admiral Zhao	C	6	Fire Zhao; Reward: OMD 1 RC
I've Got Your Back	A	5	HC Sokka; Other HC gets +3
Boomerang Attack	A	4	HC Sokka
Clever Sokka	A	6	HC Sokka; Event: Switch
Nurturing	A	5	Water HC Katara; Other HC's get +1
Water Bending	A	5	Water HC Katara
Healer	A	4	Water HC Katara; Other HC's get +2
Flying Bison	A	4	Appa; Reward: Draw 2 Cards
Winged Lemur	A	3	Momo; HC get F+1
Pirates	C	4	Event: LAOH & Steal 1 Card
Speak to Avatar Roku	A	4	Event: Discard hand & Draw 6 Cards
Fire Sages	C	3	Fire; Event: LAOH
Fire Sage Traitor	A	3	Fire; CC in Meld are F-1
Jet	A	6	Warrior; Event: OMD 1 RC
Invasion Forces	A	5	Fire Soldiers
Hot Air War Balloon	C	3	Mech; Event: LAOH
Steam Powered War Machines	C	6	Mech
Yu Yan Archers	C	5	Fire Soldiers
Sickness	C	4	HC get F-2
Appease the Forest Spirit	Q	3	Req: HC
Mass Prison Escape	Q	5	Worth 2 QP
Suki	A	5	Warrior; Warriors get F+1
Fire Nation Rebels	A	4	Fire Warriors
Earth Nation Rebels	A	5	Earth Warriors
Master Pakku	Q	6	Reward: PX: Water AC get F+1
Box of Scrolls	A	4	Water; Other Water AC get +2
Women Warriors of Kyoshi	A	5	Warriors; Event: D1C
Save Village from Volcano	Q	7	Req: Elemental AC
Fortune Teller Aunt Wu	A	2	Event: LN 10 cards in deck
The Mechanist	A/C	4	Mech cards get F+2
Freedom Fighters	A	4	Warriors; Event: OMD 1 CC
Catapults	C	5	Fire Mech; Event: OMD 1 QC
Southern Water Tribe Folk	A	4	Water Warriors
Northern Water Tribe Folk	A	4	Water Warriors
The Blue Spirit	A	6	Warrior: Reward: OMD 1 RC
Water Whip	A	4	Water
Dust Cloud	A	4	Air
Canyon Crawler	C	5	Monster
Escort Rival Tribes	Q	5	Reward: D1C

Card Name:	Type	Force	Notes:
Bounty Hunter & Beast	C	6	Monster; Event: OMD 1 HC
Master Jeong Jeong	Q	3	Reward: PX: Fire AC get F+1
Friendly Monks	A	3	Warriors; Event: DX
Cabbage Merchant	A	1	-
Encounter King Bumi	Q	5	Reward: Gain 1 ET
Ice Dodging with Bato	Q	4	Reward: Draw 2 Cards
Koh the Face Stealer	Q	5	Reward: LN 10 cards in Deck
Fury of the Ocean Spirit	A	7	Water; Soldier cards are F-1
Princess Yue	A	4	Reward: Worth 2 QP

Links

Wikipedia





Baron Munchausen Plays Cards

Introduction

Card game for Aristocratic Adventurers and other Fantasists. Players use melds of cards to retell the tales of the Baron & score points.

Victory

The first player to score 100 points wins.

The Deck

Players share a common deck. The deck contains 2 copies of each card on the card list. The deck contains 7 card types:

- M** Dramatic Mood Swings
- C** Extraordinary Companion
- R** Romantic Interlude
- D** Brush with Death
- X** Exotic Location
- P** Preposterous Escape
- E** Envious Enemy

In addition, there are 2 Jokers & 2 Fools.

Turn Sequence

Each turn has 7 Phases: Fill & Spill Phase Out with the Old & in with the New Phase Bid & Trump Phase Trades & Promises Phase Tricks up the Sleeve Phase Side Bets & Wagers Phase Boast & Toast Phase

Fill & Spill Phase

Players may fill their hands up to 8 cards. Players must discard down to 10 cards.

Card List

Type	Points	Name:
M	1	Deepest Despair
M	2	Aristocratic Aires
M	3	Charismatic Oratory
M	4	Supreme Confidence
M	5	Undaunted Courage
M	6	State of Bliss
M	7	Fantastical Inspiration
C	1	Dancing Bear
C	2	Bertholdt the Fastest Man Alive

Out With The Old & In With The New Phase

Players may discard up to 5 cards & draw replacements.

Bid & Trump Phase

Each player must discard one card. The player(or players if tied) who discarded the card with the highest point value may draw 2 cards or get 7 points.

Trades & Promises Phase

Players may trade cards, points, favors, etc. with each other. Trades must be mutual.

Tricks Up The Sleeve Phase

Players may discard pairs of cards (2 cards exactly the same). For each pair discarded, a player may draw 3 cards.

Side Bets & Wagers Phase

Any player may make any claim whatsoever. Any other player may call his bluff. If a wager is agreed to, the loser must give the winner a random card (or other agreed upon bet).

Boast & Toast Phase

A player may make a Boast. A Boast must consist of 7 cards, one of each of the seven types. Jokers & Fools are wild cards and can be used as any card type, but of zero points.

The Boaster scores points equal to the total point value of all the cards in the Boast.

Type	Points	Name:
C	3	Adolphus the Best Shot in the World
C	4	Gustavus who can Blow Hurricane Winds
C	5	Albrecht the Strongest Man in the World
C	6	The Baron's Astonishing Horse
C	7	Sally Salt
R	1	Lovely Ladies
R	2	Seduction
R	3	The Empress of Russia
R	4	The Moon Queen
R	5	A Single Red Rose
R	6	The Goddess Venus
R	7	Dancing on Air
D	1	Old Age
D	2	The Executioners Axe
D	3	Foulest Treachery
D	4	Assassin
D	5	Sniper
D	6	Doctor
D	7	The Grim Reaper
X	1	Island made of Cheese
X	2	The Hollow Earth
X	3	Inside a Volcano
X	4	Belly of A Giant Fish
X	5	The Celestial Spheres
X	6	The Moon
X	7	The Surface of the Sun
P	1	Whirlpool
P	2	Modicum of Snuff
P	3	Mechanical Bird
P	4	Ride Cannonball
P	5	Impossible Rope Trick
P	6	Fall Through the Earth
P	7	Pull Self up by own Hair
E	1	Unbelievers
E	2	A Friendly Wager
E	3	The Turks
E	4	Vulcan
E	5	The Sultan
E	6	The Moon King
E	7	The Factualist
J	0	The Joker
J	0	Ship of Fools

House Rules

House Rules are highly encouraged.

Links

Dreams

Ungentlemanly Conduct Rule

Once per game you may steal a random card from your opponents hand.

Teabm

Trade Cards





Battle Of Camlann

Introduction

The last battle of King Arthur, where Arthur was mortally wounded and Mordred was slain. Card game for 2 Players.

Victory

The game ends after 10 hands. There are 3 possible Victory Conditions:

1. Win 3 hands in a row
 2. Win 6 out of the 10 hands
 3. Play a Kill card to kill your opponents Leader card
- If the game ends and both players have won exactly 5 hands then it is a draw. . . both leaders are slain as in the legend (or history if you prefer).

Victory Tokens

There are 10 Victory Tokens. Gain 1 Victory Token every time you win a hand.

The Tide Token

This refers to the "Tide of Battle". Whoever holds it gets to go first in Action Phase.

Setup

Decide who is Arthur and who is Mordred. Mordred gets the Tide Token.

The Deck

Players share a common deck. Some cards can be used by both players. Some cards can be used by only one of the players.

Unit cards include: Knights, Leaders, Wizards, and Troops.

Turn Sequence

Each turn has 5 phases: Draw Phase Redraw Phase Reveal Phase Action Phase End Phase

Draw Phase

Each player draws 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Rederaw Phase

Players may discard face-up up to 5 cards and draw replacements. Leader cards may not be discarded.

Reveal Phase

Players reveal their hands face-up onto the table. Players discard any cards belonging to their opponent, or that they cannot play.

Action Phase

Players take turns using the special actions of their cards. The player holding the Tide token goes first. When a special action is used turn the card sideways to note this.

A card can use its special action only once in Action phase. Most special actions have you "Negate" a target card of an appropriate type. Negated cards are discarded.

There are 2 Kill cards in the deck. Kill cards can target any Unit card. A Killed card is removed from play for the rest of the game (not the discard). After all special abilities are used each player adds up the strength of his remaining cards. The player with the higher score wins the hand. If tied, the player with the Tide counter wins the hand.

End Phase

Players discard all cards in play. The Tide Token is given to the other player.

Card List Notation

Str Strength

A Can only be played by the Arthur Player.

M Can only be played by the Mordred Player.

B May be played by Both Players.

SA: Special Ability

L Leader

K Knight

D Defense

W Weapon

Z Wizard

S Spell

C Action

I Item

E Event

O Troops

T Trait

X Kill

Common Deck Card List

Card Name	Side	Type	Str	Notes:
Arthur Pendragon	A	LK	8	Your other Units get +2
Mordred	M	LK	9	-
Lancelot	A	K	10	Defense cards get +2
Excalibur	A	W	7	Arthur card gets +3
Golden Armor	M	D	5	Mordred card get +5
Merlin	A	Z	9	Cannot be Killed
Morgan Le Fay	M	Z	9	-
Knights of the Round Table	A	K	6	-
Black Knight	M	K	6	-
Red Knight	M	K	7	-
Green Knight	M	KZ	8	-
Men at arms	A	O	5	-
Squires	A	O	4	Knight card gets +3
Mercenaries	M	O	5	-
Bandits	M	O	4	-
Spell of Making	B	S	4	Wizard card gets +5
Fog	B	S	2	SA: Negate a Troops card
Smite	B	C	3	SA: Negate a Defense card
Holy Grail	A	I	6	All your Knights get +2
Lance	B	W	3	-
Sword	B	W	3	-
Mace	B	W	2	-
Shield	B	D	2	PS: Negate a Kill card
Helm	B	D	3	-
Plate Mail Armor	B	D	3	SA: Negate a Weapons card
Perceval	A	K	6	SA: Negate an Event card
Galahad	A	K	7	-
Gawain	A	K	8	-
Melee	B	C	2	All your Units get +1
Charge	B	C	3	Trait card gets +3
Courage	B	T	3	-
Bravery	B	T	2	Action card gets +3
Strength	B	T	2	Weapons card gets +3
Slain	B	X	2	Kill target Unit
Mortal Wound	B	X	2	Kill target Unit
Challenge	B	C	2	Negate 1 Knight of each player
Sir Bedevere	A	K	4	Cannot be Killed
Treacherous	M	T	5	-
Enchantment	B	S	4	-
Barbarians	M	O	5	-
Delayed	B	E	2	SA: Negate a Knight card
Ensorcelled	B	S	3	SA: Negate a Wizard card
Falter	B	E	2	SA: Negate a Trait card
Rally	B	C	3	Your Troops get +3 each
Dispell	B	S	2	SA: Negate a Spell card
Sir Caradoc	B	K	5	-
Faerie Knight	M	KZ	6	-
Knight with 2 Swords	M	K	8	-
Purple Knight	M	K	7	-
Chivalry	A	T	5	-





Beastmaster Quest

Introduction

Scenario for WarpQuest. Based on the movie Beastmaster. for the WarpQuest Core Rules.

Each player is his/her very own Beastmaster.

Disclaimer

Beastmaster is a copyrighted, licensed property. This is merely a fan site.

The Scenario

There is only one Module. The track is 60 spaces long. The last space represents the conclusion of the

quest.

Victory

The first player to reach the last space wins the game.

Hunter Attributes

Each Beastmaster has the following traits: Hits (10) All Others (+0) Roll 10 times on the Attribute Table to see what Bonuses you get.

Attribute Table

1D6	Trait	Bonus
1	Hits	+1
2	Combat	+1
3	Cunning	+1

1D6	Trait	Bonus
4	Empathy	+1
5	Travel	+1
6	Scout	+1

Hits

If you are reduced to zero Hits you must go back to start. (In a solo game, you lose)

Landing On Another Hunter

If land on an opposing players pawn, you may steal a Weapon or Companion, or send them back 1D6 spaces.

Fight & Trap Challenges

If you lose a Fight or Trap Challenge you must discard a Companion or Weapon or Lose 1D6 Hits.

Test Challenge

If you succeed in a Test Challenge, you move forwards 1D6 spaces and Do not have to draw a card.

Terrain & Plot Challenges

If you fail a Terrain or Plot Challenge, you move backwards 1D6 spaces and Draw a card.

Weapons And Companions

These are a type of Aid card that stays in play after it is revealed and Give your Hunter a continuous bonus.

Scout Phase

This is an extra phase that occurs before Move Phase. Roll 2D6 (The Scout Roll) and add your Scout Attribute:

Roll	Result:	Notes:
2-8	Nothing	-
9-10	Find Path	In move phase roll twice and pick which roll to use.
11+	Gather Info	Look at the next 1D6 cards in the deck and discard 1.

Travel Attribute

In Move Phase add your Travel Attribute to your Move Roll.

Card List

Name:	Challenge:
White Dog	Companion: Combat +1 & Cunning +1
Brown Bear	Fight: Empathy x2
Pair of Ferrets	Companion: Cunning +2
Black Panther	Companion: Combat +3
Golden Eagle	Companion: Scout +2
Heroic Sacrifice	Aid: Combat +5
Evil Warriors	Fight: Combat + Cunning
Throwing Blade	Weapon: Combat +1
Sword	Weapon: Combat +1
Fanatics	Fight: Combat + Cunning
Thrown Knife	Aid: Combat +3
Duel to the Death	Fight: Combat x2 (No Companion Bonuses)
Junn Horde	Fight: Combat x3
Dust Storm	Terrain: Travel
Shield	Aid: Combat +2
Crossbowmen	Fight: Combat + Cunning
Barbarian Raiders	Fight: Combat x2
Cultists	Fight: Combat + Cunning
Villagers	Aid: Combat +2
Witch Women	Fight: Cunning x2
Battle Axe	Aid: Fight +2
Flail	Aid: Fight +2
Valley of Fire	Terrain: Travel
Flaming Moat	Aid: Combat +5
Clairvoyance	Aid: Scout +4 or Empathy +3
Lair of the Bird Men	Fight: Empathy x2
Staff	Weapon: Combat +1
Dagger	Weapon: Combat +1
Stealth	Aid: Cunning +4
Disguise	Aid: Cunning +4
Hide	Aid: Cunning +2 or Combat +2
Ambush	Fight: Combat + Cunning
Quicksand	Trap: Cunning + Empathy
Tiger	Companion: Combat +2
Wolf	Companion: Combat +1 & Cunning +1
Hawk	Companion: Scout +2
Weasels	Companion: Cunning +2
Save Child	Test: Empathy
Rescue	Test: Cunning x2
Courage	Aid: Combat +3 or Empathy +3
Prophecy	Gain 1 Turn
Speak to Animals	Aid: Empathy +5
Flood Plain	Terrain: Travel
Swing Chain	Aid: Combat +2
Horses	Aid: Travel +3
Slippery Slope	Trap: Scout
Strength	Aid: Combat +3
Agility & Balance	Aid: Combat +2 or Cunning +2
Wrestle	Aid: Combat +2
Wild Beast	Test: Empathy
Slave Girl	Companion: Scout +1 & Cunning +1
Warrior Woman	Companion: Combat +1 & Cunning +1

Name:	Challenge:
The Boy Prince	Companion: Combat +1
Friendly Monk	Companion: Combat +2
Bodyguard	Companion: Combat +2
Rest	Regain 1D6 lost Hits
Heal	Regain 1D6 lost Hits
Recuperate	Regain 1D6 lost Hits
Evil High Priest	Fight: Combat & Cunning
Swear Revenge	Aid: Combat +3 or Travel +2
Bird People Allies	Aid: Combat +5
Medallion	Aid: Empathy +3
Waterfall	Terrain: Scout
Ziggurat Maze	Terrain: Cunning
Guarded Gate	Fight: Cunning x2
Steal Key	Test: Cunning
Meerkats	Companions: Cunning +2
Village Massacre	Miss 1 Turn
Human Sacrifice	Miss 1 Turn
Funeral Pyre	Miss 1 Turn
Eyeball Ring	Plot: Cunning
Befriend Rebels	Test: Empathy
Accusations of Treachery	Plot: Cunning
Coming of Age	Test: Empathy
Assassins	Fight: Combat +1 & Cunning +1
Cross River	Terrain: Travel
Epic Journey	Terrain: Travel
Dragon Boat	Aid: Travel +2
Temple Guards	Fight: Combat +1 & Cunning +1
City Guards	Fight: Combat +1 & Cunning +1
Death Guards	Fight: Combat x2 or Cunning x2
Secret Passage	Test: Cunning

Cardset

Thanks Ron! [Click Here](#)

Links

[Beastmaster Review](#)

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.

- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.

Die	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Beautiful Girls With Swords

Introduction

Roleplaying Game. Swords & Sorcery plus Whips & Chains.

Stuff

RPG Lots of Dice.

Age Table

1D6	Result:
1	Jailbait
2	Teenage
3-4	College

Character Generation

Roll on the following tables: Make up other details such as names, eye color, etc.

1D6	Result:
5	Pro
6	Cougar

Height Table

1D8	Result:	Notes:
1-2	Short	-1 to Build
3-6	Medium	-
7-8	Tall	+1 to Build

Build Table

1D8	Result:	Notes:
1	Waif	-2 to Breast Size
2	Petit	-1 to Breast Size
3	Slender	-
4-5	Average	+1 to Breast Size

1D8	Result:	Notes:
6	Voluptuous	+2 to Breast Size
7	Brick Shithouse	+3 to Breast Size
8	Classical Beauty (Heavy)	+4 to Breast Size

Breast Size Table

1D6	Result:
1	Petit
2	Small
3	Nice

1D6	Result:
4	Buxom
5	Hooters
6	Wow!

Personality

1D12	Result:
1	Sweet & Innocent
2	Prude
3	Mysterious
4	Flirty
5	Party girl
6	Tough

1D12	Result:
7	Conceited
8	Serious
9	Brazen
10	Day-Dreamer
11	Fire-brand
12	Tease

Sexual Preferences

1D8	Result:
1-3	Lesbian
4-5	Bi-Sexual
6-8	Heterosexual

Promiscuity Table

1D6	Result:
1	Celibate
2	One True Love
3	Serial Monogamy

1D6	Result:
4	Cheater
5	Openly Many
6	Nymphomaniac

Human Racial Type Table

1D8	Result:
1	African
2	Arabic
3	Latin
4	Scandinavian

1D8	Result:
5	Germanic
6	Oriental
7	Indian
8	Polynesian

Non-human Racial Type Table

1D6	Result:
1	Elf
2	Wood Elf
3	Nymph

1D6	Result:
4	Ogress
5	Mermaid
6	Hag

Profession Table

1D20	Result:
1	Belly Dancer (Entertainer)
2	Geisha (Assassin)
3	Princess
4	Concubine
5	Slave Girl
6	Milk Maid (Farmhand)
7	Dominatrix (Prostitute)
8	Witch
9	Queen
10	Lady in Waiting (Hand Maiden)

1D20	Result:
11	Temple Maiden (Nun)
12	Serving Wench (Bar Maid)
13	Vestal Virgin
14	Sorceress
15	Priestess
16	Thief
17	Amazon (Hunter)
18	Warrior
19	Healer (Herbalist)
20	Pirate

Skills Table

1D10	Result:
1	Seduction
2	Dancing
3	Cooking

1D10	Result:
6	Archery
7	Healing
8	Equestrian

1D10	Result:
4	Leadership
5	Fighting

1D10	Result:
9	Languages
10	Magic

Mount Table

1D6	Result:
1	Big Black Stallion
2	Liger
3	Flying Dragon

1D6	Result:
4	Unicorn
5	Pegasus
6	Flying Unicorn

Armor Table

1D6	Result:
1	Chainmail Bikini
2	Skimpy
3	Dominatrix Leather

1D6	Result:
4	Spandex
5	Fur
6	Lacey

Monster Compendium

1D6	Result:
1	Men (most types)
2	Mythical Creatures
3	Demons

1D6	Result:
4	Undead
5	Evil Wizard
6	Fey Creatures





Big Trouble In Little China Skirmish

Introduction

Board & card game for 2 players. One player controls Egg Shen and his Allies. The other player controls Lo Pan & his Minions.

Each figure represents one Man (Unit). Abstract simulation of the Battle at the end of the Movie.

Disclaimer

'Big Trouble in Little China' is a copyrighted/trademarked property. This is just a fan site.

Victory

The Egg Shen player wins if he kills Lo Pan. Lo Pan wins if he kills Egg Shen, Jack Burton, and Wang Chi.

Lo Pan Unit List

#	Unit Name:	Hits	Notes:
1	Lo Pan	1	Wizard
1	Lightning	3	Demon
1	Rain	3	Demon, Leap

Setup

Each player places 1 man on each square of his back 2 rows. Men may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Fight Phase

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Card List

The Map

Use an 8X8 chessboard.

The Men

Use chits or miniatures to represent men.

Egg Shen Unit List

#	Unit Name:	Hits	Notes:
1	Egg Shen	2	Wizard
1	Jack Burton	3	Guns
1	Wang Chi	3	Leap
6	Chang Sing Fighter	2	Minor, Guns

#	Unit Name:	Hits	Notes:
1	Thunder	3	Demon, Strong
1	Chinese Ogre	2	Strong
8	Wing Kong Fighters	1	Minor, Guns

Moves can be diagonal or orthogonal.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy man that is the target of the attack takes one point of damage. Use chits to keep track of damage.

A man reduced to zero hits is killed. Your opponent may play a defense card to negate your attack.

Card List Notation

- A** Attack
- M** Move
- D** Defense
- X** Special
- Z** Draw 3 cards
- Y** Look at next 7 cards in deck
- S** Look at opponents hand
- R** Attacker becomes target of his own attack
- #** Number of that card in the deck.

Card Name:	#	Type	Range	Notes:
Advance	6	M	1	
Walk	8	M	2	
Run	6	M	3	Not Wizards
Charge	5	M	4	Not Wizards
Leap	4	M	5	Leap Unit only
Immaterial	2	D	-	Lo Pan only
Walk through Walls	2	M	2	Lo Pan only
Light Flash Attack	2	A	2	Lo Pan only
Crystal Rocket	1	A	5	Egg Shen only
Six Demon Bag	1	Z	-	Egg Shen only
Magic Crystals	2	A	4	Egg Shen only
Silver Fan	1	R	-	Egg Shen only
Magic Potion	1	Z	-	Egg Shen only
Divination	1	L	-	Wizard only
Guardian Eye	1	S	-	Lo Pan only
Ego Attack	2	A	3	Wizard only
Reflect Attack	2	R	-	Not Minor Units
Chinese Sorcery	2	Z	-	Wizard only
Missile Deflection	2	D	-	Wizard only
Roadblock Form	1	D	-	Lo Pan only
Great Strength	2	D	-	Strong only
Major Kick Ass	2	A	1	Demon only
Machine Guns	2	A	4	Guns only
Pistols	2	A	2	Guns only
Kung Fu Fighting	4	A	1	Not Wizards
Sneak Attack	2	A	1	
Throw Knife	2	A	2	Not Ogre
Sword Attack	2	A	1	Not Wizards or Ogre
Martial Arts Weapons	4	A	1	Not Wizards or Ogre
Leaping Attack	2	A	1	Leap only
Block	2	D	-	
Parry	2	D	-	
Dodge	2	D	-	
Run Away	2	D	-	Not Demons
Reflexes	2	R	-	Jack only
Tough Guy	2	D	-	Jack only
Run up Walls	2	D	-	Leap only
Lightning Attack	2	A	3	Lightning only
Flying	2	M	5	Demons only
Inflate Body	1	D	-	Thunder only
Crush Weapon	1	D	-	Strong only
Superior Skill	2	A	1	Wang Chi only
Force Projection	2	A	3	Demons only
Supernatural Toughness	2	D	-	Demons only

Links

RPG Conversion





Book Hunters Of Bookholm

Introduction

Questing card and dice game for 1-2+ players. Based on the novel "The City of Dreaming Books".

Disclaimer

The City of Dreaming Books is a copyrighted property. This is merely a fan site.

Background

The vast network of catacombs beneath Bookholm are filled with priceless Literary treasures. There is great danger as well; deadly traps and fearsome Creatures. And the worst foes of all, your fellow bookhunters!

Victory

Set a time for play... 1 to 2 hours. At the end of this time, the player with the most Pyra (actual and in the Form of unsold books) is the Winner. Note: In the

book, many bookhunters are motivated by things other than getting rich, namely murder. They are a motley group of psychopaths and Killers. Some could be rich many times over and retire, but they continue to Prowl the catacombs in search of others of their kind they can victimize without Being punished for their crimes. These, the players will encounter as Foes.

Currency

The unit of Currency in Bookholm is the Pyra, a form of paper money.

Terminology: Levels

This is a ubiquitous term. There are Skill levels, Depth levels, Creature levels, Foe levels, Trap levels, and Difficulty levels.

Depth Levels

The Catacombs descend down 10 levels:

Level	Notes:
0	Surface: Buying Equipment and Selling Books; Accelerated Healing
1	Cellars
2	Civilized (Traps here are Level +2)
3	Required to find Class 3 Books
4	Unholm (Creatures here are Level +2)
5	Land of the Dead (No Foes Here)
6	Required to find Class 4 Books
7	Ancient
8	Wild (Dead Ends here are at Level +2)
9	Shadowkeep
10	Giant Lands

Bookhunter Creation

This requires several Steps:

1. Determine Race: Roll once on the Race Table
2. Determine Skills: Draw 10 Cards from the Skill Deck
3. Starting Equipment: Draw 5 cards from the Equipment Deck.
4. Name your Bookhunter (and draw a picture)

2. Slay (Killing Creatures)
3. Disarm (Avoiding Traps)
4. Explore (Getting past Difficult Terrain)
5. Book Lore (Finding and Identifying valuable Books)
6. Evade (Avoiding Foes and Creatures)
7. Social (Selling Books and Avoiding Duels)
8. Stamina (Capacity to withstand wounds and injury)

Skills And Skill Levels

There are 8 Skill Types:

1. Duel (Killing opposing Bookhunters or intelligent Foes)

Starting Skill Levels

A bookhunter starts with zero level in all skills except Stamina. Stamina starts at level 10.

Bookhunter Race Table

1D6	Race:	Starting Skills:
1	Troglotroll	Stamina +1 Slay +1 Evade +1
2	Wolperting	Duel +1 Slay +2
3	Bluddum	Stamina +1 Duel +1

1D6	Race:	Starting Skills:
4	Hoggling	Stamina +2 Social +1
5	Uggly	Lore +2 Evade +1
6	Rare	Roll on the Rare Race Table

Rare Race Table

1D6	Race:	Starting Skills:
1	Vulphhead	Lore +1 Explore +1 Social +1
2	Lindworm	Stamina +1 Lore +1 Slay +1
3	Norselander	Stamina +1 Lore +1 Social +1
4	Nocturnomath	Lore +1 Duel +1 Social +1
5	Alpine Imp	Stamina +1 Explore +1 Disarm +1
6	Demi Dwarf	Evade +1 Explore +1 Disarm +1

Skill Deck Card List

Card:	Notes:
Savagery	Duel +1
Ferocity	Duel +1
Cruelty	Duel +1
Trickery	Duel +1
Ambush	Duel +1
Speed	Duel +1
Surprise	Duel +1
Fighting Technique	Duel +1
Prowess	Slay +1
Cunning	Slay +1
Hunting	Slay +1
Trapping	Slay +1
Monster Lore	Slay +1
Animal Handling	Slay +1
Instinct	Slay +1
Intelligence	Slay +1
Perception	Disarm +1
Observation	Disarm +1
Caution	Disarm +1
Trap Setting	Disarm +1
Reflexes	Disarm +1
Poison Lore	Disarm +1
Mechanics	Disarm +1
Engineering	Disarm +1
Climbing	Explore +1
Mountaineering	Explore +1
Balance	Explore +1
Agility	Explore +1
Willpower	Explore +1
Courage	Explore +1
Survival	Explore +1
Labyrinthology	Explore +1

Card:	Notes:
History	Lore +1
Literature	Lore +1
Language	Lore +1
Typography	Lore +1
Antiquarianism	Lore +1
Printing	Lore +1
Biography	Lore +1
Ink Lore	Lore +1
Stealth	Evade +1
Subterfuge	Evade +1
Hide	Evade +1
Running	Evade +1
Silence	Evade +1
Sneakiness	Evade +1
Camouflage	Evade +1
Escapology	Evade +1
Haggling	Social +1
Presence	Social +1
Diplomacy	Social +1
Intimidation	Social +1
Streetwise	Social +1
Sense of Humor	Social +1
Double Talk	Social +1
Persuasion	Social +1
Endurance	Stamina +1
Strength	Stamina +1
Vitality	Stamina +1
Physique	Stamina +1
Constitution	Stamina +1
Energy	Stamina +1
Toughness	Stamina +1
Vigor	Stamina +1

Equipment Types

Type:	Notes:
Weapons	Slay +1 and Duel +1
Opening Tools	Explore +2 for Opening Challenge
Navigation Tool	Explore +2 for Navigation Challenge
Climbing Tool	Explore +2 for Climbing Challenge
Detection Tool	Disarm +1
Armor	Stamina +1
Light Source	Explore +1 and Disarm +1 and Lore +1
Reading Instrument	Lore +1
Container	See Limit Notes

Equipment Limits

You can only have one of each type of Armor. For example, you only gain benefit from one mask and not a second. Similarly, you only gain the benefit from a single light source.

You only gain the benefit from the first two weapons you possess. Having a Container allows you to carry 2 extra Books. A container also lets you carry extra food, water, and medicinals, so you Heal 1 extra lost stamina in end phase.

Equipment Deck Card List

Equipment	Notes:
Flaming Torch	Light Source
Lantern	Light Source
Oil Lamp	Light Source
Jellyfish Torch	Light Source
Candles	Light Source
Skeleton Key	Opening Tool
Pickaxe	Opening Tool
Hammer	Opening Tool
Lockpick Kit	Opening Tool
Length of String	Navigation Tool
Ball of Twine	Navigation Tool
Compass	Navigation Tool
Maps	Navigation Tool
Pole	Detection Tool
Spikes	Climbing Tool
Rope	Climbing Tool
Chains	Climbing Tool
Hooks	Climbing Tool
Backpack	Container
Sacks	Container
Basket	Container
Spectacles	Reading Instrument
Magnifying Glass	Reading Instrument
Studded Leather	Armor Suit
Double Leather	Armor Suit
Scale Mail	Armor Suit

Equipment	Notes:
Chainmail	Armor Suit
Deaths Head Mask	Armor Mask
Wire Mesh Mask	Armor Mask
Kettle Helm	Armor Helm
Great Helm	Armor Helm
Gauntlets	Armor Arms
Bracers	Armor Arms
Metal Plates	Armor Pieces
Spiked Plates	Armor Pieces
Greaves	Armor Legs
Heavy Boots	Armor Legs
Knife	Weapon
Axe	Weapon
Dagger	Weapon
Sword	Weapon
Spear	Weapon
Whip	Weapon
Crossbow	Weapon
Mace	Weapon
Spiked Club	Weapon
Blowpipe	Weapon
Sabre	Weapon
Cleaver	Weapon
Poison Arrows	Weapon
Iron Javelins	Weapon

Setup

Players start at the Surface (Depth = 0). Players roll high on 1D10 to determine who goes first. Play proceeds clockwise.

The Surface

There are no encounters at the Surface. Because of the availability of good food, drink, medical care, sanitation, and Accommodations at the surface, players heal 2 extra stamina per turn while there. While at the surface players can buy equipment and sell books.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Surface Activities Phase
2. Movement Phase
3. Encounter Phase
4. Resolution Phase
5. End Phase

Surface Activities Phase

Skip this phase if you are not at the Surface. You may take 1 action:

1. You may pay 100 Pyra to draw 1 equipment card.
2. You may sell 1 Book.

When selling a book you get +10% to its value for each

level of Social Skill you have.

Movement Phase

If you are at the surface you may immediately descend to Depth Level 1. If you are at any other depth you may attempt to ascend or descend 1 Depth Level. To do this you must succeed at a Movement Challenge.

To do a Movement Challenge roll 1D10 and add your Explore Skill level. If your adjusted roll is 7+ you succeed.

Encounter Phase

If you are at the surface skip this phase, otherwise roll once on the Encounter Table.

Encounter Table

1D6	Encounter:	Notes:
1	Trap	Draw 1 card from the Trap Deck
2	Foe	Draw 1 card from the Foe Deck
3	Creature	Draw 1 card from the Creature Deck
4	Book	-
5+	Dead End	Draw 1 card from the Dead End Deck

Resolution Phase

Resolve the current Encounter according to its type.

Book Limit

You can carry a max of 4 books with you. You can carry 1 extra book for each piece of equipment you don't carry.

End Phase

You can have a max of 8 pieces of equipment. Discard excess equipment and Books. Heal 1 Lost Stamina.

There is a 50% chance one random piece of Equipment of yours breaks or is lost.

Trap Encounter Resolution Rules

Draw 1 card from the Trap Deck Roll 1D10 and add your Disarm Skill Level. Subtract the Trap Level. Success 7+ No Penalty.

Fail on 6 or less. Penalty for failure is determined by the card. Collapse Traps have a 50% chance of sending the player down 1 Depth Level.

Trap Deck Card List

Trap	Level	Notes:
Cave In	4	2D6 Damage; Collapse
Rock Slide	3	1D10 Damage; Collapse
Fire Trap	5	1D6 Damage
Flooding Chamber	5	Automatic Death
Poison Gas	6	Draw a card from the Poison Deck
Exploding Trap	7	2D6 Damage
Death Trap	9	2D6 Damage
Spear Lined Pitfall	4	2D6 Damage & Miss Next Turn
Spring Operated Blades	3	1D6 Damage
Poison Darts	2	Draw a card from the Poison Deck
Falling Beams	1	1D6 Damage; Collapse
Crushing Trap	2	2D6 Damage; Collapse
Converging Walls	4	Automatic Death

Trap	Level	Notes:
Acid Trap	4	1D6 Damage
Bookcase Trap	8	1D6 Damage; Collapse

Poison Deck Card List

Poison	Effect:
Lethal	Automatic Death
Madness	Miss Next 2 Turns
Paralyzing	Miss Next Turn
Weakness	Get -3 to all Skill Challenges Next Turn
Laughing	1D6 damage and Miss Next Turn
Delirium	Miss Next Turn
Memory Loss	Lose 1 Random Skill
Blinding	Miss Next Turn
Bacterial Blood Poisoning	Get -2 to all Skill Challenges Next 2 Turns
Disease	Get -1 to all Skill Challenges Next 3 Turns
Caustic	1D6 Damage
Venomous	2D6 Damage

Foe Encounter Resolution Rules

Draw 1 Card from the Foe Deck. You may attempt to Evade the Foe 50% of the time. Roll 1D10 and add Evade Skill Level.

On a roll of 10+ you successfully evade the Foe. If evasion does not work you may next attempt to Parley with the Foe. Roll 1D10 and add your Social Skill Level.

Success on 9+. The Foe leaves you alone. Get +1 to roll for every Book and equipment you give Foe as Bribe. If foe cannot be parleyed, he must be fought: Roll 1D10 and add your Duel Skill Level.

Subtract the Foe Level. On a modified roll of 9+ you suffer no damage and defeat Foe. On 6-8 you win but lose 1D6 Stamina.

On 5 or less you suffer 2D6 Damage. If you win a Duel roll 1D6 on the Loot Table:

Loot Table

1D6	Loot:
1	Nothing
2	1 Equipment
3	2 Equipment

1D6	Loot:
4	1 Lesser Book
5	2 Lesser Books
6+	1 Valuable Book

Foe Deck Card List

Foe	Level	Notes:
Rong Kong Koma	10	If you lose suffer an extra 1D6 Damage
Book Pirates	5	If you lose, no damage but lose all your books
Book Thief	6	If you lose, no damage but lose your most valuable book
Blorr the Bricklayer	4	If you lose, miss your next turn
Nassim the Noose	5	Cannot be Parleyed
Imran the Invisible	6	Cannot be Evaded
Reverberus Echo	3	If you win -1 to Loot Table roll
Lembo the Snake	5	Get -2 to Evade and Parley Rolls
Yont Yooble	-	Encounter a Trap instead at Level +2
Hunk Hoggno	6	If you lose he eats you: Automatic Death
Erman de Griswold	7	Get +1 to Evade Roll
Hadwin Paxi	4	He does +1 Damage

Foe	Level	Notes:
Azlif Khesmu	1	Get -1 to Evade Roll
Horgul the Hairless	3	If looted has no Equipment
Blondie Snotsniff	2	If looted has no Books
Shadowking	15	Cannot be Parleyed with
The Toto Twins	4	If you win first duel fight a second duel
Krood Brothers	3	If you win first duel fight a second duel
Golden Beard	-	Encounter a Book Trap instead at Level +3
Hokum Bogus	5	Get +2 to Parley
Tarik Tabari	8	If you win +1 to Loot Table roll
Colophonius Regenschein	9	He evades you on a roll of 5+ on 1D10

Reputation Rule

For every Foe you kill gain 1 Reputation Point. If your Reputation is higher than a Foes Level get +1 to Parley Rolls.

1D10 and add Evade Skill Level.

On a roll of 10+ you successfully evade the Creature. If Creature cannot be evaded, it must be fought: Roll 1D10 and add your Slay Skill Level. Subtract the Creature Level.

Creature Encounter Resolution Rules

Draw 1 card from the Creature Deck. You may attempt to Evade the Creature 50% of the time. Roll

On a modified roll of 9+ you suffer no damage and defeat the Creature. On 6-8 lose 1D6 Stamina. On 5 or less lose 2D6 Stamina.

Creature Deck Card List

Creature	Level	Notes:
Bookworm Swarm	1	You may evade them by tossing them a book
Big Black Beetles	2	-
Poisonous Snake	3	Instead of Damage draw a Poison Card
One Eyed Bats	3	-
Plague Rats	3	If Damaged get -1 to all Skill rolls Next 2 Turns
Blind Moths	1	Instead of getting Damaged Miss Next Turn
Catacomb Flies	2	If you Evade, Miss Next Turn
Mutant Jellyfish	2	Get +2 to Evade; Do at most 1D6 Damage
Giant Worm	5	Get +2 to Evade
Albino Crabs	6	-
Deformed Ape	5	Cannot be Evaded
Lavaworms	7	Get +2 to Evade
Assorted Vermin	3	If you Evade get -2 to next Movement Challenge
Crystalloscorpion	7	In addition to Damage draw a Poison Card
Troglognomes	4	Instead of Damage they steal 1 Equipment
Fearsome Booklings	5	Instead of Damage go up 2 Depth Levels
Megaworm	8	Get +2 to Evade
Giant Ants	5	If Damaged also lose 1 Equipment
Cyclops	7	Does +2 Damage
Dangerous Insect	5	-
Winged Bloodsuckers	4	-
Giant Earwigs	3	Do at most 1D6 Damage
Giant Bookhoppers	2	Do at most 2D6 Damage
Giant Spider	3	In addition to Damage draw a Poison Card
Gigantic Caterpillars	4	Get +2 to Evade
Giant Millipedes	6	Get +2 to Evade
Hybrid Creature	4	-
Spinxxxx	9	-

Creature	Level	Notes:
Giant	10	-
Black Tentacles	5	Get -1 to Evade
Harpyrs	8	Get -2 to Evade
Luminous Scorpions	2	Instead of Damage draw a Poison Card

Book Encounter Resolution Rules

Roll a number of six sided Dice equal to your Depth Level plus a number of Six sided dice for each level of Booklore skill you have. For every roll of 6 you get 1 Find Point. If you get 1 Find point Draw a card from the Lesser Book Deck If you get 2 Find Points Draw a card from the Book Trap Deck If you get 3 Find point

Draw a card from the Valuable Book Deck If you get 4 Find point Draw a card from the Golden List Book Deck

Book Traps

Book Traps are handled like regular Traps.

Book Trap Deck Card List

Book Trap	Level	Notes:
Lethal Device	5	2D6 Damage
Poison Dart	4	Draw a card from the Poison Deck
Glass Slivers	4	1D6 Damage
Needle Catapult	5	Draw a card from the Poison Deck
Acid Syringe	3	1D6 Damage
Toxic Gas Cylinder	2	Draw a card from the Poison Deck
Toxicotome	10	Draw a card from the Poison Deck
Poisoned Book	8	Draw a card from the Poison Deck
Hazardous Book	7	2D6 Damage
Analphabetic Terrortome	9	1D10 Damage
Exploding Book	6	1D10 Damage
Posthypnotic Commands	3	Miss Next Turn
Olfactory Poisons	1	Draw a card from the Poison Deck
Razor Sharp Page Edges	3	Draw a card from the Poison Deck
Strangling Bookmark	4	1D6 Damage

Collections

If you find a Collection (Many Books) its value counts at the end of the game, but you Do not carry

them with you as you would individual books.

Lesser Book Deck Card List

Book	Pyra
Adventure Story	1
Thriller	1
Flagellators Manual	1
How to Comb a Chicken	1
Four Hundred Frog Recipes	1
A Pig for Two Pyras	10
Nothing of Importance	10
Plethoric Novel	10
Adynationist Poetry	10
Adaptionism Literature	10
Pastellist Literature	10
Oxymoronic Verses	10
Anticlimacticist Novel	10

Book	Pyra
The Way of the Bookhunter	10
Count Elfensenf Novel	10
Prince Sangroid Novel	10
Joys of Gardening	10
Sir Ginel	10
Zomonian Gagaist	100
The Smoked Cookbooks	100
Scientific Treatise	100
Pine Needle Pamphlets	100
Shaven Tongue	100
Tiger in My Sock	100
Hard Beds & Soiled Sheets	100
A Village Named Snowflake	100

Book	Pyra
High Baroque Literature	10
Romantic Literature	10
Ugglian Horror	10
Onomatopoeic Dynaprose	10

Book	Pyra
Life is more Terrible than Death	100
Ant Drum	100
The Glass Guest	100
The Dog that only Barked Backwards	100

Valuable Book Deck Card List

Book	Pyra
Censored Book	1K
Hair Raiser	1K
Rickshaw Demons Curry Book	1K
Jewel Studded Book	1K
Signed in Blood	1K
Mint Condition	1K
First Edition	1K
Illustrated Copy	1K
Bound in Dragon Hide	1K
Golden Clasps	1K
Load of Rubbish	1K (Collection)

Book	Pyra
Cheap Offers	1K (Collection)
Cellar Books	1K (Collection)
Trashy Old Volumes	1K (Collection)
Old Stock	1K (Collection)
Long Lost Library	10K (Collection)
Pirates Booty	10K (Collection)
Dealers First Editions	10K (Collection)
Publishers Stocks	10K (Collection)
Buried Collections	10K (Collection)
Entombed Books	10K (Collection)
Late Medieval	10K (Collection)

Golden List Deck Card List

Book	Pyra
Ethereal Library	100K (Collection)
Princely Treasures	100K (Collection)
National Library	100K (Collection)
Ancient Library	1M (Collection)
Princess Daintyhoof	1M
Treatise on Cannibalism	1M

Book	Pyra
The Twelve Thousand Precepts	10M
The Bloody Book	10M
Silence of the Sirens	1M
The Solar Chronicles	1M
Animatome	1M
Flying Book	1M

Dead End Encounter Resolution Rules

Draw 1 Card from the Dead End Deck. Roll 1D10 and add your explore Skill Level. Subtract the Dead End Level.

Success on a roll 7 or higher. Failure on 6 or less.

If you Fail Miss Next turn 50% or lose 1D6 Stamina 50%.

C Climbing Challenge

O Opening Challenge

N Navigation Challenge

Dead End Deck Card List

Dead End	Level	Type	Notes:
Shaft	5	C	If Success go up or down 1 Level
Chasm	10	C	If Success go down 2 Levels
Lava Pits	9	C	If failed Does 2D6 Damage
Shadowy Corridors	4	N	
Labyrinth	8	N	If failed Miss next 2 Turns
Sealed Gateway	7	O	
Stalactite Cave	2	C	
Winding Stone Staircase	1	C	If success go up or down 1 Level
Stone Arches	2	O	
Narrow Passages	3	N	
Stalagmite Forest	4	C	
Hidden Chambers	5	O	

Dead End	Level	Type	Notes:
Ravine	6	C	If Success go down 1 Level
Terraces	2	C	If Success go up or down 1 Level
Driestone Cave	3	C	
Lofty Caverns	4	C	
Old Mines	4	N	
Maze	7	N	If failed Miss next 2 Turns
Tunnels	3	N	
Mausoleum	4	O	
Rusty Gnomes Railway	-	-	Go up or down randomly 2 Levels
Dead Bookhunter	9	N	If Success roll twice on the Loot Table
Discover Lair	8	O	If success roll twice on the Loot Table
Find Dropped Item	5	C	If Success draw 1 Item card

Multiplayer Interactions

If you occupy the same Depth as another player and you roll the Foe encounter, there is a 50% you will encounter a (random) opponent's Bookhunter. If one or both of you wants to fight, there will be a battle: Both roll 1D10 and add their Duel Skill Levels. The higher roll wins. If tied both lose. The winner suffers 1D6 Damage. The loser suffers 2D6 Damage.

If a player is killed. The other player gets his books and equipment. If neither player wants to fight, you may freely trade books and equipment. At the Surface, bookhunters may never fight, but may always trade with each other.

Player Death

If you are killed, use your next turn to roll up a new Bookhunter. The new Bookhunter inherits all the Pyras of the deceased, but not Any equipment or books he was carrying when he died. The new Bookhunter starts on the Surface.

Lair Rules

You may establish one hidden lair in the Catacombs. To do this, it must be during a turn in which you successfully resolved a Dead End Encounter. You may store unlimited Books and equipment in your lair.

Whenever you are at the depth level at which your lair is, you may, instead of rolling for an Encounter, pick up or drop off items freely in end phase. While in your Lair you heal 1 extra lost Stamina in End Phase.

Solo Play

The rules as they are should work very well for solo play

Optional Race Abilities, Bonuses, And Penalties

Troglotrolls heal quickly. They heal 1 extra Damage in End Phase. Their reduced intellectual capacity gives

them Lore -2. They are natural cave dwellers so get Explore +1.

Wolpertings are fast. This gives them Evade +1. Their vicious, carnivorous Nature gives them Social -1.

Bluddum have tough hides. They always take 1 less damage from every die of damage rolled against them. They are not terribly coordinated so get Explore -1.

Hogglings are full of energy. At the end of their turn, there is a 1 in 6 chance they Will immediately get to take another turn. Because of their lack of subtlety they get Lore -1.

Ugglies are well versed in Divination. Once on their turn, they may look at the next 5 cards in any deck. This also gives them an extra Evade +1. Because of their hideousness they get Social -2.

Vulpheads are memory masters with a good sense of smell. This gives them any extra Lore +1 and Evade +1. These Fox folk are smallish compared to many other races so have a Stamina -2.

Lindworms are studious and very long lived so get an extra Lore +1. When in danger they produce an unpleasant smell that gives them Evade -1. These scaly dinosaurs get an extra Stamina +1 but their pacifist ways give them Duel -1.

Norselanders are vegans adverse to violence so get Duel -1 and Slay -1. They are big, So get Stamina +1 and the ability to carry 2 extra pieces of equipment.

Nocturnomaths are scientifically orientated so get Disarm +1. They are also Telepathic so get an extra Social +1. They are very frail so suffer Stamina -2.

Alpine Imps are mountain dwellers so get an extra Explore +1. They are adept at Hiding so get Evade +1. They are small so get Stamina -2.

Demi Dwarfs are at home in subterranean locales so get an extra Explore +1. They are natural craftsmen so get Disarm +1. Their short stature results in a Stamina -2

Shadowkeep Rules

If you roll a 6 on the Encounter table while on Depth Level 9 you will find Shadowkeep Castle. Roll once on the Shadowkeep Castle Table:

Shadowkeep Castle Table

1D10	Result:
1	Attacked by the Shadowking for 2D6 Damage
2	Attacked by Animatomes for 1D6 Damage
3	Locked Out: Nothing Happens
4	Trapped in Castle: Miss Next Turn
5	Draw 1 Valuable Book Card (Ignore Collections: Redraw till you get a Book)
6	Waylaid by Weeping Spirits: Miss Next Turn
7	Transported to the Land of the Giants (Depth Level 10)
8	Read Orhm Books: Miss Next Turn
9	Led Astray: Return to the Wilds (Depth Level 8)
10	Shadowking befriends you: Miss Next Turn and Gain Lore +2

Land Of The Giants

Rules for Depth Level 10. Treat Foe Encounters as a Giant Encounter: The Giant has a Creature Level = 10. If you fight it and lose, he feeds you to his monstrous pets he keeps in Giant glass jars (Automatic Death)

Fearsome Booklings

When you encounter the Fearsome Booklings, you may attempt to befriend them: Roll 1D10 and add your

Social Skill Level. Success on 8+. If Successful they take you to their home in the Leather Grotto (Depth Level 6) where you miss your next turn, but gain Lore +1 and heal 2 extra points of Damage.

Colophonius Regenschein

If you successfully parley with Colophonius, he will become your friend. The next times you meet him he will either give you 1 Lesser Book, 1 Equipment or guide you up or down 1 Depth Level, your choice.





Borderkeep

Introduction

Multiplayer card game or Solo rules. Each player controls a small town in a fantasy setting. Every turn players build structures and hire heroes to defend their town.

Some cards are used to send monsters and disasters to destroy your opponent's towns.

The Deck

The deck has 75 cards. These will have to be constructed before play is possible.

Setup

Six sided dice (D6) are needed. Roll high on 1D6 to determine turn order. Players start with a hand of 7 cards.

Each player starts with 30 gold. Each player starts with 1 guard token. Each player's town starts with a castle with 4 walls, and an income = 3 gold.

Gold can be used to substitute for any other commodity on a one to one basis.

Object

Have the most defenders and structures at the end of the game. Each defender and structure is worth 1 victory point. The game ends when the last card is drawn from the deck.

In a multiplayer game, the game ends if all but one player's town is destroyed.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Draw Phase
2. Upkeep Phase
3. Production Phase
4. Build Phase
5. Attack Phase
6. Heal Phase

The Golden Rule

In all situations, Gold can be used to substitute for any other commodity on a one to one basis. For example: You may have to pay an upkeep of 1 magic. You can substitute 1 gold instead.

Draw Phase

Draw one card. Max hand size = 7. Discard excess cards.

Pay 7 magic to draw an extra card. If you bought the card discard it if it is a disaster or attack card.

Upkeep Phase

All defenders have an upkeep = 1 food or weapon. Heroes have an additional upkeep of 1 magic. Some buildings have an upkeep in their card description.

If the upkeep is not paid the card is discarded.

Revenue Phase

Collect revenue from all structures and defenders that produce revenue. Revenue comes in different forms: Gold, food, magic, etc. Keep track of each form of revenue.

Build Phase

Put structures and defenders into play by paying their cost. Defenders must be paid for in food and/or weapons. Magical defenders can also be paid for with magic.

Structures must be paid for in wood or stone. Magical structures can also be paid for with magic. Artifacts must be paid for in magic.

Attack Phase

Players cannot play attack cards until turn 3. Attack cards include Disasters & Monsters. Play one Attack card on the opponent to your left.

If you have more than one attack card, you may play the additional card on the next player, and so on. Resolve disasters according to the card text. Resolution of battles with monsters may take several segments.

The monster and all defenders attack once during the segment. Attack order is determined by each card's initiative. Initiative = 10 attacks before Init = 9, and so on.

All cards of the same initiative level attack simultaneously. An attacking card rolls a number of six sided dice equal to its Attack Dice (AD). Each roll of 1 causes the other side to lose 1 hit.

The attacker decides where hits are inflicted. Each card has a number of hits. If this hit total is reduced to 0 the unit is destroyed.

The monster will keep attacking until destroyed. If the monster destroys all the defenders, the monster is discarded and the defender must discard 1D6 structures. If there are no structures left, then castle walls are destroyed.

If all a player's castle walls are destroyed, the player is eliminated. Some units have Spells. Roll on the

spell table at the beginning of each segment to see what spell the unit can cast.

Summoned minions are destroyed. Destroyed guard tokens are returned to play for free.

Heal Phase

All surviving defenders recover all lost hits. Walls may be rebuilt for 3 stone or wood each. Defender & Structure cards destroyed this turn may be put back in your hand for 2 magic each.

The Guard Token

Each player starts the game with one. The guard is a non-hero defender. The guard has initiative = 2, Attack Dice = 2, and Hits = 2.
The guard has no upkeep.

Structure Card List

Card Name:	Cost	Notes:
Farm	2	Revenue = 2 food
Brewery	8	Revenue = 5 food
Bakery	4	Revenue = 3 food
Butcher	6	Revenue = 4 food
Market Place	4	Convert 2 of any commodity into 1 gold
Temple	8	Maximum hand size = +1
Guild Hall	10	Pay 5 gold to draw 1 card
Tavern	6	Revenue = 1 gold per 3 defenders (round up)
Inn	8	Revenue = 2 gold, Upkeep = 1 food
Wizards Tower	10	Revenue = 3 magic; Magical Heroes cost 3 less
Library	8	Revenue = 2 magic
Alchemists Shop	4	Revenue = 1 magic
Herbalist	4	Revenue = 1 magic
Barracks	6	Upkeep = 1 Food; Nonhero defenders cost 2 less
Armorer	8	Revenue = 3 weapons
Shield Smith	6	Revenue = 2 weapons
Fletcher	6	Revenue = 1 weapon; Missile units cost 3 less
Blacksmith	4	Revenue = 1 weapon
Defensive Wall	3	
Guard House	6	Gain another Guard Token
Moat	8	Attacker is - 1 AD
Catapult	8	Initiative = 10, Attack Dice = 2
Ballista	6	Initiative = 8, Attack Dice = 3
Bombard	10	Initiative = 12, Attack Dice = 4
Stables	6	Rev = 1 gold, Upkeep = 1 food
Quarry	8	Revenue = 3 stone

Mason 6 Revenue = 2 stone

Woodmill	8	Revenue = 3 wood
Logging Camp	6	Revenue = 2 wood
Mine	8	Revenue = 2 gold

If you have a tavern nonmagical Heroes cost 2 less.

If you have a stable mounted units cost 3 less.

Nonhero Defender Card List

Card Name:	Cost	Init	AD	Hits	Notes:
Swordsmen	7	2	3	2	
Shieldmen	6	1	2	3	
Halberdiers	9	3	4	2	

Card Name:	Cost	Init	AD	Hits	Notes:
Archers	8	6	1	1	Missile
Crossbowmen	9	5	3	1	Missile
Handgunners 8	4	3	1	Missile	
Longbowmen	10	7	2	1	Missile
Light Horsemen	7	3	2	2	Mounted
Medium Cavalry	9	3	3	3	Mounted
Knights	11	3	4	4	Mounted

Hero Defender Card List

Card Name:	Cost	Init	AD	Hits	Notes:
Cavalier	15	5	5	4	Mounted
Ranger	14	8	4	2	Mounted; Missile
Nobleman	13	3	3	2	Revenue = 1 Gold
Warrior	13	4	6	3	
Wizard	16	5	2	1	Magic, Spells
Druid	19	6	3	2	Magic, Spells
Priest	14	4	1	1	Magic, Spells

Artifact Card List

Attach artifacts to nonmagic Heroes.

Card Name:	Cost	Init	AD	Hits
Magic Sword	7	+2	+4	+1
Magic Armor	5	+1	+1	+3
Magic Bow	7	+5	+2	+0

Attack Card List: Monsters

Card Name:	Init	AD	Hits	Notes:
Goblin Horde	1	1	4	
Dragon	5	7	5	
Giant	4	6	6	
Ogres	2	4	5	
Orc Army	3	3	5	
Trolls	1	3	5	
Demons	3	5	6	Spells

Card Name:	Init	AD	Hits	Notes:
Djinn	7	4	4	Spells
Sorcerer	5	2	2	Spells
Necromancer	4	3	3	Spells
Bandits	5	2	3	
Barbarians	3	4	6	
Warlord	5	5	5	
Nomads	5	3	3	

Attack Card List: Disasters

Card Name:	Notes:
Earthquake	Roll 1D6 for every structure. On a roll of 1 it is destroyed
Plague	Roll 1D6 for every defender. On a roll of 1 it is destroyed
Blizzard	Opponent produces no food next turn
Draught	Opponent produces no food next turn
Magical Vortex	Opponent discards 1D6 cards from his hand.
Thieves	Any Opponent loses 2D6 gold from his treasury.
Assassin	Kill one of any opponent's heroes
Spies	Look at any opponent's hand; Draw 1 card
Prosperity	You gain 2D6 Gold.
Caravan	You gain 2D6 Gold.
War	You may attack any opponent with one or more of your defenders

Spell Table

1D6	Spell Name	Notes:
1	Elemental Blast	Init +5 AD + 3 this segment
2	Ensorcell	Target enemy unit has AD = 0 this segment
3	Defense	Hits +3 for 2 segments
4	Heal	Friendly units gain back 3 hits
5	Summon	Minion has: Init = 3, Attack = 4, and Hits = 2
6	Death	AD + 7 this segment

Solo Rules

Do not draw extra cards. You are the target of all attack cards. Resolve attack cards the turn they are drawn.

You win if you get through the deck.

Noncard Version

Paper & pencil required. You have to write down what units you own. The game is over after 5 Monster attacks.

Instead of drawing cards roll on the following table:

Event Table

1D10	Event	Notes
1-4	Construction	Roll on the Structure table. You may build the indicated structure.
5	Recruit Hero	Roll on the Hero Table. You may hire the indicated hero
6-7	Recruit Troops	Roll on the Troop Table. You may hire the indicated troop
8	Disaster	Roll on the Disaster Table.
9	Monster	Roll on the Monster Table. The indicated monster attacks.
0	Reroll	

Structure Table

01-03	Farm	01-03	Farm
04-06	Brewery	49-51	Fletcher
07-09	Bakery	52-54	Blacksmith
10-12	Butcher	55-57	Defensive Wall
13-15	Market Place	58-60	Guard House
16-18	Temple	61-63	Moat
19-21	Guild Hall	64-66	Catapult
22-24	Tavern	67-69	Ballista
25-27	Inn	70-72	Bombard
28-30	Wizards Tower	73-75	Stables
31-33	Library	76-78	Quarry
34-36	Alchemists Shop	79-81	Mason
37-39	Herbalist	82-84	Woodmill
40-42	Barracks	85-87	Logging Camp
43-45	Armorer	88-90	Mine
46-48	Shield Smith	91-00	Pick one

Troop Table

1D10	Unit	1D10	Unit
1	Swordsmen	6	Handgunners
2	Shieldmen	7	Longbowmen
3	Halberdiers	8	Light Horsemen
4	Archers	9	Medium Cavalry

1D10	Unit
5	Crossbowmen

1D10	Unit
0	Knights

Hero Table

1D10	Hero/Artifact
1	Cavalier
2	Ranger
3	Nobleman
4	Warrior
5	Wizard

1D10	Hero/Artifact
6	Druid
7	Priest
8	Magic Sword
9	Magic Armor
0	Magic Bow

Monsters Table

1D100	Attacker
01-07	Goblin Horde
08-14	Dragon
15-21	Giant
22-28	Ogres
29-35	Orc Army
36-42	Trolls
43-48	Demons
49-56	Djinn

1D100	Attacker
57-63	Sorcerer
64-70	Necromancer
71-77	Bandits
78-84	Barbarians
85-91	Warlord
92-98	Nomads
99-00	Same as last time

Attack Card List: Disasters

1D10	Event
1	Earthquake
2	Plague
3	Blizzard
4	Draught
5	Magical Vortex

1D10	Event
6	Thieves
7	Assassin
8	Spies
9	Prosperity
0	Caravan

??Go to Medieval Keep

Cardset

Thanks Zak Click here to get it.





Cabal

Introduction

Card & Dice game for 2+ players Each Player controls a Cabal of Mages. Source Material... "Mage: The Ascension" RPG by White Wolf.

Disclaimer

Mage The Ascension is a copyrighted property of White Wolf. This is merely a Fan site.

Victory

- To win you must complete the following:
1. One or more of your Mages must ascend to the 10th Level (Oracle).
 2. You must establish a Chantry (control one or more Nodes).
 3. All Foes in your Territory must be at level 5 or less.

Stuff

10 & 6 sided dice are needed to play. There are 4 Common Decks: Mage, Spell, Attribute, and Foe Decks.

Foe Table

1D10	Foe Type:
1.	Technomancers
2.	Inquisition
3.	Vampires
4.	Werewolves
5.	Mages

1D10	Foe Type:
6.	Marauders
7.	Wraiths
8.	Umbral Denizens
9.	Nephandi
10.	Fey

Turn Sequence

Players take turns. Each turn has 6 phases: Antagonist Phase Quintessence Phase Incursion Phase Attack Phase Raid Phase Research Phase

+1	If any of your Mages are level 3+
+1	If any of your Mages are level 6+
+1	If any of your Mages are level 9+
+1	If your Cabal has 8+ Mages

Incursion Phase

Roll for a random Foe on the Foe Table. That foe gains 1D6 Foe points.

A player keeps two hands of cards simultaneously: a Foe Hand and a Spell Hand.

Tokens (Markers) are needed to keep track of: Wounds, Experience, Talismans, Transformations, and Conversions. Paper & Pencil to keep track of Foes & Foe Levels.

Nodes

Nodes are represented by a separate set of generic "Node cards". All nodes are considered to have similar properties. Note that you do not start with a Node in play but you must control one to win.

Nodes are discovered (put into play) in Research Phase.

Setup

Roll high on 1D10 to see who goes first. Each player starts with a cabal of 4 Mages. Draw 4 mages from the Mage Deck. Each starting Mage is at level 1. Put a +1 skill Token on each Mage.

Each cabal occupies its own territory. A territory will also be occupied by Foes. Roll 1D6 for each of the ten types of foes to get their Foe Level:

Antagonist Phase

Draw one card from the Foe Deck. Max Foe hand size = 10 cards. Discard excess cards.

Quintessence Phase

Fill your spell hand to its maximum size. Spell hand Max size = 4 with the following modifiers:

+1	If any of your Mages are level 3+
+1	If your Cabal has 12+ Mages
+1	For each Node you control
-1	If any of your Mages is experiencing 'Quiet'.

Attack Phase

If any Foe has 11+ Foe points, and gained Foe points this turn, then that Foe will attack your Cabal.

The Attacking Foe will have a Force = to its Level +1D10. Any other player may play matching Foe cards to increase the Foe Force Total by +1D6 per card played.

For a Foe card to match it must be of the same type as the attacking foe. For example: The Technomancers are attacking. Your opponent may play a Men in Black Foe card if he has one, because MIB are Technomancers. The Cabal has a Force = to the combined Skill level of all its non-neutralized Mages divided by 5 rounding up +1D10.

The Cabal player must play a Detect Spell card. If a Detect card is not played, the Foe gets an extra +1D10 Force for surprise. The Cabal player may play Attack Spell cards to increase the Cabals Force Total by +1D6 per card played.

Instead of Fighting, the Mages may flee combat by playing a Transport Spell. Compare the Force totals of the Cabal and the Foes. The side with the higher Total is the winner.

If the Cabal wins, the Foe Total is reduced to 1D10. If the Foes win, the Cabal loses one of its Nodes. Put a 'Captured' Token on the Node. Those Foes now guard that Node.

Roll for Wounds & Experience:

Wounds

After any combat randomly assign 1D6-1 wound tokens to your Mages. Play a Defense Spell card to negate a wound. Any mage that takes 2 or more wounds must (remove the Wound Tokens and) roll on the Aggravated Wound Table:

Aggravated Wound Table

1D6	Result:
1-2	Mage is Killed
3-4	Mage is Transformed
5	Mage is Converted
6	Mage is Captured

If Killed place the card back in the Mage deck. If Transformed, place a Transformation Token on the Mage card. (Transformed = Mutated, turned to stone, paralyzed, cursed, insane, crippled, turned into animal or monster, withered, blinded, burned, poisoned, etc.) If Captured, place a Captured Token on the Mage card. Also note which Foe captured the Mage.

If Converted, place a Converted Token on the Mage Card. Note which Foe Converted the Mage. The Converted Mage will be part of all future conflicts with that that Foe, on the Foes side, and will add his level to the Foes Force.

Experience

Roll 1D6 for each Mage that takes part in a Combat (Win, loose, or escape). On a roll of 4-6 the Mage gains one Level. (The Experience Roll) Roll Modifiers: +1 if

you lost, -1 if you won. (You always learn more from your mistakes) Add a +1 Experience Level Token to the Mage card.

Neutralized Mages

Neutralized Mages include Mages that are: Captured, Wounded, Transformed, or Experiencing "Quiet" (Quiet = Mage cannot properly perceive or interact with reality) Neutralized Mages cannot fight, raid, train, cast spells, etc.

Casting Spells & Using Attributes

To play a Spell card you must have a Mage that can cast the Spell. Each Spell lists what kind of Mage can cast it. For example: You would need a Mage of the Akashic Brotherhood to cast the 'Dim Mak' Spell. In all cases where it says you may cast a spell you may play an Attribute card in addition or instead.

For instance: Instead of playing a Detect Spell you play a Detect Attribute. Spell & Attribute cards are discarded when they are played. Note: Spell cards are kept in your hand, Attribute cards are attached to Mages.

Raid Phase

Skip this Phase if you were attacked in Attack Phase. Choose which Mages are going on the Raid. Choose the Target of your Attack.

The Target may be a captured or newly found Node or one of your 10 Foes. You must play a Detect Spell to find the Target. Then you must play a Transport Spell to get to the Target.

Combat is resolved as in Attack Phase. If the Foes win, the Cabal does not lose a Node. (like in Attack Phase) If the Foes win, the Foe level is reduced by 1D6-1 levels. If the Cabal was raiding a Foe or captured Node and wins, the Foe Total is reduced 2D6 levels. (0 Minimum) If the Cabal was raiding a captured node and they win, they gain control of the node.

If the Cabal was raiding a new node and they win, they gain control of the node and all Guardians are destroyed. If the Target had any captured Mages and the Cabal won, the Captured Mages are freed. If the Target had any converted Mages and the Cabal won, roll 1D6:

1-2 The Mage is Killed

3-4 The Mage lives and is still a Foe (& gains one Level)

5-6 The Mage is converted back and rejoins the Cabal Raiding is considered Combat, like in Attack Phase (Roll for Wounds & Experience)

Research Phase

If you did not get attacked or go on a raid this turn, roll once on the Research Table.

Research Table

1D6	Result
1-2	Recruit
3-4	Attribute
5	Quiet
6	Find a Node

Recruit = Draw one Mage card from the deck. The newly awakened mage starts at level one. Mage cards you control are placed face up in front of you.

Quiet = Place a Quiet Token on one random Mage. Attribute = Draw an Attribute card and place it on one random Mage. Find a Node = Place a Node Card in Play in front of you.

Roll on the Foe Table to see what kind of Foe is guarding it. The Node will have 1D10 worth of Foe

1D6	Result
7	Training
8-9	Healing
10	Pick one

Points guarding it. Note: A Territory will have a maximum of 1D6 Nodes.

Training = Each of your Mages makes an Experience roll at -1. Healing = Remove a Wound, Transformation or Quiet Token from one of your Mages.

Paradox

You may play a Paradox card on any opponents Mage that just cast a Spell.

Mage & Spell Deck Card Types

Abv	Mage Tradition:	Sphere of Magic:	Foci:
AB	Akashic Brotherhood	Mental	Purification, Sash, Weapon
CC	Celestial Chorus	Prime	Fire, Holy Symbol, Song
CE	Cult of Ecstasy	Time	Incense, Music, Vice
D	Dreamspeaker	Spirit	Crystals, Drums, Feathers
E	Euthanatos	Entropy	Bones, Dolls, Weapons
HO	Hollow Ones	None	None
OH	Order of Hermes	Forces	Circles, Seals, Stones
SE	Sons of Ether	Matter	Goggles, Meters, Abacus
V	Verbena	Life	Blood, Wand, Cauldron
VA	Virtual Adepts	Correspondence	Computers, Electricity
A	Any Mage	-	

Mage Deck Card List

Card Name	Type
Martial Artist	AB
Wandering Wise Man	AB
Zen Monk	AB
Witch Hunter	CC
Priest	CC
Theologian	CC
Musician	CE
Entertainer	CE
Thrill-Seeker	CE
Shaman	D
Hitchhiker	D
Ecologist	D
Voodoo Priest	E
Assassin	E
Doctor	E

Card Name	Type
Artist	HO
Occultist	HO
Blood Doll	HO
Alchemist	OH
Kabbalist	OH
Secret Agent	OH
Mad Scientist	SE
Gadgeteer	SE
Absent Minded Professor	SE
Druid	V
Explorer	V
Witch	V
Hacker	VA
Programmer	VA
Web Master	VA

Spell Deck Card List

Spell Name:	Type	Notes:
Landscape of the Mind	VA	Detect
Spatial Mutations	VA	Defense
Polyappearance	VA	Make 2 Raids this turn
Free Conjunction	VA	Transport
Co-Location	VA	Transport
Genetics Scan	VA	Detect
Physiological Control	VA	Attack
Tapping the Signal	VA	Transport
Multi-Tasking	VA	Detect
Graphic Transmission	VA	Defense
Pathos	HO	Detect
Sidestep Time	HO	Attack or Defense
Accelerate Time	HO	Opponent must skip his next turn
Corresponding Sensing	HO	Detect
Manipulate Memory	HO	Attack or Defense
Flesh Toys	HO	Defense
Divided Sight	CE	Detect
The Rush	CE	Draw 2 Spell Cards
Subliminal Impulse	CE	Attack or Defense
Time Sense	CE	Detect
Leap Beyond	CE	Transport
Drums of Elemental Fire	CE	Attack
Slow Time	CE	Attack or Defense
Peeping Tom	CE	Detect
Tune in, Turn on, Drop out	CE	Defense
Ripple through Space	SE	Transport
Analyze Substance	SE	Detect
Matter Pattern Dissociation	SE	Attack
Alter Weight	SE	Defense
Alter State	SE	Attack
Probe Thoughts	SE	Detect
Shrunk Machine	SE	Detect or Attack
Psychic Sterilization	SE	Attack
Time Travel	SE	Transport
Ray Projector	SE	Attack
Blight of Aging	V	Attack
Flying Brooms	V	Transport
Animal Form	V	Attack
Bond of Blood	V	Draw 2 Spell Cards
Spirit Sight	V	Detect
Call Spirit	V	Attack or Defense
Breach the Gauntlet	V	Transport
Uther's Butchered Visage	V	Defense
Imbue Flesh	V	Detect or Defense
Sounding the Gong	AB	Attack
Kick of the Four Winds	AB	Attack
Dim Mak	AB	Attack
Great Leap	AB	Defense
Breath of the Day	AB	Defense
No-Mind	AB	Detect

Spell Name:	Type	Notes:
Recharge	AB	Draw 2 Spell Cards
Serene Temple	AB	Defense
Sense the Dragon Echo	AB	Detect
The Blissful Discipline	AB	Attack
Stalking the Void	E	Detect
Rip the Man Body	E	Attack
Possession	E	Attack
Curse of the Mayfly	E	Attack
Magdeline's Dynamic Mind	E	Defense
Rubbing of the Bones	E	Attack
Little Good Death	E	Attack
Delions Haze	E	Defense
Intellectual Entropy	E	Opponent must discard 3 Spell cards
Destroy Thought	E	Defense
Darksight	OH	Detect or look at top 1D10 cards of Foe Deck
Ball of Abysmal Flame	OH	Attack
Hermes Portal	OH	Transport
Call Lightning	OH	Attack
Veil of Invisibility	OH	Attack or Defense
The Seven League Stride	OH	Transport
Metamorphosis	OH	Attack
Transmutation	OH	Attack
Untether	OH	Detect or Transport
Postcognition	OH	Detect
Embracing Mother Earth	D	Defense or Attack
Dreamers Shroud of Day	D	Defense
Fragments of Dream	D	Detect
Sense Quintessence	D	Detect
Sugar Magnolias	D	Detect
Quintessence Blast	D	Attack
Break the Dreamshell	D	Transport
Dream Locus	D	Transport
Walking on Water	CC	Transport
Prayer of Healing	CC	Remove a Wound Token
Flames of Purification	CC	Attack
Gauntlet Prison	CC	Attack
Deep Umbra Travel	CC	Transport
Songs of Future Days	CC	Detect or look at top 1D10 cards of Foe Deck
Mark of the Beast	CC	Detect
Spirit Pilgrimage	CC	Transport
Hymn of Beatific Harmony	CC	Draw 2 Spell Cards
Radiate Primes Energy	CC	Draw 2 Spell Cards
Countermagic	A	Defense
Coincidental Magic	A	Negate a Paradox Card
Heal Damaged Pattern	A	Remove a Wound or Transformation Token
Better Body	A	Attack
Stepping Sideways	A	Transport
Control Randomness	A	Reroll one Die Roll
Perceive Entropy	A	Detect or Look at opponents Foe Hand
Diffuse Energy	A	Defense
Telekinetic Control	A	Attack or Transport
Telepathy	A	Detect

Foe Deck Card Types**I** Inquisition**F** Fey**V** Vampires**W** Werewolves**T** Technomancers**M** Marauders**N** Nephandi**R** Wraith**G** Mages**U** Umbrood**P** Paradox Spirit**Foe Deck Card List**

Card Name	Type	Notes
Witch Hunter	I	
Government Agent	I	
Arcanum Scholar	I	
Catholic Church	I	
Society of Leopold	I	
Trolls	F	
Redcaps	F	
Sidhe	F	
Changelings	F	
Brujah Rebels	V	
Gangrel Shapeshifters	V	
Malkavian Pranksters	V	
Hideous Nosferatu	V	
Toreador Artistes	V	
Tremere Warlocks	V	
Venture Sophisticates	V	
Sabbat Pack	V	
Black Furies Tribe	W	
Get of Fenris	W	
Red Talons	W	
Shadow Lords	W	
Silver Fangs	W	
Wendigo	W	
Iteration X	T	
HIT Cyborgs	T	
Men in Black	T	
New World Order	T	
Big Brother	T	
Progenitor Clones	T	
Null-B Marines	T	
Webspider Technospirits	T	
Pogrom	T	
The Syndicate	T	
Void Engineers	T	
Unravel Reality	M	
Marauder Mage	M	
Manticora	M	
Dragon	M	
Mythic Beast	M	
Nephandus Mage	N	
Demon Hordes	N	
Fomori	N	
Wyrn	N	

Card Name	Type	Notes
Black Spiral Dancers	N	
Destroy Matter & Energy	N	
Zigg'raugglurr	N	
Rogue Magi	G	
Errant Magi	G	
Possession	R	
Spectres	R	
Shadows	R	
Shades	R	
Umbrood Minions	U	
Umbrood Lord	U	
Umbrood Preceptor	U	
Guardian Spirit	U	
Farandwee	P	Put a Transformation Token on Target Mage
Hex	P	Put a Wound Token on Target Mage
Igtukra the Unbridled	P	Put a Transformation Token on Target Mage
Terra Firma	P	Put a Wound Token on Target Mage
Dementia Paradox	P	Put a Quiet Token on Target Mage
Dorobo	P	Opponent must discard 3 random spell cards
Rune-Fetter	P	Put a Transformation Token on Target Mage
Wrinkle	P	Negate a Spell just cast
Vulgar Magic	P	Negate a Spell just cast
Static Reality	P	Negate a Spell just cast
Paradox Flaw	P	Remove 2 Experience Points from Mage
Paradox Backlash	P	Put a Transformation Token on Target Mage
Hobgoblins	P	Foe gains 1D6 Foe Points

Attributes Deck Card List

Attributes include Skills, Abilities, Talismans, Talents, and Knowledges.

Card Name:	Notes:
Spirit Goggles	Detect (Talisman)
Sword of Discharge	Attack (Talisman)
X-ray Glasses	Detect (Talisman)
Peacemaker	Attack (Talisman)
Prodigy	Detect (Talisman)
Tass	Draw 2 cards from the Spell deck (Talisman)
Foci	Draw 2 cards from the Spell deck (Talisman)
Magik Tome	Draw 2 cards from the Spell deck (Talisman)
Library	Draw 2 cards from the Spell deck
Avatar	Draw 2 cards from the Spell deck
Arete	Gain 1 Quiet & 2 Experience Tokens
The Seeking	Gain 1 Quiet & 2 Experience Tokens
Epiphany	Gain 1 Quiet & 2 Experience Tokens
Ascension	Gain 1 Quiet & 2 Experience Tokens
Mentor	Gain 1 Quiet & 2 Experience Tokens
Enlightenment	Gain 1 Quiet & 2 Experience Tokens
Mindscape	Remove a Quiet Token
Multiple Actions	Attack
Willpower	Defense
Strength	Attack

Card Name:	Notes:
Stamina	Defense
Dexterity	Attack or Defense
Perception	Detect
Intelligence	Detect
Wits	Detect
Charisma	Attack
Manipulation	Attack
Brawl	Attack
Dodge	Defense
Intuition	Detect
Athletics	Defense
Awareness	Detect
Alertness	Detect or Defense
Firearms	Attack
Drive	Transport
Streetwise	Detect
Intimidation	Detect
Etiquette	Detect
Appearance	Defense
Leadership	Attack or Defense
Melee	Attack
Stealth	Attack
Survival	Defense
Meditation	Remove a Quiet Token
Subterfuge	Defense
Technology	Transport
Cosmology	Look at next 10 cards in Foe Deck
Occult	Attack
Enigmas	Look at opponents Foe Hand
Computers	Detect
Investigation	Detect
Medicine	Remove a Wound Token
Destiny	Defense
Dream	Detect
Influence	Attack
Arcane	Defense
Dynamic Essence	Attack
Pattern Essence	Defense
Primordial Essence	Detect
Questing Essence	Transport

Links

White Wolf





Cards Of Might And Magic

Introduction

Card game for 2+ players based on the Video Game Heroes of Might & Magic III.

Disclaimer

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Game Length

The game ends when every player has completed 7 turns.

The Three Categories

Players compete in 3 Categories:

1. Might
2. Magic
3. Gold

Most cards increase your score in one of these 3 Categories.

Victory

At the end of the game, the player with the highest score in the most Categories is the winner.

Setup

Each player starts with 1 Randomly drawn Hero. Roll high on 1D6 to see who goes first. Play proceeds clockwise.

Recruit Table

1D6	Recruit:
1	Draw 1 Card from the Hero Deck and add it to your Kingdom.
2	Draw 1 Card from the Skill Deck and add it to your Kingdom.
3	Draw 1 Card from the Spell Deck and add it to your Kingdom.
4	Draw 1 Card from the Artifact Deck and add it to your Kingdom.
5+	Draw 1 Card from an above Deck of your Choice and add it to your Kingdom.

Explore Phase

Draw 1 Card from the Explore Deck and add it to your Kingdom.

Kingdom

All cards owned and controlled by a player are placed face up on the Table in front of them. This is each player's Kingdom.

The Decks

There are seven Decks:

1. Hero Deck
2. Building Deck
3. Explore Deck
4. Creature Deck
5. Spell Deck
6. Skill Deck
7. Artifact Deck

Turn Sequence

Each turn has 2 Phases:

1. Build Phase
2. Creature Phase
3. Recruit Phase
4. Explore Phase

Build Phase

Draw 1 Card from the Build Deck and add it to your Kingdom.

Creature Phase

Draw 1 Card from the Creature Deck and add it to your Kingdom.

Recruit Phase

Roll once on the Recruit Table:

Units

Both Heroes and Creatures are referred to as Units.

Card Attribute List

- Ranged: Missile Weapons, Arrows, Bolts, Slings, Boulders, etc.
- Defense: Counterattacks, Magic Resistance, Immunity, Shields, High Defense Units, etc.
- Quick: Units with High Tactical Mobility, Flying Units.
- Burst: Attacks which target multiple opponents at once, Area of Effect Attacks.
- Incapacitate: Binding, Poison, Disease, Petrification, Paralysis, Blinding, De-Buff, Curses, etc.
- Reinforce: Healing, Resurrection, Recruitment, Cloning, Copying, etc.
- Buff: Multiple Attacks, Charging, Morale, Luck, Attack Boosters, etc.

The Hero Deck

Heroes are of 2 types: Might Heroes and Magic Heroes. Each Hero also belongs to 1 of the 8 Town Types. The Hero Deck should have 2 copies of each listed card.

The Creature Deck

Each Creature belongs to 1 of the 8 Town Types.

The Skill Deck

Advanced Knowledge known to your Heroes.

The Hero Deck Card List

Hero	Notes:
Alchemist	Might +3 Magic +3 Tower Creatures get Might +1
Barbarian	Might +6; Stronghold Creatures get Might +1
Battle Mage	Magic +3 Might +3; Stronghold Creatures get Magic +1
Beastmaster	Might +4 Magic +1; Defense; Fortress Creatures get Might +1
Cleric	Magic +4 Might +2; Castle Creatures get Magic +1
Death Knight	Might +3 Magic +3; Necropolis Creatures get Might +1
Demoniac	Magic +4 Might +2; Inferno Creatures get Magic +1
Druid	Magic +4 Might +2; Rampart Creatures get Magic +1
Heretic	Might +4 Magic +2; Inferno Creatures get Might +1
Knight	Might +5 Magic +1; Castle Creatures get Might +1
Necromancer	Magic +5 Might +1; Necropolis Creatures get Magic +1
Overlord	Might +5 Magic +1; Dungeon Creatures get Might +1
Ranger	Might +4; Ranged; Defense; Rampart Creatures get Might +1
Warlock	Magic +6; Dungeon Creatures get Magic +1
Witch	Magic +5 Might +1; Fortress Creatures get Magic +1
Wizard	Magic +5 Might +1; Tower Creatures get Magic +1

The Creature Deck Card List

The Spell Deck

Spells belong to 1 of 4 types: Air, Earth, Fire, and Water.

The Build Deck

These are building located in Towns within your Kingdom. Some indicate affiliation with 1 of the 8 Town types. Your Kingdom may contain multiple Town Affiliations.

The Artifact Deck

Magical Objects of great Power.

The Explore Deck

Locations, Structures, and Items found within your Kingdom, But outside of your Towns.

End Game Scoring

The player with the most Ranged cards gets Might +5 and Magic +5. The player with the most Defense cards gets Might +10. The player with the most Quick cards gets Might +5 and Magic +5.

The player with the most Incapacitate cards gets Magic +10. The player with the most Burst cards gets Magic +10. The player with the most Reinforce cards gets Might +5 and Magic +5.

The player with the most Buff cards gets Might +10.

Creature	Notes:
Pikemen	Castle; Might +3
Archers	Castle; Might +4; Ranged
Griffins	Castle; Might +5 Defense; Quick
Swordsmen	Castle; Might +8; Buff
Monks	Castle; Magic +8 Might +2; Ranged
Cavaliers	Castle; Might +11; Buff; Quick
Angels	Castle; Might +8 Magic +5; Reinforce; Quick
Troglodytes	Dungeon; Might +2; Defense
Harpies	Dungeon; Might +3; Buff; Quick
Beholders	Dungeon; Magic +6; Ranged
Medusas	Dungeon; Magic +5 Might +2; Ranged; Incapacitate
Minotaurs	Dungeon; Might +9; Quick; Buff
Manticores	Dungeon; Might +7 Magic +5; Quick
Red Dragons	Dungeon; Might +9 Magic +4; Quick, Defense
Gnolls	Fortress; Might +2; Defense
Lizardmen	Fortress; Might +4; Ranged
Serpent Flies	Fortress; Magic +4 Might +1; Quick, Incapacitate
Basilisks	Fortress; Magic +6 Might +2; Incapacitate
Gorgons	Fortress; Magic +7 Might +3; Incapacitate
Wyverns	Fortress; Might +6 Magic +5; Quick; Incapacitate
Hydras	Fortress; Might +10 Magic +4; Burst
Imps	Inferno; Magic +2; Defense
Gogs	Inferno; Might +2 Magic +1; Ranged; Burst
Hell Hounds	Inferno; Might +5; Quick; Burst
Demons	Inferno; Might +6 Magic +3
Pit Fiends	Inferno; Might +7 Magic +3; Reinforce
Efreeti	Inferno; Magic +7 Might +4; Quick; Defense
Devils	Inferno; Might +9 Magic +3; Buff; Quick; Incapacitate
Skeletons	Necropolis; Might +2; Defense
Walking Dead	Necropolis; Might +2 Magic +1; Defense; Incapacitate
Wights	Necropolis; Magic +2 Might +3; Defense; Reinforce
Vampires	Necropolis; Magic +3 Might +4; Quick; Reinforce
Liches	Necropolis; Magic +6 Might +3; Ranged; Burst
Black Knights	Necropolis; Might +7 Magic +3; Quick; Buff; Incapacitate
Bone Dragons	Necropolis; Might +6 Magic +7; Quick; Incapacitate
Centaur	Rampart; Might +2; Quick
Dwarves	Rampart; Might +3 Magic +1; Defense
Wood Elves	Rampart; Might +4; Quick; Ranged; Buff
Pegasi	Rampart; Might +4 Magic +3; Quick; Defense
Dendroid Guards	Rampart; Might +7 Magic +2; Defense; Incapacitate
Unicorns	Rampart; Magic +6 Might +5; Quick; Incapacitate
Green Dragons	Rampart; Magic +6 Might +7; Quick; Defense
Goblins	Stronghold; Might +2 Magic +1
Wolf Riders	Stronghold; Might +3; Quick; Buff
Orcs	Stronghold; Might +7; Ranged
Ogres	Stronghold; Might +8; Buff
Rocs	Stronghold; Might +6 Magic +3; Quick; Buff
Cyclopes	Stronghold; Might +11; Quick; Ranged
Behemoths	Stronghold; Might +12 Magic +1, Quick; Incapacitate
Gremlins	Tower; Might +1 Magic +1; Ranged

Creature	Notes:
Stone Gargoyles	Tower; Might +3 Magic +1; Quick
Stone Golems	Tower; Might +5 Magic +1; Defense
Magi	Tower; Magic +8; Ranged
Genies	Tower; Magic +9; Quick; Buff
Nagas	Tower; Might +7 Magic +5; Defense
Giants	Tower; Might +8 Magic +4; Quick; Defense; Ranged
Gold Golem	Neutral; Might +4 Gold +4; Defense
Ammo Cart	Neutral; Creatures get +1 Might; Ranged
Ballista	Neutral; Might +7; Ranged
Catapult	Neutral; Might +7; Ranged
First Aid Tent	Neutral; Might +2 Magic +2; Reinforce

The Skill Deck Card List

Skill	Notes:
Archery	Might +3; Ranged
Armorer	Might +3; Defense
Artillery	Might +3; Ranged
Ballistics	Might +3; Ranged
First Aid	Your Creatures get Might +1; Reinforce
Leadership	Your Creatures get Might +1; Buff
Luck	Your Creatures get Magic +1; Buff
Necromancy	Might +4 Magic +3; Reinforce
Offense	Might +5; Buff
Resistance	Magic +2; Defense
Tactics	Might +2; Quick
Air Magic	Magic +4; Your Air Spells get Magic +3
Eagle Eye	Magic +2; Draw 2 Spell Cards. Keep 1
Earth Magic	Magic +4; Your Earth Spells get Magic +3
Fire Magic	Magic +4; Your Fire Spells get Magic +3
Intelligence	Magic +2; Draw 2 Spell Cards. Keep 1
Mysticism	Magic +2; Draw 2 Spell Cards. Keep 1
Scholar	Magic +2; Draw 2 Spell Cards. Keep 1
Sorcery	Magic +6
Water Magic	Magic +4; Your Water Spells get Magic +3
Wisdom	Magic +4 Gold +2
Diplomacy	Gold +2; Reinforce; Draw 2 Creature Cards. Keep 1
Estates	Gold +6
Learning	Might +2 Magic +2 Gold +2
Logistics	Gold +2; Draw 2 Explores. Keep 1
Navigation	Gold +2; Draw 2 Explores. Keep 1
Pathfinding	Might +2; Draw 2 Explores. Keep 1
Scouting	Might +2; Draw 2 Explores. Keep 1

The Spell Deck Card List

Spell	Notes:
Magic Arrow	All Types; Magic +3; Ranged
Haste	Air; Magic +3; Quick

Spell	Notes:
View Air	Air; Magic +2; Draw 2 Artifacts. Keep 1
Disguise	Air; Magic +5
Disrupting Ray	Air; Magic +2; Incapacitate
Fortune	Air; All your Creatures Magic +1; Buff
Hypnotize	Air; Magic +2; Incapacitate
Chain Lightning	Air; Magic +8; Burst
Counterstrike	Air; Magic +6; Defense
Dimension Door	Air; Magic +2; Draw 2 Explores. Keep 1
Fly	Air; Magic +2; Draw 2 Explores. Keep 1
Magic Mirror	Air; Magic +2; Defense
Summon Air Elemental	Air; Might +6 Magic +6; Defense; Reinforce
Shield	Earth; Magic +3; Defense
Slow	Earth; Magic +2; Incapacitate
Stone Skin	Earth; Magic +2 Might +2; Defense
View Earth	Earth; Magic +2; Draw 2 Explores. Keep 1
Deadly Ripple	Earth; Magic +7; Burst
Quicksand	Earth; Magic +2; Incapacitate
Visions	All Types; Magic +3; Draw 2 Creatures. Keep 1
Animate Dead	Earth; Magic +4 Might +3; Reinforce
Anti-Magic	Earth; Magic +2; Defense
Earthquake	Earth; Magic +7; Burst
Forcefield	Earth; Magic +5 Might +2; Defense
Meteor Shower	Earth; Magic +9; Burst
Resurrection	Earth; Magic +2; Reinforce
Sorrow	Earth; Magic +4 Might +2; Incapacitate
Town Portal	Earth; Magic +2; Draw 2 Creatures. Keep 1
Implosion	Earth; Magic +6; Burst
Summon Earth Elemental	Earth; Magic +6 Might +6; Defense; Reinforce
Bloodlust	Fire; Magic +3 Might +2; Buff
Curse	Fire; Magic +2; Incapacitate
Blind	Fire; Magic +2; Incapacitate
Firewall	Fire; Magic +5 Might +1; Defense
Elemental Protection	All Types; Magic +2; Defense
Fireball	Fire; Magic +6; Ranged
Land Mine	Fire; Magic +2; Incapacitate
Misfortune	Fire; Magic +2; Incapacitate
Armageddon	Fire; Magic +10; Burst
Berserk	Fire; Magic +4 Might +3; Buff
Fire Shield	Fire; Magic +7; Defense
Frenzy	Fire; Magic +5 Might +4; Buff
Inferno	Fire; Magic +9; Burst
Slayer	Fire; Magic +6 Might +5; Buff
Sacrifice	Fire; Magic +10
Summon Fire Elemental	Fire; Magic +6 Might +6; Defense; Reinforce
Bless	Water; Magic +3; Buff
Cure	Water; Magic +2; Reinforce
Dispel	Water; Magic +2; Defense
Summon Boat	Water; Magic +2; Draw 2 Explores. Keep 1
Ice Bolt	Water; Magic +5; Ranged
Remove Obstacle	Water; Magic +4; Quick
Weakness	Water; Magic +2; Incapacitate
Forgetfulness	Water; Magic +2; Incapacitate
Frost Ring	Water; Magic +4 Might +2; Buff; Defense

Spell	Notes:
Mirth	Water; Magic +3 Might +3; Buff
Teleport	Water; Magic +2; Draw 2 Creatures. Keep 1
Clone	Water; Magic +4 Might +4; Reinforce
Prayer	Water; Magic +5 Might +4; Buff
Water Walk	Water; Magic +2; Draw 2 Explores. Keep 1
Summon Water Elemental	Water; Magic +6 Might +6; Defense; Reinforce

The Build Deck Card List

Building	Notes:
Town Hall	Gold +5
Castle	Might +8; Defense
Fortress	Might +4; Defense
Citadel	Might +6; Defense
Village Hall	Gold +3
City Hall	Gold +7
Capitol	Gold +9
Mage Guild	Magic +2; Draw 2 Spells. Keep 1
Market Place	Gold +4
Resource Silo	Gold +2
Artifact Merchant	Gold +2; Draw 2 Artifacts. Keep 1
Freelancers Guild	Gold +2; Draw 2 Creatures. Keep 1
Dungeon	Might +2 Gold +1
Inferno	Magic +4
Necropolis	Magic +3 Gold +2
Rampart	Might +3
Stronghold	Might +5
Tower	Magic +5
Stables	Gold +2; Draw 2 Explores. Keep 1
Tavern	Gold +2; Draw 2 Heroes. Keep 1
Thieves Guild	Gold +2; Draw 2 Explores. Keep 1
Blacksmith	Your Creatures get Might +1
Shipyards	Gold +2; Draw 2 Explores. Keep 1
Barracks	Might +2; Castle Creatures get Might +3
Hell Hole	Might +2; Inferno Creatures get Might +3
Mausoleum	Might +2; Necropolis Creatures get Might +3
Glade	Might +2; Rampart Creatures get Might +3
Lair	Might +2; Stronghold Creatures get Might +3
Workshop	Might +2; Tower Creatures get Might +3
Labyrinth	Might +2; Dungeon Creatures get Might +3
Pit	Might +2; Fortress Creatures get Might +3
Monastery	Magic +2; Castle Creatures get Magic +3
Chapel	Magic +2; Dungeon Creatures get Magic +3
Glyphs	Magic +2; Fortress Creatures get Magic +3
Demon Gate	Magic +2; Inferno Creatures get Magic +3
Cursed Temple	Magic +2; Necropolis Creatures get Magic +3
Enchanted Spring	Magic +2; Rampart Creatures get Magic +3
Hall of Valhalla	Magic +2; Stronghold Creatures get Magic +3
Altar of Wishes	Magic +2; Tower Creatures get Magic +3

The Artifact Deck Card List

Artifact	Notes:
Boots of Speed	Magic +2; Quick; Draw 2 Explores. Keep 1
Dragonbone Greaves	Magic +4; Draw 2 Spells. Keep 1
Sandals of the Saint	Might +2 Magic +2
Buckler of the Gnoll King	Might +2; Defense
Dragon Scale Shield	Might +3; Defense
Lion's Shield of Courage	Might +4 Magic +4
Shield of the Damned	Might +4; Defense
Shield of the Dwarven Lords	Might +5; Defense
Blackshard of the Dead Knight	Might +3
Centaur's Axe	Might +2
Greater Gnoll's Flail	Might +4
Ogre's Club of Havoc	Might +5
Red Dragon Flame Tongue	Might +4; Defense
Sword of Hellfire	Might +6
Sword of Judgement	Might +5 Magic +5
Titans Gladius	Might +9
Crown of the Dragontooth	Magic +8
Hellstorm Helmet	Magic +5
Helm of Chaos	Magic +3
Spellbinder's Hat	Magic +2; Draw 2 Spells. Keep 1
Amulet of the Undertaker	Magic +4; Reinforce
Collar of Conjuring	Magic +5
Necklace of Swiftess	Magic +3; Quick
Pendant of Dispassion	Magic +3; Defense
Ring of Vitality	Might +4; Buff
Recanter's Cloak	Magic +3; Defense
Angel Wings	Magic +2; Draw 2 Explores. Keep 1
Dragon Scale Armor	Might +7
Breastplate of Brimstone	Magic +5
Titan's Cuirass	Magic +8
Angel Feather Arrows	Might +3; Ranged
Cards of Prophecy	Magic +3; Draw 2 Heroes. Keep 1
Charm of Mana	Magic +6
Endless Sack of Gold	Gold +4
Spell Scroll	Magic +2; Draw 2 Spells. Keep 1
Golden Bow	Might +3; Ranged
Spyglass	Magic +2; Draw 2 Explores. Keep 1
Tome of Magic	Magic +2; Draw 2 Spells. Keep 1

The Explore Deck Card List

Exploration	Notes:
Gold Mine	Gold +10
Saw Mill	Gold +2; Draw 2 Builds. Keep 1
Ore Pit	Gold +2; Draw 2 Builds. Keep 1
Alchemists Lab	Gold +6
Sulfur Dune	Gold +5
Crystal Cavern	Gold +7

Exploration	Notes:
Gem Pond	Gold +8
Water Mill	Gold +4
Windmill	Gold +3
Treasure Chest	Gold +2; Draw 2 Artifacts. Keep 1
Dwelling	Gold +2; Draw 2 Creatures. Keep 1
School of War	Might +5
School of Magic	Magic +5
Witch Hut	Magic +2; Draw 2 Skills. Keep 1
Obelisk	Magic +2; Draw 2 Builds. Keep 1
Wandering Monster	Might +2; Draw 2 Creatures. Keep 1
Loose Resources	Gold +2
Arena	Might +6
Garden of Revelation	Magic +4
Faerie Ring	Magic +5
Fountain of Fortune	Magic +2 Gold +3; Buff
Idol of Fortune	Magic +3 Gold +2; Buff
Fountain of Youth	Might +4 Magic +2; Buff
Learning Stone	Magic +2; Draw 2 Skills. Keep 1
Magic Well	Magic +2; Draw 2 Spells. Keep 1
Library of Enlightenment	Magic +2; Draw 2 Spells. Keep 1
Marletto Tower	Might +3 Magic +1
Mercenary Camp	Gold +2; Draw 2 Creatures. Keep 1
Rally Flag	All your Creatures get Might +1; Buff
Scholar	Magic +2; Draw 1 Skill and 1 Spell. Keep 1
Shrine of Incantation	Magic +2; Draw 2 Spells. Keep 1
Star Axis	Magic +7; Buff
Temple	All your Heroes get Might +2; Buff
Tree of Knowledge	Might +4 Magic +2; Buff
Watering Hole	All your Creatures get Might +1; Buff
University	Magic +2; Draw 2 Skills. Keep 1
Swan Pond	Magic +2 Gold +2
Crypt	Gold +7
Cyclops Stockpile	Gold +6
Derelect Ship	Gold +4
Dragon Utopia	Gold +2; Draw 2 Artifacts. Keep 1
Dwarven Treasury	Gold +9
Imp Cache	Gold +3
Medusa Stores	Gold +5
Naga Bank	Gold +8
Pyramid	Gold +2; Draw 2 Spells. Keep 1
Elemental Conflux	Magic +6 Might +6
Refugee Camp	Might +2; Draw 2 Creatures. Keep 1
Wagon	Gold +2
Black Market	Gold +2; Draw 2 Artifacts. Keep 1
Trading Post	Gold +4
Oasis	All your Creatures get Might +1
Prison	Gold +2. Draw 2 Heroes. Keep 1





Celtic Saga

Introduction

Players take the role of Celtic Warrior Heroes in ancient Ireland. Players compete to make their Hero the most famous of all. The winner will be sung about by bards for generations and his exploits will be written of in the Book of Kells.

Card game for 2-4 players.

Heroes Of Old

Some representative Heroes of the age include: Cu Chulainn, Fergus mac Roich, and Conall Cernach.

Resources

Leabhar Gabhala... Book of Invasions Dinnshenchas... History of Places Tain Bo Cuailnge... Cattle Raid of Cooley Leabhar na h Uidre... Book of the Dun Cow These are the main Insular (Irish) sources, mostly compiled in the 12th century.

Victory

Players accumulate points in 4 value categories:

1. Blessings- Wives, true love, children, heirs, friendship, peace, home and hearth.
2. Fortune- Gold, Wealth, Riches, Kingship, Nobility.
3. Victory- Enemies defeated in battle.
4. Prophecy- Wisdom, Lore, History, Fate, Doom.

The player with the most points in the most categories at the end of seven cycles wins.

The Deck

Players share a common deck. The deck contains one of each of the cards described in the card list. Note that there are 2 decks. Use one or the other.

There are basically 2 versions of the game: The Ulster Deck and the Fionn Deck.

Types Of Cards

There are 5 types of cards:

1. Allies
2. Weapons
3. Action
4. Boons
5. Foes

Ulster Cycle Card List

Dice

Six sided dice are required.

Tokens

Use tokens to keep track of wounds and other effects.

Setup

Shuffle the deck.

Turn Sequence

The game is played in seven turns or cycles. At the beginning of each Cycle all players roll high on 1D6 to determine initiative order. 3 cards are drawn from the deck for each player.

All of these cards are played face up in the center of the table. In order of initiative each player takes one card. A player may choose to remove a wound token instead of drawing a card.

The cycle is over when there are no cards left. If the player takes an Action card, he puts it into his hand. If the player takes an Ally, Weapon, or Boon card, he places it face up in front of him.

A player automatically controls all cards he takes except for Foe cards. If a player selects a Foe card, he must battle the Foe. Roll 3D6 and add all of the Heroes Fight modifiers to the total.

This is the Fight Total. The fight modifiers are found on the cards. All the cards a player controls contribute.

The Hero subtracts one from his total for every wound token he has. Next roll 4D6. This is the Foe total. If the Foe total is greater than the Fight total, the Foe card is discarded and the Hero gets one wound token.

If the Fight total is equal or greater, the Hero wins the battle and takes the defeated Foe card. The defeated Foe card is placed with the rest of the heroes cards. Action cards may be played immediately or whenever it is appropriate.

Discarded cards go into a discard pile. When fighting player may only gain the benefit of one version of a weapon. For example he can use a spear and a chariot, but not 2 spears.

Boons that adversely affect an opponent are added to that players cards.

Card Name:	Type:	Value:
Cattle Raid	Foe	Fortune +1
Bull of Cooley	Foe	Fortune +1
Great Strength	Boon	Fight +1
King Conchobar	Ally	Fortune +1
Men of Ulster	Ally	Fight +1
Kings Chariot	Weapon	Fight +1
Hospitality	Boon	Blessing +1
Amergin the Sage	Ally	Prophecy +1
Fergus the Warrior	Ally	Fight +1
100 Warriors	Foe	Victory +1
Prowess	Boon	Fight +1
The Six Womanly Gifts	Boon	Blessing +1
Fierce Blow	Action	Discard for Fight +2
Morann the Judge	Ally	Prophecy +1
Torc of Judgement	Boon	Prophecy +1
Gae Bolga the Magic Spear	Weapon	Fight +1
Tutored by Scathach	Boon	Fight +1
Feats of Valor	Foe	Victory +1
Emer the Fair	Ally	Blessing +1
Provisions	Action	Fortune +1
Animal Sacrifice	Boon	Prophecy +1
Funerary Rites	Boon	Prophecy +1
Culann the Smith	Ally	Fortune +1
Fast for one year	Boon	Prophecy +1
Marriage	Boon	Blessing +1
Childbirth	Boon	Blessing +1
Sencha the Poet	Ally	Prophecy +1
Hound of Ulster	Foe	Victory +1
Cathbad the Druid	Ally	Prophecy +1
Omens	Boon	Prophecy +1
Jubair the Charioteer	Ally	Fight +1
Armory	Action	Discard for Fight +2
Hostile Fort	Foe	Victory +1
Boasts & Challenges	Action	Discard for Fight +2
Disguise	Action	Discard for Fight +2
Gaulish Chieftan	Foe	Victory +1
Carts of Gold & Silver	Boon	Fortune +1
Dowry	Boon	Fortune +1
Sickle Chariot	Weapon	Fight +1
Cladholg the Magic Sword	Weapon	Fight +1
Ogma the God of Eloquence	Ally	Blessing +1
Divination	Boon	Prophecy +1
Thrown Rock	Action	Discard for Fight +2
Medb, Queen of Connacht	Foe	Fortune +1
Ferdia, the Warrior Traitor	Foe	Victory +1
Transformation	Action	Discard to discard target Ally
Shapeshifter	Foe	Victory +1
Curse of Weakness	Boon	Opponent is Fight -1
Destroy Crops	Boon	Opponent is Fortune -1
Macha the War Goddess	Ally	Fight +1

Card Name:	Type:	Value:
War Trophies	Foe	Fortune +1
Heads of your Enemies	Foe	Victory +1
Venemous the Magic Spear	Weapon	Fight +1
CannotbeFelledbySwordorSpear	Boon	Fight +1
Brigid, Goddess of Healing	Action	Discard to remove all wounds
Festival of Imbolic	Boon	Blessing +1
Three sons of Nechta Scene	Foe	Victory +1
Expedition	Foe	Fortune +1
Oath	Boon	Prophecy +1
Tricks	Action	Discard for Fight +2
Speak in Riddles	Boon	Prophecy +1
Standing Stone Inscription	Boon	Prophecy +1
Fair Maidens	Ally	Blessing +1
Turned into Swans	Action	Discard to discard target Ally
Heir	Ally	Blessing +1
Ritual Feasting	Boon	Blessing +1
Tara Brooch	Boon	Fortune +1
Courage	Boon	Fight +1
Games of Hurley and Fidchell	Boon	Blessing +1
Fianna Warrior Band	Ally	Fight +1
Pictish Tribes	Foe	Victory +1
Gaesatae, Naked Warriors	Ally	Fight +1
Taunts & Insults	Action	Discard for Fight +2
Berserker Frenzy	Action	Discard for Fight +2
Geas	Boon	Opponent is Victory -1
Kinship & Fealty	Boon	Fortune +1
Forbidden Words	Boon	Opponent is Prophecy -1
Sacred Trinity	Boon	Prophecy +1
Magicians	Foe	Victory +1
Incantation of Truth	Boon	Prophecy +1
Vision of the New High King	Boon	Prophecy +1
Epona the Horse Goddess	Action	Discard for Fight +2
Bull Cult	Boon	Prophecy +1
King Ailill	Ally	Fortune +1
The White Horned Bull	Boon	Fortune +1
Bricriu the Mischief Maker	Boon	Prophecy +1
Supernatural Origin	Boon	Fight +1
Metamorphosis	Action	Discard to discard target Ally
Flidais the Nature Goddess	Ally	Fortune +1
Tall as a Giant	Boon	Fight +1
Elopement of Deirdre & Naoise	Boon	Prophecy +1
Fair Fionnchaomh	Ally	Blessing +1
Feast of Bricriu	Boon	Prophecy +1
Great Serpent	Foe	Victory +1
Incest	Boon	Prophecy +1
Two Foals are Born	Boon	Prophecy +1
Take up Arms at an early Age	Boon	Initiative +1
Visor of Manannan the Sea God	Weapon	Fight +1
Spell of Invisibility	Action	Discard for Fight +2
Power over Animals	Boon	Fortune +1
Champions Portion	Boon	Fortune +1
Portents	Boon	Prophecy +1
Washer at the Ford	Boon	Prophecy +1

Card Name:	Type:	Value:
Spear of Vulcan	Weapon	Fight +1
Badbh the Divine Destroyer	Ally	Victory +1
Red Branch Knights	Ally	Fight +1
Shrieking Shield	Boon	Prophecy +1
Brainball	Action	Discard for Fight +2
Run with Superhuman Speed	Boon	Fight +1
Fair Finnebair	Ally	Blessing +1
Revenge Killing	Foe	Victory +1
Battle Furies	Ally	Fight +1
Morrigan the Phantom Queen	Foe	Victory +1
Death Crow	Boon	Prophecy +1
Harbinger of Death	Boon	Prophecy +1
Visit the Otherworld	Boon	Prophecy +1
Warriors of Connacht	Foe	Victory +1
Treachery	Foe	Victory +1

Book Of Invasions & Fionn Cycle Card List

CARD NAME:	TYPE	VALUE
Lugh the Shinning One	Ally	Fight +1
Spear of Lugh	Weapon	Fight +1
Sword of Nuadu	Weapon	Fight +1
Cauldron of Daghdha	Boon	Fortune +1
Stone of Fal	Boon	Prophecy +1
Tuatha De the Divine Race	Ally	Fight +1
Gaels	Ally	Fight +1
Partholon	Ally	Fight +1
Eriu the Goddess of Sovereignty	Ally	Fortune +1
Daghdha, the Father God	Ally	Fight +1
Club of Daghdha	Weapon	Fight +1
Goibhniu the Smith	Ally	Fortune +1
Luchta the Wright	Ally	Fortune +1
Creidhne the Metalworker	Ally	Fortune +1
Ale of Immortality	Boon	Blessing +1
Dian Cecht God of Healing	Action	Discard to remove all wounds
Silver Arm	Weapon	Fortune +1
Cloak of Manannan	Boon	Fight +1
Fragarach the Magic sword	Weapon	Fight +1
Magic Boat	Boon	Fortune +1
Magic Horse	Boon	Fight +1
Magic Pigs	Boon	Fortune +1
Weather Magic	Action	Discard for Fight +2
Sorcerer	Foe	Victory +1
Balor of the Baleful Eye	Foe	Victory +1
Fairy Mound	Boon	Prophecy +1
Salmon of Knowledge	Boon	Prophecy +1
Fir Bholg	Foe	Victory +1
Gaze of Death	Foe	Victory +1
Fomorian Farmers	Ally	Fortune +1
Fort of Dun Aonghusa	Foe	Victory +1

CARD NAME:	TYPE	VALUE
Blight	Boon	Opponent is Fortune -1
Fomorians	Foe	Victory +1
Golden goblet	Boon	Prophecy +1
Marriage to the Land	Boon	Fortune +1
Union with Medb	Ally	Blessing +1
Tests of Kingship	Foe	Victory +1
Betrayal	Foe	Victory +1
Sacred Rules of Conduct	Boon	Prophecy +1
Tarbhfhess, the Bull Sleep	Boon	Prophecy +1
The Black Druid	Foe	Victory +1
Sava the Fair	Ally	Blessing +1
Finnegas the Bard	Ally	Prophecy +1
Aillen the Malicious Goblin	Foe	Victory +1
Festival of Samhain	Boon	Blessing +1
Hunt Enchanted Animals	Foe	Victory +1
Leaping the Boyne	Foe	Victory +1
Gift of Prophecy	Boon	Prophecy +1
Love Triangle	Boon	Prophecy +1
Niav of the Golden Hair	Ally	Blessing +1
Bewitched	Boon	Opponent is Blessing -1
Tale of Jealousy	Boon	Prophecy +1
Amhairghin the Seer	Ally	Prophecy +1
Midhir, Lord of the Sidh	Ally	Fortune +1
Etain the Fair	Ally	Blessing +1
Warning	Action	Discard for Fight +2
Magical Wind	Boon	Prophecy +1
Oenghus, the God of Love	Ally	Blessing +1
Reborn	Boon	Prophecy +1
Gods Intervene	Action	Discard for Fight +2
Royal Court of Tara	Ally	Fortune +1
Boar of Boann Ghulban	Foe	Victory +1
Manly Honor	Boon	Victory +1
Sleep Spell	Action	Discard for Fight +2
Shape-changing Powers	Boon	Fight +1
Divine Youth	Boon	Blessing +1
Wanderings	Foe	Victory +1
Sharvan the Giant	Foe	Victory +1
Cause the Sun to stand still	Boon	Initiative +1
Tree of Immortality	Boon	Blessing +1

Game Designers Notes

Another deck based on Welsh myths should be forthcoming. Also expect additional cards for all decks.





Champion Chess

Introduction

Two player card game with a chess theme. One player is the Black player, the other is the white player.

The Decks

Each player has his own deck. The Black deck and the White deck. The decks have 52 cards each.

Both decks are identical. There are 2 types of cards: Noble cards and Aid Cards. A players deck is also referred to as a Battle Deck.

Noble and Aid cards are mixed together in the deck. During play a player will accumulate two types of Discard Piles: The Reserve Pile, and the Defeated Pile. Discard piles are face up.

Object

Capture your opponents King.

Turn Sequence

Turns are simultaneous for both players. Draw Phase Champion Phase Aid Phase Revelation Phase Calculations Phase Resolution Phase Fate Phase End Phase

Draw Phase

Both players fill their hands to 7 cards from their own Battle decks. If your Battle deck is empty, shuffle your Reserve pile. This becomes your new Battle Deck.

Champion Phase

Each player places one Noble card from their hand down, face-up. The card so played is the Champion card. The two opposed Champions will now fight each other.

This fight is also called a Challenge. If a player has no Noble cards, he must discard his entire hand into his reserve pile and draw 7 new cards. He must first show his hand to prove he has no Noble cards.

Noble Card List

Aid Phase

Each player may play 0-6 Aid cards from their hand onto their champion, face-down. A champion may only use one Aid card of each type. For instance, the champion cannot use 2 swords, or ride 2 steeds.

The exception to this is the Pawn card. Multiple Pawn cards may be used.

Revelation Phase

All Aid cards are flipped over face-up.

Calculations Phase

Every card has a numerical value in three categories. The categories are: Movement, Attack, and Defense. Add up the totals in each category for each Champion.

For example a Knight Champion with a Sword and 2 Pawns would have scores of: Movement = 8, Attack = 18, Defense = 10

Resolution Phase

Compare the totals in each category for the two opposing Champions. A Champion with higher scores in all three categories wins the Challenge. A Champion with higher scores in two categories wins the Challenge.

If they are tied in two categories, the Champion with the higher score in the third category wins the Challenge. If they tie in all categories, both Champions lose. If they tie in one category, and each Champion is superior in one of the remaining categories, then both Champions lose.

Fate Phase

All Aid cards used this turn are put into their players Defeated Piles. Winning champions are placed in their players Reserve Pile. Losing (Captured) champions are placed into their players Defeated Pile.

If you lose your King, you lose the game.

End Phase

Players may discard none, some, or all of the cards in their hands into their reserve pile.

Type	#	Move	Attack	Defend
King	1	2	2	10
Queen	1	10	10	2
Bishop	4	8	6	4

Type	#	Move	Attack	Defend
Rook	4	6	4	8
Knight	4	4	8	6

The number of these cards in the deck.

Aid Card List

Type	#	Move	Attack	Defend
Pawn	8	2	2	2
Steed	5	6	0	0
Armor	5	0	0	6
Sword	5	0	6	0

Type	#	Move	Attack	Defend
Feint	5	3	0	3
Shield	5	0	3	3
Magic	5	3	3	0

Optional Rule: Castling

The First time you are forced to play your king, you may replace him with a Rook from your Battle Deck, if you have one in there.

Game Designers Notes

The game came to me in a flash, but the name didn't. Other prototype names included: Drawchess, Studchess, Chessdeck and The Blacks & the Whites.





Chronicles Of Prince Valiant

Introduction

Card game for 2+ players. Prince Valiant Theme.

Disclaimer

Prince Valiant is a licensed copyrighted property. This is merely a fan site.

Victory

Be the first to get 10 Victory Tokens (VT).

Victory Tokens

Use coins or poker chips as Victory Tokens.

The Deck

Players share a common deck. There are 7 cards types: Trait, Plot, Location, Ally, Villain, Foe, Woman

Setup

Each player is dealt a hand of 7 cards. The youngest player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases: Draw Phase Meld Phase Action Phase Discard Phase

Draw Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Common Deck Card List

Type	Name:
F	Saxons
P	Invasion
P	Conquest
P	Rule of Law
T*	Chivalry
FA	Romans
FA	General
F	Vandals
F	Barbarians

Meld Phase

You may play (discard) 1 Meld. A Meld can contain 5-7 cards. Each card must be of a different type.

If you play a 5 card Meld gain 3 VT. If you play a 6 card Meld gain 4 VT. If you play a 7 card Meld gain 5 VT.

Note that many cards are Dual cards: They can be used as one of 2 types. Each Special card played in a meld earns you 1 extra VT.

Action Phase

You may discard 1 Non-Dual/Non-Special card to get a special Effect: Trait: Draw 4 cards and discard 3 of them. Plot: Discard your hand and draw 5 cards. Location: Look at next 7 cards in the deck.

Ally: Draw 2 cards. Villain: Target Opponent must discard 1 Random card. Foe: Look at Opponent's Hand Woman: Steal 1 Random card from target Opponents hand

Discard Phase

If you have more than 7 cards in your hand discard excess cards.

Common Deck Card List Notation

- * Special
- T Trait
- P Plot
- L Location
- A Ally
- V Villain
- F Foe
- W Woman

Type	Name:
PL	Journey
A	Sir Gawain
T	Impetuous
PT	Errantry
PL	Voyage
L	The New World
T	Ambitious
T	Drunken
T	Honorable

Type	Name:
F*	Huns
P	Dark Ages
L	The Misty Isles
L	The Ruins of Rome
W*	Queen Aleta
WV	Morgan Le Fay
A	Slith the Thief
T	Valorous
F	Viking Clans
F	Goths
L	Byzantium
AV	Byzantine Emperor
FP	Hordes
V	Warlord
L	Britain
P*	Tournament
P	Defend Borders
A	King Arthur
L*	Camelot
A	Merlin
P	Siege Perilous
V	Mordred
P	Treachery
L	Londinium
L	Hibernia
F	Picts
T	Civilized
WA	Taloon the Wild Girl
L	Holy Land
AF	Arabs
P	Aid Pilgrims
AF	Nomads
L	Thule
T	Martial Vigor
A*	King Aguar
P	Exile
P	Great Battle
V	Tyrant
P	Negotiations
V	Usurper
FP	Raiders
FP	Pirates
A	The Singing Sword
PT	Obsession
PT	Trade
T	Trickery
F	Monsters
A	Boltor the Sea King
T	Courageous
P	Adventure

Type	Name:
P	Vengeance
T	Fortitude
WT	Compassion
PT	Recklessness
W	Princess
PW	Marriage
A	Prince Arn
AT	Knight of the Round Table
VP	Rival
PL	Castaway
T	Stamina
WA	Forest Huntress
T	Freedom Loving
P	Protect Refugees
W	Queen
P	Real Magic
P	Prophecy
AF	Fleet
P	Sea Battle
AT	Champion
PT	Pride
A	Hugh the Fox
PA	Noblemen
TW	Disguise
T	Loyalty
A	Retainer
W	Handmaiden
T	Hearty Manner
A	Gundar Harl Sea Captain
A	Arvak the War Stallion
P	Treasure
P	Legendary Relic
V*	Angor Wrack
WV	Hag Horrit
P	Enslaved
P	Quest
AF	Army
W	Fair Maiden Ilene
AV	Prince of Ord
AF	Warriors
FV	Red Knight
T	Strength
T	Agility
T	Resolute
FV	Green Knight
PT	Love
W	Daughters of Lamorack
AT	Troubadour
P	Ransom
P	Rescue

Links

[Prince Valiant Wikipedia](#)





Classic Dungeon Crawl

by Sir Gerard Luft, KDM

Introduction

A Long time ago, in a part of Wisconsin far, far away...

This simple card and dice miniature game is based off of the very original Dungeons and Dragons, back in the days of Chainmail and the Classic Dungeons and Dragons boxed set. If the game rules seem a bit simple and occasionally clumsy, they are supposed to be. That was the charm of the "Proto-D&D" fantasy miniature wargaming.

Components

If you have miniatures, you can expand the combat listed below to include terrain and movement. But don't make sophisticated terrain! "Proto-D&D" terrain is best if they are simply drawn images on 3"x5" cards.

You will need plenty of six sided dice (d6). You will need to construct the decks listed below. There is a common deck for each of the six dungeon levels. You'll have to reach a certain level with your character in order to advance to the next dungeon level. Use index cards as your character sheets, so that you can keep track of Gold Pieces (GP) and Experience Points (EP) earned.

If you have the original Chainmail rules and the very Original Dungeons and Dragons Rules (three book, white cover set), you can add various rules to increase authenticity and depth to this game (e.g., more selection of magic items). The 1979 Edition Chainmail Medieval Miniature Rules are available for purchase as an ESD from WotC:

The original Dungeons and Dragons rules (from the three books of the white boxed set) are available for free at:

Players And Characters

This game can be played with 1 to 3 players. For solo play, this is a simple solitaire adventure system for "proto-D&D" fantasy miniature battles. For two to three players, it becomes a competition to survive (be warned that multiplayer games can get very lengthy;

it's best to take this game in sessions like you would a modern D&D adventure, breaking between dungeon levels).

Each player choose one of the three characters provided: Fighting Man (Veteran), Magic User (Medium) or Cleric (Acolyte). For each monster you defeat, your character receives the listed gold pieces for that creature. Experience Points (EP)= GP + 10%. Each Class level has Experience Point requirements. When you meet the next level (e.g., Warrior for 2nd Level Fighting Man, Seer for 2nd Level Magic user, and Adept for 2nd Level Cleric), then you acquire the new stats listed.

In addition to GP, roll 2d6 for each creature to determine if a magic weapon is present: on a roll 12 a magic item is present (Sword +1 for Fighting Man, Mace +1 for Cleric, and Dagger +1 for Magic User). Magic Weapons give a +1 to Medieval Combat and Fantasy Combat Attack Score. If you have the Classic Dungeons and Dragons rules, feel free to use the Magic Item tables to add variety to the Game.

The Turn

For multiplayer games, players take turns taking their turn in a clockwise fashion. The player who last went serves as the next player's referee (he rolls for the monsters).

1. Draw a card from the particular dungeon level deck.
2. Fight the Monster using the Chainmail Medieval Combat Resolution abridged version (for Dungeons Levels 1 and 2; found under the Dungeon Level 1 Section), or the Chainmail Fantasy Combat Resolution abridged version (for Dungeon levels 3 through 6; found under the Dungeon Level 3 Section).
3. If your character dies, your out of the game (though it would be prudent to continue as referee for the other player(s)).

Dungeon Level 1

Characters: Start with Veteran, Medium or Acolyte. Your character then advances in its class according to the experience points you gain by defeating monsters and villains (1gp=1ep)

Class Level	Attack	Health	Spells	Experience Required
Veteran	1	1	-	0
Warrior	2	2	-	2000
Medium	1	1	Sleep	0

Class Level	Attack	Health	Spells	Experience Required
Seer	1	1	Light, Sleep	2500
Acolyte	1	1	0	
Adept	1	2	Cure Light Wounds	1500

Spell Descriptions:

- Sleep- Defeats 2-16 monsters of health 1, 2-12 monsters of health 2, 1-8 monsters of health 3, and 1 monster of health 4.
- Light- Dispels Darkness
- Darkness: human characters can not attack.
- Cure Light Wounds: heals 1 Health
- Charm person: Humans, elves, dwarves, kobolds, goblins, orcs, hobgoblins and gnolls must roll 7 or higher on 2d6 or be defeated.

Chainmail Medieval Combat Resolution

1. Roll 1d6 for character and monster (if the game warrants it, the player to the right of the current player may roll for the monster, acting as referee for that conflict). The highest roll wins initiative. Reroll ties.
2. Cast Spell or Attack: The character going first rolls #d6 (#= Attack score). For each 6 rolled, subtract 1 hit from the target's health. If the target's health drops to 0 or less, then that character is defeated.
3. Repeat step 2 for the character that lost initiative.

Dungeon Level 1 Deck (4 Of Each Card)

Creature	Attack	Health	Gold
Kobold	1	1	6
Goblin	1	1	6
Orc	1	1	20

Creature	Attack	Health	Gold
Skeleton	1	1	0
Bandit	1	1	20

Dungeon Level 2

Characters

Class Level	Attack	Health	Spells	Experience Required
Swordsman	3	3	-	4000
Conjurer	2	2	Sleep, Light, Charm, Invisibility	5000
Priest	2	3	Cure Light Wounds, Light	3000

Spells Descriptions:

- Invisibility- +4 Attack on next turn upon coming out of Invisibility to fight

- Detect Invisibility- Negates Invisibility

Dungeon Level 2 Deck (4 Of Each Card)

Creature	Attack	Health	Gold	Special and Spells
Hobgoblin	1	1	20	-
Zombie	1	1	0	-
Ghoul	2	2	125	Paralysis 7
Gnoll	1	1	20	-
Warrior	2	2	20	-
Conjurer	2	2	20	Sleep, Light, Charm, Invisibility
Berserker	1	1	20	-
Theurgist	2	2	75	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility
Elf Conjurer	2	2	20	Sleep, Darkness, Charm, Invisibility
Elf Warrior	2	2	20	-
Dwarf Warrior	2	2	20	-
Elf Theurgist	2	2	75	Sleep (x2) , Darkness, Charm, Invisibility, Detect Invisibility

Dungeon Level 3

Characters

Class Level	Attack	Health	Spells	Exp
Hero	0	4	8000	
Swashbuckler	+1	5	-	16000
Theurgist	-2	2	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility	10000
Thaumaturgist	-2	3	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5	20000
Vicar	-1	4	Cure Light Wounds (x2)	6000
Curate	-1	4	Cure Light Wounds (x2); Hold Person	12000

Spell Descriptions:

- Fire Ball #- Deals # points of damage to all creatures in 3" Diameter. Certain monsters and characters are allowed to make a save roll to avoid damage:
- Slowness- Creature affected attacks only once every other combat round
- Haste- Creature affected attacks twice per combat round.
- Hold Person- Defeats any 1 humanoid creatures. Save roll allowed: 9.

of combat with powerful fantasy creatures and legendary characters.

- Roll 1d6 for character and monster (if the game warrants it, the player to the right of the current player may roll for the monster, acting as referee for that conflict). The highest roll wins initiative. Reroll ties.
- Cast Spell or Attack: The character going first rolls 2d6 (characters add (subtract) their Attack bonus (penalty) to the roll). Characters must have a modified roll equal to or greater than the monster's Defense Score in order to hit. Monsters must roll equal to or greater than their attack score in order to hit the character. One hit causes 1 point of damage.
- Repeat step 2 for the character that lost initiative.

Chainmail Fantasy Combat System

- Following the multiplicity of the "pre-D&D" system, the characters now enter into a new level

Dungeon Level 3 Deck (4 Of Each Card)

Creature	Attack	Defense	Health	Gold	Special and Spells
Wight	9	6	3	125	Silver, drains 1 class level upon a successful hit
Anti-Hero	7	7	4	125	-
Thaumaturgist	9	7	3	125	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5
Swashbuckler	6	7	3	275	-
Magician	9	7	5	275	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2)
Dwarf Anti-Hero	7	7	4	125	-
Elf Anti-Hero	7	7	4	125	-
Dwarf Swashbuckler	6	7	3	275	-
Elf Thaumaturgist	9	7	3	125	Sleep (x2) , Darkness, Charm, Invisibility, Detect Invisibility, Fire Ball 5
Elf Magician	9	7	5	275	Sleep (x2) , Darkness, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2)

Dungeon Level 4

Characters

Class Level	Attack	Health	Spells	Exp
Myrmidon	+1	6	-	32000
Champion	+2	7	-	64000
Magician	-2	3	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2)	35000
Enchanter	-1	4	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2); Polymorph Other	50000
Bishop	-1	5	Cure Light Wounds (x2); Hold Person (x2);	

Class Level	Attack	Health	Spells	Exp
	-	-	Cure Disease; Sticks to Snakes	25000
Archbishop	0	6	Cure Light Wounds (x2); Hold Person (x2);	
	-	-	Cure Disease (x2); Sticks to Snakes; Quest	50000

Spell Description:

- Polymorph Other- Defeats an opponent by changing its form to a non-lethal one. Save roll: 7
- Charm Monster: As per Charm Person, but for Monsters. Roll 3d6: if number equals or exceeds the creature's Health, it is charmed.
- Dimension Door: Allows the magic user to teleport to 36" away from the opponent. Allow 1 extra attack for the magic user if miniatures are not used.

- Hallucinatory Terrain- Draws an opponent towards an illusion of terrain. If miniatures are not used, allow the magic user an extra attack.
- Continual Light- Prevents Darkness for the remainder of the dungeon level.
- Sticks to Snakes- Creates poisonous snakes to attack the opponent: Attack 10, Defense 10, Deadly Poison Save roll: 9
- Quest- Defeats one creature by sending it on a Quest for atonement. Save roll: 10

Dungeon Level 4 Deck (4 Of Each Card)

Creature	Attack	Defense	Health	Gold	-
Wraith	8	11	4	500	Magic, Deadly Disease inflicted upon a
	-	-	-	-	successful hit- will kill character at the end
	-	-	-	-	of combat unless cure disease spell is used
Ogre	8	9	4	170	-
Evil Priest	9	7	3	170	-
Myrmidon	6	7	5	275	-
Werewolf	7	8	4	275	Silver, Lycanthropy
Weretiger	7	8	5	275	Silver, Lycanthropy
Werebear	7	8	6	275	Silver, Lycanthropy
Wereboar	7	8	4	275	Silver, Lycanthropy
Enchanter	9	10	4	275	Sleep (x2) , Light, Charm, Invisibility,
	-	-	-	-	Detect Invisibility, Fire Ball 5 (x2); Polymorph Other
Gargoyle	8	9	4	275	Magic
Dwarf Myrmidon	6	7	5	275	-
Elf Enchanter	9	10	4	275	Sleep (x2) , Darkness, Charm, Invisibility,
	-	-	-	-	Detect Invisibility, Fire Ball 5 (x2); Polymorph Other

- Silver- Can only be damaged with silver weapons.
- Magic- Can only be damaged with magic weapons.
- Lycanthropy- If character is reduced to half Health Score by the Lycanthrope, then he will become a Lycanthrope of the same type unless

cure disease spell is used.

Dungeon Level 5

Characters

Class Level	Attack	Health	Spells	Exp
Superhero	0	8	-	120000
Lord	+1	9	-	240000
Warlock	-2	5	Sleep (x2) , Light, Charm, Invisibility (x2), Detect Invisibility,	
	-	-	Fire Ball 5 (x3); Polymorph Other (x2)	75000
Sorcerer	-1	6	Sleep (x2) , Light, Charm, Invisibility (x2),	
	-	-	Detect Invisibility, Fire Ball 5 (x3);	
	-	-	Polymorph Other (x2); Teleport	100000
Necromancer	0	7	Sleep (x2) , Light, Charm, Invisibility (x2),	
	-	-	Detect Invisibility (x2), Fire Ball 5 (x3);	
	-	-	Polymorph Other (x3); Teleport, Cloudkill,	200000
Wizard	0	8	Sleep (x2) , Light, Charm, Invisibility (x2),	
	-	-	Detect Invisibility (x2), Fire Ball 5 (x4); Polymorph Other (x3);	

Class Level	Attack	Health	Spells	Exp
	-	-	Teleport, Feeblemind, Cloudkill	300000
Wizard, 12th Level	0	8	Sleep (x2) , Light, Charm,	
	-	-	Invisibility (x2), Detect Invisibility (x2), Fire Ball 5	
	-	-	(x4); Polymorph Other (x4); Teleport (x2); Cloudkill,	
	-	-	Feeblemind; Disintegrate	400000
Wizard, 13th Level	0	8	Sleep (x3) , Light, Charm, Invisibility (x3),	
	-	-	Detect Invisibility (x2), Fire Ball 5 (x5); Polymorph Other (x4);	
	-	-	Teleport (x2); Cloudkill, Feeblemind; Disintegrate (x2)	500000
Patriarch	-1	7	Cure Light Wounds (x2); Hold Person (x2); Cure Disease (x2);	
	-	-	Sticks to Snakes (x2)	100000

Levels beyond Lord: +1/2 Attack/+1/2 Health for every 240000 experience points

Levels beyond Patriarch: +1/3 Attack/+1/2 Health for every 100000 experience points

- 9th 33322,
- 10th 333333,
- 11th 44433,
- 12th 44444,
- 13th 55544

Levels beyond Wizard:

Spell Descriptions:

- Teleport: Allows magic-user to avoid a conflict.
- Cloudkill: Kills all in 3" diameter which moves at 6" per turn away from the caster. Save roll: 7
- Feeblemind: Mentally disables an enemy magic user, preventing him from casting spells. Save roll: 10
- Disintegrate: destroys 1 creature. Save roll: 9

Dungeon Level 5 Deck (4 Of Each Card)

Creature	Attack	Defense	Health	Gold	-
Troll	8	9	6	500	Regenerate 1/2
Black Knight	8	8	8	500	-
Wyvern	8	10	7	500	-
Spectre	6	11	6	1000	Magic, drains 2 class level
	-	-	-	-	upon a successful hit
Mummy	7	11	5	500	Magic, Deadly Disease inflicted upon a successful
	-	-	-	-	hit- will kill character at the end of combat
	-	-	-	-	unless cure disease spell is used
Minotaur	8	9	6	275	-
Manticore	8	9	6	500	-
Cockatrice	9	5	500	Turn to Stone 7	
Sorcerer	10	10	6	500	Sleep (x2) , Light, Charm, Invisibility (x2),
	-	-	-	-	Detect Invisibility, Fire Ball 5 (x3);
	-	-	-	-	Polymorph Other (x2); Teleport
Hydra	8	10	12	2000	-
Medusa	9	4	2000	Turn to Stone 7	

Dungeon Level 6

Characters Lords, Wizards and Patriarchs of 13th level or higher

Dungeon Level 6 Deck (4 Of Each Card)

Creature	Attack	Defense	Health	Gold	-
Giant	9	9	12	2000	-
Dragon	8	10	12	2000	Dragonfire 7
Hydra	8	10	12	2000	-

Creature	Attack	Defense	Health	Gold	-
Basilisk	6	6	2000	Turn to Stone 7	
Gorgon	6	8	2000	Turn to Stone 7	
Chimera	8	8	9	2000	-
Vampire	7	8	9	2000	Magic, drains 2 class level upon a
	-	-	-	-	successful hit, Regenerate 1/1
Evil Lord	7	8	9	2000	-
Wizard	10	9	8	2000	Sleep (x2) , Light, Charm, Invisibility (x2),
	-	-	-	-	Detect Invisibility (x2), Fire Ball 5 (x4);
	-	-	-	-	Polymorph Other (x3); Teleport, Feeblemind, Cloudkill
Evil High Priest	9	5	7	2000	Cure Light Wounds (x2); Hold Person (x2);
	-	-	-	-	Continual Light (x2); Sticks to Snakes (x2)





Conquest Of Oz

Introduction

Card game for 2 players. Based on the Imaginary world of Oz. One player represents the forces of good. The other player is the forces of evil.

Victory

If, for 2 turns in a row, starting on turn 6, a player has no viable Characters in play, his opponent wins.

The Decks

The Good & Evil Characters each have their own unique Decks. The deck contains one of each card in the card list. Card Types include: Characters, Companions, Locations, Items, Modifiers, Powers, Attacks, Events

Dice

A Twelve-sided die is needed.

Setup

Decide who is Good and who is Evil. Players get their respective Decks. Each player is dealt a hand of 7 cards.

Viable Characters

A viable Character is one that is not: Killed, Incapacitated, Exiled, or Captured. A Character must be viable for any of its Special Abilities to work.

Turn Sequence

Players take turns. Each turn has 4 Phases: Adventure Phase Summon Phase Attack Phase Rest Phase

Adventure Phase

Draw 2 cards and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Summon Phase

Put permanent cards into play from your hand. Permanent cards include: Characters, Companions (Minions), Locations, Items, and Modifiers. Place Location and Character cards face up in front of you.

Item, Companion, and Modifier cards are attached to individual characters. You may organize your Characters into groups. A Group can have a max of 4 Members.

Members of Groups add their Forces for Attack & Defense. All Members of a Group are considered to be the same Target and suffer the same fate from spells & attacks.

Attack Phase

Each of your viable characters/groups may make 1 attack per turn. An Attack targets an opposing viable character/group. First declare all Attacks.

The player who is being attacked is the defender. (Targeted Characters are also called "Marked" Characters) To make an attack you must play (discard) an Attack card. The attacker rolls 1D12 and adds the Force of the attacking Characters and all attached cards. This is the Attack Total.

The defender rolls 1D12 and adds the Force of the defending Target Characters and all attached cards. This is the Defense Total. Players may play (discard) Event and Spell cards to temporarily increase their Force. The higher Total wins. Attacker wins ties.

If the Defender wins, the Attack fails, and nothing further happens. If the Attacker wins, the Target Characters suffer the fate described on The Attack card (Killed, Incapacitated, Controlled, Exiled, or Captured) Note: Some Attacks do not target an opposing Character/Group. They Instead target a Location or friendly Character(s) to be affected. In this case, the defender may assign one of his Characters/groups to Intervene as if they were being attacked. If the defender wins the Battle the Attacker fails at his attempt. If the attacker wins, the Attempt is successful.

Free Attack Rule

For one Attack on your turn you do not have to play an Attack card. The Free Attack can be used to capture, negate a capture, or Negate the control of a Location. The Free Attack has no Bonus.

Rest Phase

Max hand size is 7 cards. Discard excess cards. You may assign each of your Characters/groups to Location cards.

Killed

Killed Characters are placed in a special Killed Character card pile. All cards attached to the Character are discarded.

Exiled

Exiled Characters are placed in a special Exiled Character card pile. (They are no longer in Oz) All cards attached to the Character are discarded.

Incapacitated

Mark Incapacitated Characters with a token. You remain in control (possession) of your Incapacitated Character.

Controlled

If you gain control of an opponents Character, it now becomes your Character, and you may attack with it, etc. Indicate controlled status with a marker. Note that a controlled character is still viable, but only for the Player that now controls it.

Important Point: If the original Attacking Character that brought the target character under Control is in turn controlled or made unviable, the control is lost, and The target character returns to its original owner fully viable. (Players will have to remember which character did what to whom)

Captured

You take possession of a Character you have captured. A Captured Character is not viable and may not attack, etc. Indicate controlled status with a counter.

All non-modifier cards attached to the Character are discarded. Important Point: If the original Attacking Character that captured the target character is in turn controlled or made unviable, the captive is freed, and The target character returns to its original owner fully viable.

Call Defender

Some Event cards allow for a "Call Defender" ability. These cards are played by the Defender in Attack

Phase. This lets an unmarked friendly viable character/group to join the Marked Character/group in a larger group.

Counter & Negate

A Counter card causes a target card to be discarded only as it is being played. A Negate card causes a target card in play to be discarded or target effect to end.

Spells

You cannot play Spell cards unless you have a Spellcaster in play.

Card List Notation

F Force
E Event play in Adventure Phase
B Event play in Attack Phase
R Event play in Rest Phase
X Event play any time
C Character
U Spell Caster
S Spell
UO Spellcaster Only
W Woman
L Location
I Item
M Modifier
A Attack
N Companion/Minion
TC Target Character
D Call Defender Card
FGM Fellow Group Members
DO Defender Only
AO Attacker Only
AP Adventure Phase
CC Captured Character
CAL Characters assigned to this Location
CAC Characters attacking Characters at this Location
UBA User Becomes a . . .

Good Deck Card List

Name:	Type	Force	Notes:
Dorthy Gale	CW	3	FGM get F+1
Glinda the Good Witch	CUW	8	Spells get F+1
The Wizard of Oz	CU	4	
Cowardly Lion	C	4	F+2 if Attacking
Scarecrow	C	4	Hand Size +1
Tin Woodsman	C	5	
Toto the Dog	N	+2	
Queen Ozma	CUW	6	FGM get F+1
The Emerald City	L	-	CAL Get F+4 DO
The Yellow Brick Road	L	-	CAL get F+2 AO

Name:	Type	Force	Notes:
Cyclone	E	-	Kill TC
Disguise	B	-	All AO Characters get F+3
Silver Slippers	I	+3	Female UBA Spellcaster
Magic Snow	S	+6	-
Quest	A	+5	Kill
Find Weakness	B	+7	-
Magic Picture	I	-	AP: Look at opponents Hand
Take Item	S	-	Steal Target Item Card
Water of Oblivion	R	-	CC is Incapacitated
Wish	S	+7	-
Gillikins	N	+3	-
Incantation	S	-	All Spellcasters get F+3
Enchantment	SM	+3	-
Tik-Tok	C	4	-
The Sawhorse	N	+3	-
Billina the Yellow Hen	N	+2	-
Powder of Life	I	-	Discard to draw 3 cards
The Gump	N	+4	-
Magic Carpet	I	+2	-
The Hungry Tiger	C	4	Cannot attach Companions
Royal Historian of Oz	C	1	Draw 1 extra card per turn
Munchkins	N	+2	-
Defeat	A	+3	Capture
Thwart	A	+4	Exile
Deadly Desert	X	-	Negate target Attack
Army of Female Soldiers	N	+6	-
Good Fairies	N	+4	-
Invisibility	S	+5	-
Protective Magic	S	+8	Defender Only
Rescue	A	+4	Negate a Capture
Aid Escape	A	+5	Negate a Capture
Disenchant	S	-	Negate an Incapacitate
Locasta the Good Witch	CUW	4	Hand Size +1
Hot Air Balloon	I	+2	-
University of Magic	M	+2	UBA Spellcaster
King	M	+3	Males Only
White Dress & Green Pumps	M	+2	Females Only
Banish	A	+3	Exile
Cry for Help	X	-	Call Defender
Palace	L	-	CAL Get F+2 DO
Jack Pumpkinhead	C	2	-
General Jinjur	CW	5	Companions get F+1

Evil Deck Card List

Name:	Type	Force	Notes:
Wicked Witch of the East	CUW	6	Spells get F+1
Wicked Witch of the West	CUW	5	Minions get F+1
Castle	L	-	CAC get F-3

Name:	Type	Force	Notes:
Goblin Guards	N	+4	Extra F+1 to Capture
Winged Monkeys	N	+3	Extra F+2 to Capture
Magic Belt	I	+5	Spellcaster only
Spell Book	I	+3	Spellcaster only
Turn to Wood	S	-	Incapacitate
Seized by Guards	A	+3	Capture
Kill Slowly	R	-	CC is Killed
Roquat the Nome King	CU	7	Draw +1 Card per Turn
Trapped	A	+4	Capture
Potaroo the Royal Wizard	CU	2	Nome
I'll get you my Pretty	A	-	Capture
Magical Staff	I	+2	UO
Magical Robe	I	+1	Extra +3 when Attacking
Magic Wand	I	+1	UO; Spells get F+2
Thrown in the Dungeon	A	+3	Capture
Locked Away	A	+2	Capture
Torture	R	-	CC is Incapacitated
Revenge	M	+2	-
Kalico the Steward	CU	4	Nome
Golden Cap	I	+2	Minions get F+1
Winkie Slaves	N	+2	-
Quadling Slaves	N	+3	-
Fire Cage	S	+6	-
General Guph	C	4	Nome
Murder	A	+1	Kill
Sorcery	S	+5	-
Mangaboos	N	+4	-
Illusions	S	+3	-
Long Recovery	R	-	Negate an Incapacitate
Transformation	S	-	Incapacitate
Curse	SM	-	Incapacitate
Conquest	A	+5	Control a Location
Mishap	R	-	TC Exiled
Ritual Sacrifice	R	-	CC is Killed
Crystal Ball	I	-	AP: Look at Opponents Hand
Mombi	CUW	3	-
Singra	CUW	4	-
Whimsies	N	+3	-
Growleywogs	N	+4	-
Phanfasms	N	+5	-
Misguided	E	-	Control
Giant Size	S	+5	-
Evil Spirits	N	+5	-
Enslave	A	+4	Capture
Imprison	A	+3	Capture

Links

Wonderful Wizard of Oz Website Wikipedia





Dark Crystal Quest

Introduction

Card game for 2-4 players. Theme: Dark Crystal Movie.

Disclaimer

Dark Crystal is a copyrighted, trademarked property. This is merely a fan site.

Victory

The first player to get the Crystal Combo is the winner. At the end of his turn, a player must declare he has the Combo and reveal it from his hand. The combo must contain 4 cards: one of each of the following 4 types: I. The Gelfling or Jan or Kira card II. The Crystal Shard or Dark Crystal card III. The Castle of the Crystal or Sacred Chamber card IV. The Grand Conjunction or Alignment of the Suns or Heal the Crystal card Note that the Prophecy card can be used as a wild card for any of the 4 types of cards needed in a combo.

The Deck

Players share a common deck.

Setup

Shuffle the deck. Each player is dealt 3 cards. Spread out 12 cards facedown evenly over the table (like you would Dominoes).

Determine turn order: Youngest player goes first, then proceed clockwise.

Terminology

Table cards: cards face down on the Table available to be drawn (picked). Hand cards: cards in players hands. Discard cards: cards in the Discard pile.

Spread out: the act of mixing up the face down cards on the table by physically pushing them around and then separating them.

Turn Sequence

Each turn has 4 Phases:

1. Fate Phase

2. Prophecy Phase

3. Quest Phase

4. Crystal Phase

Fate Phase

Take the top 2 cards of the Deck and place them face down on the Table. If there are ever 12 or less Table cards available, draw and place extra cards face down until there are at least 12 Table cards. If the deck ever runs out, shuffle the discard and draw from it.

Prophecy Phase

You may Play 1 card to use its special ability. When you play a card either discard it or return it face down to the table.

Quest Phase

Draw 3 Table cards and put 2 of them in your hand. Return 1 of these cards to the Table.

Crystal Phase

Reveal the Crystal Combo if you have it to win and end the game. If not, max hand size is 5 cards. Return excess cards to the Table.

Flute Music Card

Discard to play. If any opponent has the Crystal shard card in their hand they must give it to you. If no one has it, look at 5 table cards: If any of them are the Shard keep it.

Card List Notation

2X there are 2 copies of this card in the deck

Z Reaction card: Play immediately in response to a card play by another player

M Mystics

S Skeksis

SCRY Look at one Opponents Hand

TIME Until this card is played again

MAGIC = You may play an extra card in this Prophecy Phase

Dark Crystal Common Deck Card List

Card Name:	Notes	Special Ability:
Gelfling	-	Combo card I
Jen	-	Combo card I
Kira	-	Combo card I
Crystal Shard	-	Combo card II
Dark Crystal	-	Combo card II
Castle of the Crystal	-	Combo card III
Sacred Chamber	-	Combo card III
Grand Conjunction	-	Combo card IV
Alignment of the Suns	-	Combo card IV
Heal the Crystal	-	Combo card IV
Prophecy	-	Wild Combo card
UrSu the Master	M	All players draw 2 cards from the deck
UrZah Ritual Guardian	M	Look at 1 table card on your Fate Phase TIME
UrLum the Healer	M	Return X cards to Table. Draw X cards from Deck
UrSol the Chanter	M	Draw 4 Deck cards. Look at them & Return them to Table
UrTih the Alchemist	M	Return X cards to Table. Draw X cards from Table
UrAmaj the Cook	M	Draw 3 Deck cards. Keep one. Return others to Table
UrNol the Herbalist	M	Look at 3 Table cards keep one
UrAc the Scribe	M	Look at 2 Table cards and 2 cards of 1 opponent's hand
UrYod Numerologist	M	Look at next 7 cards in Deck
UrUtt the Weaver	M	Draw 1 card from deck & draw 1 Table card
SkekSo the Emperor	S	All players discard 2 cards MAGIC
SkekZok High Priest	S	SCRY Discard 1 Target card of his
SkekUng the General	S	Look at 5 Table cards: keep Garthim Cards
SkekSil Chamberlain	S	Switch Hands with Target Player
SkekTek the Scientist	S	Discard X cards. Steal X cards from target Opponent
SkekAyuk Gourmand	S	Draw 3 cards from deck. Keep one. Discard the others
SkekNa Slave Master	S	Steal 1 random card from each opposing player
SkekOk Scroll Keeper	S	You may keep an extra card in your hand TIME
SkekShod Treasurer	S	Draw 1 Table card. Opponent must return 1 card
SkekEkt Ornamentalist	S	Draw 1 Table card and discard 1 card MAGIC
Sympathetic Bond	-	Discard 1 card. Target opponent discards 2 random cards
Crystal Bats	2X	Look at one random opponents Hand
Garthim Guards	2X	Opponent must discard 1 random card from hand
Garthim Patrol	2X	Opponent must return 1 random card from hand
Flute Music	-	See Rules
Swamp	-	Look at 1 Table card MAGIC
Pod People	2XZ	Negate a Garthim card
Podling Slaves	2X	Look at 1 random card in opponents hand MAGIC
Fizzgig	-	Opponent returns 1 Random card MAGIC
Quest	-	Get an extra turn after this one MAGIC
Valley of the Stones	-	Look at 5 Table cards: keep Mystic Cards
Mystic Chant	-	Opponent returns 2 cards
Podling Village	-	Discard 2 cards. Then Draw 3 cards from Deck
Gelfling Ruins	-	Search Discard and take 1 card
Speak to Animals	-	Look at 4 Table cards
Dreamfasting	-	Look at one Opponents hand MAGIC
Butterfly Wings	-	Look at 3 Table cards
Forests of Thra	-	Look at 2 Table cards
Desert Wastes	-	Discard all the Table cards

Card Name:	Notes	Special Ability:
Aughra	-	Return hand. Draw 5 cards from Deck
Watcher of the Heavens	-	Draw 3 Deck cards. Keep Combo cards
Keeper of Secrets	-	Spread out (mix up) the Table cards
Observatory	-	Look at 7 Table cards
Nebrie	-	Draw 1 Table or 1 Deck card
Laboratory	-	Steal 1 random card from random Opponent
Drain Essence	-	Steal 1 random card from target Opponent
Astronomical Orrery	-	Add the top 5 cards of the Deck to the Table
Captured	-	SCRY Steal a Gelfling, Jen, or Kira card
Garthim Nets & Cages	-	Look at 2 random cards in opponents hand: Steal 1
Landstriders	Z	Negate a card just played by opponent
Garthim Raiding Party	-	Look at 3 random cards in opponents hand: Discard 1
Shaft of Fire	-	You and opponent discard 1 random card
Trial by Stone	-	Steal 2 random cards from target Opponent

Links

Wikipedia Muppets





David & Goliath

Introduction

Board Game for 2 Players. Biblical Theme. One player is David.

The other player is Goliath.

Victory

Smite your Foe.

The Board

Use a regular 8 X 8 chessboard.

David Figure

Use a figurine to represent David on the board.

Goliath Figure

Use a figurine to represent Goliath on the board.

The Deck

Players share a common deck.

Spear Token

Goliath gets 1 Spear Token.

Stone Tokens

David gets 5 Stone Tokens.

Terrain Tokens

There are 2 Rock Tokens and 2 Tree Tokens. Figures cannot move into or through Rock Tokens, but they can sling or throw through them. Figures cannot move or attack into or through Tree Tokens.

Wound Tokens

Players share a common set of 4 Wound Tokens. For each Wound your max hand size is decreased by one. Three wounds is death.

Setup

First drop the terrain tokens onto the board and move them into the nearest space. Each player draws a hand of 7 cards. Players each place their figurine on opposite back rows of the board.

Goliath is placed first.

Turn Sequence

Players take turns. Each turn has 7 Phases: Draw Phase Event Phase Goliath Move Phase David Move Phase Goliath Attack Phase David Attack Phase End Phase

Draw Phase

Each player draws 1 card from the deck and adds it to their hand. David draws first. If the deck runs out, shuffle the discard and draw from it.

Event Phase

Each player may play one Event card in this Phase. David has first play.

Goliath Move Phase

The Goliath player may Move his figurine on the board. Discard a move card to move exactly the indicated number of spaces. Cards will indicate if the move can be orthogonal, diagonal, or both.

The David player may discard a Negate card to end a move at any point during its progression. Goliath cannot move into or through the space occupied by David.

David Move Phase

The David player may Move his figurine on the board. Discard a move card to move exactly the indicated number of spaces. Cards will indicate if the move can be orthogonal, diagonal, or both.

The Goliath player may discard a Negate card to end a move at any point during its progression. David cannot move into or through the space occupied by Goliath.

Goliath Attack Phase

The Goliath player may make a Spear Attack or a Sword Attack. The Goliath player starts play in possession of the Spear Token. As Long as the Goliath player has his Spear he must make a Spear Attack.

To make a Sword Attack discard a Sword card to attack David if he is in an Adjacent space. The card will indicate if the sword attack is orthogonal or diagonal. The Sword attack will be one of three types: Thrust, Slash, or Chop. The David player may discard a Defense card to block a sword attack.

Some defense cards will not work against a certain type of sword attack. If a Defense card is not successfully played, David is killed.

To make a Spear attack, the Goliath player must discard a Sword card or a Throw card. If a Sword card is used, the attack is treated exactly like a Thrust Sword Attack (even if the card says Slash or Cut). If a Throw card is used the spear will hit exactly at the range indicated on the Throw card.

Once thrown, if the Spear misses (A Defense card is successfully played) place the spear Token in the space occupied by David. Goliath is then without his spear. He can retrieve it simply by entering the space where it landed. If a Defense card is not successfully played, David is killed.

David Attack Phase

David may only make a Sling Stone Attack. To make such an attack, both a Sling card, and a Stone card must be discarded. The Sling card determines the range. All Sling cards can be used for Orthogonal or Diagonal attacks.

The Stone card is of 3 types: Fast, Curved, and

Sinker. The Goliath player may discard a Defense card to block a sling attack. Some defense cards will not work against a certain type of sling attack.

If a Defense card is not successfully played, Goliath is killed. Once slung, if a Stone misses (A Defense card is successfully played) place a Stone Token in the space occupied by Goliath. David can retrieve it simply by entering the space where it landed.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

D David only
G Goliath only
B Both Players may use this card
Copies of this card in the deck
K Like a Knight moves in Chess
TS Thrown Spear

Common Deck Card List

Name	#	User	Notes
Sling/Throw Close	3	B	Range = 2
Sling/Throw Short	3	B	Range = 3
Sling/Throw Medium	2	B	Range = 4
Sling/Throw Long	2	B	Range = K
Sling/Throw Far	2	B	Range = 5
Stone Fast	4	D	-
Stone Curved	4	D	-
Stone Sinker	4	D	-
Sword Thrust	2	G	Orthogonal
Sword Lunge Thrust	2	G	Diagonal
Sword Slash	2	G	Orthogonal
Sword Hack & Slash	2	G	Diagonal
Sword Chop	2	G	Orthogonal
Sword Overhead Chop	2	G	Diagonal
Walk	4	B	Move = 1 Orthogonal
Step	4	B	Move = 1 Diagonal
Jog	3	B	Move = 2 Orthogonal
Trot	3	B	Move = 2 Diagonal
Run	3	B	Move = 3 Orthogonal
Swift	3	B	Move = 3 Diagonal
Fleet	2	D	Move = K Orthogonal
Chase	2	B	Move = 5 Orthogonal
Sprint	2	B	Move = 5 Diagonal
Shield	4	G	Defense vs. Fast & Sinker
Block	4	G	Defense vs. Curve & Sinker
Guard	4	G	Defense vs. Fast & Curve
Dodge	4	D	Defense vs. Thrust & Chop & TS
Jump Back	4	D	Defense vs. Thrust & Slash
Duck	4	D	Defense vs. Slash & Chop & TS
Trip	1	B	Negate Move

Name	#	User	Notes
Fall	1	B	Negate Move
Gods of The Philistines	1	G	Event: Draw 2 Cards
God of the Israelites	1	D	Event: Draw 2 Cards
Future King	1	D	Event: Draw 3 Cards
Pagan Warrior	1	G	Event: Draw 3 Cards
Armor	1	G	Defense vs. All
Staff Parry	1	D	Defense vs. all Sword Attacks
Champion of Yahweh	1	D	Event: Draw 4 Cards
Champion of Dagon	1	G	Event: Draw 4 Cards
Single Combat	1	B	Event: Opponent discards 1 Random Card
Divine Aid	1	D	Event: Draw 7 cards and discard 6
Challenge	1	G	Event: Draw 3 cards and keep 2
Wounded	2	B	Defense vs. All. Gain 1 Wound Token
Four Cubits & a Span	1	G	Move = 1 or 2 Orthogonally
The Bigger They are. . .	1	D	Sling Range = 3 or Stone = Fast

Links

Wikipedia YouTube





Deadlands Skirmish

Introduction

Based on the Deadlands RPG Games. Wild Wild West, Spaghetti Western, Alternate History, Horror Theme 2 player, 8 X 8, Skirmish, Miniatures, and Card rules.

Disclaimer

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Victory

Completely eliminate all enemy Units.

The Board

Use an 8 X 8 Chessboard for a basic game.

Units

Use figurines or counters to represent Units.

The Deck

Players share a common deck.

Setup

For a typical 8 X 8 game, each side should have about 20-24 Hit points worth of units. Units are placed on a players back 2 rows.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. End Phase

Draw Phase

Draw 5 Cards. If the Deck runs out, shuffle the discard and draw from it.

Action Phase

Play cards from your hand to have your units Move and Attack. Move and Attack cards have an associated Range value that determines The exact distance in spaces in which a Unit moves or is hit by an attack from its source. Attacks do one hit point worth of damage unless otherwise stated.

You opponent may play Defense cards to negate Attacks. All played cards are discarded. Units can only use one move card per turn.

Units can only use one attack card per turn.

End Phase

Max hand size is 5 cards. Discard excess cards.

Option Cards

Option cards can be used to activate the corresponding Action in a unit's Option Table.

Scrutinize Effect

First draw 1 card then Look at opponent's hand.

Heal Effect

This unit or friendly adjacent unit regains 1 lost Hit.

Regenerate Effect

This unit regains 1 lost Hit.

Deadly Effect

This attack inflicts 1 extra point of damage.

Disarm Effect

The Target Unit cannot attack on its next turn.

Immobilize Effect

The Target Unit cannot move or attack on its next turn.

Fear Effect

The Target Unit cannot attack the unit causing the Fear on its next turn.

Card List Notation

- A** Attack
- D** Defense
- M** Move
- K** As a Knight in chess
- O** Option
- S** Special

Common Deck Card List

Card:	#	Type	Range	Notes
Option 1	2	O	-	-
Option 2	2	O	-	-
Option 3	2	O	-	-
Option 4	2	O	-	-
Option 5	2	O	-	-
Option 6	2	O	-	-
Brawling	2	A	1	-
Knife	1	A	1	Unit with Knife or other Hand Weapon
Pistol	1	A	2	Unit with Pistol
Blast	1	A	3	Unit w. Pistol or Shotgun (Deadly w. SG)
Rifle	1	A	4	Unit with Rifle
Dodge	1	D	-	-
Guts	1	D	-	-
Bite	1	A	1	Abominations
Claws	1	A	1	Abominations
Terror	1	A	2	Abominations; Fear
Feel no Pain	1	D	-	Abominations
Walk	6	M	1	Can be used to move up to 3 Friendly units
Trot	5	M	2	Can be used to move up to 2 Friendly units
Run	4	M	3	Not useable by Slow Units
Sprint	2	M	4	Not useable by Slow Units
Ride	1	M	5	Unit with Horse
Luck	1	S	-	Draw 2 cards

Unit Option Tables

Buffalo Girl

(4 Hits, Horse, Rifle, Knife, Pistol, Whip)

#	Option:	Notes:
1	Aimed Shot	A = 4 or A = 5
2	Pistol Packin	A = 3
3	Bullwhip	A = 2 and Disarm

#	Option:	Notes:
4	Bronco Bustin	A = 1 and Immobilize
5	Guts	D
6	Trackin	M = 2

Cowpoke

(4 Hits, Horse, Pistol, Rifle, Knife)

#	Option:	Notes:
1	Brawlin	A = 1
2	Shootin	A = 2 or A = 3
3	Brave Horse	M = K or D

#	Option:	Notes:
4	Hard Man	D
5	Bowie Knife	A = 1
6	Dodge	D

Coyote Brave

(4 Hits, Rifle, Knife, Horse, Tomahawks)

#	Option:	Notes:
1	Thrown Tomahawk	A = 2
2	Scalp	A = 1 and Deadly
3	Tomahawk Chop	A = 1

#	Option:	Notes:
4	Strength of the Bear	D or A = 1
5	Indian Rifle	A = 3
6	Sneak	M = K

Gambler

(4 Hits, Horse, Pistol, Knife)

#	Option:	Notes:
1	Dodge	D
2	Quick Draw	A = 2 and Draw 1 card
3	Bluff	D or Draw 3 cards and keep 1

#	Option:	Notes:
4	Sum Up	Scrutinize
5	Pepperbox	A = 2 or A = 1
6	Gamble	Draw 2 Cards

Gaucha

(4 Hits, Horse, Shotgun, Bolos, Knife)

#	Option:	Notes:
1	Bolos	A = 2 and Immobilize
2	Shotgun	A = 3
3	Horse Ridin	M = 3 or M = 4

#	Option:	Notes:
4	Trackin	M = 2
5	Guts	D
6	Wranglin	A = 1 and Immobilize

Gunslinger

(4 Hits, Horse, Rifle, Pistol, Knife)

#	Option:	Notes:
1	Winchester	A = 4 or A = 5
2	Trick Shot	A = K
3	Speed Load	Draw 2 Cards

#	Option:	Notes:
4	Quick Draw	A = 2 and Draw 1 Card
5	Dodge	D
6	Fan the Hammer	A = 2 and adjacent A = 3

Huckster

(4 Hits, Pistol, Knife)

#	Option:	Notes:
1	Derringer	A = 1
2	Hex Slingin	A = 2 and Draw 1 Card
3	Missed Me	D

#	Option:	Notes:
4	Shadow Walk	M = K or M = 4
5	Soul Blast	A = 3 and Deadly
6	Shadow Man	D

Mad Scientist

(4 Hits, Pistol, Knife)

#	Option:	Notes:
1	Flame Thrower	A = 1 and adjacent A=2
2	Rocket Pack	M = 5
3	Gatling Pistol	A = 2 and adjacent A = 3

#	Option:	Notes:
4	Science	Draw 2 Cards
5	Bullet Proof Vest	D
6	Doctors Bag	Heal

Man In Black

(4 Hits, Horse, Pistol, Rifle, Knife)

#	Option:	Notes:
1	Gatling Pistol	A = 2 and adjacent A = 3
2	Derringer	A = 1
3	Sneak	M = K

#	Option:	Notes:
4	Bluff	D and Draw 1 Card
5	Scrutinize	Per Rules
6	Brawlin	A = 1

Pony Express Rider

(4 Hits, Horse, Pistol, Knife)

#	Option:	Notes:
1	Fleet Footed	M = 3
2	Fast Horse	M = 5 and Draw 1 Card
3	Colt Peacemaker	A = 2 or A = 3

#	Option:	Notes:
4	Hard Ridin	M = 3 and M = 2
5	Mail Call	Draw 2 Cards
6	Dodge	D

Sheriff

(4 Hits, Horse, Rifle, Pistol, Shotgun, Knife)

#	Option:	Notes:
1	Guts	D
2	Hand Cuffs	A = 1 and Immobilize
3	The Badge	Scrutinize

#	Option:	Notes:
4	Dodge	D
5	Smith & Wesson	A = 2 or A = 3
6	Trackin	M = 3 and Draw 1 Card

Sioux Shaman

(4 Hits, Spear, Knife)

#	Option:	Notes:
1	Curse	A = 2 or A = 3
2	Spear	A = 1 or A = 2
3	Medicine Bag	Heal

#	Option:	Notes:
4	Strength of Bear	D or A = 1
5	Speed of Wolf	M = K or M = 4
6	Spirit Warrior	D and Draw 1 Card

Soldier

(4 Hits, Horse, Rifle, Pistol, Knife)

#	Option:	Notes:
1	Spencer Carbine	A = 3
2	Charge	M = 4 and A = 1
3	Guts	D

#	Option:	Notes:
4	Cavalry Sabre	A = 1
5	Dodge	D
6	Shootin	A = 2 or A = 4

Spy

(4 Hits, Pistol, Knife)

#	Option:	Notes:
1	Knuckleduster	A = 1 or A = 2
2	Spy	Scrutinize
3	Quickdraw	A = 2 and Draw 1 Card

#	Option:	Notes:
4	Luck	D and Draw 1 Card
5	Bluff	D and Draw 1 Card
6	Sneak	M = K

Texas Ranger

(4 Hits, Horse, Pistol, Rifle, Shotgun, Knife)

#	Option:	Notes:
1	One Riot One Ranger	Draw 2 Cards
2	Guts	D
3	Knife Fightin	A = 1

#	Option:	Notes:
4	Army Pistols	A = 2 and A = 2
5	Horse Ridin	M = 3 or M = 4
6	Shotgun	A = 3 and Deadly

Blessed Preacher

(4 Hits, Pistol)

#	Option:	Notes:
1	Exorcism	A = 2 and Immobilize Abomination
2	Miracle	D and Draw 1 Card
3	Lay on Hands	Heal
4	Smite	A = 1 and Deadly
5	Protection	D
6	Inspiration	Draw 2 Cards

Harrowed Soul

(4 Hits, Abomination, Undead)

#	Option:	Notes:
1	Supernatural Strength	A = 1
2	Terror	A = 2 and Fear

#	Option:	Notes:
4	Ghost	D
5	Soul Eater	A = 1 and Regenerate

#	Option:	Notes:
3	Rending Claws	A = 1

#	Option:	Notes:
6	Cat's Eyes	Scrutinize

Werewolf

(5 Hits, Abomination)

#	Option:	Notes:
1	Claws	A = 1
2	Terror	A = 2 and Fear
3	Immunity	D

#	Option:	Notes:
4	Dodge	D
5	Vicious Bite	A = 1 and Deadly
6	Rush	M = 3 or M - 4

Wendigo

(10 Hits, Abomination)

#	Option:	Notes:
1	Savage Claws	A = 1
2	Dagger-Like Teeth	A = 1 and Deadly
3	Terror	A = 2 and Fear

#	Option:	Notes:
4	Thick Hide	D
5	Trackin	M = K
6	Throw Rock	A = 3

Walkin Dead

(4 or 5 Hits, Abomination, Undead, Slow, May have Pistol, Rifle, Club, or Knife)

#	Option:	Notes:
1	No Pain	D
2	Terror	A = 2 and Fear
3	Bite	A = 1

#	Option:	Notes:
4	Sneak	M = K
5	Zombie	Regenerate
6	Claws	A = 1

Undead Gunslinger

(4 Hits, Abomination, Undead, Pistols)

#	Option:	Notes:
1	No Pain	D
2	Terror	A = 2 and Fear
3	Guns Blazin	A = 2 and A = 3

#	Option:	Notes:
4	Reload	Draw 2 Cards
5	Zombie	Regenerate
6	Six Shooter	A = 3

Wall Crawler

(6 Hits, Lizard/Spider Abomination)

#	Option:	Notes:
1	Armor	D
2	Spiky Bits	A = 1
3	Tail Strike	A = 2

#	Option:	Notes:
4	Wall Crawling	M = K
5	Surprise	M = 2 then A = 1
6	Bite	A = 1

Tumble Weed

(3 Hits, Abomination)

#	Option:	Notes
1	Tumblin	M = 2
2	Blown by the Wind	M = 3
3	Thorns	A = 1

#	Option:	Notes
4	Terror	A = 2 and Fear
5	Entangle	A = 1 and Immobilize
6	Branches	D

Prairie Tick

(1 Hit, Abomination)

#	Option:	Notes
1	Hooks	A = 1
2	Swarm	M = 2
3	Scary	A = 1 and Fear

#	Option:	Notes
4	Sneak	M = K
5	Suck Blood	A = 1
6	Small	D

Mojave Rattler Tentacle

(3 or 4 Hits, Abomination) (Note: The Rattler is Huge. This is just 1 Tentacle)

#	Option:	Notes
1	Tunneling	M = 2
2	Reappear	M = 4
3	Grapple	A = 1 and Immobilize

#	Option:	Notes
4	Swipe	A = 2
5	Terror	A = 2 and Fear
6	Trackin	M = K

Maze Dragon Head

(24 Hits, Abomination) (Note: The Dragon is Huge. This is just the location of its head)

#	Option:	Notes
1	Scales	D
2	Bite	A = 1 and Deadly
3	Swallow	A = 1 and Deadly x3

#	Option:	Notes
4	Terrifying	A = 2 and Fear
5	Slither	M = 3 or M = 4
6	Thrash	M = 2 or A = 4

Hangin Judge

(5 Hits, Abomination, Undead, Pistol, Knife)

#	Option:	Notes
1	Scythes	A = 1
2	Revolvers	A = 3
3	Terror	A = 2 and Fear

#	Option:	Notes
4	Trackin	M = K
5	Reload	Draw 2 Cards
6	Lynch	A = 1 and Immobilize

Dust Devil

(10 Hits, Worm/Tornado Abomination)

#	Option:	Notes
1	Spines	A = 1
2	Terror	A = 2 and Fear
3	Blinding Debris	A = 3 and Immobilize

#	Option:	Notes
4	Fast	M = 4
5	Blow Back Bullets	D
6	Whirlwind	M = K or D

Devil Bat

(5 Hits, Abomination)

#	Option:	Notes
1	Flying	M = 4 or M = 5
2	Claws	A = 1
3	Talons	A = 1

#	Option:	Notes
4	Swoop	M = K and A = 1
5	Terror	A = 2 and Fear
6	Dodge	D and then M = 2

Desert Thing

(10 Hits, Abomination, Slow)

#	Option:	Notes
1	Slog	M = 1
2	Tentacles	A = 2
3	Gaping Maw	A = 1 and Deadly

#	Option:	Notes
4	Underground	D
5	Entangle	A = 1 and Immobilize
6	Terror	A = 2 and Fear

Mexican Bandit

(4 Hits, Pistol, Rifle, Horse, Knife)

#	Option:	Notes
1	Pistolero	A = 2
2	Knife	A = 1
3	Sneak	M = K

#	Option:	Notes
4	Dodge	D
5	Rifle	A = 3
6	Ridin	M = 3

Lawman

(4 Hits, Pistol, Rifle, Horse, Knife)

#	Option:	Notes
1	Pistol	A = 2
2	Rifle	A = 4
3	Dodge	D

#	Option:	Notes
4	Guts	D
5	Trackin	M = 2
6	Once Over	Scrutinize

Outlaw

(4 Hits, Pistol, Rifle, Horse, Knife)

#	Option:	Notes
1	Dodge	D and then M = 1
2	Guns Blazin	A = 2 and A = 3 then M = 1
3	Ambush	A = 2
4	Sneak	M = K
5	Take Cover	D
6	Ride like the Wind	M = 4

Indian Brave

(4 Hits, Bow and Arrows, Club, Knife)

#	Option:	Notes
1	Bow	A = 3
2	Warclub	A = 1
3	Fleet Footed	M = 3 and Draw 1 Card

#	Option:	Notes
4	Guts	D
5	Sneak	M = K
6	Dodge	D

Witch Or Warlock

(4 Hits, Knife)

#	Option:	Notes
1	Black Magic	Steal 1 Random Card from Opponent
2	Bolts of Doom	A = 3 and Deadly
3	Cloak of Evil	D
4	Evil Eye	A = 2
5	Forewarnin	D or Scrutinize
6	Spook	A = 2 and Fear

Ghoul

(4 Hits, Abomination)

#	Option:	Notes
1	Stench	A = 2 and Immobilize
2	Claws	A = 1
3	Terror	A = 2 and Fear

#	Option:	Notes
4	Poison Bite	A = 1
5	Tunnels	M = K
6	Run Away	D

Conquistador Spirit

(5 Hits, Abomination, Undead, Horse, Armor, Sword, Lance)

#	Option:	Notes
1	Ghost	D
2	Sword	A = 1
3	Armor	D

#	Option:	Notes
4	Terror	A = 2 and Fear
5	Horseman	M = 3
6	Lance	M = 2 and A = 2 in same direction

Sasquatch

(8 Hits, Friendly Ape-Man Abomination, Traps, Rocks)

#	Option:	Notes
1	Sneak	M = K
2	Brawlin	A = 1
3	Traps	A = 4 or A = K

#	Option:	Notes
4	Trackin	M = 2
5	Throw Rocks	A = 2
6	Hide	D

Cultist

(4 Hits, Knife, Pistol, Sometimes Rifle or other items)

#	Option:	Notes
1	Brawlin	A = 1
2	Pistol	A = 2
3	Fanatic	D

#	Option:	Notes
4	Sneak	M = K
5	Dark Protection	D
6	Look em Over	Scrutinize

Prospector

(4 Hits, Knife, Pick, Mule, Ghost Rock, Dynamite, Pistol, Shotgun or Rifle)

#	Option:	Notes
1	Pick Axe	A = 1
2	Guts	D
3	Mule	M = 2

#	Option:	Notes
4	Pistol	A = 2
5	Long Arm	A = 3
6	Dynamite	A = K and immobilize

Maze Pirate

(4 Hits, Cutlass, Pistols, Knives)

#	Option:	Notes
1	Cutlass	A = 1
2	Sneak	M = K
3	Brawlin	A = 1

#	Option:	Notes
4	Guts	D
5	Fleet Footed	M = 3 and Draw 1 Card
6	Pistol	A = 2

Pinkerton Detective

(4 Hits, Rifle, Pistol, Horse, Knife)

#	Option:	Notes
1	Look for Clues	Scrutinize
2	Guts	D
3	Zeal	Draw 2 Cards

#	Option:	Notes
4	Shoot up the Place	A = 2 and A = 3
5	Ride Off	M = 3
6	Shoot to Kill	A = 2

Revenant

(5 Hits, Abomination, Undead, Horse, Pistol) (Notes: Can only be killed by a Lawman, Sheriff, Marshall, or

Ranger)

#	Option:	Notes
1	Pale Horse	M = 3
2	Awe	A = 2 and Fear

#	Option:	Notes
4	Quick Draw	A = 2
5	Pistol	A = 3

#	Option:	Notes
3	Trackin	M = 2

Black Rider

(5 Hits, Abomination, Undead, Horse, Pistol) (Notes: Can only be killed if opposing side has a Blessed Unit)

#	Option:	Notes
1	Red Eyed Skulls	A = 2 and Fear
2	Ghostly Six Gun	A = 3
3	Phantom	D

#	Option:	Notes
6	Guts	D

or a Shaman)

#	Option:	Notes
4	Ridin	M = 4
5	Shrouds	D
6	Unlimited Bullets	A = 2 or A = 3

Apache Warrior

(4 Hits, Horse, Bow, Rifle, Knife, War Club)

#	Option:	Notes
1	Sneak	M = K
2	Ridin	M = 3 or M = 4
3	Guts	D

#	Option:	Notes
4	Dodge	D
5	War Club	A = 1
6	Ranged Weapon	A = 3

Legionnaire

(4 Hits, Horse, Pistol, Rifle, Knife)

#	Option:	Notes
1	Desperate	D
2	Ruthless	Draw 2 Cards
3	Ride Fast	M = 4 or M = 5

#	Option:	Notes
4	Hide	D
5	Shootin	M = 3
6	Sneak	M = K

Flying Union Buffalo Soldier

(4 Hits, Rocket Pack, Rifle, Pistol, Knife)

#	Option:	Notes
1	Rocket Pack	M = K
2	Flying	M = 4
3	Death From Above	A = K

#	Option:	Notes
4	Dodge	D
5	Rifle	A = 3
6	Pistol	A = 2

Mountain Man

(4 Hits, Horse, Axe, Knife, Pistol, Rifle or Shotgun)

#	Option:	Notes
1	Axe	A = 1 or A = 2
2	Knife Fighting	A = 1
3	Long Arm	A = 3

#	Option:	Notes
4	Guts	D
5	More Guts	D
6	Horse Ridin	M = 3

Cowgirl

(4 Hits, Horse, Rifle, Pistol, Knife, Lasso)

#	Option:	Notes
1	Lasso	A = 2 and Immobilize
2	Hog Tie	A = 1 and Immobilize
3	Fancy Ridin	M = K

#	Option:	Notes
4	Rifle	A = 4
5	Pistol	A = 3
6	Dodge	D

Chinese Kung Fu Master

(4 Hits, Staff)

#	Option:	Notes
1	Fung Fu	A = 1 or D
2	Wisdom	Draw 2 Cards
3	Dodge	D

#	Option:	Notes
4	Flying Kick	M = 1 then A = 1
5	Observe Closely	Scrutinize
6	Block	D and Disarm

Japanese Ronin

(4 Hits, Armor, Katana, Knife, Horse)

#	Option:	Notes
1	Cut	A
2	Armor	D
3	Thrust	A = 1 and Deadly

#	Option:	Notes
4	Parry	D
5	Chase	M = 3 or M = 4
6	Charge	M = 2 and A = 1

Ninja

(4 Hits, Sword, Knife, Throwing Stars, Smoke Bombs)

#	Option:	Notes
1	Sword	A = 1
2	Throwing Stars	A = 2
3	Smoke Bomb	D and then M = 2

#	Option:	Notes
4	Sneak	M = K
5	Grapple	A = 1 and Immobilize
6	Tricks	D or Draw 2 Cards

Vampire

(4 Hits, Abomination, Undead)

#	Option:	Notes
1	Drain Blood	A = 1 and Regenerate
2	Speed	D or M = 3
3	Gas Form	D

#	Option:	Notes
4	Bat Form	M = K
5	Claws	A = 1
6	Terror	A = 2 and Fear

Los Diablos

(6 Hits, Devil-Bull Abomination)

#	Option:	Notes
1	Trackin	M = 2
2	Charge	M = 3 then A = 1
3	Horns	A = 1

#	Option:	Notes
4	Terror	A = 2 and Fear
5	Armor	D
6	Stampede	M = 2 then A = 1

Settler

(4 Hits, Shotgun)

#	Option:	Notes
1	Shotgun	A = 2 and Deadly
2	Hide	D
3	Buckshot	A = 3

#	Option:	Notes
4	Take Cover	D
5	Run	M = 3
6	Frying Pan	A = 1

Doctor

(4 Hits, Knife, Pistol, Doctor's Bag)

#	Option:	Notes
1	Doctors Bag	Heal
2	First Aid	Heal
3	Scalpel	A = 1

#	Option:	Notes
4	Pistol	A = 2
5	Hide	D
6	Remove Oneself	M = 1 or M = 2

Us Marshall

(4 Hits, Horse, Rifle, Pistol, Knife)

#	Option:	Notes
1	Trackin	M = 2
2	Lay Down the Law	A = 2 and A = 4
3	Rifle	A = 3 or A = 4

#	Option:	Notes
4	Apprehend	A = 1 and Immobilize
5	Take Down	A = 1 and Disarm
6	Guts	D

Bounty Hunter

(4 Hits, Horse, Pistol, Knife)

#	Option:	Notes
1	Trackin	M = 2
2	Brawlin	A = 1 and Disarm
3	Sneak	M = 3

#	Option:	Notes
4	Get your Man	A = 1 and Immobilize
5	Knife Fightin	A = 1
6	Guts	D





Demon Hunter

Introduction

Card and Board game for 2-6 players. Each player takes the role of a Demon Hunter.

Game End

The game ends the end of the turn the Demon Deck has been exhausted.

Victory

The player with the most Victory Points at the end of the game is the winner. Players get VP for killing creatures.

The Map

The Map depicts Europe in the Late 1800's. Cities are connected by paths. Full List of Cities includes:

#	City:	Port:	Notes:
1	Dublin	Y	Research Rolls here are at -1
2	London	Y	Search Rolls here are at +1
3.	Amsterdam	Y	-
4.	Copenhagen	Y	Healing Rolls here are at +1
5.	Paris	N	Zombies get +1F
6.	Berlin	N	Search Rolls here are at -1
7.	Munich	N	-
8.	Danzig	Y	Werewolves get +1F
9.	Vienna	N	-
10.	Prague	N	-
11.	Budapest	N	Healing Rolls here are at -1
12.	Warsaw	N	-
13.	Cracow	N	Witches get +1F
14.	Belgrade	N	-
15.	Moscow	N	Travel Rolls here are at -1
16.	Constantinople	Y	Demons get +1F
17.	Bucharest	N	Vampires get +1F
18.	Madrid	N	-
19.	Rome	Y	Research Rolls here are at +1
20.	Venice	Y	Travel Rolls here are at +1

Each city is linked to 1-4 other nearby cities.

The Character Deck

These are advantageous traits that the characters start the game with.

Pawns

Each player gets a pawn of a unique color. These are used to mark the location of the Demon Hunters on the Map.

Dice

Six, Ten, and Twenty sided dice are needed.

The Decks

There are 3 Decks: The Character Deck The Research Deck The Creature Deck

The Research Deck

These cards aid the Demon Hunters in their quest. Players acquire these during play. Card Types include: Events, Spells, Weapons, Armor, Items, and Companions.

The Creature Deck

These cards need to be small to fit easily on the map: Each City needs room for its own pile of Creature cards.

Basic Limitations

A Character can only have: 1 Armor card in Play 2 Weapon Cards in Play 2 Companion Cards in Play Max Hand size is 7 Cards

Terminology

Cards in Hand = Players keep a Hand (Base Max of 7) of Research cards. Cards in Play = When referring to Character and Research cards, these cards are face up on the table in front of the owning player. Creature cards when drawn are placed face up next to the City they are infesting. Victory Pile = When a player defeats a Creature, the Creature card is placed in that player's Victory Pile to determine Victory at the end of the game.

Hits A numerical representation of how many wounds a Character can suffer before being defeated. When Healed, hits are restored. A player cannot be healed for more than his normal allotment of hits. Basic Starting number of Hits is 5.

Basic Equipment

The items and weapons found as research cards are special. It is assumed that characters always have access to basic equipment and weapons (Swords, Crossbows, etc.) as well as uncommon ammo such as Silver Bullets and enough money to cover their travel expenses.

Setup

Shuffle the Decks. Each player should name their Character. Each player starts with 5 Hits.

Each player draws and keeps 5 Character Cards. Each player rolls 1D20 to determine their starting City. Players roll high on 1D20 to see who goes first.

Randomly distribute the X top cards of the creature deck to random cities, where
X to the number of players. (Max Monsters in any one city at start is 2)

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Destiny Phase
2. Evil Phase
3. Action Phase
4. Fate Phase

Destiny Phase

The current player draws the top Research card from the Deck and places it in his hand. If the deck runs out, shuffle the discard and draw from it.

Evil Phase

For each player roll 1D6: on a roll of 4+ Flip over the Top card of the Creature Deck and For each new

creature roll 1D20: Place the Creature on the indicated City.

Action Phase

The Current player may take 2 Actions. There are 6 possible Actions:

1. Rest Action
2. Travel Action
3. Search Action
4. Recruit Action
5. Research Action
6. Trade Action

You may do a max of 1 Research Action per turn.

Fate Phase

Max hand size is 7 cards. Discard excess. If at the end of a turn, any city has 5 or more creatures, it is overrun and all players lose.

Rest Action

You may not rest if you are in a city with Creatures. Roll on the Healing Table:

Healing Table

1D10	Recover:
1-3	0 Hits (Festering Wounds)
4-7	1 Hit
8+	2 Hits (Miraculous Recovery)

Travel Action

Roll on the Travel Table: A "Space" is the distance on the map of the link from one city to an adjacent connected city.

Travel Table

1D10	Move:
1-2	0 Spaces (The Carriage has a broken Axle)
3-8	1 Space
9+	2 Spaces (Catch the last Train)

Search Action

You can only search if there is 1 or more Creatures in the City you are at. Roll on the Search Table: A "random creature" means OF the creatures that are at that city.

Search Table

1D10	Result:
1-2	You cannot find a Creature to fight
3-4	A Random Creature Surprises you *
5-8	You encounter a Random Creature
9+	Pick a Creature and surprise it **

* You get -1 Force in the first turn of the Fight ** You get +1 Force in the first turn of the Fight If there is a Fight, immediately resolve it according to the fight rules.

Recruit Action

Put one Weapon, Item, Armor, or Companion card into play. Note the limits as described in the basic Limits section. You may first place a card in play back into your hand to make room for the new one to be put in play.

Exception: If during Combat you lose a weapon (as a result of a Wound Table Roll) you may immediately put another weapon from your hand into play.

Research Action

You may not research if you are in a city with Creatures. Roll on the Research Table. Draw the indicated number of Research cards from the top of the deck and put them in your hand:

Wound Table

1D20	Damage
1	You lose 3 Hits
2-5	You lose 2 Hits
6-7	You lose 1 Companion *

* If you do not have a weapon or companion lose 1 Hit instead. If fighting a creature of 1VP add 1 to your Wound Table roll. If fighting a creature of 3+VP subtract 1 from your Wound Table roll.

Weapons

Weapon Bonuses are cumulative. For instance, if you have the Holy Sword and you are fighting a Demon you get a total of +4F from the weapon. You can only have 2 Weapons in play at a time (you can keep extras in your hand). Only 1 of your in play weapons can be a ranged Weapon.

Small Weapons do not count against the Weapon Limits.

Events

Some of these are combat specific. Others are used when appropriate. They are discarded when played.

Research Table

1D10	Result:
1-2	Nothing
3-4	1 Card
5-8	2 Cards
9+	3 Cards

Trade Action

If you are in the same city as 1 or more other Demon Hunters, you may take the Trade Action: All of you may trade Resource cards, in Hand or in Play.

Fight Rules

Roll 1D20 (The Battle Roll) and add any Force bonuses you might have. If this number is equal to or greater than the Strength of the Creature you defeat it. Place defeated creatures in your Victory Pile.

If your modified roll was less, the Creature remains in play and roll on the Wound Table. If you are reduced to zero Hits skip your next turn and return to play with just 1 Hit. If after losing a Battle Roll, you still have hits you may decide to either continue the combat or flee.

If you decide to continue, make another Battle Roll against the same creature. If you decide to flee, you may stay in the city or move 1 space. If you move, it does not consume an action.

1D20	Damage
8-15	You lose 1 Hit
16-17	You lose 1 Weapon *
18+	You lose Nothing

Single Use

If an Event or Spell or Item is described as Single use, it is only used for one target battle roll and is then discarded.

Spells

Combat Spells (that are not specifically single-use) last an entire fight against a single creature card, even if it requires multiple Battle rolls. A Hunter can only use one spell per combat. After the Fight, the spell is discarded.

Armor

A Character can have a max of 1 Armor in play.

Creature Traits

Creatures will have one or more traits (Zombie, Beast, etc.) Certain weapons, spells, etc. will give Force bonuses vs. certain types.

Deck Notation**STR** Strength**VP** Victory Points**F** Force**I** Item**C** Companion**W** Weapon**R** Ranged Weapon**S** Spell**E** Event**A** Armor**SU** Single Use**Charcter Deck**

Name:	Notes:
Vampire Slayer	+3F vs. Vampires
Scholar	+1 to Research Table Rolls
Dragon Slayer	+3F vs. Dragons
Wizardry	Put a non-SU combat spell in your hand instead of discarding it
Demon Hunter	+3F vs. Demons
Exorcist	+3F vs. Nightmares
Witch Hunter	+3F vs. Witches
Beast Master	+3F vs. Beasts
Charisma	You may have 1 extra Companion in play
Weapon Master	You may have 1 extra Hand Weapon in play
Arcane Master	All Spells you cast get a further bonus of +1
Cunning	All Events you play get a further bonus of +1
Wolf Hunter	+3 vs. Werewolves
Swift Sword	+3 vs. Zombies
Monster Slayer	+3 vs. Large Creatures
Righteous Anger	+1F
Endurance	+1 to Travel Table Rolls
Skilled Swordsman	+1F if you are using a Sword or Blade card
Skilled Marksman	+1F if you are using a Ranged Weapon card
Swift Reflexes	+1 to Wound Table Rolls
Constitution	+1 to Healing Table Rolls
Great Strength	+1F
Intelligence	Maximum Hand Size +1
Wisdom	Maximum Hand Size +1
Stamina	+1 Hit
Grim Determination	+1 Hit
Arcane Tattoos	+1 to Wound Table Rolls
Willpower	+1 to one target roll on your turn
Courage	+1F
Toughness	+1 Hit
Fortitude	+1 Hit
Tracker	+1 to Search Table Rolls
Talent for Violence	+1F
Terrible Rage	+1F for each Card you discard
Sixth Sense	+1 to Search Table Rolls
Nobility	You may have 1 extra Companion in play
Equestrian	+1 to Travel Table Rolls
White Magic	You may play an extra spell in Combat
Medical Arts	+1 to Healing Table Rolls
Occult Contacts	+1 to Research Table Rolls

Creature Deck

Name:	STR	VP	Type
Nefarious Nybbas	11	1	Nightmare
Succubi	12	1	Nightmare
Incubi	13	1	Nightmare
Blight	10	1	Nightmare
Horror	14	1	Nightmare
Gargoyles	14	1	Beast
Death Wings	12	1	Beast
Kratichs	10	1	Beast
Crone	13	1	Witch
Warlock	19	2	Witch
Hag	15	2	Witch
Macabre	16	2	Nightmare Witch
Coven	17	2	Witch
Sorceress	18	2	Witch
Behemoth	23	3	Large Dragon
Ancient Dragon	21	3	Large Dragon
Great Wyrn	19	2	Large Dragon
Lake Serpent	17	2	Dragon
Carrion Drake	15	2	Dragon Beast
Hell Hounds	15	2	Demon Beast
Demon Dogs	16	2	Demon Beast
Cerebi	17	2	Demon Beast
Death Dogs	14	1	Zombie Beast
Cursed Human	10	1	Zombie
Skeletons	11	1	Zombie
Walking Dead	12	1	Zombie
Wretched Undead	13	1	Zombie
Harlequin	16	2	Zombie
Frankenstein Monster	20	3	Zombie
Ghoul	18	2	Large Zombie
Puppet Master	21	3	Zombie Witch
Lesser Vampyre	13	1	Vampire
Night Stalker	17	2	Vampire
Blood Sucker	15	2	Vampire
Creeping Mist	19	2	Vampire
Vampire Brides	20	3	Vampire Witch
Nosferatu	19	2	Vampire Zombie
Bat Fiend	21	3	Large Vampire
Vampire Lord	24	4	Vampire
Pig Demon	12	1	Demon
Spider Demon	13	1	Demon
Demon Warriors	14	1	Demon
Tentacle Demon	18	2	Demon
Great Horned Fiend	20	3	Large Demon
Demon Lord	22	3	Large Demon
Demon Horde	24	4	Demon
Mister Hyde	19	2	Creature
Lycanthrope	14	1	Werewolf
Lupine	15	2	Werewolf
Feral Beast	16	2	Werewolf Beast

Name:	STR	VP	Type
Wolf Man	17	2	Werewolf
Hunting Pack	19	2	Werewolf
Changeling	15	2	Werewolf
Abduction	-	-	Lose a Random Companion
Full Moon	-	-	Draw 2 Creature Cards
All Hallows Eve	-	-	Draw 3 Creature Cards

Research Deck

Name:	Type	Notes:
Iconic Crucifix	I	+1F vs. Vampires
Mystic Amulet	I	+1F vs. Demons
Wolfs Bane Necklace	I	+1F vs. Werewolves
Holy Water	I	SU +5F vs. Demon
Stake Bomb	I	SU +5F vs. Vampire
Silver Bolt	I	SU +6F vs. Werewolves
Burning Oil	I	SU +6F vs. Beasts
Templar Shield	I	+1F and +1 to Wound Table Rolls
Grappling Hook Launcher	I	SU Ranged Wpn +4F or +5 to Wound Table Roll
Relic Dagger	W	+1F Small
Battle Axe	W	+2F +2F vs. Zombies
Holy Sword	W	+2F +2F vs. Demons
Crusaders Sword	W	+3F
Legendary Spear	W	+2F +2F vs. Large Creatures
Hammer & Stake	W	+1F +4F vs. Vampires
Silver Dirk	W	+1F +4F vs. Werewolves
Dragon Blades	W	+2F +2F vs. Dragons
Spinning Disc Blades	W	+2F Small
Blessed Scimitar	W	+1F +4F vs. Demons
Black Axe	W	+2F +2F vs. Witches
Studded Whip	W	+2F +2F vs. Beasts
Repeating Crossbow	R	+1F and +1F per Card you Discard (Max 5)
Wrist Crossbow	R	+1F Small
Iron Crossbow	R	+2F +2F vs. Large Creature
Double Crossbow	R	+2F +2F vs. Vampires
Brace of Pistols	R	+2F +2F vs. Werewolves
Hunting Rifle	R	+3F
Heavy Calibre Revolver	R	+2F Small
Pump Action Shotgun	R	+2F per Card you Discard (Max 2)
Blessing	S	+2F
Incantation	S	+2F
Exorcism	S	+4F vs. Demons
Detect Evil	S	+3 to Search Table Roll
Protection from Evil	S	+3 to Wound Table Rolls
Holy Word	S	+3F vs. Zombies and Vampires
Cantrip	S	+4F vs. Nightmares
Magikal Armor	S	+3 to Wound Table Rolls
Sigil	S	+1F and +1 to Wound Table Rolls
Turn Undead	S	SU +6F vs. Zombies
Charm	S	+1F and +1 to Wound Table Rolls
Haste	S	+3 to Travel Table Roll

Name:	Type	Notes:
Augury	S	+2 to any target Dieroll
Alchemy	S	Draw 3 cards
Divination	S	Look at next 7 cards in any deck
Nordic Runes	S	+2F per card you discard
Chant	S	+1F and +1 to Wound Table Rolls
Ritual	S	+3F and Discard 1 Card
Druidic Magic	S	+4 vs. Beasts
Abjuration	S	SU +5F
Fire Resistance	S	+4F vs. Dragons
Protection from Magic	S	+4F vs. Witches
Creature Migration	E	Move 1 Creature 1 Space
Sanctuary	E	+3 to Healing Table Roll
Library	E	+5 to Research Table Roll
Vatican Contacts	E	+5 to Research Table Roll
Dodge	E	+3 to Wound Table Roll
Angry Mob	E	Remove Target Zombie in play from game
Test of Faith	E	+3 to Wound Table Roll
Country Inn	E	+2 to Healing or Travel Table Roll
Evil Stench	E	+5 to Search Table Roll
Rumors	E	+3 to Search or Research Table Roll
Find Lair	E	+5 to Search Table Roll
Terrorized Village	E	+5 to Search Table Roll
Apothecary	E	+3 to Healing Table Roll
Godspeed	E	Gain 1 extra Action this Turn
Good Weather	E	+5 to Travel Table Roll
Know Weakness	E	SU +4F
Prophecy	E	SU +5F
Heed the Call	E	+5 to Travel Table Roll
Soft Underbelly	E	SU +3F +2F vs. Dragons
Throw Acid	E	SU +3F
Sharp Steel	E	+2F this turn
Absinthe	E	+1F and +1 to Wound Table Rolls this turn
Armor of St. Gyprien	A	+1 Hits and +1 to Wound Table Rolls
Dragon Scale Vest	A	+2 to Wound Table Rolls
Hospitalier Chain Mail	A	+1F and +1 to Wound Table Rolls
Fiery Noblewoman	C	+2F
Fresh Apprentice	C	+1F and +1F per card you discard (Max 3)
Mechanic Friar	C	+1F and Hand Size +1
Dour Woodsman	C	+1F and +1 to Search Table Rolls
Good Doctor	C	+1F and +1 to Healing Table Rolls
Stout Veteran	C	+1F and +1 to Wound Table Rolls
Highwayman	C	+1F and +1 to Traveling Table Rolls
Procurer	C	+1 to Search & Research Table Rolls
Dueling Partner	C	Use an extra Weapon in Combat
Old Magician	C	Play an extra Spell in Combat
Gypsy Prince	C	+1F Discard for +5F
Professor	C	+1F and +1 to Research Table Rolls

Sea Travel Option

This action uses up 2 Actions: Go from a Port City to any other Port City.

Optional Experience Rule

For every 10 VP worth of Creatures in your Victory Pile, you gain 1 Character Card.

Optional Bite Rule

If a Hunter is reduced to zero hits by a Werewolf or Vampire he is killed permanently, the player is out of the game. His pawn remains on the board as a strength 10 creature of the appropriate type. If using the Unique Character cards below and the Vampire and Werewolf cards still remain unclaimed, these may be assigned instead of certain Death.

Optional Draw Selection Rule

Always keep the top 5 cards of the Resource Deck Face-up. Refer to these as Opportunity Cards (OC). When drawing a card you may pick from any one of the OC's.

As an action (Call it the Fresh Start Action), you may cause all the current OC's to be discarded and next 5 cards to be flipped face-up.

Optional Team-up Rule

If 2 (or more) players are in the same city with a Creature, the current player, if he succeeds on his search roll, may invite some, none, or all of the other players to Fight the creature with him. The others may join or not. Each player makes a separate Battle roll, but with a +5 Team Bonus. It is therefore possible for some Hunters to win and some to lose.

Losers roll on the Wound Table as normal. If there is more than one winner the winner with the highest natural Battle roll gets to put the creature in his Victory Pile.

Optional Rule - Unique Character Cards

Include these 5 cards in the Character card deck. A player can only ever have 1 of these (Discard excess uniques and redraw). Remove them from the deck after Setup is complete.

1. Demon Blood = the Demon Hunter is part Demon: He gets F+1 and +1 to Travel Table Rolls.
2. Repentant Vampire = The DH is a Vampire: He Gets F+1 and +1 to Healing Table Rolls.
3. Self Loathing Werewolf = The DH is a Werewolf: He may discard his weapons and armor in play for F+7 for current Combat. (Discard 3 random cards from hand if no weapons in play)
4. Amnesiac Immortal = The DH is a Zombie: He gets +2 Hits.
5. Black Arts = The DH is a Witch: After he uses a spell, he may put it back in his hand

to be used again in a later turn. IF players are using the Fight other Hunters Option Below, they are susceptible to cards that work against the creature type that they are.

Optional Rule - Fight Other Hunters

If 2 DH occupy the same City they may fight each other: If neither wants to fight there will be no fight. The current player must use up an action (Fight DH Action) to initiate the combat: If both want to fight each other, proceed to combat. If the non-current DH does not want to fight, the current DH must make a successful search roll or the other DH will escape (ie. Combat ends).

Both make a Battle roll and add card modifiers as usual. If tied, roll again. The higher roll is the winner. The loser must roll on the Wound Table. After such an exchange the combat will end unless both still want to fight or only one of the DH's wants to fight and he makes a successful search roll resulting in another round of Battle Rolls.

A DH killed by another DH is out of the game: This allows the option of winning the game by killing off all the other DH.





Destiny

Introduction

Card game for 2 or more players. Fantasy theme.

The Decks

There are 2 decks: The Treasure deck and the Destiny deck.

Destiny Cards

There are 4 types of cards in the Destiny deck: Character cards, Base cards, Bonus cards, and Multiplier cards. When illustrating the cards: Make pictures of armies and creatures for base cards. Draw weapons, items, events, magics, for bonus cards.

Depict structures and locations on multiplier cards. There is one of each of the cards listed in the deck lists.

Alignments

Each non-character card in the Destiny deck has one of 5 alignments: Good, Evil, Law, Chaos, or Nature. Good and Evil are opposed alignments. Law and Chaos are opposed alignments.

Object

Be the first to accumulate 5 treasure points.

Setup

Each player draws 7 cards from the Destiny deck. If there are no character cards, discard and draw again. If there is 1 or more character cards, the player must chose 1.

This is the character they will use for the rest of the game. This character becomes the players identity. It is placed face up in front of the player and not discarded.

The player always gets to use his character's special power.

Turn Sequence

1. First Aid Phase
2. Treasure Phase
3. Draw Phase
4. Hit Phase
5. Second Aid Phase
6. Action Phase
7. Base Phase
8. Bonus Phase
9. Multiplier Phase

10. Total Phase

11. Destiny Phase

First Aid Phase

In this phase a player may play one or more character cards from his hand. These cards are played face up in front of the player. They are called Aid cards. The player gains the special ability of these characters for the rest of the turn.

Aid cards are discarded at the end of Destiny Phase.

Treasure Phase

The treasure card deck is kept face up. Players may look at the order of the cards any time. The topmost card is the current treasure.

Draw Phase

Players fill their hands to 7 cards from the destiny pile. If no cards are left, shuffle the discard pile and draw from it.

Hit Phase

Players may discard some, none, or all of their cards. After discarding players fill their hands to 7 cards from the destiny pile.

Second Aid Phase

In this phase a player may play one or more character cards from his hand. These cards are played face up in front of the player. They are called Aid cards. The player gains the special ability of these characters for the rest of the turn.

Aid cards are discarded at the end of Destiny Phase.

Action Phase

Players may use the special abilities of their Characters or Treasures in this phase. A player always gets to use the powers of treasures he owns.

Base Phase

Each player may play one or more Base Cards. Cards are played face up in front of the player. A player cannot play cards of opposed alignments

Bonus Phase

Each player may play one Bonus card on each of his Base Cards. The base card and bonus card cannot be of opposing alignments.

Multiplier Phase

Each player may play one Multiplier card on each of his Base Cards. The multiplier, base, and bonus cards cannot be of opposing alignments.

Total Phase

Each player calculates the Destiny total of his hand. Add the value of the bonus card to the base card. Multiply this total by the value of the multiplier card.

If 2 of a player's cards have matching alignments each gets +1. If 3 of a player's cards have matching alignments each gets +2. Do this for each base card.

Add the modified values of each of the player's base cards to get that Player's Destiny Total.

Destiny Phase

The player with the highest Destiny total wins the round. The winner gets to keep the current Treasure card. All played cards are discarded.

In case of a tie, no one gets the treasure. The treasure becomes 'buried'. The player that wins next round gets the current treasure, and all Buried treasures.

Destiny Deck Card List

Alignment	Type	Value
Good	Base	1
Good	Base	2
Good	Base	3
Good	Base	4
Good	Bonus	+1
Good	Bonus	+2
Good	Bonus	+3
Good	Multiplier	x2
Good	Multiplier	x3
Good	Multiplier	x4
Evil	Base	1
Evil	Base	2
Evil	Base	3
Evil	Base	4
Evil	Bonus	+1
Evil	Bonus	+2
Evil	Bonus	+3
Evil	Multiplier	x2
Evil	Multiplier	x3
Evil	Multiplier	x4
Law	Base	1

Character Card List

Character: Power King: All Base cards used by this player have a value of +2. Warrior: Bonus cards +2. Wizard: Multiplier cards +1.

Lover: If 2 of a player's cards have matching alignments each gets an additional +1. If 3 of a player's cards have matching alignments each gets an additional +1. Barbarian: Chaos cards +1.

Knight: Law cards +1. Dragon: Cannot use bonus cards, but may attach 2 Multiplier cards to a base card. The multiplier cards are added together and are then multiplied by the base card value.

Alchemist: Change the alignment of one of your cards. Thief: Steal 1 random card from 1 opponents hand in action phase. Discard 1 card. Jester: In action phase cause 2 other players to give each other 1 random card from their hands.

Merchant: Once in each action phase draw 1 card and discard one card. Amazon: Treat all Bonus cards as Nature cards. Assassin: Cause 1 target Aid card to be discarded in Action phase.

Ranger: Nature cards +1 Warlord: Treat Chaos cards as Law cards Paladin: Treat Evil cards as Good cards Oracle: Look at all hands of all opponents in action phase. Rogue: You may play 2 bonus cards on a Base card if no multiplier card is played Druid: Treat all multiplier cards as Nature cards. Necromancer: Treat all Good cards as Evil cards Wraith Lord: Evil cards +1 Overlord: Destiny total +3 Emperor: Maximum hand size +1

Alignment	Type	Value
Law	Bonus	+2
Law	Bonus	+3
Law	Multiplier	x2
Law	Multiplier	x3
Law	Multiplier	x4
Chaos	Base	1
Chaos	Base	2
Chaos	Base	3
Chaos	Base	4
Chaos	Bonus	+1
Chaos	Bonus	+2
Chaos	Bonus	+3
Chaos	Multiplier	x2
Chaos	Multiplier	x3
Chaos	Multiplier	x4
Nature	Base	1
Nature	Base	2
Nature	Base	3
Nature	Base	4
Nature	Bonus	+1
Nature	Bonus	+2

Alignment	Type	Value
Law	Base	2
Law	Base	3
Law	Base	4
Law	Bonus	+1

Alignment	Type	Value
Nature	Bonus	+3
Nature	Multiplier	x2
Nature	Multiplier	x3
Nature	Multiplier	x4

Treasure Deck Card List

Treasure	TP	Special Ability
Lesser Hoard	1	10 of these cards in the deck
Greater Hoard	2	5 of these cards in the deck
Kings Crown	1	Law cards +1
Philosophers Stone	1	Max hand size +1
Crystal Ball	1	Look at all hands of all opponents in action phase
Magic Tome	1	Once in each action phase draw 1 card and discard 1 card
Dragons Hoard	3	

TP Treasure Points





Dinotopia Cards

Introduction

Card game for 2-4+ players. Dinotopia Theme.

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The Deck

The deck has 5 Suites:

C Characters

D Dinosaurs

L Locations

T Things

S Situations

Each suite has 26 Cards. Cards are numbered 1 to 13.

Each Suite has 2 sets of 13 cards.

Victory

Players play games and keep a running total of their scores, until Someone reaches 100 Points.

Setup

Shuffle the deck. The deck is kept face down, the discard face up. Each player is dealt a hand of 10 Cards.

Turn Sequence

On your turn draw 1 card from the top of the deck or the discard and discard 1 card. If you have a Meld, score it and all players discard their hand and start a new round.

Scoring Melds

Score	Meld
10	Nest: 5 Flushes: 2 cards from each Suite
20	Hatchery: Double Flush: 5 cards each from 2 Suites
25	Skybox: Greater Flush: 10 cards from 1 Suite
15	Eggs: 5 Pairs: Any Suites
15	Sauropods: 2 Straights of 5 Cards each
20	Long Neck: 1 Straight of 10 Cards
20	Triceratops: 2 Three of a Kinds and 1 Four of a Kind
25	Brontosaurus: 2 Four of a Kinds and 1 pair
30	T-Rex: 2 Five of a Kinds

The Deck

Card Name:	Rank	Suite
Temple Ruins	1	L
Egg Hatchery	2	L
Dolphin Bay	3	L
Pooktook	4	L
Volcanium	5	L
Waterfall City	6	L
Factory Forge	7	L
Treetown	8	L
Polongo River	9	L
Rainy Basin	10	L
Backbone Mountains	11	L
Canyon City	12	L

Card Name:	Rank	Suite
Deep Lake	1	L
Pteros Rookery	2	L
Ancient Gorge	3	L
Amu River	4	L
The World Beneath	5	L
Tentpole of the Sky	6	L
Forbidden Mountains	7	L
Sauropolis	8	L
Bent Root	9	L
Sky City	10	L
Sculpted Cliffs	11	L
The Time Towers	12	L

Card Name:	Rank	Suite
Cornucopia	13	L

Card Name:	Rank	Suite
Crystal Caverns	13	L

Baskets of Fish	1	T
Skybax Kite	2	T
Vertebral Drawbridge	3	T
Scroll Reading Machine	4	T
Dragon Horns	5	T
Spiral Pocket Watch	6	T
Crystal Beacons	7	T
Helicoid Geochronograph	8	T
Dinosaur Eggs	9	T
Dung Wagon	10	T
Sandbox Writing	11	T
Longevus Tea	12	T
Thuca Mash and Cakes	13	T
Bamboo Pan Pipes	1	T

Baskets of Fish	1	T
Musical Language	2	T
Pose Dancing	3	T
Dinosaur Vision	4	T
Signal Tower	5	T
Old Charts	6	T
Stone Sentinels	7	T
Carved Monuments	8	T
Historical Reliefs	9	T
Journals	10	T
Provisions	11	T
Sky Galley	12	T
Submersible Vessel	13	T

William Denison	1	C
Arthur Denison	2	C
Sylvia	3	C
Ambassador Bix	4	C
Children	5	C
Alec Orchardwine	6	C
Giorgio and Maria	7	C
Wing Ambassador	8	C
Koro Kidinga	9	C
Nallab the Librarian	10	C
Corpo Carters	11	C
Lee Crab	12	C
Toktimbu	13	C
Message Rider	1	C

William Denison	1	C
Skybax Rider	2	C
Swamp Musicians	3	C
Malik the Timekeeper	4	C
Elder Brokehorn	5	C
Habitat Partners	6	C
Matriarch Nora	7	C
Melanie and Kalyptra	8	C
Instructor Oolu	9	C
Mammoth Guide	10	C
Levka Gambo	11	C
Cirrus	12	C
Nimbus	13	C

Triceratops	1	D
Oviraptor Egg Nurse	2	D
Maiasaura	3	D
Brachiosaur	4	D
Hadrosaur	5	D
Hatchlings	6	D
Dimorphodon Messenger	7	D
Ornithomimid Scribes	8	D
Apatosarus	9	D
Styracosaurus Escorts	10	D
Pachycephalosaurus	11	D
Ceratosaurus	12	D
Protoceratops Translator	13	D
Carnosaurs	1	D

Triceratops	1	D
Tyrannosaurus Rex	2	D
Deinocheirus	3	D
Pteranodon Scavengers	4	D
Muttaborrasaurus	5	D
Tuojiangosaurus	6	D
Rutidon Bellow Worker	7	D
Stegosaurus	8	D
Lambeosaurus	9	D
Parasaurolophus	10	D
Corythosaurus	11	D
Hylaeosaurus	12	D
Euplocephalus	13	D

Minor Injury	1	S
Misunderstanding	2	S

Minor Injury	1	S
Crash Landing	2	S

Minor Injury	1	S
Shipwreck	3	S
Convoy Caravan	4	S
Long Journey	5	S
Difficult River Crossing	6	S
Study and Training	7	S
Ceremonial Ritual	8	S
Official Greeting	9	S
Conference	10	S
Arduous Climb	11	S
Dangerous Stunts	12	S
Cleaning and Mending	13	S
Conversation	1	S

Minor Injury	1	S
Dinosaur Olympics	3	S
Ring Riding Event	4	S
Feasting and Dancing	5	S
Victory Celebration	6	S
Dinosaur Migration	7	S
Echo Concert	8	S
Taboo Mystery	9	S
Exploration	10	S
Challenge	11	S
Freezing Nights	12	S
Festival Parade	13	S





Disciple Lords

Introduction

Card game for 2-4 players. Based on the Disciples Computer Strategy Games.

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The Decks

Players Share one Common Deck Each player has a unique Race Deck.

The Common Deck

The common deck has 6 types of cards: Locations, Advances, Items, Potions, Events, Treasure

Race Decks

Each race deck contains 5 types of cards: Leaders, Summons, Followers, Spells, Buildings

Hands

Each player keeps 2 hands: 1 Common deck hand & 1 Race deck hand.

Major Victory

Capture all of your opponent's Cities.

Minor Victory

The game ends when any players Race deck runs out. The player controlling the most cities at that point wins.

Units

Leaders, Followers, and Summons are collectively referred to as Units. Units are also referred to by their mode of Attack:

HTH Hand to Hand weapons

Ranged = Missile Weapons that can target any Unit in a Battle
Magical = Affect all Enemy Units in a Battle

Army

A Leader with all attached Followers is referred to as an Army.

Damage Markers

Use Markers to indicated Damage. 1 Marker = 1 Point of Damage.

Gold Coins

Use coins to represent gold. 1 Penny = 1 Gold.

Mana Tokens

Use tokens to represent Magical Energy. 1 Token = 1 Mana.

Dice

Six sided dice are needed.

Setup

Shuffle all decks. Start with your Capital City & Capital Defender in Play. Each player starts with 10 Gold coins & 10 Mana Tokens.

Turn Sequence

Players take turns. Each turn has 12 Phases: Exploration Phase Logistics Phase Revenue Phase Mana Phase Leader Phase Recruit Phase Resurrect Phase Build Phase Intrigue Phase Attack Phase Recovery Phase End Phase

Exploration Phase

Draw 1 card from the Common Deck & put it in your Common hand. Draw an extra card for each Explorer Leader you have in play.

Logistics Phase

Draw 1 card from your Race Deck & put it in your Race hand. Pay 5 Gold or 5 Mana to draw an extra card.

Revenue Phase

Cities and some Buildings & Locations generate Gold Coins in this phase.

Mana Phase

Some Cities, Buildings & Locations generate Mana Tokens in this phase.

Leader Phase

Put 1 Leader card from your Race deck face up into play. Pay the Gold cost of the Leader.

Recruit Phase

Put Follower cards from your hand into play. Followers must be attached to a Location, Building, or a Leader. A Leader or City may have a maximum of 4 Followers attached.

Explorer Leaders can have only 1 Follower attached. Thieves cannot attach Followers. Items & Banners may also be attached to Leaders.

A Leader may have a maximum of 2 Items attached. Followers & Items have required Gold costs. Summoned Creatures have a Mana cost.

Advances may be attached to Leaders for Free. A Leader may have a maximum of 2 Advance cards at-

tached. Followers attached to a Location or Building are referred to as a Garrison.

In this Phase Followers may be freely reattached between Leaders & Garrisons.

Resurrect Phase

You may pay a units cost in Gold or Mana to remove it from your Discard and put it in your Race hand.

Build Phase

You may put Buildings and Locations into play from your hands. Pay any required Gold costs.

Intrigue Phase

Roll once on Stealth Table for each Thief you have in play:

Stealth Table

2D6	Action	Effects:
2	Assassinate	Kill Target Leader
3	Caught	Thief is killed
4	Poison	Kill Target Follower
5	Steal Gold	Steal 1D6 Gold from Opponent
6	Spy	Scry
7	Lie Low	Nothing
8	Hinder	Opponent must discard 1 Common card from his hand
9	Sabotage	Opponent must discard 1 Race card from his hand
10	Intrigue	Steal 1 Random Common card from Opponent's hand
11	Steal Item	Steal Target Item
12	Burn	Destroy Target Building

The Capital Defender cannot be assassinated. If a Leader is assassinated, reattach its Followers to other Leaders & Garrisons of the player who controlled that leader. If a Leader is assassinated, reattach its Items to other Leaders of the player who controlled that leader.

If you steal an Item, reattach it to one of your leaders or put it in your hand.

Attack Phase

You may attack a target enemy Location or Building with one of your Leaders. The Defending Player may Intercept with one of his Leaders. Each of your Leaders in turn may attack once in this Phase.

An Attack by a Leader automatically ends after 1 of 4 possibilities:

1. The Attacking Leader is Defeated.
2. The Intercepting Leader is Defeated.
3. The Garrison is Defeated.
4. The Undefended Location is Captured.

You gain control of Locations you capture. Buildings, if captured, are Destroyed (= Discarded).

Example Of An Attack Phase

The Attacking Empire has 4 Leaders: A, B, C, & D. The Undead have 2 Locations X & Y with Garrisons, and 1 Leader: Z. A attacks X. Z defends and defeats A. Z is Weakened. B attacks X. Z defends again and is defeated.

C attacks X. The defending Garrison is defeated. D attacks undefended X and captures it.

Resolving Battles

A Battle refers to a fight between 2 enemy Leaders (or a Leader and a Garrison). Each Unit in the Battle takes its turn to attack a target enemy unit. (HTH Units must target other HTH units if there are any) Units attack in order of their initiative.

Attacks by Units with the same initiative are simultaneous. When all units have attacked, a new round of Attacks begins. When attacking, roll one die. On a roll of 4+ the attack hits.

An attack that hits does full damage. Place Damage markers on the Target Unit. A Unit with more Damage than Hits is killed and discarded.

Recovery Phase

Remove all Damage Markers from all Units.

End Phase

Check for Victory Conditions. Max hand sizes are 7 cards. Discard excess cards.

Scry - Scrying

This ability allows you to either:

1. Look at any Hand in Play, or
2. Look at the next 4 cards in any deck.

Healing

Units that can heal remove damage markers from themselves &/or friendly units. When attempting to heal roll 1D6 for each target: On a roll of 2+ the attempt is successful.

Potions, Items, & Spells

Potions & Spells are discarded after being used. Items are continuously reused. Attacks by Items & Spells have to roll to hit just like normal attacks by Units.

Damage Sources

Sources of Damage are listed on cards (Air, Fire, Mind, Death, etc.) If no source is listed the source type is "Weapon."

Armor

Armor reduces the damage caused by any attack equal to the level of the Armor.

Drain Attacks

If the attack hits the attacker is healed by an amount = to the damage inflicted.

Paralyzation

If the attack hits the target must skip its next 2 attacks this battle. Paralyzation effects are not cumulative.

Card List Notation

- L** Leader
- U** Summons
- F** Follower
- R** Ranged Attack
- H** Heal
- A** All (All Friends or All Enemies)
- CC** Capital City
- CD** Capital Defender (Leader that is always attached to the Capital)
- X** Starting Card (You begin with this card in play)
- SB** Battle Spell (Instantaneous)
- SE** Battle Spell (Lasts the Duration of the Battle)
- S** Spell
- B** Building
- PR** Paralyze (Ranged Attack)
- DA** Drain (All)

Empire Card List

Card Name:	#	Type	Hits	Force	Cost	Init	Notes
Capital	1	CC	-	-	X	-	Rev = 2 Gold +1 Mana
Myzrael	1	CD	30	15A	X	9	
Pegasus	Knight	2	L	26	12	5	5
Ranger	2	L	18	9R	5	7	
Archmage	2	L	12	7A	5	4	Air
Arch-Angel	2	L	19	8H	5	1	Explorer
Imperial Agent	2	L	10	3	1	7	Thief
Living Armor	2	U	18	7	2	6	
Golem	2	U	15	7A	4	7	Earth; Armor = 5
Fighter	1	F	10	3	1	5	
Archer	1	F	5	3R	1	7	
Apprentice	1	F	4	2A	1	4	Air
Acolyte	1	F	5	2H	1	1	
Titan	1	F	25	6	3	4	
Knight	1	F	15	5	2	5	
Witch-Hunter	1	F	13	5	2	5	Mind Immunity
Marksman	1	F	9	4R	2	7	
Mage	1	F	7	3A	2	4	Air
Priest	1	F	8	4H	2	1	

Card Name:	#	Type	Hits	Force	Cost	Init	Notes
Cleric	1	F	8	2HA	2	1	
Imperial Knight	1	F	20	8	3	5	
Inquisitor	1	F	15	8	3	5	Mind Immunity
Wizard	1	F	10	5A	3	4	Air
Imperial Priest	1	F	10	8H	3	1	
Patriarch	1	F	10	4HA	3	1	
Angel	1	F	23	13	4	5	
Paladin	1	F	18	10	4	5	Armor = 3
Air Ward	1	SE	-	-	1	-	Negate Air Attacks
Celerity	1	SE	-	-	1	+1A	
Lightning	1	SB	-	2A	1	-	Air
Strength	1	SE	-	+1A	1	-	
Water Ward	1	SE	-	-	1	-	Water Immunity
Earth Ward	1	SE	-	-	2	-	Earth Immunity
Haste	1	SE	-	+1A	2	+1A	
Healing	1	SB	-	3	2	-	
True Sight	1	S	-	-	2	-	Scry
Chain Lightning	1	SB	-	6A	3	-	Air
Holy Armor	1	SE	-	A	3	-	Armor = 3
Holy Strength	1	SE	-	+3A	3	-	
Mind Ward	1	SE	-	A	3	-	Mind Immunity
Call to Arms	1	SE	-	+4A	4	-	
Fire Ward	1	SE	-	A	4	-	Fire Immunity
Armageddon	1	SB	-	15A	5	-	Air
Death Ward	1	SE	-	-	5	-	Death Immunity
Major Healing	1	SB	-	15A	5	-	
Stable	1	B	-	-	-	-	Revenue = 1 Gold; Cards cost 1 less in Logistics Phase
Chapel	1	B	-	-	-	-	Revenue = 1 Mana
Archery Range	1	B	-	-	-	-	Revenue = 1 Gold; Ranged Units cost 1 less
Library	1	B	-	-	-	-	Revenue = 1 Mana; Spells cost 1 less to cast
Sanctuary	1	B	-	-	-	-	Revenue = 1 Mana; All Units get +1 Hits
Monastery	1	B	-	-	-	-	Revenue = 1 Mana
High Stable	1	B	-	-	-	-	Revenue = 1 Gold; HTH Units cost 1 less
Dungeon	1	B	-	-	-	-	Revenue = 1 Mana
Tower	1	B	-	-	-	-	Revenue = 1 Mana; Air Units cost 1 less
Church	1	B	-	-	-	-	Revenue = 1 Mana
Cathedral	1	B	-	-	-	-	Revenue = 1 Mana; Healing Units cost 1 less
Holy Statue	1	B	-	-	-	-	Revenue = 1 Mana; All Units get +1 Force
Shrine	1	B	-	-	-	-	Revenue = 1 Mana; Units cost 2 less to Resurrect

Undead Hordes Card List

Card Name:	#	Type	Hits	Force	Cost	Init	Notes
Capital	1	CC	-	-	X	-	Revenue = 2 Gold
Ashgan	1	CD	30	15A	X	9	
Death Knight	2	L	26	12	5	5	
Nosferat	2	L	18	4DA	5	7	Death
Lich Queen	2	L	12	7A	5	4	Fire
Banshee	2	L	19	PR	5	2	Mind; Explorer

Card Name:	#	Type	Hits	Force	Cost	Init	Notes
Skulk	2	L	10	3	1	7	Thief
Skeleton	1	U	10	4	1	6	
Evil Ent	1	U	18	7	3	6	
Nightmare	1	U	20	5A	5	6	Death
Death	1	U	30	15	6	6	
Ghost	1	F	5	PR	1	2	Mind
Initiate	1	F	5	2A	1	4	Death
Warrior	1	F	12	3	1	5	
Werewolf	1	F	10	4	1	5	Weapon Immunity
Wyvern	1	F	23	2A	2	4	Death
Spectre	1	F	9	PR	2	2	Mind
Warlock	1	F	8	3A	2	4	Death
Zombie	1	F	17	5	2	5	
Templar	1	F	15	5	2	5	Elemental Ward
Doom Drake	1	F	30	3A	6	4	Death
Necromancer	1	F	11	5A	3	4	Death
Wraith	1	F	8	4A	3	4	Death
Skeleton Warrior	1	F	22	8	3	5	Weapon Immunity
Dark Lord	1	F	17	8	3	5	
Death Dragon	1	F	38	5A	7	5	Death
Vampire	1	F	19	5DA	5	4	Death
Lich	1	F	16	7A	4	4	Death
Skeleton Champion	1	F	27	10	4	5	
Pestilence	1	SB	-	2A	1	4	Death
Ice Storm	1	SB	-	2A	1	4	Water
Weakness	1	SE	-	A	1	4	Targets are Force -1
Rust	1	SB	-	R	1	4	Discard target Item
Plague	1	SB	-	3A	2	4	Death
Shadow	1	SB	-	-	2	X	Negate Target Spell
Curse of Nygrael	1	SE	-	A	2	4	Targets are Force -2
Stone Rain	1	SB	-	3A	2	4	Earth
Call Decay Dragon	1	SB	-	6A	3	4	Death
Touch of Mortis	1	SE	-	A	3	4	Targets are Force -3
Terror	1	SE	-	A	3	4	Targets are Init -2
Nightfall	1	SB	-	-	2	X	Negate Target Attack
Rot	1	SE	-	A	4	4	Targets are Force -4
Call Red Dragon	1	SB	-	10A	4	4	Fire
Damage Ward	1	SE	-	A	5	4	Weapon Immunity
Hecatomb	1	SB	-	15A	4	4	Death
Sepulchre	1	B	-	-	-	-	Revenue = 1 Mana
Dark Temple	1	B	-	-	-	-	Revenue = 1 Mana; HTH Units cost 1 less
Unholy Ground	1	B	-	-	-	-	Revenue = 1 Mana; Death Units cost 1 less
Evil Monastery	1	B	-	-	-	-	Revenue = 1 Mana; Mind Units cost 1 less
Caverns	1	B	-	-	-	-	Revenue = 1 Gold
Occult Temple	1	B	-	-	-	-	Revenue = 1 Mana; Cards cost 1 less in Logistics Phase
River Styx Dock	1	B	-	-	-	-	Revenue = 1 Mana
Graveyard	1	B	-	-	-	-	Revenue = 1 Mana; Units cost 2 less to Resurrect
Dark Idol	1	B	-	-	-	-	Revenue = 1 Mana; All Units get +1 Force
Boneyard	1	B	-	-	-	-	Revenue = 1 Mana
Crypt	1	B	-	-	-	-	Revenue = 1 Gold; Discard to pay for 1 Unit
Dark Tower	1	B	-	-	-	-	Revenue = 1 Mana; Spells cost 1 less to cast
Vault of Souls	1	B	-	-	-	-	Revenue = 1 Mana; All Units get +1 Hits

Card List Notation

T Treasure
I Item
P Potion

A Advance
V Event
L Location
TT This Turn

Common Deck Card List

Card Name	#	Type	Cost	Notes
City	10	L	-	Revenue = 1 Gold
Mine	5	L	-	Revenue = 2 Gold
Mana Source	4	L	-	Revenue = 1 Mana
Magic Tower	2	L	-	Revenue = 2 Mana
Bag of Rings	1	T	-	Gain 4 Gold
Bag of Gems	1	T	-	Gain 6 Gold
Royal Scepter	1	T	-	Gain 8 Gold
Imperial Crown	1	T	-	Gain 10 Gold
Staff of Thunder	1	T	-	Air Attack of Force = 3A & Initiative = 4
Banner of Protection	1	I	1	All Units in Army get +1 Armor
Banner of Resistance	1	I	1	All Units in Army get +2 Hits
Banner of Battle	1	I	1	All Units in Army get +1 to Attack Rolls
Banner of Speed	1	I	1	All Units in Army get +1 Initiative
Banner of Strength	1	I	1	All Units in Army get +1 Force
Tome of Air	1	I	2	Negate 1 Air attack during Battle
Tome of Water	1	I	2	Negate 1 Water attack during Battle
Tome of Fire	1	I	2	Negate 1 Fire attack during Battle
Tome of Earth	1	I	2	Negate 1 Earth attack during Battle
Tome of 7 Winds	1	I	2	Leader gains Explorer Trait
Horn of Courage	1	I	2	Leader gains Armor +2
Dragon Shield	1	I	5	Leader gains Armor +5
Rune Blade	1	I	2	Leader gains Force +2
Sword of Ages	1	I	5	Leader gains Force +5
Staff of Invisibility	1	I	2	Leader gains Thief Trait
Staff of Light	1	I	2	Scry once on your turn
Staff of Thunder	1	I	2	Attack of Force = 2A & Init = 4
Staff of Holiness	1	I	2	Heal of Force = 4 & Init = 1
Staff of Paralyzing	1	I	2	Attack of Force = PR & Init = 4
Spirit Staff	1	I	2	Negate 1 Mind attack during Battle
Life Potion	1	P	3	Put Unit in your Discard into your Hand
Potion of Healing	2	P	1	Remove all Damage from Target Unit
Quicksilver Potion	1	P	1	Unit Init +4 for rest of turn
Giant Blood Potion	1	P	1	Unit Force +2 for Rest of Battle
Liquid Metal Potion	1	P	1	Unit has Armor = 4 for rest of turn
Toughness	1	A	-	Hits +6
Arcane Knowledge	1	A	-	May Attach 3 extra Items
Pathfinding	1	A	-	Draw 1 extra card in Exploration Phase
Regeneration	1	A	-	Heal 2 Damage to Self at end of each Round
Leadership	1	A	-	May attach 1 extra Follower
Might	1	A	-	Force +2
Natural Armor	1	A	-	Armor = 2
Trainer	1	A	-	Attached Followers are Force +1
Precision	1	A	-	+2 to Attack Rolls
Swift	1	A	-	Initiative +2
Keen-Sighted	1	A	-	Force +1 & Initiative +1

Card Name	#	Type	Cost	Notes
Counterfeit Orders	1	V	-	Target Leader may not Attack or Intercept TT
Bribe	1	V	5	Gain Control of a City without a Garrison
Steal Mana	1	V	-	Steal 2D6 Mana from Opponent
Backstab	1	V	-	Thief gets Force & Initiative +10 for 1 Attack
Roads	1	V	-	Army may attack again this turn
Ruins	1	V	-	Discard to draw 3 Common cards
Water	1	V	-	Target Leader may not Attack or Intercept TT
Plains	1	V	-	Army may Intercept again this turn
Forest	1	V	-	All Units in Army get Initiative +2 this Battle
City Defenses	1	V	-	Garrison Units get Armor = 2 this Battle
Merchant	1	V	2X	Draw X Common Cards
Mercenary Camp	1	V	2X	Draw X Race Cards

Game Designers Notes

Clans & the Legions of the Damned

Had to cut back on much of the detail to reduce record keeping. Still need to do decks for the Mountain





Doctor Strange

Introduction

Card game for 2 players. Based on the comic book character Doctor Strange. One player is the forces of good.

The other player is the forces of evil.

Victory

If, for 2 turns in a row, starting on turn 10, a player has no viable Characters in play, his opponent wins.

The Deck

Players share a common deck. The deck contains one of each card in the card list. Card Types include: Characters, Companions, Locations, Items, Modifiers, Powers, Attacks, Events

Dice

A Twelve-sided die is needed.

Setup

Decide who is Good and who is Evil. Each player is dealt a hand of 7 cards. Each player starts with 1 Character in play: The Good player starts with Doctor Strange in Play.

The Evil Character starts with Baron Mordo in play. The Evil player goes first.

Viable Characters

A viable Character is one that is not: Killed, Incapacitated, Exiled, or Captured.

Turn Sequence

Players take turns. Each turn has 4 Phases: Mystic Arts Phase Summon Phase Attack Phase Rest Phase

Mystic Arts Phase

Draw 2 cards and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Summon Phase

Put permanent cards into play from your hand. Permanent cards include: Characters, Companions, Locations, Items, and Modifiers. Place Character cards face up in front of you.

Location, Item, Companion, and Modifier cards are attached to individual characters. A Character may only have one Location card attached.

Attack Phase

Each of your viable characters may make 1 attack per turn. An Attack targets an opposing viable character. Targeted Characters are also known as marked Characters.

First declare all Attacks. To make an attack you must play (discard) an Attack card. The attacker rolls 1D12 and adds the power of the attacking Character and all attached cards. This is the Attack Total.

The defender rolls 1D12 and adds the power of the defending Target Character and all attached cards. This is the Defense Total. Players may play (discard) Power cards to temporarily increase their Power. The higher Total wins. Attacker wins ties.

If the Defender wins, the Attack fails, and nothing further happens. If the Attacker wins, the Target Character suffers the fate described on The Attack card (Killed, Incapacitated, Controlled, Exiled, or Captured)

Rest Phase

Max hand size is 7 cards. Discard excess cards. Roll 1D12 for each of your Incapacitated Characters: On a Roll of 11 or 12 the Character recovers and is no longer Incapacitated.

Characters with an Unmodified Power of 10 and greater usually have better Things to do: Roll 1D12: on a Roll of 11 or 12 discard the Character.

Killed

Killed Characters are placed in a special Killed Character card pile. (Their spirits now roam other dimensions) All cards attached to the Character are discarded.

Exiled

Exiled Characters are placed in a special Exiled Character card pile. (Their physical bodies are trapped on some other dimension) All cards attached to the Character are discarded.

Incapacitated

Mark Incapacitated Characters with a token. You remain in control (possession) of your Incapacitated Character.

Controlled

If you gain control of an opponents Character, it now becomes your Character, and you may attack with it, etc. Indicate controlled status with a marker. Note that a controlled character is still viable, but only for the Player that now controls it.

Important Point: If the original Attacking Character that brought the target character under Control is in turn controlled or made unviable, the control is lost, and The target character returns to its original owner fully viable. (Players will have to remember which character did what to whom)

Captured

You take possession of a Character you have captured. A Captured Character is not viable and may not attack, etc. Indicate controlled status with a counter.

All non-modifier cards attached to the Character are discarded. Important Point: If the original Attacking Character that captured the target character is in turn controlled or made unviable, the captive is freed, and The target character returns to its original owner fully viable.

Call Defender

Some Event cards allow for a Call Defender ability. These cards are played by the Defender in Attack

Phase. This lets an unmarked friendly viable character add its modified Power to The power of the Defender.

Counter & Negate

A Counter card causes a target card to be discarded only as it is being played. A Negate card causes a target card in play to be discarded or target effect to end.

Card List Notation

Pow Power Level

P Power Card

E Event play in Mystic Arts Phase

B Event play in Attack Phase

R Event play in Rest Phase

X Event play any time

C Character

L Location

I Item

M Modifier

A Attack

N Companion

GPO Good Player Only may use this card

EPO Evil Player Only may use this card

TC Target Character

D Call Defender Card

DO Defender Only

AO Attacker Only

Card List

Name:	Type	Pow	Notes:
Doctor Strange	C	8	GPO
Baron Mordo	C	6	EPO
Sorcerer Supreme	M	+1	-
Bind	A	-	Capture
Magic Amulet	I	+1	-
Master of the Mystic Arts	M	+1	-
Insanity	A	-	Incapacitate
Bound in Chains	A	-	Capture
Enter Dream	P	+1	-
Incense	P	+1	-
Hidden Temple	L	+1	-
Trance	P	+1	-
Nightmare	C	5	EPO
Hostile Dimension	L	+1	-
Hypnotic Ray	A	-	Control
Interruption	B	-	Counter Attack
Dream Dimension	L	+1	-
Metaphysical Spirit	P	+1	-
I Command You	A	-	Control
Black Magic	P	+1	-
Desperate Cry	D	-	GPO
Hidden Castle	L	+1	-

Name:	Type	Pow	Notes:
Mental Commands	A	-	Control
Powerful Potion	A	-	Incapacitate
Poison	A	-	Kill
Learn Secrets	E	-	Draw 3 cards
Experiment	E	-	Discard hand & Draw 5 cards
Speed of Thought	P	+1	-
Spirit Image	P	+1	-
Not Responding	D	-	GPO
Occult Powers	P	+1	-
Transfer Energy	P	+1	-
Catch Unawares	P	+1	-
Omnipotent	M	+1	-
Deadly Trap	A	-	Kill
Magic Disguise	P	+1	-
Detect Danger	P	+2	DO
Paralyzation Vapor	A	-	Capture
Sorcery	P	+1	-
Opponent Weakened	P	+1	-
Project Thought	D	-	GPO
Mental Message	D	-	GPO
Spell Bound Girl	P	+1	-
Mind Control Servant	P	+1	-
Dormant Talent	M	+1	-
Impostor	P	+2	AO
Real Self	P	+1	-
Teleportation	P	+1	-
Levitation	P	+1	-
Pass Through Walls	P	+1	-
Ethereal Self	P	+1	-
Mystic Dimension	L	+1	-
Disciple	C	2	-
Tibetan Retreat	L	+1	-
Surprise	P	+2	AO
Mental Battle	P	+2	DO
Preparations	P	+1	-
The Ancient One	C	7	GPO
Vapors of Valtorr	A	-	EPO Kill
Powers of Vishanti	P	+2	DO
Bolts of Pure Force	P	+1	-
Banish	A	-	Exile
Unsuspecting	P	+2	AO
Mystic Potion	A	-	Incapacitate
Supernatural Force	P	+1	-
Counter Spell	B	-	Counter Attack
Book of Vishanti	I	+1	-
Incantation	P	+1	-
Mist of Hoggoth	R	-	Negate Exile
Shadow World	L	+1	-
Nightmare World	L	+1	EPO
Enchanted Path	P	+1	-
Spiny Beast	A	-	EPO Kill
Sorcerer	C	4	-
Mystic Beam	P	+1	-

Name:	Type	Pow	Notes:
Healing Powers	R	-	Negate Incapacitate
Simple Spell	P	+1	-
Vanish	A	-	Exile
Ethereal Cylinder	A	-	Capture
Escape	R	-	Negate Capture
Enchanted Ring	I	+1	-
Go Back in Time	E	-	Search Deck for card & keep it
Vanquish	A	-	Exile
Read Minds	X	-	Look at Opponents Hand
Bait	A	-	Capture
Force Shield	P	+1	-
Possession	A	-	Control
Force Retreat	A	-	Exile
Underlings	N	+1	EPO
Wong	C	1	GPO (Servant)
Transfixed	A	-	Capture
Investigate	E	-	Look at next 7 cards in Deck
Petty Thieves	E	-	Negate Item
Purple Dimension	L	+1	EPO
Aggamon The All-Powerful	C	4	EPO
Sinister Gem	I	+1	-
Bring Back	R	-	Negate Kill
Guards	N	+1	EPO
Demolisher Beam	P	+1	-
Battle of Wills	A	-	Kill
Surrender Terms	A	-	Incapacitate
All Seeing Eye	X	-	Look at Opponents Hand
Remove Powers	A	-	Incapacitate
The Powers that Be	P	+1	-
Potent Words	P	+1	-
Rintrah	C	5	GPO (Minotaur)
Topaz	C	3	GPO (Empath)
Taboo	C	6	GPO (Sorcerer)
The Dread Dormammu	C	10	EPO
Illusions	P	+1	-
Zota	C	4	EPO
Loki	C	12	EPO (Norse God)

Links

<http://www.drstrange.nl> Sorcerer Supreme
Very Cool!!!

Game Designers Notes

I'm sure I'll be adding more cards soon.





Dragon Ball Z Matchups

Introduction

Card game for 2 players. Dragon Ball Z Theme.

Disclaimer

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Victory

You win if, at the beginning of your turn, you control Six Fighters or Your Opponent has zero Fighters.

Dice

Six sided deice are needed.

The Deck

Players share a common Deck. There are 6 Types of Cards:

- F** Fighter
- B** Buff
- T** Transport
- M** Manipulation
- R** Recovery
- X** Extra

Setup

Shuffle the deck. Each player is dealt cards face up until he has 4 Fighters. These will be that players starting Fighters.

Discard all non-Fighter cards. After starting Fighters are assembled, each player Is dealt a regular hand of 4 cards The player with the weaker set of starting Fighters goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Draw Phase
2. Recruit Phase
3. Match Up Phase
4. Fight Phase
5. End Phase

Draw Phase

Draw 3 Cards and add them to your hand. If the deck runs out, shuffle the discard and draw from it. You may play (discard) a Recovery Card to search for a Fighter in the Discard and put it in your hand.

You may play (discard) an Extra card to draw 2 additional cards

Recruit Phase

Put 1 Fighter card from your hand into play. Your Fighter's in play are placed in a line, face-up, in front of you, on the table. You may have a maximum of 6 fighters in play.

If you already have 6 fighters in play, you may replace 1 with A fighter in your hand. Put the replaced fighter card back into your hand.

Match Up Phase

One of your random Fighters will fight one random Opponent's Fighter. Use the 6 sided dice to randomly determine which Fighters. You may play (discard) a Transport card to pick your Fighter instead of Rolling randomly.

You may play (discard) a Manipulation card to pick your Opponent's Fighter instead of them Rolling randomly.

Fight Phase

The 2 randomly selected Fighters Fight. The Fighter with the higher Battle Total Wins. The Battle Total is equal to the sum of 3 Parts:

1. The Fighters Level
2. The Total of all Buff cards the Fighter's owner plays from his hand
3. The Roll of one six sided die (Battle Roll)

Before the dice are rolled, each player simultaneously may reveal any Number of Buff cards from their hand to add their bonuses to the Battle Total. If the Battle Totals are a Tie, each player rolls another Die as a tie-breaker. The losing Fighter is Discarded.

End Phase

Max hand size is 4 cards. Discard excess cards.

Card List Notes

Training: Can only be used on Saiyans, Namekians, and Humans. Stun: Opponent must make Battleroll Twice and pick lower roll. Speed: Make Battleroll twice and pick higher roll.

Evade: Opponent must discard 1 random Buff card he played. Strategy: Draw 1 Card. If it is a Buff, you may play it. Save: If this Fighter is defeated put him back in your hand.

The Deck

Card Name:	Type	Level	Notes:
Goku	F	3	Saiyan
Gohan	F	4	Saiyan Human Hybrid
Vegeta	F	3	Saiyan
Goten	F	2	Saiyan Human Hybrid
Trunks	F	2	Saiyan Human Hybrid
Gotenks	F	4	Saiyan Human Hybrid
Krillin	F	2	Human
Master Roshi	B	+2	Training; Turtle School
Majin Buu	F	9	Stun; Villain; Demon with many Forms
Babidi	B	+2	Training; Alien Wizard
Elder Kai	B	+2	Training; Retired Fighter
Piccolo	F	5	Strategy; Namekian
Hercule	F	0	Human Braggart
Snake Way	T	-	-
King Kai	B	+2	Training; God of North Galaxy
Dabura	F	6	Stun; Demon King
Yamu & Spopovich	F	3	Buffed Humans
Pui Pui	F	3	Minor Demon
Transport Capsule	T	-	-
Senzu Beans	B	+2	Save; Instant Healing
Fusion Dance	B	+4	You must have at least 2 Fighters
Saibamen	F	2	Lesser Warriors
Android 16	F	4	-
Android 17	F	5	-
Android 18	F	5	-
Android 19	F	3	-
Android 20	F	3	-
Supreme Kai	X	-	-
Videl	F	1	Human; Gohan gets +2
Chi Chi	F	1	Human; Goku gets +2
Mighty Mask	F	3	Saiyan
Saiyaman	F	4	Saiyan Human Hybrid
King Yemma	R	-	God of Death
Yellow Kami	B	+2	Training
Yakon	F	6	Monster
Tien Shinhan	F	2	Stun; Human Monk
Chiaotzu	F	2	Stun; Psychic Human Monk
Cell	F	8	Bio-Android Villain
Wish	R	-	-
Dragon Balls	R	-	-
Kami Sama	B	+2	Training; Namekian Earth Guardian
Porunga	R	-	Namekian Dragon
Shenron	R	-	Earth Dragon
Dende	B	+2	Training; Namekian
Super Saiyan	B	+4	Saiyans Only
Goz and Moz	F	6	Competitive Demons
Red Ribbon Army	F	3	Cannot be Buffed
Bulma	X	-	-
Yamcha	F	2	Human
Tournament	X	-	-

Card Name:	Type	Level	Notes:
Distress Call	M	-	-
Switcheroo	M	-	-
Future Trunks	F	3	Saiyan
Pan	F	4	Human Saiyan Hybrid
Oolong	X	-	Shapeshifting Pig
Frieza	F	7	Villain; Mutant Emperor of Universe 7
Raditz	F	3	Evil Saiyan
Nappa	F	3	Evil Saiyan General
Battle Armor	B	+1	Save
Instant Transmission	T	-	-
Captain Ginyu	F	3	Ginyu Force Mutant
Reacoom	F	2	Ginyu Force Mutant
Butta	F	2	Ginyu Force Mutant
Jheese	F	2	Ginyu Force Mutant
Gurd	F	1	Ginyu Force Mutant
Yajirobe	F	1	Human Ronin
Back Up	T	-	-
Korin	B	+2	Training; Cat Hermit
Mercenary Tao	F	2	Human Android Assassin
Ki Energy Blast	B	+1	Stun
Powerful Technique	B	+2	Stun
Kamehameha	B	+3	Saiyan Only
Teamwork	B	+2	Strategy
Spirit Bomb	B	+4	Saiyan Only
Ultimate Attack	B	+4	-
Flying	B	+2	Evade
Superior Tactics	B	+2	Strategy
Dodge	B	+1	Evade
Distraction	B	+2	Evade
Power Boost	B	+2	-
Weapon	B	+1	-
Combo Attack	B	+2	Speed
Regeneration	B	+1	Save
Confidence	B	+1	-
Cunning	B	+2	Strategy
Immobilize	B	+1	Stun
Deflection	B	+1	Evade
Fast Strikes	B	+1	Speed
Flurry of Blows	B	+2	Speed
Super Strength	B	+2	-
Super Speed	B	+1	Speed
Absorb Power	B	+4	Villain Only
Transformation	B	+2	Villain Only





Dungeon Keeper

Introduction

Fantasy Card Game for 2 players. Based on the Computer Game of the same name. Each player controls their own Dungeon, which they try to build up, in spite of a continuing onslaught of Heroes.

Disclaimer

Dungeon Keeper is a copyrighted property. This is merely a fan site.

Victory

To win you need: 15+ Rooms 15+ Creatures 15+ Heroes Killed 30+ Gold 30+ Mana You automatically lose if your Dungeon Keeper is killed, or Your Dungeon Heart Room is captured.

The Decks

Players share 2 common decks: The Room Deck (Containing Rooms, Doors, & Traps) and The Spell Deck

Units

Players share 2 types of Unit Counters: Heroes Creatures Place these in a Hero Cup & a Creature Cup

Tokens

Players share 2 types of Tokens: Gold Mana Place these in a Gold Cup & a Mana Cup

Dice

Six siders and ten siders are used.

Traps

A room may have any number of Trap cards attached. Trap cards are discarded after the trap is sprung.

Doors

A single room may only have one Door card attached. A Door is discarded if the room is attacked by Heroes. The function of Doors is to slow down the advance of Heroes, Allowing you to re-deploy more creatures to the room being attacked

Terminology

Round = When each player has had 1 turn.

Hand You keep two hands of cards: Room & Spell.

1D6 one roll of a six sided die.

2D10 two rolls of a ten sided die

F Force = Combat Ability of a Unit.

Gold Basic Currency of the game.

Mana Magical energy used to cast spells.

Counters = (also called chits or markers) used to represent Units. Tokens = (also called coins) used to represent Gold or Mana.

Cup Where Counters & Tokens are kept when no one owns them.

Pile A players personal cache of Tokens & Counters he owns.

Units = Creatures & Heroes. Dungeon Keeper = A powerful Creature that also represents you the player. Creatures = Your Monstrous Minions that live in your underground dungeon.

Heroes = The forces of good (Mostly Humans/Demi-humans) that live on the surface. Build = Putting a Room into play. Construct = Putting a Door or Trap into play.

Summon = Putting a Unit into play. Deploy = Moving a Creature to a different room in Deploy Phase. Re-Deploy = Moving a Creature to a different room not during Deploy Segment.

Room (also Site or Location) Part of your Dungeon.

Setup

Each player starts with: One Dungeon Heart Room Card One Dungeon Keeper Token Roll high on 1D10 to see who goes first.

Dungeon Building

Dungeons are constructed with Room cards. Rooms are laid out in levels. The first level contains one room, your Dungeon Heart.

The second level has 2 rooms. The third level has 3 rooms. The fourth level has 4 rooms & so on.

The second level must be built before the third level, and so on. As you play, you will add rooms to your Dungeon.

Turn Sequence

Players take turns. Each turn has 13 Phases: Mining Phase Magic Phase Spell Phase Fate Phase Build Phase Construction Phase Summon Phase Deploy Phase Hero Phase Trap Phase Door Phase Battle Phase War Phase

Mining Phase

Gain a base 1D6 Gold Tokens. Gain 2 Additional Gold per Troll you control.

Magic Phase

Gain a base 1D6 Mana Tokens. Gain 2 Additional Mana per Warlock you control.

Spell Phase

Draw 1 Spell Card. If the deck runs out, shuffle the discard & draw from it. Max hand size is 5 cards. Discard excess cards.

You may draw an additional Spell card for 10 Mana.

Fate Phase

Draw 1 Room Card. If the deck runs out, shuffle the discard & draw from it. Max hand size is 5 cards. Discard excess cards.

You may draw an extra card for 10 gold.

Build Phase

Play 1 Room card from your hand to your Dungeon. You may build an additional Room for 10 Gold.

Construction Phase

Play 1 Trap or 1 Door card to any one of your rooms. A room can have multiple traps, but only 1 door. Traps & Doors have various Gold or Mana costs to put into play.

You may construct an additional Trap or Door for an extra 5 Gold.

Creature Phase

Draw 1 Creature counter from the Creature Cup. Place it in Your Creature Pile. You may draw an additional counter for 5 Gold or Mana.

Summon Phase

You may pay in Gold or Mana equal to the Force of a Creature to Put it into play from your creature pile. Place it on any room. You may summon an additional creature for 5 Gold or Mana.

Deploy Phase

You may move your creatures to any rooms in your dungeon.

Hero Phase

Roll on the Invasion Table to see if the Heroes attack you this turn.

Invasion Table

1D10	Result:	Notes:
1-7	Nothing	No Heroes Attack
8-9	Minor Invasion	1D6 Heroes Attack
10+	Major Invasion	2D6 Heroes Attack

Add 1 to the roll if you have 5 or more levels in your dungeon. Randomly Draw the Indicated number of Hero Counters from the Hero Cup. The Heroes will attack a random room in the outermost Level of your Dungeon.

Trap Phase

Attacking Heroes spring all the Traps at the Room they attack. Discard 1 random trap per Thief attacking. There are 5 types of Traps: Traps: Automatically kill one random attacking Unit.

Alarms: Re-Deploy 1 Creature to this room. Weakness: All Heroes have Force -2 while at this room. Damage: Roll 1D6 for each Hero. On a roll of 1-2 the Hero is destroyed.

Death: Roll 1D6: on a roll of 1-2 all the Heroes are killed! Discard all sprung Traps at the room.

Door Phase

The Heroes have to spend some time breaking through the door. Each door has a Door value = X. You may re-deploy X Creatures to this room.

Battle Phase

The Band of Heroes will fight with the Creatures present at the Room. These are the Combatants. Pick 1 random Face-up combatant Hero & 1 random Face-up combatant Creature.

This is known as a Duel Pair. Both Units are Duelers. Calculate a Battle Total (BT) for each Dueler.

BT The Duelers Force + 1D10 (The Battle Roll). The Dueler with the higher BT wins the Duel. The loser is killed (discarded back to appropriate Cup). If there is a tie, both are killed.

The Winning Dueler Counter is placed face down. When all the units of a side are face down, flip them all face up. Continue Dueling until one side is eliminated.

Your opponent gets to control the Hero units on your turn.

War Phase

If the Creatures won Battle phase, the turn ends. If the Heroes won in Battle phase, the Room is Captured, and The Heroes attack another random room on the same level. (or the next lower level if this level was completely captured) Each time the Heroes move to another room, you will have to Repeat Trap, Door, Battle & War Phases.

Discard Captured rooms.

Numerical Superiority Rule

In a Battle, the side with more units gets +1 to all Battle rolls. If a side has twice or more the number of units, it gets +2 to all Battle rolls.

Spells

Discard Spell cards after they are played.

Unit Special Abilities

Teleport: This unit may always re-deploy for free as needed Horde: Roll twice for Battle Roll & Keep the higher roll. Shoot: At the beginning of every Duel, this

unit rolls 1D6: On a roll of 6 one random enemy unit is killed. Regenerate: If this unit loses a Duel roll 1D6: On a roll of 4-6 this unit is not killed & is just put face down.

Fear: All Heroes in room get a Force penalty of -1. Slayer: This unit is not flipped over after winning a duel but Goes on to fight the next enemy unit. Master: All Creatures in room get a Force Bonus +1.

Martyr: If defeated in a Duel roll 1D6: On a Roll of 4-6 the Winner of the duel is also killed. Holy: All Creatures in room get a Force penalty of -1. Leader: All Heroes in room get a Force Bonus +1.

Spring Traps: Negate 1 Random Trap in Trap Phase.

Random Creature Counter List

Name:	#	Force	Notes:
Infernal Imps	10	1	Teleport
Mountain Goblins	8	2	Horde
Dark Elves	8	3	Shoot
Cave Trolls	6	4	Regenerate
Bile Demons	6	5	Fear

Name:	#	Force	Notes:
Flame Salamanders	6	6	Shoot
Eldritch Warlock	6	7	Shoot
Black Knight	4	8	Slayer
Mistress	2	9	Master

Number of Counters in the Set

Non-random Creature Counter List

Name:	#	Force	Notes:
Dungeon Keeper	*	9	Master
Undead	**	2	Regenerate

* Each player starts the game with one Dungeon Keeper in play

** Undead are summoned only as the result of certain Spells & Rooms.

Random Hero Counter List

Name:	#	Force	Notes:
Peasant Rabble	10	1	Horde
Dwarf Weaklings	8	2	Martyr
Puny Elves	8	3	Shoot
Petty Thief	4	4	Spring Traps
Holier than Thou Clerics	6	5	Holy
Marauding Knights	6	6	Slayer
Fool Wizard	4	7	Shoot
Goody Goody Paladin	2	8	Slayer
Lord of the Realm	1	9	Leader

Room Deck Card List

Name:	#	Type	Cost	Notes:
Dungeon Heart	X	R	-	Each player starts with one of this room
Lair	2	R	-	Draw 1 extra Creature Counter in Creature Phase
Hatchery	2	R	-	Creatures cost 1 less to Summon
Training Room	2	R	-	All your Creatures are Force +1
Treasury	2	R	-	Draw 1 extra Room card in Fate Phase
Workshop	2	R	-	Construct 1 extra Trap or Door in Trap Phase

Name:	#	Type	Cost	Notes:
Library	2	R	-	Draw 1 extra Spell card in Spell Phase
Portal	2	R	-	Summon 1 extra Creature in Summon Phase
Prison	2*	R	-	Get Gold = Level of each Hero you defeat
Temple	2*	R	-	Sacrifice Creature to get 2D6 Mana once per round
Graveyard	2*	R	-	Get 1 Undead for each Hero you defeat
Torture Chamber	2	R	-	Counts as 3 rooms for Victory
Stone Bridge	2	R	-	Build 1 extra Room in Build Phase
Casino	2*	R	-	Gain 1D6 Gold per 5 Creatures you control
Tunnels	2	R	-	Re-deploy 1 extra creature in Door Phase
Gold Vein	2	R	-	Get 1D6 extra gold in Mining Phase
Mana Source	2	R	-	Get 1D6 extra Mana in Mana Phase
Guard Room	2	R	-	Place Door & Trap here for free if there are none
Wood Door	6	D	2G	Door Value = 1
Braced Door	5	D	4G	Door Value = 2
Iron Gate	4	D	6G	Door Value = 3
Magic Door	3	D	8M	Door Value = 4
Secret Door	2	D	5G	**
Scythe	1	T	4G	Kill
Disintegration	1	T	4M	Kill
Arrow	1	T	4G	Kill
Spike	1	T	4G	Kill
Electric Shock	1	T	4E	Kill
Gas	1	T	3E	Weakness
Freeze	1	T	3M	Weakness
Blinding	1	T	3E	Weakness
Fear	1	T	3M	Weakness
Stink Bomb	1	T	3E	Weakness
Explosion	1	T	5E	Damage
Poison Gas	1	T	5E	Damage
Spiked Pit	1	T	5G	Damage
Falling Blocks	1	T	5G	Damage
Boiling Oil	1	T	5G	Damage
Trip Wire	1	T	2G	Alarm
Bells+Whistles	1	T	2G	Alarm
Magic Mouth	1	T	2M	Alarm
Giant Gong	1	T	2G	Alarm
Wizard Eye	1	T	2M	Alarm
Water	1	T	6E	Death
Sliding Walls	1	T	6E	Death
Bottomless Pit	1	T	6E	Death
Fire	1	T	6E	Death
Asphyxiation	1	T	6E	Death

* You may only have 1 Room of this type in your Dungeon.

** All units in this room may Re-deploy in Door Phase.

R Room

D Door

T Trap

G Gold

M Mana

E Either gold or Mana

Spell Deck Card List

Name:	#	Mana	Notes:
Lightning Bolt	2	5	Kill Target Hero
Fear	2	3	All Heroes are Force -2 at this room
Fire Burst	2	5	Roll 1D6 for each Hero: On a 1-2 The Hero is destroyed
Earthquake	2	6	Roll 1D6: on a roll of 1-2 all the Heroes are killed
Detect Gems	2	3	Gain 2D6 Gold in Mining Phase
Army of the Dead	2	10	Summon 3 Undead Counters in Summon Phase
Call Monsters	2	5	Draw 3 Creature Counters in Creature Phase
Gate	2	4	Re-deploy up to 3 Creatures
Evil Omen	2	3	All Creatures are Force +2 at this room
Possession	2	10	Target Hero becomes a Creature you control
Raise Dead	2	7	Put your Creature just killed back into play
Slap	4	2	Cause target Dieroll to be rerolled

Extra Stuff

More Creatures

Dragon: Force = 10: Shoot (Fire Breath) Spider: Force = 2: Martyr (Poison Bite) Vampire: Force = 5: Convert (Hero Killed by Vampire becomes a Vampire you control)

Artifacts

Include one "Artificer" card in the Spell Deck. It costs 20 Mana to cast. Draw 1 Counter from the Artifact Pile: (Note: All Artifacts are placed in your Dungeon Heart Room)

Artifact Pile List

Artifact	Description
Book of Vile Darkness:	Draw 1 extra Spell card in Spell Phase
Golden Goose:	Get 1D6 extra gold in Mining Phase
Heart of Evil:	Gain 1 Undead in Summon Phase
Staff of Summoning:	Summon 1 extra Creature in Summon Phase
Dead God's Banner:	All your Creatures get Force +1
Soul Collector:	Get 1D6 Mana every time you defeat a Hero

Raid Phase

This Optional Phase occurs after War Phase. If you did not get attacked this turn, you may send your creatures to the surface to raid a civilized settlement. Choose which of your Creatures will attack.

Choose what type of settlement to attack: Village, Town, or Castle. A Village has 1D6 Hero Defenders. A Town has 2D6 Hero Defenders.

A Castle has 3D6 Hero Defenders. The Raid is played out just like a Battle Phase. If you win gain Gold = the combined levels of the Defending Heroes.

If you conducted a raid this turn add 3 to your roll on the Invasion Table on your next turn.

Counter Sets Available!

Thanks elsairon!





Dungeon Master

Introduction

Dungeon Crawl Card game. One Player is the Dungeon Master (DM) The other player is the Party Player (PP)

Card Set Available

for a most awesome Cardset by Jiminy Bollocks (cathto@kooe.com.au) More Cards here by Ron

Character Deck

Type	Attributes
Barbarian	Sword x2, Axe x2
Fighter	Sword x2, Armor x2
Knight	Sword, Armor, Shield x2
Paladin	Sword x2, Armor, Bless
Warrior	Sword, Axe, Dagger, Shield
Amazon	Sword x2, Bow, Dagger
Ranger	Sword, Bow, Axe, Stealth
Archer	Bow x3, Dagger
Duelist	Sword x3, Dagger
Dwarf	Axe, Armor x2, Shield
Elf	Sword, Bow, Stealth, Spell

Setup

Each player has his own unique deck. The PP must create an adventuring party. A party starts with 6 members (Heroes).

Pick 10 cards from the Character Deck. Discard 4 and keep 6.

Type	Attributes
Halfling	Dagger, Stealth x3
Rogue	Sword, Dagger, Stealth x2
Bard	Spell x2, Bless x2
Thief	Dagger, Bow, Stealth x2
Druid	Spell, Axe, Bless, Heal
Wizard	Spell x4
Magician	Spell x3, Dagger
Enchantress	Spell x2, Heal x2
Priest	Bless x2, Heal x2
Cleric	Bless, Armor, Shield, Heal
Monk	Bless, Stealth, Dagger x2

Turn Sequence

Each turn is divided into 5 phases: Draw Phase Search Phase Encounter Phase Resolution Phase Treasure Phase

Draw Phase

Each player fills their hand to 8 cards from their own deck. If the deck runs out shuffle the discard and draw from it.

Search Phase

Each player may discard up to 4 cards and draw replacements.

Encounter Phase

First the PP may play one or more Treasure Cards Second, the DM plays one of the following:

1. Nothing
2. A meld of 1 or more Creature Cards.
3. One Trap Card.

The DM may also play one Room card. The PP may play a "Secret passage" card to discard a card played by the GM.

Resolution Phase

The PP plays nothing if the DM played nothing. The PP may play a Stealth card to eliminate a Trap card if the DM played a Trap card. If the DM played a trap card and the PP did not play a Stealth card, one random hero is killed.

If the DM played a meld of Creature cards add up the "Fight" value of all the creatures. All creatures in the Meld must be of the same type, for instance they must all be Undead, or they must all be Goblinkin. "X" type creatures may not meld.

Some Room cards add to the Fight total. The PP may play attribute cards to fight the Meld. The PP may play one Attribute cards on each of his heroes.

The Attribute card must match one of the heroes' attributes. Gain "Fight" points equal to the heroes level in that attribute. For Example: If you play Sword on the Barbarian you get 2 Fight points.

Some cards give an additional bonus vs certain types of creatures. Add up the Fight point total of the entire party (Minimum = 1). If the Creature total is equal to or less than the party total, no heroes are killed.

If the Creature total is greater than the party total, one random hero is killed. If the Creature total is twice the party total, two random heroes are killed. If

the Creature total is three times the party total, three random heroes are killed, and so on.

If any heroes are killed discard all the Treasure cards played. If all the heroes are killed the DM wins the Game.

Treasure Phase

The PP may claim Treasure cards still in play. Treasures are placed in the PP's Treasure pile. If the Party ever gains 50+ Treasure points the PP automatically

wins.

Play a Prisoner card to gain a new Hero. If you have a hero with the Heal attribute Play a Heal Card to gain back any Hero killed this turn. If you have a hero with the Shield attribute Play a Shield Card to gain back any Hero killed this turn.

If you have a hero with the Armor attribute Play a Armor Card to gain back any Hero killed this turn. Play Experience cards or claim Magic Item cards in play: One random Hero gets +1 Level in one Random Attribute:

1D10	Attribute:	1D10	Attribute:
1	Sword	6	Spell
2	Axe	7	Bless
3	Dagger	8	Heal
4	Bow	9	Armor
5	Stealth	10	Shield

Treasure cards are the only ones you keep

Hero Deck Card List

Card Name	#	Type	Notes (See Rules)
Silver	6	T	Treasure = 5
Gold	4	T	Treasure = 10
Gems	2	T	Treasure = 20
Magic Items	2	T	Benefits one Hero
Experience	2	X	Benefits one Hero
Secret Passage	2	X	Discard 1 DM card
Prisoner	1	X	Gain 1 Character
Sword	3	A	+2 Fight vs Goblin
Axe	3	A	+1 Fight vs Undead & Goblin
Dagger	3	A	+1 Fight vs Goblin & "X" types
Spell	3	A	+4 Fight vs Swarms
Bless	3	A	+3 Fight vs Undead
Stealth	6	A	Negate Traps
Armor	3	A	Gain back killed Heroes
Bow	3	A	+3 Fight vs "X" type Creatures
Shield	3	A	Gain back killed Heroes
Heal	3	A	Gain back killed Heroes

Number of that card in the Deck

T Treasure Card

A Attribute Card

X Special Card

Dungeon Master Deck Card List

Card Name	#	Type	Fight	Card Name	#	Type	Fight
Skeletons	2	U	1	Chaos Warlord	1	X	6
Zombies	2	U	2	Doppelganger	1	X	6
Ghouls	2	U	3	Hydra	1	X	7
Wraiths	1	U	4	Sorcerer	1	X	7
Mummies	1	U	5	Djinn	1	X	8
Vampires	1	U	6	Demon	1	X	9

Card Name	#	Type	Fight
Kobolds	2	G	1
Goblins	2	G	2
Orcs	2	G	3
Ogres	1	G	4
Trolls	1	G	5
Giants	1	G	6
Rats	2	S	1
Bats	2	S	2
Spiders	2	S	3
Scorpions	1	S	4
Wasps	1	S	5
Green Slime	1	S	6
Nymphs	1	X	5
Minotaur	1	X	5

Card Name	#	Type	Fight
Dragon	1	X	10
Poison Arrow	1	T	-
Scythe	1	T	-
Pendulum Blade	1	T	-
Spiked Pit	1	T	-
Falling Blocks	1	T	-
Poison Gas	1	T	-
Throne Room	1	R	+3
Treasure Room	1	R	+2
Monster Lair	1	R	+2
Altar Room	1	R	+1
Torture Chamber	1	R	+1
Great Cavern	1	R	+2
Armory	1	R	+1

Number of that card in the deck.

T Traps

S Swarm

G Goblinkin

U Undead

X Creatures that may not meld

R Room

FAQ's

1) Armor x2 attribute: how do you use it? This means that you can save up to 2 heroes killed if you play an Armor card on this character?

No. If you play an armor card you can either add 2 Fight points (If the character had only Armor x1 then just add 1) or save one character. Add the points if it'll make the difference, otherwise use the card to avoid a casualty. The extra level of armor adds to the fight total, but does not affect the special ability.

2) Stealth x2 attribute: since the DM can only play 1 trap how do you use the x2?

As above. If you play a stealth card you can either add 2 Fight points (If the character had only Stealth x1 then just add 1) or negate 1 Trap.

Obstacles

Additional Material by Zak add a new DM card type, Obstacles.

Obstacles have a Fight Value like creatures and can be played by the DM as a 4th option (instead of playing traps, creatures or nothing). The resolution phase against Obstacles is the same as the vs Creatures case: the only difference is that if the DM win the PP only loose his treasure (no kills). In alternative the PP can play a stealth card to eliminate an obstacle

Add the following cards to the DM deck # Name: Fight 1 Portcullis 5 1 Collapsed Floor 4 2 Reinforced door 3

Add to the PP deck 1 stealth card.





Dungeons To Go

Introduction

DtG is a simple Old School low level Fantasy RPG. It is designed to get players going as quick as possible. It is not a total D&D clone, but uses many of the same ideas.

There are 2 Sections: Players Guide and DM's Guide. These rules are very much meant to be incomplete. It is the DM's job to flesh them out.

Players Roll high for Attacks, Saves, and Skills. Leveling Charts for classes are replaced by accumulation of Special Abilities.

Players Guide

Character Generation

Roll 3D6 for the basic Attributes (Stats): Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Abbreviations: Str, Int, Wis, Dex, Con, Cha Next pick Race, Alignment, and Class. There are 5 Alignments: Lawful, Chaotic, Good, Evil, Neutral.

Players start with maximum Hit Points at First Level. All Characters start with a purse of 2D6 Gold.

Stat Bonus Table

Stat:	3	4-5	6-8	9-12	13-15	16-17	18
Bonus:	-3	-2	-1	0	+1	+2	+3

Strength gives a Bonus to Damage. Constitution gives a Bonus to Hit Points. Wisdom gives a Bonus to Priest Spells cast per Day.

Intelligence gives a Bonus to Mage Spells cast per Day. Dexterity gives a Bonus to Movement and Initiative.

Race Mods

Race:	Str	Int	Wis	Dex	Con	Cha
Elf	-1	+1	-1	+1	-1	+1
Dwarf	+1	0	0	-1	+1	-1
Halfling	-1	-1	-1	+1	+1	+1

Elves act like strange, easily distracted Children. Elves can be Fighters, Mages, or Thieves. Elves have Infravision. Dwarves act like stubborn, grumpy, badly behaved Children.

Dwarves can be Fighters. Dwarves have Infravision. Halflings act like jolly, sweet, good natured Children. Halflings can be Thieves.

Movement Speeds

Humans and Elves move 6 Spaces per Turn Short Races like Dwarves and Halflings move at 4 Spaces per Turn. Humans and Elves can jump 2 Spaces. Short Races can jump 1 Space. Humans and Elves can swim 3 Spaces. Short Races can swim 2 Spaces.

Classes

There are 4 Available Classes: Fighter, Mage, Rogue, and Priest.

Fighters

Fighters can use any Armor or Weapon. They get 1D10 Hit Points per Level. (Much more than the other Classes) They start with Medium Armor and Shield and a Long Sword and Dagger.

Mages

Mages get no Armor and can only use a Staff or Dagger. They get -4 Attack with everything else. Armor and Shields interfere with their Spellcasting.

They get 1D4 Hit Points per Level. They start with a Spell Book, Robe, and a Staff and Dagger. Mages can use many Relics unavailable to other Classes.

Rogues

Rogues can wear Leather Armor. Many of their Skills are penalized (-5) with a Shield or Heavier Armor. They can use Daggers, One Handed Swords, Clubs, Slings, Bows, Crossbows, Knuckledusters, Garrotes, Blackjacks, Bombs, Throwing Knives, and Improvised Weapons. They get -2 Attack with everything else.

They get 1D6 Hit Points per Level. They start with Light Armor and a Short Bow, Short Sword, and Dagger.

Priests

Priests can wear any Armor. They can use Blunt Weapons. Their first SA must be Religion Lore. They get 1D6 Hit Points per Level. They start with Medium Armor and Shield and a Mace and Holy Symbol.

A Priest should pick 1 God from the List of Gods. This will give extra SA's.

Special Abilities

Special Abilities (SA) are class based. They are Buffs, Skills, or Spells. At first level, each Character

starts with 5 Special Abilities. Each level after that, they gain an additional 2 Special Abilities.

30+ Sample SA are given for each of the 4 Basic classes. The DM should feel free to create more. Some SA should only be available at higher Levels.

Players may also pick SA off the Common Special Ability List. Elves, Dwarves, and Halflings may pick off the Demi-Human SA List. If the GM wants he can create SA lists specific to rarer classes such as Rangers, Druids, Bards, Paladins, Monks, etc.

Skill Notation

Skills are given in the Following Format: Attribute Skill = X. For example: Int Skill = 14 This would mean that the Character would have to roll 14 or higher to succeed. The Roll will be modified by the Intelligence Bonus (or Penalty).

(LX) Notation: (LX) = Character must be at least Level X to have this SA. Example: (L5) = Character must be at least Level 5 to have this Special Ability.

Sample Fighter Special Abilities

1. Champion: Damage +1 and Attack +1. (L7)
2. Dual Wield: No penalty to hit while wielding 2 Weapons.
3. Shield Bash: Extra attack for 1D4 Damage if you have a Shield.
4. Hero: Attack +1 and Initiative +1. (L6)
5. Tough: Get an extra 4 Hit Points.
6. Charge: First Round of Combat get +2 Attack, +2 Damage, -2 Defense
7. Mighty Blow: +1D6 Damage if using a Two-Handed Weapon.
8. Muscularity: Strength +1
9. Slayer: +3 Damage. Pick One: Humanoid, Giant, Dragon, Beast, Monster, etc.
10. Shield Block: +1 Defense if using a Shield.
11. Hack & Slash: +1 Damage with Swords and Axes.
12. Parry: Defense +1 If weapon in hand.
13. First Strike: Initiative +1
14. Prone Fighting: +1 Attack and No Penalties for being Prone.
15. Blind Fighting: +1 Attack and No Combat penalties when Blinded.
16. Extra Attack: Get 1 Extra Attack. (L5)
17. Prowess: Defense +1 and Attack +1. (L3)
18. Tactics: Allies get +1 Attack when Attacking from Side, Back, or Surprise.
19. Disarm: Dex Skill = 16. Weapon lands 1D6 Spaces away.
20. Brawl: +2 Atk and Def when Unarmed or using Improvised Weapons
21. Great Warbow: Get Damage +2 with Bows.
22. Battle Master: Defense +1 and Attack +1. (L8)
23. Honor: Charisma +1. Must Act Accordingly. (Chivalry, Bushido, etc.)
24. Warrior: Attack +1 and Move +1. (L2)
25. Swashbuckling: +1 Attack and No Combat Penalties while swinging, sliding, etc.

26. Knockback: +1 Damage. Hit will send Foe 1D4 Spaces backwards.
27. Grapple: +1 Attack, Defense, and Damage to Wrestling.
28. Sweep: Your Melee Attacks hit all enemies adjacent to you. (Roll for each)
29. Veteran: Hit Points +2 and Attack +1. (L4)
30. Precision Strike: Critical Hits on Rolls of 19 or 20.
31. Feint: Skip Combat Action to get +4 Attack next Turn.

Sample Rogue Special Abilities

1. Pick Pockets: Dex Skill = 15. Cutpurse. Palm Items.
2. Find Traps: Wis Skill = 13.
3. Climb Walls: Dex Skill = 12.
4. Backstab: Damage+4 if attacking target from Behind.
5. Disguise: Cha Skill = 14.
6. Poison Lore: Int Skill = 15. Identify and Brew Poisons.
7. Sneak: Stealth Bonus +4. Deduct from Foe's Lookout Rolls. Hide/Move Silently.
8. Lightning Reflexes: Initiative +2
9. Dodge: Defense +1
10. Agility: Dexterity +1 and Move +1
11. Skullduggery: Get +2 to Pick Pockets, Trickster, and Cutthroat Rolls.
12. Dirty Fighting: Damage +1 and Initiative +1
13. Knife Fighter: Attack +1 and Defense +1 when using a Dagger.
14. Trickster: Cha skill = 10 Distract and Confuse.
15. Evasion: Get +1 to all of your Saving Throws.
16. Pick Lock: Int Skill = 13.
17. Wicked Knife: Damage +2 with Daggers and Swords.
18. Natural Archer: Attack +2 with Bows
19. Gambit: Gain an extra Fate Token at the start of each session.
20. Cloak & Dagger: (L4) Attack +1 and Defense +1
21. Nimble: Attack +1 and Move +1
22. Escape Artist: Dex Skill = 14. Slip Bonds.
23. Subterfuge: Stealth Bonus +2. Get +2 to Guile, Disguise, Streetwise Rolls.
24. Balance: Get +1 to all Dex Skill Rolls.
25. Uncanny Dodge: Defense +2. (L7)
26. Trip: Dex Skill = 12. Foe with Legs goes Prone.
27. Swindler: Charisma +1
28. Master Mind: Intelligence +1
29. Cutthroat: Dex Skill = 13. Kill Surprised Foe with Dagger.

Note: Many Rogue like SA are contained in the common SA List.

Sample Mage Special Abilities

1. Intellect: Intelligence +1
2. Detect Magic: Entire Room.

3. Magic Missile Spell: 1D4 Missiles. 1D4 Damage Each. Pick Targets.
4. Shield Spell: Self. Defense +6 for one Combat.
5. Familiar: Pick Cat, Crow, Snake, Rat, Owl, Imp, Bat, Dog, Toad, etc. Ritual.
6. Sleep Spell: 1D6 Targets of lower level than you. 1D6 Hours. (L2)
7. Charm Person Spell: 1 Target. Control Human or Humanoid. (L5)
8. Feather Fall Spell: Protect 1D6 Targets from Fall Damage.
9. Identify Spell: One Relic or Potion or unknown Substance. Ritual.
10. Light Spell: Light up a Room or Blind 1D4 Targets.
11. Thunder Spell: Foes miss next turn and are -2 on all Rolls for 1 combat.
12. Comprehend Spell: Read or Speak any Language for 1 Hour
13. Counter Spell: Negate a Spell Just Cast on a roll of 6 or Higher on 1D20.
14. Illusion Spell: Create an Illusion to Distract or Mislead.
15. Curse Spell: Weakness, Madness, Ugly, Itching, Clumsy, Unlucky, etc.
16. Polymorph Spell: Transformation. (L6)
17. Haste Spell: Allies: Extra Attack and Move this Combat. (L3)
18. Fire Spell: Fireball Does 4D6 Damage to all in a 4x4 Area. (L4)
19. Water Breathing Spell: All Allies for 2 Hours.
20. Disintegration Spell: Target Evaporates. Destroy Doors. (L8)
21. Alchemy: Int skill = 14. Brew Potions, Acids. Takes a Week. Ritual.
22. Artificer: Int Skill = 15. Craft Relics, Magic Items. Takes a Month. Rituals.
23. Necromancy Spell: Create 1 Skeleton, Zombie, or Ghoul. Freshness Counts! Ritual.
24. Scry Spell: See and Hear what others are doing at a Distance. Ritual.
25. Cold Spell: Cone. 2D6 Targets. 1D6 Dam and -2 to rolls 1D6 Turns. (L3)
26. Arcane Power: Spells per Day +1
27. Scroll Scribe: Int Skill = 12. Takes 1 Day per Scroll. Ritual
28. Wards Spell: Used to create Magical Traps/Alarms/Magically Lock Doors.
29. Teleport Spell: Up to 1D6 Targets to a known Location. (L7)
30. Air Spell: Wind Gust. 1D6 Targets. 1D4 Damage and Knockback/down. Scatter Arrows.
31. Death Ray Spell: Kill one Living Man-size or smaller Target. (L5)
32. Strength Spell: Target gets +4 to Strength Bonus for 4+1D6 Minutes.
33. Animate Spell: Weapon, Armor, Statue, Broom, Shovel, Rope, etc. Up to 10 Min.
34. Diabolism Spell: Summon a Demon. HD increase with Caster Level. Ritual.
35. Summon Elemental Spell: (L6) Also Walls. Fire,

Water, Air, Earth, Ice, etc.

36. Fly Spell: (L5) One Target for 1 Trip or Combat.
37. Invisibility Spell: (L5) One Target for 10 Minutes. Stealth Bonus +10. Def +5
38. Change Size Spell: (L5) Shrink/Grow Target. Mouse to Giant Size for 3D10 Minutes.
39. Earth Spell: (L6) Earthquake. All take 2D6 Damage. Collapse Ceiling, Wall

Sample Priest Special Abilities

1. Heal Spell: Target Healed of all Damage.
2. Bless Spell: 1D4 Characters get +2 Attack and +2 Defense for 1 Combat.
3. Neutralize Poison Spell: Negate one Poisoning.
4. Turn Undead Spell: 2D6 Undead will flee and cower for 1D4 Hours.
5. Detect Evil Spell: Entire Room. Sources of Evil Save at -2.
6. Paralyzation Spell: 1D3 Targets Immobilized for 3D6 Minutes. (L2)
7. Remove Fear Spell: 1D6 Targets Fear gone and immune to fear for 1 Hour.
8. Religion Lore: Int Skill = 9. Priests own Religion.
9. Resist Cold Spell: 1D6 get +5 to Save vs Cold Attacks for 1D4 Hours.
10. Prayer Spell: Deity will do something Helpful at the Whim of the DM.
11. Exorcism Spell: Banish target Spirit. (L3)
12. Curse Breaker Spell: Remove Curse from target Player. Ritual.
13. Hammer Time: +1 Attack and +1 Damage with Blunt Weapons.
14. Cure Disease Spell: Ritual. Not Vampirism or Lycanthropy.
15. Smite Spell: Target does +5 Damage this Combat.
16. Cure Madness Spell: One Target. Ritual.
17. Cure Blindness Spell: One Target.
18. Stone to Flesh Spell: Cure Petrification. One Target.
19. Circle of Protection Spell: Allies +4 Defense and Saves. (L4)
20. Holy Avenger: Attack +1 and Damage +1. Must be (L7)
21. Crusader: Attack +1 and Damage +1. (L4)
22. Divination Spell: See the Future. Cryptic, Unpredictable Results. Ritual.
23. Communion Spell: Speak to Spirits, the Dead, Angels, etc. Ritual.
24. Summon Swarm Spell: Usually Insects. Foes driven off. (L5)
25. Lightning Bolt Spell: 6D6 Damage one Target. Heaven Sent. (L6)
26. Holy Word Spell: Destroy 1 Target Undead Foe. (L7)
27. Mystic: Wisdom +1
28. Monastic: Intelligence +1
29. Preacher: Cha Skill = 17. Convert a Non-believer.
30. Shatter Spell: Destroy or Damage Relic, Construct, Animated Foe.
31. Wither Spell: Kill or Damage Plant or Fey.

32. Resurrection Spell: 25% Spell Fails and Dead Forever. Ritual. (L8)

Common Special Abilities

1. Weapon Proficiency: +1 Attack and Damage with a specific Weapon type.
2. Swim: Get +2 to Save vs Drowning. No Penalties in Water. Movement +2 in Water.
3. Music: Sing and Play 1 Musical Instrument. Entertain a crowd. Solve Music Puzzles.
4. Hagglng: Cha Skill = 11. Get a better Price.
5. Swift: Move +2 Spaces per Turn. Run Away!
6. Intimidation: Str Skill = 13. Target gets -1 to all rolls for 1 Combat
7. Leadership: Cha Skill = 12. Rally, Inspire Others
8. Language: Speak 1 additional Language.
9. Appraisal: Int Skill = 9: Know Gold value of Items. Spot Fakes.
10. Thrown Weapon: +1 Attack when throwing a Weapon you can normally use.
11. Seduction: Cha skill = 12. Target may save with Int and Wis Bonuses.
12. Gambling: Int Skill = 13. Win More.
13. Sailing: Int Skill = 7 for most Tasks. Pilot, Navigation.
14. Ride: Cha Skill = 7 for most Tasks. Horses and other Mounts. Trick Riding.
15. First Aid: Int Skill = 7. Heal 1D4 Hit Points
16. History Lore: Roll 13 or Higher. Add Intelligence Bonus.
17. Interrogation: Roll 13 or Higher. Add Intelligence Bonus. Torture, Threats.
18. Cooking: Wis Skill = 7 for most Tasks.
19. Blacksmith: Wis Skill = 7 for most Tasks. Armorer. Shield Smith. Sword Smith.
20. Etiquette: Cha Skill = 14. Fit in to High Society.
21. Carousing: Con skill = 13. Learn Rumors at the Tavern. Requires Drinking.
22. Riddle Master: Intelligence Skill = 14. Get extra Clue to solving a Riddle.
23. Herbalist: Int skill = 12. Identify useful or poisonous Herbs.
24. Mining: Int Skill = 7 for most Tasks. Digging and Lore.
25. Taunt: Cha Skill = 13. Target Opponent will attack you first.
26. Recruiter Cha Skill = 7. Hire Mercenaries, Henchmen, Troops, Retainers.
27. Befriend: Cha Skill = 12. NPC becomes friendly.
28. Track: Wis Skill = 15. For Hunting Down Man, Beast, or Monster
29. Survival: Int Skill = 12. Find Food, Water, Shelter. Make Fires.
30. Guile: Cha Skill = 12. Lie, Bluff, Con, Manipulate, Intrigue
31. Dance: Dex Skill = 10 for most Performances.
32. Lookout: Wis Skill = 14. Detect Hidden Enemies.
33. Spelunking: Dex Skill = 10. Climbing using Ropes and Pinions.
34. Tinker: Int Skill = 15. Make an Fix Machines,

Apparatus, Devices.

35. Circus Acts: Dex Skill = 12. Wire Walking, Trapeze, etc.
36. Gymnastics: Jump +1 Space. Get +1 to Jump Rolls. Also Pole Vault
37. Acrobatics: Dexterity +1. Get +1 to Jump Rolls. Hand Springs, Back-Flips, Tumbles
38. Scouting: Int Skill = 12. Foo Numbers and Dispositions.
39. Streetwise: Cha Skill = 13. Gain Information. Make Contacts.
40. Jump: Dex Skill = 13. Long Jump, High Jump, etc.
41. Mighty Deeds: Str Skill = 17. Bend Bars, Lift Gates.

Demi-human Special Abilities

1. Cheer: (Halflings) Cha Skill = 12. Remove Anger, Anxiety, Frustration in Companions.
2. Small: (Halfling) Def +1
3. Sword and Bow: (Elf) +1 Attack with Sword or Bow.
4. Worldly Lore: (Elf) Int Skill = 13. Know random useful Trivia from far away or long ago.
5. Legendary Toughness: (Dwarf) Hits +2 and Constitution +1
6. Underground Lore: (Dwarf) Int Skill = 14. Inhabitants, Geology, Structural Minutiae.

Spell Casting

A First level Mage may cast 5 Spells per Day. And 1 more for every level above. Mage Spells per day is Modified by the Intelligence Stat. If a Mage loses his Spell Book, his number of Spells per day is -4.

It would take 20 Gold and a Month of Research and writing to recreate. A First level Priest may cast 3 Spells per Day. And 1 more for every level above. Priest Spells per day is Modified by the Wisdom Stat.

Priests that anger their God get penalties to their Spells per Day. Rituals take 1D3 Hours to complete and require rare Spell Components. Spells of Level 5 and Above can be cast a max of once per day.

Scrolls

A Magic Scroll allows 1 extra spell written on it to be cast for free, whether the Mage knows the Spell or not. The Scroll is then used up. Note: Mages can cast spells they don't know if they read them from a Book. See the Spell Failure Rules if they Attempt this. Spells the Mage does not know can be transcribed to his spell book from Scrolls, Tomes, for this purpose.

Multi-classing

The Multiclassing option costs 2 SA Slots. It may be taken at level 1. You get the Saving Throw Bonuses of Both Classes and You can now pick SA from the Lists of Either Class. Humans can have a Max of 2 Classes. Elves can have a max of 3 Classes.

Multi-Class Characters gain 1D6 Hit Points per Level. Multi-Class Characters get only 2 Spells per Day and 1 more for every level above total, even if they are both Priest and Mage. A Priest/Mage gets to add both Intelligence and Wisdom bonuses to Spells per day.

Fate Tokens

Each player starts with 1 Fate Token. Humans start with 1 extra Token. They can be spent to re-roll a target roll or change a roll by + or - 1. The DM can reward more for good Role-playing. As Compensation for not having Saving Throw Bonuses, Humans always start every gaming Session with at least 1 Token.

Spell Failure Table

1D6	Effect:
1	Misfire: Spell does something Strange and unexpected.
2	Friendly Fire: Pick another random Target in the Vicinity.
3	Fizzle: Caster cannot use that Spell again for the rest of the Day.
4	Spellburn: Caster takes 1D4 Damage
5	Exhausted: Caster Knocked out for 2D6 Minutes
6	Corruption: Caster Mutated (Or God Angered if Priest)

Fumble Table

1D6	Effect:
1	Trip: Go Prone: -2 to all rolls until you get up.
2	Drop Weapon: Lands 1D6 Spaces away.
3	Weapon Stuck: Door, Tree, Ribcage.
4	Accidently Strike Nearest Friend.
5	Hurt Self: 1D4 Damage. Embarrassment.
6	Knock Self Unconscious: 2D6 Minutes.

Combat Surprise

If one side is completely unaware of the other, they can be Surprised. The side doing the Surprising is called the Ambushers. The Ambushers get one free turn of Attacks with no retaliation. The side being Ambushed has a chance to notice and negate the Surprise. They get to roll using the Lookout Skill. Subtract the Stealth Bonus of the enemy from the roll. If the opposing Monsters have the Ambush or Surprise Tag they have a Stealth Bonus of +4.

Initiative

Roll for Initiative. Roll High on D20 to see who goes first. Add Dex Bonuses. If there are lots of combatants roll for Groups instead of Individuals. To speed play,

Some Combat Modifiers

Dungeon Masters Guide

Fumbles And Spell Failure

There is no good way to incorporate these into Attack Rolls or Save Rolls. Every time a Character Attacks or Casts a spell the DM first rolls 1D20. On a roll of 1 the character Rolls on the Fumble or Spell Failure Table.

The DM of course does this at his discretion. A Character Afflicted with a Clumsy Curse will Fumble on a roll of 1-4. A Mage casting a spell he doesn't know, by reading from a Book, will invite Failure on a roll of 1-3 plus his targets get +2 Save and he uses up an extra Spell per Day.

just have 2 Groups, the PC's and the Monsters. On the players just have them go around the table clockwise.

Attacking And Defending

If the Attacker has a Higher Total Attack Bonus (AB) then the Defense Bonus (DB) of the Defender then the Attacker has the Advantage. If the Defender's total is equal to or Higher than that of the Attacker, The Attacker is said to be at a Disadvantage. An Attacker with Advantage Rolls 1D20. An Attacker with Disadvantage Rolls 1D12.

A roll of 10 or higher is a Hit. A roll of 20 is a critical hit and does Double Damage. Monsters get Attack and Defense Bonuses per their Description.

Not negative (penalty) AB would be the same as a positive DB.

Modifier:	AB:	DB:	Notes:
Small Shield	0	+1	Buckler, Target
Main Gauche	0	+1	Or Cloak, Torch
Medium Shield	0	+2	Round
Large Shield	0	+3	Kite, Wall, -1 Move
Light Armor	0	+1	Leather, Padded, Ring, Hide
Medium Armor	0	+2	Chain, Splint, Scale, Half Plate
Heavy Armor	0	+3	Plate Mail. -1 Move, -2 Lookout
Surprise (Ambush)	+2	0	Hidden Attackers
Flanking Attack	+1	0	Attack from Side
Attack from Behind	+2	0	-
Dual Weapons	-2	0	Both Primary and Off-Hand
Short Range	+1	0	And Point Blank
Medium Range	0	0	-
Long Range	-2	0	-
Far Range	-5	0	-
Ranged Attack	-2	0	Bad Weather, Dim Light, Fog, Mist, Smoke
Ranged Attack	-3	0	Cover (Soft or Hard)
Higher Ground	+1	0	And Horseback
Attacker Blinded	-6	0	-
Defender Blinded	+2	0	-
Attacker Confused	-2	0	Or Weakness, Prone
Defender Confused	+2	0	Or Weakness, Prone
Attacker Swinging	-2	0	Swashbuckling, Fancy Maneuver
Giant Atking Small	-4	0	Dwarves and Halflings

Damage Table

Damage:	Type:
1D2	Unarmed, Grapple, Punch, Kick, Whip
1D3	Mailed Fist, Shield, Pommel, Improvised Weapon, Torch
1D4	Dagger, Knife, Club, Staff, Sling Stone
1D6	One Handed Weapon, Arrow, Bolt
1D8	Two Handed Weapon, Longbow, Heavy Crossbow
+2	From Horseback

Subdual

Characters may attack to Subdue instead of to Kill. If so the target is incapacitated (Knocked-out, restrained) instead of being killed when its Hit Points are reduced to Zero.

Auto-kill

If a target is Incapacitated (restrained, unconscious, paralyzed, asleep) it can be killed automatically.

Saving Throws

To Save Roll D20. Add Any Save Bonuses. Any modified roll of 15 or higher is a Save.

Save Modifiers

Dwarves get +4 vs Poison, Charm, Cold, Acid, Smells, Crushing Traps

Elves get +4 vs Disease, Paralyzation, Sleep, Age, Fairy Magic

Halflings get +4 vs Death, Madness, Missiles, Drain, Blade Traps

Fighters get +4 vs Fear, Petrification, Breath, Gaze, Blindness, Swallow

Priests get +4 vs Control, Curses, Confusion, Polymorph, Fire

Rogues get +4 vs Falls, Blasts, Illusions, Capture Traps

Mages get +4 vs Spells, Fire, Rods, Staves, Wands, Srying

Monsters get +1 to Save vs Anything per 2 Hit Dice up to a max of +10

Using Skills

All Characters may attempt Skills and Loes (Disguise, Find Trap, etc.) Unless you actually own that Skill as a SA you get -5 to the Roll. The DM can add

more penalties or bonuses based on the difficulty of the action. An incredibly difficult action may get a further -5 penalty.

Skills Vs Saving Throws

Occasionally it may seem unclear whether a Skill or a Saving Throw is in order. In general, Skills involve premeditated actions, while Saving Throws are purely reactionary. For example: Jumping across an uncovered pit would be a Skill (Jump Skill) whereas falling down a covered pit would be a Saving Throw (Save vs Fall). Some Traps may require Multiple Saves, for Example: A Poison Dart Trap would first be a Save vs Blades. If that failed the Character would then need to Save vs Poison. More Examples: Climbing out of the Pit may require a Climbing Skill Check. Pulling oneself up after catching the edge of a pit might require either a Mighty Deeds or Climbing Skill Check. Instead of killing a Character off, the DM can put them in a difficult situation requiring additional Skill Checks.

Dm Preparation

Don't Overprep. Just go for a simple Dungeon Crawl. All you need is a Tavern/Inn, Smithy, Church, Trader, and a Dungeon. The Dungeon should have 10 Levels. Each Level has 20 +1D20 Rooms.

At the start of your campaign just flesh out the first level. The Big Bad. Decide who the Boss is residing on the Tenth Level. Is it a Sorcerer, Evil High Priest, Dragon, Demon. Just pick one.

The Tavern is a source of Rumors, Fresh Heroes, Retainers, and Side Quests. All manner of goods can be bought or sold at the Shops. At the Church Characters can be healed, cured, and Resurrected for a Price.

There is a 25% any resurrection will end in failure and the Character can never be brought back again (His Soul has been claimed by a higher Power).

Player Preparation

As seen in the Player Guide Above, it should only take a few minutes To make up a Character. For the game to have real impact and Drama, Characters will die. Traps and Monsters are Deadly. They can kill without Warning in Seconds. Stupidity is rarely forgiven. Check for Traps, Scout Ahead, Be Prepared, Use Sound Tactics, Have Retainers, Don't Charge Ahead, Retreat if need be, Have a wide selection of Spells, Listen for Rumors, Maps, and Clues, Avoid unnecessary Combats. Don't run out of Torches, Bring Rope, String, and 10 Foot Poles. Stock up on Holy Water, Potions, and Scrolls. Use Caltrops to deter Pursuit. Listen at Doors. Prepare Ambushes. Set Watches. Play like your Life depends upon it because it does. Losing a Character means starting over with a lower level one. You are Not out of the game but you may hurt the long term Progress of the Quest. Of course a truly Heroic Death is one that you can be rightfully be Proud of.

Experience And Leveling Up

Realistically, How many game sessions do you think you will get out of your Group? Two? Five? Twenty? As DM you should aim for players to reach Ninth or Tenth Level by that time so they can fight the Final Foe. Ideally You might aim for and get one Dungeon Level finished per session and have The players increase by one level at the end of each session. If you think the Players are only good for 2 Sessions you might want to make it just a 4 Level Dungeon. If they are good for 20+, then you might want to do 2 Campaigns.

Character Death

The Player will need a replacement Character right away. Have the player take over a NPC Traveling with the party. This could be a Hired Mercenary or a Freed Captive. Or have the player roll up a new Character real quick and make him one level lower than the rest of the Party (or the same level if he died a Heroic Death). He is found wandering the Dungeon alone, having lost the rest of his companions, or has just escaped Captivity by a Dungeon Denizen. In case of a Total Party Kill start over in the Tavern with New Characters. Many Strive for greatness but only a Lucky few Succeed. Separation: Sometimes a Character is not killed but rather is Separated from the Party. Do not Short-Change that player his Play time. Reunite them quickly or add enough Characters so that the players are Running 2 complete parties in Shifts.

Inspiration

Get in touch with your inner 14 year old. When designing things and just before play the DM should spend some time Looking at RPG art from the 1970's. Look at your old D&D books and Modules. Print Some. Make Mini-Posters for your Gaming Area.

Spend a few minutes reading random passages from Books off your shelf of Fantasy Novels: Tolkien, Conan, Elric, Amber, Xanth, Grendel, Redwall, etc. Music: Have some Tavern music and some Dungeon type Music for actual play. While Designing use the Sound-track from the Conan the Barbarian Movie.

You are a fan of the genre. Once you get in the Mood your enthusiasm will Be on high and that will in turn increase the Enthusiasm of your Players.

Combat Advice

The Player who says "I just want to kill some stuff". Is Combat getting you down? Too many Steps? Is it Overlong? Is there too much Bookkeeping? Too many Calculations? Remember, there is a lot more to D&D than just Combat. There is Loot and Magic Items and Exploring and Mapping.

There are NPC's to talk to, befriend, recruit, help, and steal from. There are Rumors to be discerned and Quests to be Received. There are Damsels in Distress and Captives to be Rescued.

There are Portals to be Closed and Evil Rituals to be Stopped. There is Logistics: Rations, Torches, Arrows, Spells, Wounds, Gold, and Equipment to be carried and kept track of. There are Tricks and Traps, and Riddles and Puzzles to be solved.

The easiest way to handle the Combat problem is to think about Combat as if it were a Puzzle or a Riddle. Often these have an easy Solution. If the Solution presents itself the Combat is ended immediately. Go ahead, put the Giant to Sleep. Charm that Black Knight. Turn that Dragon Into a Bunny Rabbit. Holy Word that Vampire. Immolate that Mummy. Petrify that Hydra. Just because it's big and bad doesn't mean you have To fight it for 20 Turns. The resourceful Heroes can kill, incapacitate, or Control a Foe on turn one. And the Dungeon will return the favor. A Poison Trap will kill your point man and a Water trap will kill the whole Party, unless you have a Poison Antidote Potion and a Water Breathing Spell.

That Medusa will turn you all to stone turn after turn unless you have a Stone to Flesh Spell. Take that Ice Elemental out with your Flaming Sword. Burn the Troll to Cinders. Shoot the Cyclops in the eye with an arrow. Combat is all about having the Right Tools. If you have the right Spell or Weapon or Tactic or Relic you win and you win quickly. Now you may worry That the Players are killing Monsters too quickly. The Solution. . . Add more Monsters, Bigger ones, Larger, Mixed Groups. What could be more Heroic Than that? Combat is just a mini-game within a larger Meta Game of Resource Management involving: Survival, Leveling Up, Gaining Powers and Allies, and Defeating The Final Foe (by learning his one Weakness. . . The Demon Sword).

Drama And Description

Describe the Foes. Make the players realize how really Horrible, or Fiendish, or Disgusting, or Frightening they truly are. What are they doing? Lying in Wait,

Dungeon Entrance

1D6	Entrance:
1	Under the Castle
2	Under the Temple
3	Under the Ruins

Creating A To Go Dungeon Map

One Level of a Dungeon. On a piece of paper make 20+ circles. These are Rooms. Next Draw Lines connecting them. These are Hallways.

Some lines can connect to other Lines. Hallways can also be referred to as Tunnels or Corridors. For each room roll on both the Room Contents Table and the Room Type Table.

Room Type Table

Gambling, Snacking on Bones, Sleeping, Sharpening their Claws, Scratching an Itch. Describe the Setting. The Grim Décor, The Tattered Drapery, The Broken Statuary. The Ornately carved Dias, The Throne of Bones, The Skeletons chained to the Walls, The Iron wrought Gate, the Flickering Candles, The Smoking Braziers.

Describe the Relics. The shimmering Blue liquid in the Triangular shaped Bottle, The Jewel Encrusted Battle Axe, The Black Dragon Hide Bound Book. Describe enemy Deaths in all their Spectacular Gory Glory. The Impalements, Eviscerations, Beheadings, Melting Faces, Brain Splattering, and Streams of Blood. However, Don't do Voices unless you are extremely confident and 200% committed.

Spell Selection

Some Characters may complain about the limited spell selection. Simply put, these are the spells that are readily available to them in their day and age. Others exist, but they are rare. they can be found in far away places or in the Spell Books found entombed in ancient Ruins. New Spells can also be invented, which can take years. Finding a new Spell can bring great Fame to the Mage who does so. Many Spell like effects are only available in the form of Potions, Relics, and Creature Abilities or through lengthy Rituals.

Make Every Move Count

Sure they made the saving throw, but How? Did they shake it off? Was it a Narrow escape? Did they find Cover? Duck or Dodge? Slide or Sidestep? Jump or Swing? Was it Force of Will? Or Superhuman Endurance? Sure the Attack didn't Hit, but maybe you drove them Back or Distracted them while the Mage readied a Spell. You Failed Skill Check: What are the Repercussions? Even if A Character does something minor the DM can describe the results at a Level of Detail the Players will find interesting.

1D6	Entrance:
4	In the Mine
5	In the Caves
6	Through the Portal

Room Contents Table

1D6	Contents:	Notes:
1-2	Enemy	Roll on the Enemy Type Table
3	Trap	Roll on Trap Table
4-6	Nothing	-

1D20	Type:	Notes:
1	Library	Books, Study, Mosaics, Wall Carvings, Ruins
2	Laboratory	Potions, Poisons, Magic Pools, Sulfuric Pits
3	Tomb	Grave, Catacombs, Coffins, Mounds, Ossuary
4	Bathroom	Robing Room, Trash, Waste, Magma Pits, Quick Stone
5	Storeroom	Tools, Supplies, Mushroom Caves, Barrier, Flowstone
6	Throne Room	Meeting Room, War Room, Large Cavern, Central Chamber
7	Sleeping Quarters	Bedrooms, Barracks, Harem, Lair, Burrows, Nest
8	Prison	Oubliette, Cage, Torture Chamber, Crevasse, Dark Stone
9	Labyrinth	Maze, Dead End, Lava Tubes, Canyon, Dry Cave
10	Treasure Room	Relic Room, Treasury, Reliquary, Crystal Caverns
11	Guard Chamber	Observation Post, Trap Room, Ambush Point, Border
12	Kitchen	Cooking Chambers, Butcher, Hearth, Hunting Grounds
13	Mines	Quarry, Shafts, Elevators, Ore, Rubble, Rich Veins
14	Shrine	Altar, Chapel, Ceremonial, Temple, Monoliths, Sacred Ground
15	Cistern	Water, Underground Lake, River, Sea, Hot Springs
16	Entranceway	Antechamber, Stairways, Portal, Gateway, Glow Stone
17	Armory	Training Room, Rift, Gorge, Abyss, Battlefield
18	Workshop	Pottery, Smithy, Artificer, Apparatus, Geodes
19	Trophy Room	Enemy Heads, Skulls, Armor, Vault, Ice Cave, Clear Stone
20	Dining Room	Mess Hall, Gallery, Columns, Wet Cave, Pumice

Doorways

Every Hallway connecting to a Room or another Hallway has a Doorway. Roll on the Doorway Table.

Note: Some Doors can only be opened (or revealed in the case of secret Doors) by special means: Pressing a Wall Stone or removing a Book from a Shelf or Interacting with a Magic Statue or Answering a Riddle.

Doorway Table

1D10	Type	Notes:
1	Regular Door	-
2	Archway	No Door
3	Trapped Door	-
4	Trapped Arch	-
5	Barred Door	-
6	Locked Door	-
7	Stuck Door	-
8	Metal Gate	Can be Lifted or Bars Bent
9	Secret Passage	Hidden from one side
10	Trapped Secret Passage	-

Note: In Natural Cave Systems Doors will be mostly absent.

Door Type Table

1D6	Type:
1-3	Wooden
4-5	Stone
6	Iron

Enemy Type Table

1D20	Type:	Sample:
1	Men	Bandits, Chaos Warriors, Cultists, Thieves, Other Adventurers
2	Humanoid	Kobolds, Goblins, Orcs, Bugbears, Gnolls, Grimlocks, Kuo-toa

1D20	Type:	Sample:
3	Giant	Ogres, Ettins, Cyclops, Trolls, Stone Giants, Minotaur
4	Dragon	Wyvern, Wyrm, Drake, Black Dragon, Serpent, Dragon Turtle
5	Monster	Hydra, Medusa, Basilisk, Abomination, Chimera, Manticore
6	Beast	Warg, Giant Lizard, Cave Bear, Lion, Crocodile, Purple Worm
7	Plant	Fungi, Treant, Strangle Weed, Mushroom Men, Creeping Kudzu
8	Slime	Green Slime, Grey Ooze, Gelatinous Cube, Black Pudding
9	Animated	Gargoyle, Golem, Dancing Sword, Construct, Hollow Armor
10	Shifter	Werewolf, Doppelganger, Shape-Changeers, Lycanthropes
11	Swarm	Insects, Rats, Bats, Snakes, Spiders, Stirges, Piranhas
12	Demon	Devil, Succubus, Imp, Pit Fiend, Hell Hounds, Warpspawn
13	Undead	Skeleton, Zombie, Vampire, Ghoul, Mummy, Lich, Coffin Corpse
14	Spirit	Ghost, Spirit, Shade, Wight, Wraith, Specter, Revenant
15	Fey	Pixie, Sprite, Dryad, Redcap, Fairy, Unicorn, Sylphs
16	Elemental	Earth, Air, Fire, Water, Ice, Metal, Magma, Snow, Plasma
17	Water	Shark, Barracuda, Giant Clam, Gar, Octopus, Bunyip
18	Cold	Frost Giant, Ice Toad, Yeti, Winter Wolf, Ice Devil
19	Fire	Salamander, Fire Giant, Fire Newt, Efreeti, Phoenix, Azer
20	Rare	Djinn, Aliens, Xorn, Umber Hulks, Lurker, Beholder, Mind Flayer

Note: An Enemy might easily fall under 2 or more categories. For instance: A Red Dragon would be under both Fire and Dragon. Or a Clockwork Beast Would be under Animated and Beast.

Monster Stats

Monster Stats will have to be altered to match the Character power levels of this system. Most Important Stats are Attack, Defense, Initiative, Damage, Movement, and Hit Dice (Each HD is 1D6 Hit Points).

Trap List

1D20	Type:	Notes:
1	Fall	Pit, Crevasse, Bottomless Pit
2	Crush	Collapsing Ceiling, Wall, Boulder
3	Wits	Puzzles, Riddles, Lore, Music
4	Removal	Rust, Shatter, Disenchant
5	Energy	Lightning, Disintegration
6	Fire	Lava, Fire Pit, Immolation
7	Blast	Bomb, Explosive Runes
8	Cold	Freezing Trap
9	Acid	Corrosive Mist, Acid Spray
10	Water	Submerging Room
11	Separation	Chute, Slide, Lowering Wall, Teleport
12	Delay	Barrier, Blocked Tunnel
13	Air	Howling Wind, Suffocation
14	Blade	Spear, Scythe, Spikes
15	Poison	Toxic Fumes, Poison Darts, Poison Gas
16	Mental	Fear, Madness, Confusion
17	Disease	Spores, Nausea, Sickness, Weakness
18	Curse	Doom, Polymorph, Petrification
19	Illusion	Endless Stairwell, Fantastical Delights
20	Capture	Nets, Cage, Snare, Alarm

Treasure

Fighting Monsters with no Treasure is often a waste of time. Dragons have their Hoards. Men and Humanoids are greedy and will carry as much as possible. Monsters, Slimes and Beasts will have random Things

scattered in their lair among the bones of their victims. Birds Like Shiny Things. Animated Monsters may be composed of precious Stones and metals. The pelts of Beasts can be sold. The Blood, Bones, and Organs of many Monsters can be sold to Magic Shops for their value as Spell Components. Dragon Meat is a

Delicacy in many places. The Undead often still carry their Relics or may have their old possessions nearby. Tombs haunted by spirits may be filled with Treasure. Demons and Devils frequently adorn themselves with Jewelry and arm themselves with Magic Weapons. Defeated Djinn can be used to wish for Wealth.

Friendly NPC's may give players gold or Relics to help them on their Quest. Players want Loot. Give it to them if they earn it. They especially want Magic Items. The party should be able to acquire 1D4 or more relics per Session. If you need some ideas for a Relic, roll on the Relic Table.

Relics Table

1D12	Magic Item:
1	Sword
2	Other Weapon, Arrows, Quiver, Bow, Hammer
3	Armor, Shield, Helmet, Bracers, Gauntlets, Armbands
4	Potion, Elixir, Oil, Candle, Dust, Glue, Solvent, Antidote
5	Scroll, Book, Map, Manual, Tome, Deck, Glasses, Goggles
6	Ring, Jewelry, Amulet, Necklace, Talisman, Brooch, Bead
7	Wand, Staff, Rod, Circlet, Headband, Medallion, Scarab, Torc
8	Hat, Boots, Cloak, Robe, Belt, Gloves, Clothes, Wings, Rope
9	Orb, Sphere, Gem, Globe, Eye, Rune, Stone, Pearl, Cube, Ball
10	Carving, Fetish, Doll, Key, Pole, Pot, Cup, Jug, Bottle, Figurine
11	Horn, Lute, Flute, Drum, Chime, Pipes, Harp, Apparatus, Box
12	Lantern, Shovel, Mirror, Broom, Fan, Brazier, Bag, Carpet, Tool

Random First Level Relics Table

1D20	Relic:
1	Potion of Healing
2	Scroll: 1 Mage Spell
3	Long Sword +1
4	Dagger +1
5	Medium Shield +1
6	Leather Armor +1
7	Ring of Protection +1
8	Mace +2 vs Undead, Demons, Spirits
9	2D6 Arrows +1
10	Vial of Holy Water (1 Use) 3D6 Dam vs Undead, Demons
11	Wand of Light (As Light Spell. Use 3 times Day)
12	Elven Boots (Move +1)
13	Short Sword +1
14	Staff +1
15	Dwarven Axe +2 Damage
16	Halfling Pipeweed (1 Use) Negate Combat
17	Rogue's Cloak (once per Day) As Invisibility Spell
18	Skeleton Key (1 Use) Open 1 Locked Door
19	Book: 1 Mage Spell
20	Amulet: Get 1 extra Spell per Day

Gods And Deities

Need an Ounce of Worldbuilding? Need a Generic Pantheon? Here it is. 20 Gods to Go. Let the Charac-

ters pick which God or Gods They Worship.

List Of Gods

Title: Name:	Notes:
Creator God: Abraxis	Father God, Conjuraction, Law, Matter
Priest SA:	Animate Spell, Summon Elemental Spell
Sky God: Airius	Freedom, Air, Winds, Birds, Good
Priest SA:	Feather Fall Spell, Fly Spell, Swift, Can use Bows, Slings
Sea God: Nepton	Water, Sea Life, The Abyss, Fishing
Priest SA:	Water Breathing Spell, Can use Dagger, Trident
Moon Goddess: Lunora	Women, Tides, Lycanthropes, Change
Priest SA:	Polymorph Spell, Can use Dagger, Sickle
Fire God: Surtaz	Devils, Evil, Destruction, Energy
Priest SA:	Fire Spell, Diabolism Spell Can use any Weapon
Storm God: Shibboth	Thunder, Lightning, Storms, Chaos
Priest SA:	Air Spell, Thunder Spell, Can use Lightning Spell at Level 3
Mountain God: Durin	Earth, Dwarves, Gold, Mining, Law, Blacksmiths
Priest SA:	Shield Spell, Earth Spell, Artificer, Tough
War God: Crom	Battle, Fighters, Victory, Humanoids
Priest SA:	Strength Spell, Can use any Arms or Armor
Sun God: Solaris	Light, Good, Elves, Dreams, Fey
Priest SA:	Light Spell, Can use Spear, Swords, Bows
Life Goddess: Gaiyame	Nature, Life, Beasts, Plants, Healing, Hunting
Priest SA:	Familiar, Change Size Spell, Can use Spear, Bows
Death God: Hadross	Undead, Disease, Spirits, Evil, Underworld
Priest SA:	Necromancy Spell, Death Ray Spell, Can use Dagger, Scythe
Dragon God: Tiamat	Dragons, Stars, Greed, Pride, Anger
Priest SA:	Arcane Power, Disintegration Spell, Can use any Melee Weapon
Fate Goddess: Fortuna	Destiny, Prophecy, Law, Time, Fate
Priest SA:	Scry Spell, Blind Fighting, Gambit
Trickster God: Ulik	Rogues, Illusions, Chaos, Tricks, Luck
Priest SA:	Illusion Spell, Haste Spell, Can use Rogue Weapons
Love God: Erodite	Romance, Courtship, Sex, Seduction
Priest SA:	Charm Person Spell, Get +2 to Seduction, Can use Dagger
Mother Goddess: Freyla	Birth, Seasons, Harvest, Rain, Good, Fertility
Priest SA:	Counter Spell, Sleep Spell, Can use Dagger, Scythe
Magic God: Xoth	Mages, Spells, Knowledge, Lore, Law
Priest SA:	Identify Spell, Detect Magic Spell, Can use Dagger
Mad God: Slaug	Monsters, Chaos, Fear, Demons, Corruption, Mutation
Priest SA:	Diabolism Spell, Curse Spell, Can use Dagger
Order God: Doros	Law, Men, Civilization, Music, Math
Priest SA:	Wards Spell, Comprehend Spell, Can use Sword
Dark God: Frigor	Darkness, Shadow, Cold, Evil, Space
Priest SA:	Cold Spell, Teleport Spell, Invisibility Spell, Can use Dagger

Sample Npc's

— Gandomon the Wizard.

- Level 10 Good Human Mage/Fighter.
- Hit Points = 40 Str = 15 Int = 18 Wis = 14 Dex = 10 Con = 11 Cha = 17
- SA = Dual Wield, Light Spell, Sword Proficiency, Identify, Comprehend, Music, History, Scry, Ride, Carousing, Tough, etc.
- Relics: Magic Sword, Staff, Hat, Robes, Rings, Wands, Bag of Tricks.
- Notes: Hangs out in the Tavern a lot. Will befriend the PC's. Source of Rumors, Advice, Encourage-

ment. Knows about the Big Bad at the bottom of the Dungeon.

— Maxwell the Smith.

- Level 4 Good Human Fighter.
- Hit Points = 30 Str = 17 Int = 14 Wis = 13 Dex = 12 Con = 13 Cha = 9
- SA = Muscularity, Blacksmith, Toughness, etc.
- Relics: Magic Hammer, Scale Mail
- Notes: Proprietor of the local Smithy. Can Forge Weapons and Armor to Order. Buys and Sells. Knows the occasional Rumor.

— Trader Tom.

- Level 3 Neutral Human Rogue.

- Hit Points = 13 Str = 10 Int = 15 Wis = 14 Dex = 13 Con = 9 Cha = 13
- SA = Hagglng, Appraisal, Guile, Etc.
- Relics: Various and all for sale. Behind the Counter.
- Notes: Owns the local Provisioners Shop. Will buy and Sell Anything including Information.

— High Priestess Shalame.

- Level 8 Lawful Human Female Priest
- Hit Points = 27 Str = 10 Int = 15 Wis = 18 Dex = 10 Con = 12 Cha = 16
- SA = Heal, Cure Disease, Cure Blindness, Cure Madness, Preacher, etc.
- Relics: Magic Bracers, Amulet, Staff, Mace, Girdle, sandals, Rings
- Notes: Leader of the local Church of our Lady Fortuna. Will cast spells at a steep Price. Not very friendly and will not discuss Rumors.

— Gustov the Innkeeper.

- Level 2 Lawful Human Rogue.
- Hit Points = 10 Str = 9 Int = 13 Wis = 8 Dex = 13 Con = 12 Cha = 15
- SA = Streetwise, Swindler, Cooking, Carousing, Appraisal, etc.
- Relics: Magic Ring.
- Notes: Owner of the Tavern/Inn. Jolly, Portly Fellow. Comic Relief. Most Rumors he knows are wildly untrue.

— Bargas the Brave

- Level 1 Neutral Dwarf Fighter
- Hit Points = 12 Str = 16 Int = 11 Wis = 7 Dex = 8 Con = 17 Cha = 9
- SA = Legendary Toughness, Underground Lore, Shield Bash, Brawl, Sweep
- Relics = Nothing Magic. Hammer instead of Sword.
- Notes: Mercenary. Available as Henchman. 10 Gold per Day. Boisterous, Braggart. Prone to Changing his Mind.

— Vash the Blade

- Level 3 Chaotic Human Fighter
- Hit Points = 25 Str = 16 Int = 9 Wis = 7 Dex = 12 Con = 13 Cha = 10
- SA = Toughness, Leadership, Warrior, Prowess, Intimidation, Taunt, etc.
- Relics: Magic Sword and Shield
- Notes: Leader of a Rival Adventuring Band. They make Forays into the Dungeon to find Treasure. In the Tavern they are Friendly. In the Dungeon less so. They will demand right of way, and claim any loot lying around. If the PC's are weak, they may threaten or even attack.

— Liandra

- Level 7 Good Human Female Priest
- Hit Points = 23 Str = 9 Int = 12 Wis = 16 Dex = 10 Con = 11 Cha = 17
- SA = Music, Turn Undead, Heal, Detect Evil, Divination, Holy word, etc.
- Relics: Magic Staff, Light Armor, Necklace, Rings, Cloak

- Notes: Disciple of Erodite. Spends much of her time in the lower levels of the Dungeon, Wandering about the Catacombs, the Labyrinths, and the Shores of the Underground Sea. She sings woe-ful dirges to her Lost Love, a high Level Fighter named Merrick, who is now either a captive or a Minion of the Final Foe.

— Arat the Assassin

- Level 6 Evil Human Rogue.
- Hit Points = 20 Str = 13 Int = 12 Wis = 10 Dex = 15 Con = 11 Cha = 7
- SA = Cutthroat, Sneak, Disguise, Poison Lore, Climb, etc.
- Relics: Magic Dagger, Cloak, Boots, Belt
- Notes: Servants of the Final Foe lurk above ground as well as below. Arat will kill a PC in his sleep if possible and leave a note warning them to stop entering the Dungeon or meet the same Fate.

— Nine Fingere Nick

- Level 2 Chaotic Human Rogue.
- Hit Points = 9 Str = 10 Int = 9 Wis = 6 Dex = 14 Con = 12 Cha = 9
- SA = Pick Pockets, Sneak, Climb, Swift, Carousing, etc.
- Relics: None. He sold them.
- Notes: Adventurers are magnets for thieves and con-men hoping to make a Quick Score. Nick is one such example. Most likely he will attempt to grab and run.

— Haymish the Vampire Slayer

- Level 8 Lawful Human Mage/Priest.
- Hit Points = 33 Str = 13 Int = 16 Wis = 17 Dex = 9 Con = 10 Cha = 13
- SA = Heal, Light, Turn Undead, Teleport, Disintegrate, CoP, Smite,
- Holy Word, Resurrection, Holy Avenger, Fireball, etc.
- Relics: Magic Heavy Armor, Rod, Shield, Cube, Potions
- Notes: Wanders the Dungeon, thinning out the Hordes of Undead and helping Adventurers in need. If the PC's are in big trouble, he may show up to help for 1 combat or 1 situation. He will help them back to the surface. He does not ask for pay, only that those he aids pray with him to his god Doros.

— King Erick

- Level 10 Lawful Human Fighter.
- Hit Points = 60 Str = 17 Int = 16 Wis = 15 Dex = 10 Con = 12 Cha = 17
- SA = Leadership, Etiquette, Honor, Guile, History, Champion, etc.
- Relics: Magic Sword, Arms and Armor, Rings
- Notes: Lord of the Castle. Regent of West March. Concerned about the Dungeon near/under his Castle. At higher levels will give Players Quests with good Rewards.

Wandering Monster Tables

If the players are lingering too long or wasting too much time, these guys show up. Higher and Lower level creatures may also appear. Stationary type monsters and Boss type Monsters are not included because they don't usually wander. Note: This is how the Dungeon gets restocked with Monsters and Treasure. New Inhabitants are constantly moving in. Wandering Monsters will have reduced amounts of Treasure compared to their brethren in proper Lairs.

HD Hit Dice, AB = Attack Bonus, DB = Defense Bonus.
Dam = Damage

Note: DB includes Armor and Shields factored in. Immune to Normal Weapons: Requires Magic Weapons to Hit. Spirits, Elementals, and Lycanthropes all have Immunity to Normal Weapons. Multiple Attacks: Dragons for instance will have Breath Attacks, Claws, Bite, Wing Flaps and Tail Slaps. A Hydra will have 2D6 Fire-breathing Heads.

Slimes, Animated Foes, Undead, and Spirits are Immune to Sleep and Charm Spells

First Level Wandering Monster Table

1D20	Creature:
1	Plague Rats. Swarm (Disease) HD = 1 DB = 4 Dam = 1D3
2	Large Spider (Webs, Poison) HD = 1 AB = 1 DB = 1 Dam = 1D3
3	Skeletons. Undead (Immune to Piercing Weapons) HD = 1 DB = 2 Dam = 1D6
4	Kobolds (Ambushers) A few Coins. Nets and Spears. HD = 1 DB = 2 Dam = 1D4
5	Green Slime (Acid) No Treasure. 1D4 turns to scrape off. HD = 1 Dam = 1
6	Imps. Demons (Taunting, Rock Throwing, Flying) HD = 1 AB = 1 Dam = 1D2
7	Goblins (Shaman has Spells) Potions, Swords & Bows. HD = 1 DB = 2 Dam = 1D6
8	Carrion Crawler (Paralyzation) Treasure in Gut. HD = 2 AB = 1 Dam = 1D3
9	Will-o-Wisp. Spirit (Mislead, Lure) HD = 1 DB = 5 Move = 8 Dam = 0
10	Thief. Adventurer (Steal, Backstab) Coins, Magic Dagger HD = 1 DB = 1 Dam = 1D4
11	Cultists. Men (Priests/Mages) Relics HD = 1 AB = 1 DB = 1 Dam = 1D6
12	Giant Toad (Sticky Tongue, Swallow) Treasure in Gut. HD = 2 AB = 1 Dam = 1D2
13	Bombardier Beetles. Swarm (Flying) HD = 1 AB = 2 DB = 2 Dam = 1D4
14	Beastmen (Charge, Shaman has Spells) HD = 1 AB = 2 DB = 1 Dam = 1D6
15	Red Caps. Fey (Ambush) Daggers. HD = 1 AB = 2 Dam = 1D4
16	Brownie. Fey (Polymorph Spell) HD = 1 DB = 2 Dam = 1D2
17	Rat-Men (Ambushers) Assorted Weapons. HD = 1 AB = 1 DB = 2 Dam = 1D4

Second Level Wandering Monster Table

1D20	Creature:
1	Orcs (Shaman has Spells) Crossbows. HD = 2 AB = 1 DB = 3 Dam = 1D6
2	Manes. Demons (Fire) HD = 2 AB = 3 Dam = 1D6
3	Zombies. Undead (Regeneration) HD = 2 Dam = 1D6
4	Giant Skunk (Smell) HD = 2 Dam = 1D6
5	Mole-Men (Ambush, Darkness) Ankle Biters. HD = 2 AB = 1 Dam = 1D4
6	Rot Grubs (Disease) 1D6 Damage to Remove. They do 1 Damage per Hour.
7	Shadow. Spirit (Darkness, Weakness) HD = 2 AB = 2 DB = 2 Dam = 1D6
8	Troglodytes (Ambush) Nets, Stone Axes, Spears. HD = 2 AB = 2 DB = 2 Dam = 1D6
9	Hobgoblins (Tactics) Arms & Armor, Coins. HD = 2 AB = 2 DB = 3 Dam = 1D6
10	Fire Sprites. Fey (Fire) HD = 1 AB = 3 DB = 4 Dam = 1D4
11	Pixies. Fey. Swarm (Confusion, Flying) Fairy Dust. HD = 1 AB = 2 DB = 4 Dam = 1D2
12	Giant Snail (Fast, Swallow) Treasure in Gut. HD = 3 AB = 2 DB = 2 Dam = 1D4
13	Intellect Devourer (Confusion) HD = 2 AB = 2 DB = 3 Dam = 1D3
14	Crab-Men (Armored) HD = 2 AB = 1 DB = 4 Dam = 1D6
15	Ant Men (Dual Wielders) Swords and Bucklers. HD = 2 AB = 2 DB = 2 Dam = 1D6
16	Huge Scorpion (Poison) HD = 1 AB = 4 DB = 2 Dam = 1D3

1D20 Creature:

- 17 Bandits. Men (Ambushers) Crossbows. HD = 2 AB = 2 DB = 2 Dam = 1D6
- 18 Phantom. Spirit (Curse Spell) HD = 2 AB = 2 DB = 2 Dam = 1D6
- 19 Dancing Sword (Small Hard Target) HD = 1 AB = 3 DB = 5 DM = 1D6

Third Level Wandering Monster Table**1D20 Creature:**

- 1 Gnolls (Cold Resistance) Long Bows, Axes. HD = 3 AB = 3 DB = 3 Dam = 1D8
- 2 Ghouls. Undead (Paralyzation). HD = 3 AB = 3 DB = 1 Dam = 1D8
- 3 Ogre (Tough) Maul, Coins, Trophies. HD = 4 AB = 3 DB = 3 Dam = 2D6
- 4 Gelatinous Cube (Swallow) Treasure suspended inside. HD = 3 Move = 4 Dam = 1D6
- 5 Lizard Men (Shaman has Spells) Spears, Shields. HD = 3 AB = 2 DB = 3 Dam = 1D6
- 6 Piercer (Surprise, Impale) HD = 2 AB = 4 Dam = 1D8
- 7 Stirges. Swarm (Flying Blood Suckers) HD = 2 AB = 3 DB = 4 Dam = 1D6
- 8 Gas Spores (Floating, Poison Gas) HD = 1
- 9 Ghost. Spirit (Age, Fear) Rattling Chains. HD = 3 AB = 3 DB = 3 Dam = 1D8
- 10 Bug Bears (Ambush) Coins, Weapons. HD = 3 AB = 4 DB = 3 Dam = 1D10
- 11 Sprites. Fey (Charm, Sleep, Fly) Poison Arrows. HD = 1 AB = 2 DB = 3 Dam = 1D2
- 12 Duergar. Evil Dwarves (Tactics) Arms, Armor. HD = 2 AB = 3 DB = 3 Dam = 1D6
- 13 Cave Bear (Beast) HD = 4 AB = 3 DB = 3 Dam = 2D6
- 14 Blink Dogs (Teleport) HD = 1 AB = 4 DB = 5 Dam = 1D2
- 15 Giant Crab (Armor) HD = 3 AB = 3 DB = 6 Dam = 1D10
- 16 Lemures. Demon (Regeneration) HD = 2 AB = 1 DB = 1 Dam = 1D3
- 17 Harpy (Charm, Lure) Jewelry HD = 3 AB = 4 DB = 3 Dam = 1D8
- 18 Jub Jub Bird (Charge) HD = 4 AB = 1 DB = 2 Dam = 1D10
- 19 Chaos Warriors (Mutations) Heavy Arms and Armor HD = 3 AB = 3 DB = 5 Dam = 1D8

Fourth Level Wandering Monster Table**1D20 Creature:**

- 1 Rust Monster (Destroy Metal Items) HD = 3 AB = 4 DB = 3 Dam = 1D4
- 2 Lurker Above (Surprise) HD = 4 AB = 5 DB = 3 Dam = 1D10
- 3 Hell Hounds. Demons (Fire Breath) HD = 4 AB = 4 DB = 4 Move = 10 Dam = 1D8
- 4 Grey Ooze (Acid) HD = 4 AB = 4 DB = 4 Dam = 1D10
- 5 Hill Giant (Big) Coins, Trinkets. HD = 5 AB = 4 DB = 4 Dam = 2D8
- 6 Gargoyle. Animated (Flying, Rock) HD = 4 AB = 4 DB = 7 Dam = 1D10
- 7 Ogre Magi (Mage) Pole-Arm, Coins, Scrolls. HD = 4 AB = 3 DB = 3 Dam = 2D6
- 8 Specter. Spirit (Cold) HD = 4 AB = 3 DB = 4 Dam = 1D10
- 9 Owlbear (Big) On the Hunt. HD = 5 AB = 4 DB = 4 Dam = 2D8
- 10 Giant Snake (Constriction, Poison) HD = 4 AB = 4 DB = 4 Dam = 1D10
- 11 Bandersnatch (Fast) HD = 4 AB = 5 DB = 4 Dam = 1D10
- 12 Derro. Insane Dwarves (Mages) Relics. HD = 2 AB = 3 DB = 3 Dam = 1D6
- 13 Banshee. Spirit (Fear) HD = 4 AB = 4 DB = 4 Dam = 1D4
- 14 Air Elemental (Air, Knockback) HD = 4 AB = 5 DB = 6 Dam = 1D10
- 15 Barbed Devils (Fire) Weapons, Jewelry HD = 4 AB = 5 DB = 4 Dam = 1D10
- 16 Ghasts. Undead (Paralyzation) HD = 4 AB = 4 DB = 4 Dam = 1D10
- 17 Wererats (Immune to Weapons) HD = 3 AB = 4 DB = 4 Dam = 1D6
- 18 Living Statues (Ambushers) HD = 4 AB = 3 DB = 6 Dam = 1D10

Fifth Level Wandering Monster Table

1D20	Creature:
1	Doppelganger (Disguise, Surprise) HD = 4 AB = 6 DB = 4 Dam = 1D8
2	Minotaur (High Initiative) Jewelry, Big Axe HD = 5 AB = 5 DB = 5 Dam = 2D6
3	Slithering Tracker (Surprise) HD = 4 AB = 6 DB = 5 Dam = 1D10
4	Wyvern. Dragon (Poison Stinger. Flying) HD = 5 AB = 5 DB = 5 Dam = 1D10
5	Displacer Beast (High Defense) HD = 4 AB = 4 DB = 7 Dam = 1D10
6	Stone Giants (Throw Boulders) Coins, Trinkets HD = 6 AB = 4 DB = 6 Dam = 3D6
7	Horned Devil (Fire, Flying) Jewelry, Weapons HD = 5 AB = 5 DB = 5 Dam = 2D6
8	Trolls (Regenerate). Possibly Some Treasure HD = 5 AB = 4 DB = 5 Dam = 2D6
9	Wight. Spirit (Paralyzation) HD = 3 AB = 5 DB = 5 Dam = 2D6
10	Cockatrice (Gaze, Petrification) HD = 1 DB = 3 Dam = 1D2
11	Land Shark (Heavily Armored) HD = 6 AB = 5 DB = 9 Dam = 2D6
12	Drow (Mages, Priests) Arms, Armor, Relics. HD = 2 AB = 2 DB = 2 Dam = 1D6
13	Fire Elemental (Fire) HD = 4 AB = 7 DB = 4 Dam = 2D6
14	Water Elemental (Water) HD = 5 AB = 5 DB = 6 Dam = 2D6
15	Anhkeg (Acid, Burrowing) HD = 5 AB = DB = 5 Dam = 2D6
16	Warp Spawn. Demon (Mutations) HD = 5 AB = 5 DB = 5 Dam = 1D10
17	Giant Subterranean Lizard (Walk on Walls) HD = 6 AB = 5 DB = 5 Dam = 2D6
18	Griffon (Flying) HD = 5 AB = 6 DB = 4 Dam = 2D6
19	Phoenix (Flying, Fire, Regeneration) HD = 4 AB = 5 DB = 4 Dam = 2D6

Sixth Level Wandering Monster Table

1D12	Creature:
1	Basilisk (Gaze, Petrification) HD = 3 AB = 2 DB = 3 Dam = 1D6
2	Cyclops (Big) Coins, Trinkets HD = 7 AB = 3 DB = 6 Dam = 3D6
3	Wraith. Spirit (Death) HD = 6 AB = 5 DB = 6 Dam = 2D8
4	Mummy. Undead (Paralyzation, Priest) Jewelry HD = 5 AB = 6 DB = 6 Dam = 2D8
5	Werewolf (Immune to Weapons) HD = 6 AB = 6 DB = 7 Dam = 2D8
6	Bone Devil (Poison) HD = 6 AB = 7 DB = 6 Dam = 2D8
7	Xorn (Phasing) Filled with Gems HD = 5 AB = 5 DB = 7 Dam = 2D8
8	Chimera (Fire, Poison Bite, Flying) HD = 6 AB = 6 DB = 5 Multiple Attacks
9	White Dragon (Cold, Flying) HD = 6 AB = 6 DB = 6 Multiple Attacks
10	Black Pudding (Acid) HD = 6 AB = 4 DB = 6 Dam = 2D8
11	Hook Horror (Surprise) HD = 6 AB = 8 DB = 6 Dam = 2D8
12	Earth Elemental (Rock) HD = 7 AB = 8 DB = 8 Dam = 2D8

Seventh Level Wandering Monster Table

1D20	Creature:
1	Umber Hulk (Burrowing, Confusion) HD = 7 AB = 7 DB = 7 Dam = 3D6
2	Ice Devil (Cold) HD = 7 AB = 7 DB = 7 Dam = 3D6
3	Medusa (Gaze, Petrification, Archer) Jewelry HD = 5 AB = 7 DB = 7 Dam = 1D8
4	Fire Giant (Fire, Archer) Coins, Weapons HD = 7 AB = 7 DB = 7 Dam = 2D10
5	Invisible Stalker (Invisible) HD = 5 AB = 9 DB = 9 Dam = 3D6
6	Green Dragon (Poison Breath, Flying) HD = 7 AB = 7 DB = 7 Multiple Attacks
7	Vampire. Undead (Charm, Gaseous Form) HD = 7 AB = 6 DB = 7 Dam = 3D6
8	Naga (Mage, Poison) Jewelry, Weapons HD = 5 AB = 5 DB = 7 Dam = 2D6

1D20	Creature:
9	Manticore (Flying, Poison Tail Spikes) HD = 8 AB = 7 DB = 6 Dam = 3D6
10	Clay Golem (Regenerating) HD = 6 AB = 7 DB = 6 Dam = 2D8
11	Lamia (Drain, Mage) HD = 7 AB = 7 DB = 6 Dam = 2D6
12	Nightmare. Spirit (Fear, Fast) HD = 7 AB = 7 DB = 7 Dam = 3D6
13	Salamander (Fire) HD = 7 AB = 7 DB = 7 Dam = 3D6
14	Jabberwocky (Claws that Catch, Flying) HD = 7 AB = 7 DB = 7 Dam = 3D6
15	Revenant. Undead (Tracker, Regenerating) HD = 7 AB = 7 DB = 7 Dam = 3D6
16	Thunderbird (Flying, Thunder Spell) HD = 7 AB = 7 DB = 7 Dam = 3D6

Eighth Level Wandering Monster Table

1D10	Creature:
1	Frost Giant (Cold) Coins, Trinkets, HD = 9 AB = 8 DB = 8 Dam = 3D8
2	Stone Golem. Animated (High Defense, Tough) HD = 8 AB = 7 DB = 10 Dam = 2D10
3	Mind Flayer (Mage, Paralyze) Relics, Jewelry HD = 7 AB = 8 DB = 7 Dam = 1D10
4	Black Dragon (Acid Breath, Flying) HD = 8 AB = 8 DB = 8 Multiple Attacks
5	Purple Worm (Swallow, Burrow) Treasure in Gut HD = 9 AB = 8 DB = 8 Dam = 2D10
6	Night Hag (Mage) Magic Items HD = 7 AB = 8 DB = 8 Dam = 1D10
7	Djinn (Mage, Air, Flying) Jewelry, Relics HD = 7 AB = 8 DB = 9 Dam = 2D8
8	Efreetti (Mage, Fire, Flying) Jewelry, Relics HD = 8 AB = 8 DB = 8 Dam = 2D10
9	Vrock. Demon (Magic Resistance, Flying) Weapons HD = 8 AB = 8 DB = 8 Dam = 2D10
10	Gorgon (Gaze, Petrification, Armored) HD = 8 AB = 8 DB = 8 Dam = 2D8

Ninth Level Wandering Monster Table

1D10	Creature:
1	Beholder (Eye Beams) HD = 8 AB = 10 DB = 9 Dam = 1D6
2	Cloud Giant (Mage, Fog) HD = 10 AB = 9 DB = 9 Dam = 3D8
3	Blue Dragon (Lightning Breath, Flying) HD = 9 AB = 9 DB = 9 Multiple Attacks
4	Iron Golem. Animated (Armored, Tough) HD = 9 AB = 9 DB = 11 Dam = 3D8
5	Abomination. Demon (Mutations) HD = 9 AB = 9 DB = 10 Multiple Attacks
6	Horror. Spirit (Fear) HD = 8 AB = 10 DB = 9 Dam = 3D8
7	Lich. Undead (Mage) Magic Items HD = 9 AB = 9 DB = 9 Dam = 1D10
8	Remorhaz. Beast (Swallow) HD = 9 AB = 9 DB = 9 Dam = 3D8
9	Sphinx (Riddle) HD = 9 AB = 9 DB = 9 Dam = 3D8
10	Earth Giant. Elemental (Rock, Throw Boulders) HD = 9 AB = 7 DB = 11 Dam = 3D8

Tenth Level Wandering Monster Table

1D8	Creature:
1	Colossus (Armored, Tough) HD = 15 AB = 10 DB = 12 Dam = 4D10
2	Hydra (Regenerating) HD = 10 AB = 11 DB = 10 Multiple Attacks
3	Pit Fiend (Fire, Flying) HD = 13 AB = 10 DB = 10 Dam = 3D10
4	Titan (Mage) Large Jewelry HD = 14 AB = 9 DB = 10 Dam = 4D10
5	Storm Giant (Lightning) HD = 12 AB = 10 DB = 9 Dam = 3D10
6	Red Dragon (Fire, Flying) HD = 10 AB = 10 DB = 10 Multiple Attacks
7	Draco-Lich (Mage, Flying) HD = 11 AB = 10 DB = 10 Multiple Attacks

1D8 Creature:

8 Behemoth (Swallow) HD = 14 AB = 9 DB = 11 Dam = 3D10

Sub-quests

Players should have a Max of 1 Sub-Quest going at a time.

Sample Sub-quests

- 1 Find Poisonous Stinger of a giant Insect. Alchemist will pay 200 Gold.
- 2 Find Giant's Skull and 2 other monster Skulls. Tavern-Keeper will pay 400 Gold.
- 3 Recover Stolen Jewelry and Gems. Noblewoman will Exchange for Magic Arms & Armor.

- 4 Find Magical Books. Wizard will pay up to 500 Gold per Book.
- 5 Bounty on Humanoids. The King will reward 20 Gold per Head.
- 6 Bounty on Werewolf. The Townsfolk will reward Three Relics and 500 Gold.
- 7 Bounty on Vampire. The Nobles will Reward 2000 Gold for remains a Mage can Verify.
- 8 Find Lost Princess. Royal Reward of 3000 Gold.
- 9 Lost Magic Broom. Local Witch will owe a Favor.
- 10 Find Magic Mirror. Queen will pay 5000 Gold.

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Enchanted Checkers

Introduction

Board game for 2 Players. Checkers Variant. Each pawn has a unique move or power.

Rules Notes

It is assumed the players already know how to set-up and play checkers. If you need a refresher click [here](#) Pawns can only occupy the dark spaces. All Pawns always move or jump going forward unless they have a Power that lets them do otherwise.

Glossary

The terms pieces, pawns, men, and units are interchangeable. Pawns can be in 2 forms: Checkers or Miniatures. Checkers are the little plastic red or black discs we all know.

Miniatures are small sculpted lead (or pewter or plastic) figures (figs).

Miniatures

This game is meant to be played with miniatures. Since each pawn has its own unique special ability (Power) this works as Memory tool to help players remember which pawn has which power.

Making A Set

You will need 24 figs: 12 for each side. Figs will need to be painted (red & black) to differentiate the sides or The figs of one side must look different from the opposing side: For example: Trolls vs Fairies or Dwarves vs Goblins (Or Dragons vs Knights or Klingons vs Federation, etc.) Each figure must be assigned one of the Powers on the Powers list. Players will have to make a record to keep track of the Power distributions.

Power Assignments can be:

1. Random (Use dice or cards as randomizers)

.
.	01	02	03	04	05	06	07	08
.	09	10	11	12	13	14	15	16
.	17	18	19	20	21	22	23	24
.	25	26	27	28	29	30	31	32

Movement Terminology

When a pawn makes a "Move" or "takes its Turn" this can be a jump, traverse, shift, switch, push, a move that is not a traverse, or even stranger possibilities. Traversing and Jumping are here defined as the normal (regular) moves in Checkers. Traversing is

2. Players take turns picking Powers and assigning them to their pawns.
3. Pre-picked by the player who owns the set(s).

Setup

Use a board separating the board in half so Players can set up their forces in secret. Flip a coin to see who goes first.

Victory & Draws

Victory can be achieved by several methods:

1. Capture all opposing pawns.
2. Opponent on his turn is unable to make any move.
3. You have more pawns in play than opponent and no one has captured in 7 turns.

If both players are down to 1 pawn it is a draw. If players have equal numbers of pawns and no one has captured in 10 turns it is a draw.

Forced Capture Rule

Just like in regular checkers, if you can capture an opposing pawn you must do it.

Reaching The Backrow

If one of your pawns reaches your opponents back row, immediately place that Pawn on any open space on your side of the board. Note that this is very different from regular checkers where a checker that Reaches the back row becomes a king.

Checker Board Map

Below is a numbered map of a checker board to be used with the Rules Examples in the Powers List. In the examples given your back row is 57-64.

.
.	33	34	35	36	37	38	39
.	41	42	43	44	45	46	47
.	49	50	51	52	53	54	55
.	57	58	59	60	61	62	63

moving a pawn into an unoccupied adjacent space.

Jumping is jumping over one or more enemy pawns to capture them. Shifting is moving into an empty space on a specified row. Switching is exchanging the locations of 2 pawns.

Capture Terminology

The following terms, phrases are all interchangeable: Captured, killed, eliminated, removed from play, removed from the board.

Powers List

#	Power:
1	Latent
2	Scout
3	Charge
4	Phase
5	Lateral
6	Teleport
7	Retreat
8	Seize Ground
9	Forwarding
10	Rearguard
11	Wizard
12	Mega Jump
13	Bomb
14	Deception
15	Hold
16	Push
17	General
18	Rook
19	Bishop
20	Orthogonal

Latent Power

If this pawn ever reaches your oppononents back row, it is upgraded to a King like in regular Checkers. (It can traverse and jump forwards and backwards)

Scout Power

The pawn may traverse twice in a turn. This does not include jumping at all. Example Move: 51 → 44 → 35

Charge Power

The pawn on its turn may traverse once and then jump.

Phase Power

The pawn may move like a Knight (in Chess) twice on its turn. The pawn must land in an empty space and does not capture anything. (It must move twice to re-emerge on a dark space) Example Move: 51 → 45 → 35 Example Move: 51 → 45 → 30 Movements must be forward going.

Lateral Power

The pawn may move to any empty space on the same row it occupies. Foe Example: Pawn on 51 can

Powers

Note that some powers are better than others. Such is life. Note that not all powers are moves, some have affects on your opponents turn.

#	Power:
21	Shooter
22	Slayer
23	Fellowship
24	Slider
25	Juxtapose
26	Reincarnate
27	Ethereal
28	Energize
29	Activation
30	Doppelganger
31	Siren
32	Poison
33	Nullifier
34	Phalanx
35	Conversion
36	Stopgap
37	Lurker
38	Bestower
39	Kingmaker

go to 49, 53, or 55. The pawn then must immediately take a regular move (Traverse or jump).

Teleport Power

The pawn may move forward (not the same row or rows behind it) to any empty space on the board except for the opponents back row. This is not considered a jump (no enemy pawns are captured)

Retreat Power

The pawn may move backwards (Move only not jump) Example Move: 51 → 58 or 60 It may only do this if it is adjacent to an enemy pawn.

Sieze Ground Power

After the Pawn Jumps, it may move one space.

Forwarding Power

The pawn may move to any empty space on the row in front of it. Foe Example: Pawn on 51 can go to 42, 22, 46, or 48.

Rearguard Power

This pawn may jump (not traverse) going backwards.

Wizard Power

This pawn may cause any one friendly pawn adjacent to it to be Teleported as if it had the Teleport power.

Mega Jump Power

This pawn may jump over 2 enemy pawns in a row. Example Move: Enemy pawns on 44 and 37. Pawn on 51 jumps to 30 and captures both! This may be combined with regular jumps.

Bomb Power

As its move the bomb may remove itself and 2 adjacent pawns from the board.

Deception Power

After traversing forward one space this Pawn may switch places with any adjacent pawn.

Hold Power

No enemy pawn that starts its turn adjacent to this pawn may move on its turn.

Push Power

This pawn may move 1 space against a line of enemy pawns, pushing the Entire line back one space. Note: There must be one empty space the line can be pushed back into. Example Move: Enemy pawns on 44 and 37. Space 30 is empty Pawn on 51 pushes against pawn on 44: Pawn on 37 pushed into 30, Pawn on 44 pushed into 37, Pawn on 51 moves into 44.

General Power

As its move, all friendly pawns adjacent to the General may move. Note: At least two such pawns must move.

Rook Power

This pawn may move forward only like a Rook in Chess, however, he must end his move on a dark square and he cannot capture by doing this. Note: This pawn may not move through other pawns.

Bishop Power

This pawn may move forward only like a Bishop in Chess, however, he must end his move on a dark square and he cannot capture by doing this. Note: This pawn may not move through other pawns.

Orthogonal Power

This pawn may make orthogonal (horizontal and vertical) jumps. (Note: Each of these jumps are 4 spaces long!) Example move: space 19 is open. Enemy pawn on 35. Pawn on 51 jumps over (and captures 35) and lands on 19.

Continuing the example: Pawn on 19 then jumps over Enemy pawn on 21 and lands on space 23. Orthogonal jumps backwards are allowed. Notes: This cannot be combined with regular Jumps.

Shooter Power

After making a jump or series of jumps this pawn is returned to The square it started the turn on.

Slayer Power

This Pawn cannot Jump, however it can move diagonally forward into a space Occupied by an opposing pawn and capture it. (Like a Pawn in Chess)

Fellowship Power

After traversing forward one space this Pawn can switch places with any friendly pawn on the board.

Slider Power

After traversing forward one space this Pawn can switch places with any pawn on the same row.

Juxtapose Power

After traversing forward one space this Pawn can cause any 2 adjacent pawns to switch places with each other.

Reincarnate Power

After traversing forward one space Switch this pawn with one of your captured pieces.

Energize Power

After a Jump, this pawn may teleport to any empty space.

Ethereal Power

This pawn may jump over friendly as well as opposing pawns. The friendly pawns are not captured. (Like Chinese checkers)

Activation Power

After traversing forward one space any adjacent friendly pawn may Immediately make a regular traverse or jump.

Doppelganger Power

This pawn may duplicate the last special power used by your opponent.

Siren Power

As its move this pawn may move an opponents pawn one space towards it. The target pawn must be no more than 3 spaces away and its path May not be blocked (It may move but not jump)

Poison Power

When this pawn is captured the enemy pawn that captured it is Removed from play.

Nullifier Power

No Adjacent enemy pawn may use its special power

Phalanx Power

As this pawn is making a traverse, all friendly adjacent pawns may also Make a traverse in the same direction. (They move as a Formation) Note: This allows the friendly adjacent pawn in front of it that would Otherwise be blocking its path to move as well.

Conversion Power

Any pawn captured by this piece remains on the board under your Control as a Convert Pawn. Convert Pawns reverse their direction. Convert Pawns lose their Special Powers.

Stopgap Power

If a friendly pawn is captured you may immediately move this pawn To the space where it was captured.

Lurker Power

After this pawn jumps, move again immediately with one of your other pawns.

Sample Army: Good Fairies

#	Unit Name:	Power:
1	Oberon (Leader)	General
2	Fairy	Retreat
3	Brownie	Fellowship
4	Sylph	Ethereal
5	Elf Archer	Shooter
6	Gnome Trickster	Juxtapose

Bestower Power

If this pawn is captured you may immediately teleport any of your other pawns to any other empty space on the board.

Kingmaker Power

Every time this pawn reaches your opponents back row, choose one of your other pawns to gain the movement abilities of a King (as in regular Checkers). There can only be one such King at time.

Game Variants

What does a game variant need most? More variants of course!

Leader Variant

Make one or more pawns on each side a Leader. If you capture (eliminate) all the opposing Leaders you win. This variant creates an additional victory condition.

Super Unit Variant

Give some pawns 2 or more Powers!

Bigger Board Variant

Play with a bigger board, so you can have more pawns and bigger battles.

New Powers Variant

Make up your own powers or lists of powers.

Oversize Counters

If you don't have any minatures an alternative could be oversize counters (they still fit in the square) that would include the following info on their face: Unit name, Artwork, Power, Color (red/black)

Army Lists

Army Lists and specially matched pairs of opposing Army Lists would be welcome. Two samples are given below:

#	Unit Name:	Power:
7	Dwarf	Push
8	Pixie	Deception
9	Sylvan Mage	Wizard
10	Sprite	Scout
11	Dryad	Teleport
12	Nymph	Siren

Sample Army: Bad Fairies

#	Unit Name:	Power:
1	Troll King (Leader)	Charge
2	Goblin	Nullifier
3	Kobold	Stopgap
4	Changeling	Doppelganger
5	Red Cap	Lurker
6	Boggart	Poison

#	Unit Name:	Power:
7	Duergar	Bishop
8	Imp	Phase
9	Quaist	Activation
10	Hag	Conversion
11	Mephit	Slayer
12	Spiderbear	Mega Jump

Game Designers Notes

I have a short list of powers that were too strong to make the list. If you need to know what they are send me a line. One of the keypoints of Checkers is that the pieces must keep moving forward so you can force your opponent to make mistakes.

In the early/mid-game if the pieces are not moving forward, the Game grinds quickly to an impasse (draw).

Faq

Hmm. Interesting. But there are questions: Q - When and how to use a powers? Do I move pawn and

use its power, or if I use a power, the pawn does not move? A - Most of the powers are in place (substitution) of a regular move. So for instance the Scout could do a regular move (traverse or Jump) or use its special power to traverse forwards twice. Some powers are not movement variants and just go off when a certain condition is met, for example the Poison pawn who kills his capturer.

Q - How do pawns move, as in regular checkers only forward? A - A few powers allow lateral or backwards moves but this is usually pretty limited, For the most part, for checkers to work as a game the pawns have to be moving forwards.





Fairy Circle Ring

Introduction

It is Spring Equinox in the Sylvan woods. The little people, also referred to as Fairies, or Fey have gathered to celebrate. After feasting, storytelling, gossiping, and singing they gather around the Fairy circle ring to play a game they call the Dance of Eights.

The fairies dance in groups until they finally form a perfect circle of eight dancers. The winners get laurel leaves and an extra helping of Pixie dust on their elderberries.

The Deck

The deck contains 2 of each card described in the Card List. All of the cards represent Fey Dancers.

Setup

Each player is dealt 8 cards. The oldest player is the dealer. The deck (the remaining cards) are placed down up in the center of the play area.

One card from the top of the deck is flipped face up into the discard area. Cards in the discard area are not stacked on top of each other.

Card List

Fey Type:	Sex	Size	Align	Element
Drow	F	B	E	E
Siren	F	B	E	W
Siren	F	B	E	W
Elf	F	B	G	F
Unicorn	F	B	G	F
Unicorn	F	B	G	F
Nymph	F	B	G	W
Nymph	F	B	G	W
Nereid	F	B	M	W
Nereid	F	B	M	W
Centaur	F	B	E	F
Dryad	F	B	E	F
Dryad	F	B	G	F
Sidhe	F	B	G	F
Faerie Queen	F	B	E	S
Faerie Queen	F	B	G	S

Turn Events

Players take turns. The youngest player goes first. On your turn you may draw a card from the deck and put it into your hand, or. . . You may take any one card from the discard area and put it into your hand. After gaining a card you must discard any one card from your hand into the discard area face up.

Winning

If a player has made a "Ring" of the 8 cards in his hand he or she wins. Show the hand to the other players. For a hand to be a ring it must satisfy the following requirements: Four of the dancers must be Male.

Four of the dancers must be Female. You must have an even number of Tiny dancers (0, 2, 4. . .). You must have an even number of Small dancers (0, 2, 4. . .).

You must have an even number of Big dancers (0, 2, 4. . .). (Example- you can have 2 or 4 tiny dancers, but not 3 or 5) You must have an even number of Mischievous dancers (0, 2, 4. . .). You must have an even number of Good dancers (0, 2, 4. . .).

You must have an even number of Evil dancers (0, 2, 4. . .). You must have dancers of at least two elements (Earth, Water, Sky, Forest). You cannot have an odd number of dancers of one element.

Fey Type:	Sex	Size	Align	Element
Mermaid	F	B	E	W
Mermaid	F	B	G	W
Sea Elf	F	B	E	W
Goblin	F	S	E	E
Nixie	F	S	E	W
Nixie	F	S	E	W
Faerie Dragon	F	S	E	S
Sprite	F	T	G	S
Sylph	F	T	G	S
Sylph	F	T	G	S
Fairy	F	T	M	S
Fairy	F	T	M	S
Pixie	F	T	M	S
Drow	M	B	E	E
Troll	M	B	E	E
Troll	M	B	E	E
Elf	M	B	G	F
Triton	M	B	G	W
Triton	M	B	G	W
Centaur	M	B	G	F
Sidhe	M	B	E	F
Sea Elf	M	B	G	W
Goblin	M	S	E	E
Imp	M	S	E	E
Imp	M	S	E	E
Red Cap	M	S	E	F
Red Cap	M	S	E	F
Dwarf	M	S	G	E
Dwarf	M	S	G	E
Satyr	M	S	M	F
Satyr	M	S	M	F
Gnome	M	S	E	E
Gnome	M	S	G	E
Faerie Dragon	M	S	G	S
Sprite	M	T	G	S
Gremlin	M	T	M	E
Gremlin	M	T	M	E
Brownie	M	T	M	F
Brownie	M	T	M	F
Leprechaun	M	T	M	S
Leprechaun	M	T	M	S
Pixie	M	T	M	S

Table Abbreviations

Sex:

F Female

M Male

Size:

T Tiny

S Small (Half man size)

B Big (Man size or larger)

Alignment:

M Mischievous

G Good

E Evil

Element:

E Earth

W Water

S Sky

F Forest





Fantasy Heroes

Introduction

Card Game. Fantasy conquest made simple.

The Decks

There are 2 decks, the Territory deck, and the Battle deck. The Territory deck has 15 cards. There are 5 types of territories: Castles, Mountains, Towers, Forests, and Swamps.

The Territory deck has 3 cards of each. The Battle Deck has 60 cards. There are 4 types of Battle cards: Heroes, Minions, Artifacts, and Spells.

The Battle Deck has one of each of the cards listed in the Card Lists under these four headings.

Objective

Control all of the territory cards.

Setup

Each player gets 4 territory cards dealt randomly from the territory deck. After setup the territory deck is no longer used. All players draw a card from the battle deck. The player who draws the highest BV or AV score goes first. The next highest goes second, and so on. Redraw in case of ties.

Each player starts with 7 cards.

Turn Sequence

Players take turns. Each turn has 2 phases:

- 1. Draw Phase
- 2. Attack Phase

Draw Phase

Draw 3 cards. You may have a maximum of 7 cards in your hand. If you ever have more than 7 cards at the end of a phase, discard the excess cards.

Territory Card List

Name:	#
Castle	3
Mountain	3
Forest	3

Name:	#
Tower	3
Swamp	3

Hero Card List

If the deck runs out, shuffle the discard and continue play.

Attack Phase

If you have a hero in your hand you may attack. If you don't want to attack you may skip this phase. If you want to attack, pick one of your opponents territories to be the target of your attack.

Play one of your heroes face up on the table. You may also play one artifact card. You may also play one or more Minion cards whose territory matches that of the attacking hero.

For example: A barbarian may have a Giant as a minion, but not a vampire. You may also play one or two spell cards if allowed. Each hero has a spell level of 0, 1, or 2. This is the number of spells the hero may cast during the battle.

Add up the AV (Attack Value) of the Hero plus the BV (Battle Value) of all his minion, spell, and artifact cards. This is the "Total Attack Score." The Defender may play a Hero. The Defender may play one artifact card, only if he played a hero. The Defender may also give his hero spells according to the heroes spell level.

The Defender may play Minion cards that match his heroes territory and the territory that is being attacked. The Defender may play Minion cards that match his territory that is being attacked even if he does not play a hero. Attacker and Defender may continue playing cards until they both pass.

Add up the Defenders BVs and DV (Defense Value) to get a "Total Defense Score." Compare the total scores of the attacker and the defender. If the Attackers Score is higher, he gets to keep the territory card, and draws 2 cards. If the Defenders Score is equal or higher he keeps his territory card and draws 3 cards.

All cards played during the battle on both sides are discarded.

Name	Territory	AV	DV	Spells	Notes
Knight	Castle	1	5	0	Castle Minions get +1BV
Priest	Castle	1	1	2	negate 1 spell cast by opponent during battle.
Cleric	Castle	1	3	1	+3 BV versus Swamp Minions
Barbarian	Mountain	6	3	0	Cannot use Artifacts
Warrior	Mountain	4	4	0	
Shaman	Mountain	3	1	1	Mountain Minions get +1BV
Druid	Forest	1	3	1	Forest Minions get +1BV
Ranger	Forest	2	4	0	+3 BV when battle at Forest
Enchantress	Forest	1	1	1	Control 1 enemy minion before totals compared.
Wizard	Tower	1	1	3	
Sorcerer	Tower	3	1	1	The Sorcerer may use one non-tower minion.
Rogue	Tower	3	3	0	Steal 1 random card from opponents hand when played.
Warlock	Swamp	1	3	1	+3 BV versus Forest Minions
Necromancer	Swamp	1	1	2	Swamp Minions get +1BV
Lich	Swamp	3	1	1	+3 BV when battle at Swamp

Minion Card List

Name	Territory	BV	Special
Peasants	Castle	1	+1 BV if Defending Castle
Archers	Castle	2	+1 BV if Defending
Pikemen	Castle	3	+1 BV if Defending, -1 BV if Attacking
Griffins	Castle	4	
Archangel	Castle	5	+1 BV versus Swamp Minions & Heroes
Goblins	Mountain	1	Discard a card to get +1 BV
Orcs	Mountain	2	+1 BV if Attacking
Ogres	Mountain	3	
Trolls	Mountain	4	
Giant	Mountain	5	+1 BV if Defending Mountain
Pixies	Forest	1	Hero gets +1 Spell Level
Elves	Forest	2	Hero gets +1 Spell Level
Dwarves	Forest	3	+1 BV versus Mountain Minions
Unicorns	Forest	4	Hero gets +1 Spell Level
Dragon	Forest	5	Opponent must discard one random card
Gnomes	Tower	1	+1 BV if Defending Tower
Myrmidons	Tower	2	
Golems	Tower	3	Negate one of opponents spells
Djinn	Tower	4	Hero gets +1 Spell Level
Demon	Tower	5	+1 BV if Attacking
Skeletons	Swamp	1	
Zombies	Swamp	2	
Swarm	Swamp	3	Destroy level 1 Minion
Wraiths	Swamp	4	+1 BV at Swamp
Vampire	Swamp	5	+1 BV versus Castle Minions

Notes: When played the swarm destroys one opposing minion of BV=1

Artifact Card List

Name	BV	Notes
Rune Staff	5	Draw one card when played
Celestial Sword	4	AV +1
Titans Armor	3	DV +1
Spell Shield	2	Negate one of opponents spells during battle
Ring of the Magi	1	Hero gets +1 Spell Level

Spell Card List

Name	BV	Effect
Bless	0	All of your minions get +1 BV
Cone of Cold	2	Opponent must discard one random card.
Lightning Bolt	3	Destroy opponents Artifact.
Fireball	3	All of your opponents Minions are -1 BV
Disintegrate	5	
Illusions	X	X = 1+ Casters spell level
Invisibility	3	
Petrification	0	Destroy one of opponents Minions.
Charm	0	Take control of one of opponents Minions.
Cataclysm	0	Destroy all Minions in battle so far.
Scrye	0	Look at opponents hand.
Fortune	0	Draw 3 cards.
Summon	0	During battle use any Minion card in your hand.
Wall of Fire	0	Your opponent may not attack you on his turn.
Fly	0	You may make a second attack this turn.

Notes: Play Fly after your first attack, if you have a second hero ready. Play Wall of Fire at the beginning of your opponents attack phase. Play Scrye and fortune at any time.

Designers Notes

For a short game, let the winner be the player with the most territories when the deck runs out.





Fantasy Microcosm

Introduction

Card game for 2-4 players. Fantasy Theme. Tit-for-Tat Card-combo mechanisms.

Victory

Have the most points at the end of the game. If tied, just argue about it. . . forever.

The Deck

Players share a common deck of 60 cards.

Card Types

There are 5 card types:

- C** Character
- H** Holding
- G** Group
- E** Event
- T** Thing

Card Subtypes

Spells = Some Events are identified in their notes as spells.

Card Descriptions

The top left corner states the card type. The top right corner is the card's point value. The upper half is an illustration.

In the middle is the card name. At the bottom is the card combo/ability notes.

Card Abilities

Cards have 1 of 2 types of abilities: When played: These activate as soon as the card is played. Combo: These cards are worth more points if you have the indicated cards in your Fief at the end of the game.

Setup

Shuffle the deck. Each player draws 2 cards. The oldest person goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. On your turn, draw 1 card from the deck and play 1 card from your hand. When you play a card place it face up in front of you on the table.

If the card has a non-combo ability this gets used immediately. All the cards in front of you are known as your Fief.

Hand Size

At the beginning and end of your turn, you will normally have just 2 cards in your hand. However several cards have as their ability: Draw 1 Card. (Do this immediately when played) This effectively increases your hand size by 1 for the rest of the game until the End game when you will play all the remaining cards in your hand.

End Game

When the last card is drawn shuffle the discard and draw from it. When there is no deck or discard left, players continue taking turns, playing one card at a time from their hands until all cards are played.

Discard Pile

Cards only ever go into the discard pile when another card sends them there. These cards eventually return to play in the end game.

Steal Ability

When played take the indicated type card from your opponent's Fief and put in your Fief. Important note: When you steal a card, you don't get to use its "when played" ability. You do however still get to make combos with it.

Discard Ability

When played take the indicated type card from your opponent's Fief and put in the discard.

Slay Ability

Like the discard ability except it targets a specific card or two. If the targets are not present nothing happens. If they are present, they are discarded and the owner of the Slayer card gets 2 points (use counters) per target card discarded.

Basic Combo Cards

These give a bonus if you have both cards in your Fief. Place them adjacent so you don't miss any in end game scoring. Note that all Basic combos give the card stating the combo a final score of five.

Super Combo Cards

These are the ones that give you 1 extra point for every 2 cards you have of an indicated type. Round up for this. The Most points you can receive from one of these cards is 10.

Most Of Combo Cards

These require you to compare numbers of types of cards between you and your opponents. If you are tied for most, you get the bonus.

End Game Scoring

It is recommended you use tokens or markers to help tally for final scores. Final scores are based on all the cards in your Fief and the combos they make.

Medieval Fantasy Microcosm

This deck may be shuffled together with the Medieval Microcosm deck for a longer game. ??Medieval Microcosm





Full Metal Alchemist Adventures

Introduction

Card game for 2-4 players.

Disclaimer

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Victory

The first player to make 5 Melds wins the game.

The Alchemy Deck

Players share a common deck. There are 7 Suites:

1. Brothers
2. Villain
3. Location
4. Alchemy
5. Friend
6. Plot
7. Theme

Each Suite has 13 Cards.

Setup

Shuffle the Alchemy deck. Each player is dealt 5 cards. The oldest player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

Draw Phase

Draw 2 cards from the top of the Alchemy deck and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Alchemy Deck Card List

Name:	Suite	Rank
Edward Elric	B	1
Alphonse Elric	B	2

Action Phase

You may play (discard) exactly one card from your hand. This will have an effect depending on the suite of the card:

1. Brothers: Draw 3 cards and discard any 2 cards from your hand.
2. Villain: Opponent must discard 2 Random cards.
3. Location: Look at Opponents Hand. Draw 1 card from the deck.
4. Alchemy: Cannot be discarded in Action Phase. However, extra Alchemy cards count as Wild cards in Meld Phase.
5. Friend: Draw top 2 cards of the deck and put them in your hand.
6. Plot: Steal 1 random card from opponents hand.
7. Theme: Take 1 Target card from the discard and put it in your hand.

Meld Phase

If possible, you may make a Meld. There are 4 types of Meld:

1. 7 cards, one from each of the 7 Suites
2. 7 cards all from the same Suite
3. 7 cards in consecutive Rank Order
4. 7 cards of the Same Rank (Very Difficult: Automatically win the game)

It takes 5 Melds to win the game. Immediately discard the Meld after you reveal it, then draw 5 new cards.

End Phase

Max hand size is 9 cards. Discard excess cards.

Alchemy Card List Notation

B Brothers
V Villain
L Location
A Alchemy
F Friend
P Plot
T Theme

Name:	Suite	Rank
Equivalent Exchange	A	8
Transmutation Circle	A	9

Name:	Suite	Rank
Elric Brothers	B	3
Hero of the People	B	4
Brotherly Love	B	5
State Alchemist	B	6
Full Metal Alchemist	B	7
Spirit Attachment	B	8
Dog of the Military	B	9
Older Brother	B	10
Younger Brother	B	11
Short Brother	B	12
Tall Brother	B	13
Homunculi	V	1
Scar	V	2
Father Cornello	V	3
Guardian Armor	V	4
Corrupt Official	V	5
Psiren	V	6
Rebels	V	7
Doll Maker	V	8
Sins	V	9
Mercenaries	V	10
Psychopath	V	11
Depraved Alchemist	V	12
Lust	V	13
East HQ	L	1
Xenotime	L	2
Refugee Camp	L	3
Resembool	L	4
Laboratory 5	L	5
Mining Town	L	6
Central Library	L	7
High Command	L	8
Temple	L	9
Desert	L	10
Farming Town	L	11
Moving Train	L	12
Central City	L	13
Impersonation	A	1
Flame	A	2
Electricity	A	3
Explosions	A	4
Earth & Stone	A	5
Traps & Cages	A	6
Tricks	A	7

Name:	Suite	Rank
Animate	A	10
Creation	A	11
Destruction	A	12
Conjure Weapons	A	13
Lt Colonel Mustang	F	1
Major Armstrong	F	2
Major Hughes	F	3
Lieutenant Ross	F	4
Winry	F	5
Hawkeye	F	6
Sheska	F	7
Van Hohenheim	F	8
Soldiers	F	9
Newfound Friend	F	10
Child	F	11
Elder	F	12
Contact	F	13
Philosophers Stone	P	1
Ishval Massacre	P	2
Mysterious Murders	P	3
The Other Brothers	P	4
Human Alchemy	P	5
Secret Experiments	P	6
Marcos Notes	P	7
Obsessions	P	8
Forbidden Alchemy	P	9
Save the Town	P	10
Military Cover-up	P	11
Red Water Production	P	12
Criminal at Large	P	13
Automail	T	1
Human Souls	T	2
Chimeras	T	3
Alchemist Duel	T	4
Investigation	T	5
Angry Townsfolk	T	6
Sacrifice	T	7
Alchemical Amplifier	T	8
Repairs	T	9
Reflexes	T	10
Charade	T	11
Passion & Compassion	T	12
Painful Memories	T	13

Optional Experience Rule

Each time you make a Meld you gain 1 Special Ability of your choice:

1. Draw 3 cards in Draw Phase.
2. Max Hand size increases to 10.
3. You may Play a second card in Action Phase (but

not the same type of card).

4. You can use Brothers Cards as Wild cards in Meld Phase.

Links

FMA Wiki Wikipedia





Goblin Commander Tactics

Introduction

Card game for 2 players. Based on the Video game of the same name.

Disclaimer

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Victory

Destroy all of your opponent's units.

The Decks

Each Clan has a unique deck. Players share a common Magic deck and a common Tactics Deck The Magic & Tactics decks contain 2 copies of each card listed.

Hands

Each player has 3 hands: Clan, Tactics, & Magic

Definitions

- Units = This includes all cards in the Clan Decks
- Major Units = Leaders & Titans
- Ranged Units = Units with a base Range of 2+
- Flank Units = Non-Structure Units located on the ends of a Row
- Front Line Units = Non-Structure Units located in the Front Row

Turn Sequence

Players take turns. Each turn has 4 phases.

Draw Phase

Draw 3 cards from your Clan deck.

Deploy Phase

Put up to 3 Clan cards into play from your hand. You may freely rearrange your cards in play. Each player has 3 rows (ranks): Front, Middle, Rear.

Each rank is 5 cards (columns) long. You must keep 5 cards in your front row. If there are less than 5 cards in your front row, move a card forward from the Middle or Rear rows.

If you ever have less than 5 cards in play, put a Clan card from your hand into play or, if you have none, draw a card from your Clan deck and put it into play.

Magic Phase

Draw 1 magic card. If the deck runs out shuffle the discard & draw from it.

Tactics Phase

Draw 1 Tactics card. If the deck runs out shuffle the discard & draw from it.

Attack Phase

Each of your Clan cards may make 1 attack. Units with range = 1 can only attack if they are in the Front row and They attack an enemy unit located directly across from it in the Opponent's Front Row. Units with longer ranges can attack over their own rows into Enemy rows up to their range (in Rows).

Roll 1D6: if the roll is equal to or LESS than the Attack value of the Attacker, the target receives 1 Damage Counter. A Unit with Damage counters =/> than its Toughness is destroyed. Note: Structures cannot attack each other.

End Phase

Max hand size for all hands is 5 cards. Discard excess cards.

Special Abilities

- Armor: If this unit is hit roll 1D6: on 4-6 no Damage is inflicted.
- Shield: If this unit is hit roll 1D6: on 5-6 no Damage is inflicted.
- Slay: If this unit hits & does damage roll 1D6: on 5-6 the non-structure target is killed.
- Crush & Burn & Saw: If this unit hits roll 1D6: on 4-6 the target takes an extra point of damage.
- Stun & Slime: If this unit hits roll 1D6: on 3-6 the non-structure target cannot attack next turn.
- Shock & Freeze & Swarm: In Magic Phase roll 1D6: on 4-6 the non-structure target (Range = 2) cannot
- Attack next turn and further attacks vs target this turn get an Attack value of +1.
- Siege: This unit does 1D6 Damage to Structures when it hits them.
- Double: This unit can make 2 attacks per turn.
- Acid: If attack hits and does damage, attack again.
- Heal: In your End phase remove 1 Damage marker from 1 non-structure unit
- Spy: Draw an extra Tactics Card in Tactics Phase on a roll of 4-6 on 1D6.

- Summon: Draw an extra Clan card in Draw Phase
- Conjure: Draw an extra Magic Card in Magic Phase on a roll of 4-6 on 1D6.
- Defense: All friendly units in same row & column get Shield Ability
- Explode: Discard this unit and 1 adjacent enemy unit
- Feed: This unit heals 1 Damage to itself for each point of damage it inflicts
- Weakness: All enemy units Attack values are -1.
- Archer: Can be used as Slay or Double Ability.

Choose before making first attack each turn

Unit Type Notation

L Leader
T Titan
S Structure
G Goblin
P Support
RAT Range - Attack - Toughness
Copies of card in deck

Stonekrusher Clan Card List

Card Name	#	Type	RAT	Notes
Grommel	1	L	1-5-6	Armor + Summon
Stone Ogre	2	T	1-5-5	Armor + Crush
Rock Lobber	4	S	3-4-4	Crush
Miner	8	G	1-2-3	Shield + Siege
Rock Thrower	6	G	3-3-2	Stun
Lugger	6	G	1-3-3	Stun

Card Name	#	Type	RAT	Notes
Pit Boss	4	G	2-4-4	Slay
Drummer	4	P	1-1-3	Heal
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Hellfire Clan Card List

Card Name	#	Type	RAT	Notes
Grax	1	L	3-4-4	Double + Summon
Warpigpult	2	T	3-4-4	Crush + Siege
Lens Cannon	4	S	4-3-3	Double
Lumberjack	8	G	1-3-3	Saw
Archer	6	G	3-3-1	Archer
Hunter	6	G	4-4-1	Slay

Card Name	#	Type	RAT	Notes
Bombardier	4	G	2-3-2	Burn + Siege
Scout	4	P	1-1-3	Spy
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Stormbringer Clan Card List

Card Name	#	Type	RAT	Notes
Faine	1	L	2-5-5	Conjure + Summon
Elemental	2	T	1-5-5	Crush + Shock
Tesla Coil	4	S	2-4-5	Shock
Acolyte	8	G	1-2-2	Armor
Conjurer	6	G	3-2-2	Conjure
Pyro Mage	6	G	2-3-2	Burn + Siege

Card Name	#	Type	RAT	Notes
Ice Mage	4	G	3-3-4	Freeze
Wind Mage	4	P	1-1-3	Defense
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Plaguespitter Clan Card List

Card Name	#	Type	RAT	Notes
Syst	1	L	1-4-7	Slime + Summon
Green Slime	2	T	1-5-5	Acid + Feed
Hive	4	S	3-4-4	Swarm
Cropper	8	G	1-2-3	Armor
Savage	6	G	3-2-2	Archer
Bile Spitter	6	G	2-2-4	Acid

Card Name	#	Type	RAT	Notes
Shaman	4	G	1-3-3	Conjure
Spore Fiend	4	P	1-2-3	Weaken
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Nighthorde Clan Card List

Card Name	#	Type	RAT	Notes
Nexus	1	L	1-5-6	Crush + Summon
Battle Ball	2	T	1-5-5	Crush + Explode
Soul Vortex	4	S	2-4-5	Feed
Scrounger	8	G	1-3-3	Spy
Reaper	6	G	3-2-2	Double
Cannibal	6	G	1-3-4	Feed

Card Name	#	Type	RAT	Notes
Grave Robber	4	G	1-4-4	Crush + Siege
Witch Doctor	4	P	1-1-3	Conjure
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Magic Deck

Card Name:	Notes:
Firestorm	Destroy target Structure
Heal	Remove 1D6 Damage Counters from your units
Slow	All enemy units Attack values are -1 this turn
Acid Cloud	All non-structure Enemy units in target row get 1 Damage counter
Vision	Look at top 5 cards of all decks
Lightning	Distribute 1D6 Damage counters to enemy units
Soul Drain	Steal 2 random Magic cards from Opponent
Freeze	1D6 target enemy units may not attack this turn
Bonesaw	Kill target non-Structure unit
Transmogrify	Replace one of your units in play with one from your hand
Earthquake	All Enemy units in target column get 2 Damage counters
Shield	All friendly units get Shield ability this turn
Blood Lust	All you units get Crush ability this turn
Hall of Titans	Search your Deck for a Titan & put it into play
Moonstone	All your Units get Attack value +1 this turn

Tactics Deck

Card Name:	Notes:
High Ground	All your Ranged Units get Range value +1 this turn
Charge	All your Front Line Units get Attack value +1 this turn
Scout	Look at opponent's hands
Ambush	Your Units may attack in Opponent's Attack Phase before his units do
Outwit	Steal 2 random Tactics cards from opponent
Surround	Your Flank Units may attack any enemy unit in Play
Infiltrate	Your Front Line Units may attack any enemy unit in Play
Out Flank	All your Flank Units get Attack value +1 this turn
Find Cover	Negate attack by a Ranged Unit
Surprise Atk	Get an Extra Attack Phase this Turn
Bombardment	All your Ranged Units get an extra attack this turn
Terrain	Negate attack by Target Unit
Reinforcements	Draw 2 cards from your Clan Deck & put them in play
Goblin Switch	Switch target of attack to another legal target
Re-Deploy	Re-deploy all your units in play after opponents Deploy phase





Golden Axe

Introduction

Solitaire Card game. Based on the side Scroller Video game of the same name.

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Victory

Defeat the Death Adder.

Characters

You start with 5 Characters:

Characters:	Hits	Magic	Speed	Damage	Notes:
Warrior	10	2	2	+1	Bastard Sword
Dwarf	10	1	1	+2	Battle Axe
Woman Warrior	8	3	3	+0	Long Sword
Sprite	6	4	4	-1	Trident
Centaur	12	1	3	+1	Staff

Hits Damage Character can take before perishing
Magic = Damage done by Magic cards
Speed = Foes avoided by using an Evade card
Damage = Bonus Damage done by Attack cards

Setup

Shuffle the Deck. Place the Death Adder card on the bottom of the deck. Choose which Character you are starting with.

Turn Sequence

Flip Phase Fight Phase Foe Phase Fini Phase

Flip Phase

Turn over top card of deck. If it is a Foe card place it face up on the table. If it is any other type of card put it in your hand.

If the deck runs out, shuffle the discard & draw from it.

Fight Phase

You may play an Attack card to do damage to a Foe in play. The Damage done by a Attack card must go to

a Single Foe. Use coins to keep track of Damage.

A Foe with damage equal to or greater than its Hits is destroyed. Discard a used Attack card. You may use additional Attack cards from your hand vs additional targets.

The Running Charge card does damage equal to the Speed of the Character You may play a Magic card to do X damage to all Foes in play.

X Magic Level of Character.

Foe Phase

Every Foe in play may Attack. Foes do damage equal to their Hits minus their Damage. A Character Reduced to Zero or less Hits is Destroyed.

If a Character is destroyed, you may continue play with one of your remaining Characters. You may negate damage from X Foes by playing an Evade Card.

X The Speed of the Character

Fin Phase

You may play a Healing Potion Card to Heal X Damage.

X The Magic of the Character.

Max hand size is 5 cards. Discard excess cards.

Card List

Card Name	#	Type	Hits	Notes
Jumping Attack	2	A	3	
Throw Opponent	2	A	2	Flip
Slash	2	A	1	

Card Name	#	Type	Hits	Notes
Thrust	2	A	1	
Cut	2	A	1	
Beat Down	2	A	2	
Dragon Mount	2	A	3	Fire Breathing
Lizard Mount	2	A	2	Tail Swipe
Running Charge	2	A	S	
Magic Attack	4	A	M	
Evade	4	D	S	
Healing Potion	4	H	M	
Skeleton	5	F	1	Tulwar & Shield
Ork	5	F	2	Club
Barbarian	4	F	3	Spiked Mace
Amazon	4	F	4	Hand Axe
Hill Giant	3	F	5	Large Hammer
Knight	2	F	6	Sword
Death Adder	1	F	7	Big Axe

Card List Notation

A Attack
D Defend
H Heal
F Foe
S Speed
M Magic

Card Set Available

Thanks Ron! [Click Here](#)

Links

Ga





Grail

Introduction

Fantasy Card game. 2-6 players. Players take the role of Arthurian Knights on the quest for the Holy Grail.

Object

The first player to accumulate 7 'Quest' tokens is the winner.

Materials

There are 65 cards in the deck. Players will have to create their own cards in order to play. The backs of all cards are the same.

The front of each card should include: Its name, level, type, and whether it is a 'Test' or an 'Aid'. A six sided die is required to play. 7 'quest tokens' per player are needed.

Setup

Place all the 'Quest' tokens in a pile in the center of the table. Each player draws 4 cards. To determine turn order each player cuts the deck.

The player who cut to the highest level card is goes first. Shuffle the deck.

Turn Sequence

Players take turns. Each turn is divided into phases.

1. Draw Phase
2. Fate Phase
3. Adventure Phase
4. Quest Phase

Card List: Tests

Name	Level	Type
Mordred	7	Battle, Knight
Morgan le Fey	8	Magic, Lady
Dragon	8	Battle, Monster
Black Knight	6	Battle
Ogre	5	Battle, Monster
Questing Beast	8	-
Bandits	4	Battle
Brigands	4	Battle

Draw Phase

Draw 2 cards. If the deck runs out, reshuffle the discard pile and continue. Maximum hand size is 7 cards. Discard excess cards.

Fate Phase

Declare whether or not you are questing for the grail this turn. If you are not questing, your turn ends and you may draw one extra card. If you are questing take a 'Test' card of level 5 or higher and place it face down.

This is your 'Quest' card for the turn.

Adventure Phase

The opponent to your left may play a 'Test' card of level 6 or less. You may play one or more 'Aid' cards. Roll 1D6 and add the value of the 'Aid' cards.

If this total is equal to or greater than the level of the Test card, than you have passed the test. If the total is less, than your turn ends immediately. All cards played are discarded.

If you passed the test than the other players going clockwise may each in turn test you. This continues until no opponents offer any more tests.

Quest Phase

Play one or more 'Aid' cards. Roll 1D6 and add the value of the 'Aid' cards. If this total is equal to or greater than the level of the Quest card, than you have completed the quest.

If you have completed the quest than gain one Quest token. If the total is less, than you do not get a quest token. All cards played are discarded.

If you accumulate 7 Quest tokens, than you are deemed worthy to receive the Holy Grail, and you win.

Name	Level	Type
Pirates	4	Battle, Sea
Mad Knight	5	Knight
Jester	4	-
Jousting Tournament	6	Battle, Knights
Wolf	4	Battle, Animal
Bear	4	Battle, Animal
Lion	5	Battle, Animal
Boar	3	Battle, Animal
Green Knight	7	Knight, Magic
Flooded River	4	
Shipwreck	5	Sea
Black Plague	5	
Waylaid by Beggars	3	
Waylaid by Children	3	
Bridge Troll	5	Battle, Monster
Serpent	6	Sea, Monster
Wood Nymph	5	Magic, Lady
Giant	7	Battle, Monster
Tricked by Dwarf	4	
Waylaid by Peasants	3	
Waylaid by Pilgrims	3	
Frigor & Waste	5	
Take Vow	5	
Take Oath	5	
Evil Hag	5	Battle, Magic, Monster, Lady
Rescue Princess	6	Battle
Incubus	6	Battle, Magic, Monster, Lady
Visit the land of Faerie	6	Magic
Griffin	5	Battle, Monster
Queen Maab	8	Magic, Lady

Card List: Aid Cards

Name	Level	Notes
Sword	0	Level 3 in Battle
Lance	0	Level 4 in Battle
Shield	0	Level 3 in Battle
Armor	0	Level 3 in Battle
Steed	1	Cannot be used at Sea
Squire	1	Level 2 in Battle
Men-at-Arms	2	Level 3 in Battle
Magic Philtre	2	
Your Lady's Token	2	Level 3 vs Lady
Chivalry	1	Level 2 vs Knight
Strength	1	Level 3 vs Animal
Prayer	1	
Courage	2	Level 3 vs Monster
Virtue	3	Level 4 vs Lady
Valor	4	
Bravery	2	

Name	Level	Notes
Friendly Castle	2	Cannot be used at Sea
Lady of the Lake	4	Level 5 vs Sea
Helped by Arthur	5	
Helped by Merlyn	3	Level 5 vs Magic
Helped by Lancelot	4	
Helped by Gwynevere	3	Level 5 vs Lady
Helped by Gawaine	1	
Helped by Galahad	2	
Helped by Tristram	2	
Helped by Priest	1	
Helped by Hermit	1	
Prophecy	3	





Grecos

Introduction

Wargame for 2 or more players. Mythological Greek theme.

Victory

Occupy all 6 City States on the Board.

Dice, Chits, Counters, Tiles, & Cards

Tiles are used to make the Map. Chits are used to represent Units. Cards are used for Events.

Counters are stacked with units to record damage. Tile, chit, counter, and card sets are common to all players. Six sided dice are needed to play.

Terrain Tile List

There are 4 terrain types:

Type:	#	Type	Recruit:
Coastal	14	L	None
City State	6	L	Hero, Hoplites, Ships
Forest	4	L	Cyclops, Amazons, Centaurs, Nymphs
Mountains	4	L	Harpies, Pegasus, Eagle
Ruins	4	L	Medusa, Hydra, Minotaur
Abyss	4	W	Titan, Sirens, Kraken, Tritons
Sea	28	W	None

Number of Tiles in Terrain Tile Set

Type Land or Water

Recruit = Type of units can be recruited there

Setup

Each Player starts with one Hero unit located in a City State. Randomly determine who goes first.

The Map

Use a Chessboard. Randomly distribute the Terrain Tiles.

Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Hero	8	5	2	2	Men
Hoplites	8	2	1	2	Men, Army
Ships	8	2	3	1	Water
Medusa	2	5	1	1	Monster, Women
Minotaur	2	3	2	2	Giant, Equine
Pegasus	2	2	4	1	Flying, Equine
Centaurs	2	3	3	1	Equine, Army
Amazons	2	3	1	1	Women, Army
Cyclops	2	3	1	2	Giant
Harpies	2	3	4	1	Flying, Women
Sirens	1	4	1	1	Women, Water
Nymphs	1	2	1	1	Women
Hydra	2	3	1	3	Monster
Kraken	1	5	1	3	Monster, Water
Tritons	2	2	1	1	Men, Army, Water
Titan	1	5	2	3	Giant, Land & Water

Unit Name:	#	Force	Move	Hits	Notes:
Eagle	2	3	5	1	Flying

Move Move points per turn

Turn Sequence

Players take turns. Each turn has 4 phases: Recruit Phase Event Phase Move Phase Battle Phase

Recruit Phase

Draw 1 Unit Chit from the common pile. Keep your Chits in a pile. Units are recruited from specific Territories.

If you have a Unit in an appropriate Territory, you may put a Unit Chit from your pile into play on that territory or in an adjacent territory that is empty or occupied by a unit you control.

Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

Stacking Rule

You may stack up to 4 of your units in a single space. Summoned units do not count against this limit. Units from opposing players cannot occupy the same space.

Event Phase

Draw 1 Event card. Max hand size is 5 cards. Discard excess cards.

Event Deck

Event:	Notes:
Pandoras Box	All players draw 5 cards
Visit Oracle at Delphi	Look at next 7 cards in Deck
Blessing of Kronos	Player takes another turn after this one
Blessing of Zeus	All Men units get an extra attack this round
Blessing of Poseidon	All Abyss units get an extra attack this round
Blessing of Atlas	All Giant units get an extra attack this round
Blessing of Hermes	All units in stack get Move +2 this turn
Blessing of Nike	All Flying units get an extra attack this round
Blessing of Prometheus	Replace target unit with one in your pile
Blessing of Hera	All Monster units get an extra attack this round
Blessing of Pan	All Forest units get an extra attack this round
Blessing of Apollo	All Equine units get an extra attack this round
Blessing of Ares	All your units get Force +1 this Battle
Blessing of Athena	All Women units get an extra attack this round
Blessing of Artemis	All Army units get an extra attack this round
Blessing of Asclepius	All units in target stack are restored to full Hits

Move Phase

Each unit has a number of Move Points (MP). Water units can only move on Water spaces. Land units can only move on Land spaces.

Flying units may move through Water spaces. Flying units may not end their turn in a water space. Heroes and Army units may travel on water spaces if stacked with a Ship.

A Hero while stacked with a Pegasus gains Flying & Move = 4. The stacking limit must be strictly enforced. Non-flying units cannot enter or move through a space containing enemy units.

Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflicts between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds. During each round, each unit, in turn, in both opposing stacks gets to attack once. Start with the Active player (Player whose turn it is) Pick which of your units is attacking, then Roll 1D6.

If the roll is equal to or less than the attacking units Force, an enemy unit loses 1 hit. The defender decides which of his units is hit. A unit reduced to zero hits is destroyed.

The other player then attacks and so on. This repeats until one side is completely eliminated. Women units attacking a stack containing Men units get Force +1 Instead of having a unit attack, you may play an Event card.

Every time the Hydra loses 1 Hit it gets Force +1.

Event:	Notes:
Blessing of Tyche	Draw 2 cards
Betrayal	Gain control of target Unit during battle
Volcano Erupts	Destroy random unit in target stack on Mountain
Whirlpool	Destroy random unit in target stack at Sea
Trojan Horse	All units in target stack get an extra attack this round
Wings of Icarus	Move your Hero Unit to any Space
The Odyssey	Move your Hero Unit to any Space
The Fates	Negate an Event card just played
Golden Fleece	All units in target stack are restored to full Hits
Lost	Target Stack cannot Move this turn
Storm	Target Stack cannot Move this turn
Wine of Dionysus	Target Stack cannot Attack this turn
Lotus Eaters	Target Stack cannot Attack this turn
Cornucopia of Demeter	All units in target stack are restored to full Hits





Greek Heroes

Introduction

Scenario for WarpQuest. for the ??WarpQuest Core Rules. Each player controls a Greek Hero on a Quest to retrieve the Golden Fleece.

Main Hero Skill Table

1D6	Skill:
1	Wit +2
2	Strength +2
3	Archer +2

1D6	Skill:
4	Sword +2
5	Navigation +2
6	Roll on Minor Skill Table...

Minor Hero Skill Table

1D6	Skill:
1-2	Healing +2
3-4	Music +2
5-6	Swift +2

Notes: There are other skills such as flying, woman, gold, etc. that can only be acquired through relics & companions & blessings.

Modules

There is no Module 1 and Module 2. There is just one Module. The 'Artifact' is the Golden Fleece. Who-

Your Hero

Each player has one Hero (Pawn). A Hero has 6 skills. Heroes are Male (The Woman skill is actually an advantage).

Roll on the Main Hero Skill Table to see what skills the Hero gets

ever controls the Golden Fleece gains Healing +4 and Gold +4

Foes & Tests

These are the Challenge cards. If you fail a Challenge you must either discard a Companion or go back 2D6 spaces.

Relics, Companions, & Blessings

Treat Blessings like regular Aid cards. They are used once and discarded. Relics and Companions stay in play permanently.

Challenge Deck Card List

Card Name:	Notes:
Centaurs	Foe: Music or Wine or Sword
Chimaera	Foe: Wit or Flying (Petrification)
Cyclops	Foe: Wit or Archer or Wine (Blind him)
Dragon	Foe: Archer (Locate the soft spot)
Gorgon	Foe: Wit (Medusa)
Harpy	Foe: Sword or Archer (Screeching)
Hydra	Foe: Strength, Wit (Regenerating heads)
Lion	Foe: Music or Strength or Healing (Thorn in paw)
Minotaur	Foe: Wit or Music (In Maze)
Sphinx	Foe: Wit (Riddle)
Griffon	Foe: Music or Sword or Blessing of Prometheus
Sirens	Foe: Wit or Navigation or Flying (Song)
Sea Serpent	Foe: Navigation or Strength or Flying
Kraken	Foe: Flying or Navigation (Giant Sea Monster)
Hecatoncheire	Foe: Sword or Blessing (100 Handed Giant)

Card Name:	Notes:
Antaeus the Giant	Foe: Strength (He is weak if not touching ground)
Cerebus	Foe: Strength or Wit (3-Headed dog Guards underworld)
Erymanthian Boar	Foe: Strength or Swift or Wit
Stymphalian Birds	Foe: Archer or Wit
Cretan Bull	Foe: Wit or Strength
Ceynean hind	Foe: Swift or Wit
Diomedes wild mares	Foe: Wit or Swift (flesh eaters)
King Midas	Foe: Wit (His touch turns all to gold)
Satyr	Foe: Wit or Gold or Wine or Music (Half man, half goat)
Nymph	Foe: Strength or Woman (Seduces men)
Circe	Foe: Wit or Woman (Sorceress, turns men into pigs)
Pirates	Foe: Sword or Gold or Wine or Wit or Navigation
Lepers	Foe: Healing or Music (Spread their disease)
Philosophers	Foe: Wit (Argue with the Sophists)
Lotus Eaters	Foe: Wit or Healing or Music (Powerful Drug)
Amazons	Foe: Woman or Wit (Seduce their Queen)
Aphrodite	Foe: Woman (Goddess of Love)
Hypnus	Foe: Companions (God of Sleep)
Oceanus	Foe: Navigation or Demigod (Titan of the Sea)
Duel	Foe: Sword
Wrath of the Furies	Foe: Blessing
Cursed by a God	Foe: Blessing
Olympic Games	Test: Swift or Strong
Long Journey	Test: Navigation or Swift or Flying
Labyrinth	Test: Wit or Swift
Whirlpool	Test: Navigation or Flying
Shipwreck	Test: Navigation or Flying
Lost at Sea	Test: Navigation or Flying
Augean Stables	Test: Wit or Strength
Gold of Midas	Relic: Gold +4 (Discard after 3 uses)
Wine of Dionysus	Relic: Wine +4 (Discard after 3 uses)
Nectar of the Gods	Relic: Wine +4 (Discard after 3 uses)
Blade of Hephaestus	Relic: Sword +2
Lyre of Apollo	Relic: Music +2
Owl of Athena	Relic: Wit +2
Aegis Shield	Relic: Defeats all Foes (Return to Zeus in 5 Turns)
Arm-band of Zeus	Relic: Strength +2
Winged Sandals	Relic: Flying +4 (Gift of Hermes)
Helm of Invisibility	Relic: Defeats all Foes (Return to Hades in 5 Turns)
The Argos	Relic: Navigation +2 (Legendary Ship)
Lightning Javelins	Relic: Archer +2 (Discard after 3 uses)
Wings of Icarus	Relic: Flying +4
Cornucopia of Demeter	Relic: Sword +2 (Ambrosia feeds Army)
Hyppolita's golden girdle	Relic: Gold +4, Healing +2 (Gift of queen of the Amazons)

Pan's Flute Relic: Music +2

Hesperides garden Apples	Relic: Healing +2 (Discard after 3 uses)
Ancient Mariner	Companion: Navigation +2
Scholar	Companion: Wit +2
Pegasus	Companion: Flying +4

Hesperides garden Apples	Relic: Healing +2 (Discard after 3 uses)
Poseidon's Gift Horse	Companion: Swift +2
Temple Maiden	Companion: Woman +2, Healing +2
White Eagle of Zeus	Companion: Flying +2
Phoenician Mercenaries	Companion: Sword +2
Argonauts	Companion: Sword +2
Promethean Clay	Companion: Any one skill +2 (Pick at Draw)
Idmon (seer of Argos)	Companion: Wit +2
Helena	Companion: Woman +4
Andromeda	Companion: Woman +4
Persian War	Foe: Sword or Navigation
Amazon War	Foe: Sword or Archery
Trojan War	Foe: Sword or Wit
Peloponnesian War	Foe: Sword or Navigation
Pandoras Box	Shuffle discards into deck
Visit Oracle at Delphi	Look at next 7 cards in Deck
Made King	Target Hero gains skill of Gold +4
Blessing of Kronos	Aid: Move Forward 1D6 Spaces or Blessing +4
Blessing of Poseidon	Aid: Navigation +2 or Blessing +4
Blessing of Atlas	Aid: Strength +2 or Blessing +4
Blessing of Hermes	Aid: Swift +2 or Blessing +4
Blessing of Nike	Aid: Sword +2 or Blessing +4
Blessing of Prometheus	Aid: Wit +2 or Blessing +4
Blessing of Hera	Aid: Healing +2 or Blessing +4
Blessing of Pan	Aid: Music +2 or Blessing +4
Blessing of Apollo	Aid: Music +2 or Blessing +4
Blessing of Ares	Aid: Sword +2 or Blessing +4
Blessing of Athena	Aid: Woman +2 or Blessing +4
Blessing of Artemis	Aid: Archer +2 or Blessing +4
Blessing of Asclepius	Aid: Healing +2 or Blessing +4
Blessing of Tyche	Aid: Move Forward 1D6 Spaces or Blessing +4
Visit Olympus	Move Forward 1D6 Spaces
Child of Zeus	Hero gains Demigod +4
Hermes, God of Thieves	Discard one Relic
Eris, Goddess of Strife	Discard one Companion
Inspired by the Muses	Aid: Move Forward 1D6 Spaces

Notes

This is a conversion of Agea.

The scenarios that use the Warp Quest engine will hold the details.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.

- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.

1D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Grendel & Beowulf

Introduction

Board Game for 2 players. One player takes the role of the Hero Beowulf. The other player takes the role of the Monster Grendel.

Victory

Slay your Foe. The first player to reduce his opponent to zero or less hits wins.

Hit Points

Each player starts the game with 20 Hit Points.

Pawns

There will be 2 unique pawns, one each for Grendel and Beowulf. Both pawns may occupy the same space

#	Location:	Region:	BD	GD
1	Great Hall	Dane	3	1
2	Villages	Dane	3	1
3	Coast	Wild	2	1
4	Forests	Wild	2	1
5	Hills	Wild	2	1
6	Tors	Cold	1	1
7	Tundra	Cold	1	1

BD Beowulf Draw

GD Grendel Draw

The term Location is synonymous with space.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Beginning Phase
2. Journey Phase
3. Battle Phase
4. Ending Phase

Roll	Spaces
0 or less	0
1-2	1
3-4	2

You may choose not to move, or you may move in either Direction the indicated number of Spaces. You may play a card to modify a Travel Roll.

Battle Phase

You may play an attack card against your opponent if the Pawns are at the appropriate range. Your op-

ponent will lose a number of hit points equal to the Damage rating of the attack card. Your opponent may play a defense card to reduce the Amount of damage done.

The Deck

Players share a common deck. The deck has 1 copy of each card in the card list.

Setup

Choose who will be Grendel and who will be Beowulf. Grendel goes first. The Beowulf pawn starts in the Great Hall Space.

The Grendel pawn starts in the Endless Pit Space.

The Board

The board is a track 13 spaces long.

#	Location:	Region:	BD	GD
8	Taiga	Cold	1	1
9	Marsh	Swamp	1	2
10	Bog	Swamp	1	2
11	Fen	Swamp	1	2
12	Caves	Evil	1	3
13	Endless Pit	Evil	1	3

Beginning Phase

Draw a number of cards equal to the Draw rating of the Location your pawn is in. For example: if in the village Beowulf would draw 3 but Grendel would only draw 1.

Journey Phase

Roll 1D6. This is the Travel Roll:

Roll	Spaces
5-6	3
7+	4

ponent will lose a number of hit points equal to the Damage rating of the attack card. Your opponent may play a defense card to reduce the Amount of damage done.

Note that a defense card can be played against an attack of any range. For an attack of range = zero, both pawns must occupy the same space.

Ending Phase

Max hand size is 7 cards. Discard excess cards.

Playing Cards

When a card is played it is discarded. If the deck ever runs out, shuffle the discard and draw from it.

Ally Cards

Ally cards can be used as Attack cards or Defense cards

Card List Notation

- B** Only Beowulf player may use card
- G** Only Grendel player may use card
- E** Either player may use card
- A** Attack card (Range = 0 unless otherwise specified)
- D** Defense card
- X** Special card
- L** Ally card
- T** Travel card
- TR** Travel Roll
- Dam** Damage caused by Attack or reduced by Defense

Card List

Name:	User	Type	Dam	Notes:
Dagger	B	A	1	
Sword	B	A	2	
Axe	B	A	3	
Spear	B	A	2	Range = 1
Fire Trap	B	A	2	Range = 1
Arrows	B	A	1	Range = 2
Bow	B	A	1	Range = 2
Claws	G	A	1	
Bite	G	A	2	
Maul	G	A	3	
Boulder	G	A	2	Range = 1
Rocks	G	A	1	Range = 1
Pit Trap	G	A	1	Range = 2
Swing Trap	G	A	2	Range = 2
Helmet	B	D	1	
Chainmail	B	D	2	
Shield	B	D	3	
Slimy Skin	G	D	1	
Thick Hide	G	D	2	
Massive Bulk	G	D	3	
Darkness	E	D	6	
Geat Warriors	B	L	3	
Dane Warriors	B	L	2	
Swede Warriors	B	L	1	
Crunch Bones	G	A	5	
Arm Twist	B	A	5	
Giant Rat Swarm	G	L	1	
Vampire Bats	G	L	2	
Ogres	G	L	3	
Pathfinder	B	T	-	TR +4
Longship	B	T	-	TR +3
Horses	B	T	-	TR +2
Godspeed	B	T	-	TR +1
Forest Walk	G	T	-	TR +1
Swamp Walk	G	T	-	TR +2
Mountain Walk	G	T	-	TR +3
Ice Walk	G	T	-	TR +4
Haste	E	T	-	TR +1

Name:	User	Type	Dam	Notes:
Great Strength	E	A	4	
Cunning	E	X	-	Draw 3 Cards
Horror	G	X	-	Draw 3 Cards
Courage	B	X	-	Draw 3 Cards
Heal	E	X	-	Gain back 2 lost Hits
Drinking Horn	B	X	-	Gain back 2 lost Hits
Regenerate	G	X	-	Gain back 2 lost Hits
Witches Vision	E	X	-	Look at opponents Hand
Injury	E	T	-	TR -1 Play on Opponent
Lost	E	T	-	TR -2 Play on Opponent
Storm	E	T	-	TR -3 Play on Opponent
Foul Stench	G	A	0	Opponent discards 4 cards
Cornered	B	A	0	Opponent discards 4 cards

Cards & Available!!!!**Grendels Mother Variant**

Grendels Mother is treated exactly like Grendel. After Beowulf defeats Grendel, basically restart the game, except that it's now his Mother.

[Click Here Thanks Ron!](#)





Hercules & Xena

Introduction

Card game for 2+ players. Score points for creating adventures featuring your Favorite TV Heroes.

Disclaimer

Xena & Hercules are copyrighted, licensed, trademarked properties. This is merely a fan site.

The Decks

There are 2 decks: The Hero Deck & the Foe Deck. The respective card types are called Hero cards & Foe cards. Note that all cards have a Point value.

Hands

Each player keeps 2 Hands: A Foe Hand & a Hero Hand.

End Of The Game

The game ends the turn after either deck runs out.

Victory

The player with the most Adventure points at the end of the game wins.

Setup

Each player is dealt 3 cards from both decks. The most Heroic player goes first.

Turn Sequence

- Players take turns.
- Each turn has 5 Phases:
- Fate Phase
- Destiny Phase
- Adventure Phase
- Boon Phase
- End Phase

Heroes Deck

Card Name:	#	Type	Points	Notes:
Hercules	8	L	8	Son of Zeus
Xena	8	L	7	Warrior Princess
Iolaus	4**	A	6	Warrior; Archer
Gabrielle	4*	A	5	Bard

Fate Phase

Draw 1 card from each deck.

Destiny Phase

You may discard 1 card & draw a replacement card (from 1 deck only).

Adventure Phase

You may make a Meld if you are able. A Meld must consist of:

- 1 or more Plot cards (Foe card)
- 1-3 Men or Monster cards (Foe card)
- 1 Legend card (Hero Card)
- 1 or more Cheese cards (Hero cards)
- Any number of Aid cards (Hero cards) Meld cards are played face up to the table. For a Meld to be legal, the point value total (PVT) of the Hero cards must be equal to or greater than the PVT of the Foe cards.

Boon Phase

Score Adventure points if you made a Meld last phase. Adventure points earned = PVT of the Foe cards played. Discard all melded cards.

End Phase

If you made a Meld this turn draw 1 card from both decks. Max hand size is 5 cards (5 Hero cards & 5 Foe cards). Discard excess cards.

Card Type Notation

- L** Legend
- A** Aid Card
- C** Cheese Card
- P** Plot Card
- M** Men & Monsters
- #** Number of copies of that card in the deck

Card Name:	#	Type	Points	Notes:
Salmoneus	1	A	3	Entrepreneur
Autolycus	1	A	4	King of Thieves
Joxer	1*	A	2	Inept Warrior
Chakram	1*	A	3	Throwing Disk
The Pinch	1	A	3	Special Fighting Moves
Charm	1	A	3	Personality
Whoop Ass	1	A	3	
Quick Thinking	1	A	3	Wit
Bravery	1	A	3	Courage & Sacrifice
Great Strength	1**	A	3	
Fighter for Justice	1	A	3	
Trickery	1	A	3	Silver Tongue
Flying Kick	1	A	3	or Kick to the Groin
Special Effects	1	C	1	
Tender Moment	1	C	1	
Sexual Tension	1	C	1	
Lesbian Overtones	1*	C	1	
Biting Sarcasm	1	C	1	
Bad Puns	1	C	1	
Glaring Anachronism	1	C	1	
Out of Character	1	C	1	
Song & Dance Number	1	C	1	
Witty Repartee	1	C	1	
Melodrama	1	C	1	
Titillation & Innuendo	1	C	1	
Modern Sensibilities	1	C	1	
Inspid Dialogue	1	C	1	
Break SOD	1	C	1	Suspension of Disbelief

* Xena must be in play to use

** Hercules must be in play to use

Note: Only 1 copy of Gabby or Iolaus can be used in a meld.

Foes Deck

Card Name:	#	Type	Points
Plot of Aphrodite	1	P	1
Plot of Apollo	1	P	1
Plot of Ares	1	P	1
Plot of Hades	1	P	1
Plot of Zeus	1	P	1
Plot of Hera	1	P	1
Plot of Artemis	1	P	1
Plot of Athena	1	P	1
Plot of Poseidon	1	P	1
Plot of Bacchus	1	P	1
Save the Village	1	P	1
Test of Friendship	1	P	1
Rescue Sidekick	1	P	1
Character Growth	1	P	1
Fulfill Prophecy	1	P	1
Titan	1	M	10

Card Name:	#	Type	Points
Giant	1	M	7
Warlord	3	M	6
Harpies	1	M	5
Hydra	1	M	7
Minotaur	1	M	6
Centaurs	1	M	5
Sea Serpent	1	M	8
Skeletons	2	M	2
Barbarians	1	M	4
Soldiers	2	M	3
Bandits	3	M	3
Amazonians	1	M	4
Pirates	1	M	3
Maze	1	M	4
Ogre	1	M	6
Doppelganger	1	M	7

Card Name:	#	Type	Points
Sorcerer	1	M	9
Dream Self	1	M	8
Cyclops	1	M	7

Card Name:	#	Type	Points
Backstabber	1	M	5
Evil Warriors	3	M	4





Heroes Of The Hinterlands

Introduction

Solo card game. Fantasy theme. Protect your town from raiders. Recruit Heroes and construct buildings. Clear out the monsters inhabiting all the surrounding territories.

Disclaimer

Loosely based on the PC game Hinterlands. Hinterlands is a copyrighted, licensed property. This is merely a fan site.

Victory

You win if you capture all the territories. Your ending Fame score is a measure of how well you've done. If your fame ever drops to zero or less, you automatically lose.

Dice

6 and 10 sided dice are needed.

Record Keeping

Use paper and pencil to keep track of the following running totals: Fame

.
.	9	-	9	-	9	-	9	-	9
.	6	-	6	-	6	-	6	-	9
.	3	-	3	-	3	-	6	-	9

Setup

Shuffle the decks. Randomly place one Land card in each of the 24 Territory spaces. Pick one Hero card from the Town deck to be the Town Leader. Your Town Leader has no upkeep requirements. Start with the Outpost card as the first Building in your town. Draw a hand of 6 cards from the Town deck. You start with 10 Fame.

Turn Sequence

- Each turn has 8 Phases:
1. Scout Phase
 2. Visitors Phase
 3. Build Phase
 4. Recruit Phase
 5. Raiders Phase
 6. Conquest Phase
 7. Equip Phase

- Food Support
- Gold Support
- Board Support
- Magic Support
- Holy Support
- Death Support
- Rogue Support
- Nature Support
- Town Defense

Decks

- There are 4 decks:
- Land Deck- The 24 territories outside the town
 - Town Deck- Buildings and Heroes and Shipments
 - Item Deck- Useful and Magical Items
 - Foe Deck- The Monsters occupying the territories

The Board

The Board is a 5 x 5 Grid. Each square is big enough to hold 1 stack of cards. The bottom left square is your town. Every other square is a territory. Each territory has a Danger rating according to the chart:

.
.	0	-	0	-	3	-	6	-	9
.	T	-	0	-	3	-	6	-	9

8. Logistics Phase

Scout Phase

If a territory is adjacent (sharing a side) to your town, or to a territory you control, and it does not already contain a Foe card, draw a Foe card and place it into that territory.

Visitors Phase

Draw 2 cards from the Town deck and put them in your hand. For each Visitors +1 bonus you have draw an extra card. If any deck runs out, shuffle the discard and draw from it.

Build Phase

You may put 1 Building into play from your hand. Or you may put 1 Shipping card into play from your

hand. To pay the cost of Shipping, you must discard 6 cards from your hand.

If you build or ship this turn skip recruit phase.

Recruit Phase

You may put 1 Hero from your hand into play. To do this, you must be able to support the hero. Each hero requires: 1 Food 1 Board 1 Gold Support for each type of attribute the Hero has.

So for example, if your town is only producing 2 Gold, it can only support 2 Heroes. Ex. - If your Town provides Holy support but not Armor, you cannot recruit a Cleric.

Roll	Result:
1-2	One random Building is destroyed
3-4	One random Hero is killed
5-6	Looting: Lose 2 Fame Points and the Raiders leave

If the Raiders won fight another round. Continue fighting until they lose a round, or loot and leave. If the town was raided this turn, skip conquest phase. Discard the Foe card, and all destroyed buildings and killed Heroes.

Items from killed heroes, destroyed buildings go back to your hand.

Conquest Phase

You may attack a target Territory adjacent to your town or to a Territory you control. Decide first which of your Heroes are attacking, and with what items. A Maximum of 6 Heroes may attack.

Each Hero may use no more than 1 item. Add the Danger Rating of the territory to the Base strength of the Foe card there to get that Foes total strength. Add 2D10 to their total Strength to get their fighting strength. To get the Heroes fighting strength add 2D10 to the number of Heroes plus item bonuses.

Check the Weakness of the Foe. The Heroes gain 1 point for each level they have in that attribute. If the Heroes fighting total is higher, you gain control of the territory and you get 3 Fame points. If the Foes total is higher, One random Hero is killed and the Heroes

Raiders Phase

Roll 1D6. On a roll of 6, raiders attack. Draw 1 random card from the Foe Deck. Add 1D6 to their Base Strength to get their total strength.

Add 1D10 to their total Strength to get their fighting strength. To get the Town fighting strength add 1D10 to the number of Heroes plus town defense bonuses from buildings, plus item bonuses. Check the Weakness of the Foe. The Heroes gain 1 point for each level they have in that attribute.

If the Towns fighting total is higher, the Raiders are driven off and you get 1D6 Fame points. If the Raiders total is higher roll 1D6:

retreat and do not attack again this turn. Discard the Foe card only if the Foe is defeated.

Killed Heroes and attached items are discarded. Clearings are captured without a fight, but do not provide an Item reward in Equip phase.

Equip Phase

If you conquered a Territory this turn draw 1 card from the Item deck. Attach it to an appropriate Hero or building in play. If the Item is currently unusable, add it to your hand.

Logistics Phase

Discard 1 Random card from your hand. Max hand is 6 cards. Discard excess cards.

If you did not capture a territory this or last turn, lose 1 Fame point.

End Of Game Scoring

To your running total add the number of Heroes and Buildings you have plus bonuses from certain items and buildings.

The Town Deck

Card Name:	Type:	Notes:
Outpost	B	Town Defense +3; Fight Support
Vegetable Farm	B	Food +2
Oat Farmer	B	Food +2; All Herders Food +1
Wheat Farm	B	Food +3
Trapper	B	Food +1; Nature Support; Requires Woods
Hunting Lodge	B	Food +2; Nature Support, Requires Hunting Grounds
Sheep Herder	B	Food +2
Hog Herder	B	Food +3

Card Name:	Type:	Notes:
Cattle Herder	B	Food +4
Hostel	B	Board +2; Visitors +1
Inn	B	Board +1; Gold +1; Visitors +1
Brewer	B	Food +2; Gold +2; Requires Clean Water
Tavern	B	Food +1; Gold +1; Music Support
Merchant	B	Gold +2
Market Place	B	Gold +2; Music Support
Smithy	B	Gold +2; Requires Iron
Workshop	B	Gold +1; Armor Support
Weapon Smith	B	Gold +1; Fight Support; Requires Iron
Armorer	B	Gold +1; Armor Support; Requires Iron
Brothel	B	Gold +1; Rogue Support
Gambling Den	B	Gold +1; Rogue Support
Fortune Teller	B	Requires Crystal Ball; See Notes
Library	B	Fame +1; Magic Support
Wizards Tower	B	Fame +2; Magic Support; Requires Stone
Alchemist	B	Gold +1; Potions +1; Requires Mandrake
Herbalist	B	Potions +1; Requires Herbs
Bowyer	B	Gold +1; Bow Support
Fletcher	B	Gold +1; Bow Support
Undertaker	B	Death Support; Gain 2 Fame every time a Hero is killed
Barracks	B	Board +1; Town Defense +2
Ballista Tower	B	Town Defense +3; Requires Bow
Stone Wall	B	Town Defense +4; Requires Stone
Manor	B	Board +1; Fame +1; Max hand size +1
Estate	B	Board +2; Fame +2; Visitors +1; Requires Stone
Monastery	B	Board +1; Fame +1; Holy Support
Church	B	Fame +2; Holy Support; Requires Stone
Keep	B	Town Defense +3; Board +1; Requires Stone
Stone Shipment	S	Source of Stone
Iron Shipment	S	Source of Iron
Warrior	H	Fight x3
Wizard	H	Magic x3
Priest	H	Holy x3
Cleric	H	Holy x2, Armor x1
Ranger	H	Nature x1, Fight x1, Bow x1
Hunter	H	Nature x2, Bow x1
Woodsman	H	Nature x3
Druid	H	Nature x1, Holy x1, Magic x1; Requires Druids Grove
Elf	H	Nature x1, Magic x1, Bow x1; Requires Elf Village
Dwarf	H	Armor x2, Fight x1; Requires Dwarf Village
Knight	H	Fight x2, Armor x1
Magician	H	Magic x2; Rogue x1
Hedge Wizard	H	Magic x2; Nature x1
Battle Mage	H	Magic x2; Fight x1
Paladin	H	Fight x1, Armor x1, Holy x1
Monk	H	Fight x1, Holy x2
Archer	H	Bow x3
Barbarian	H	Nature x1, Fight x2
Assassin	H	Fight x1, Rogue x2
Thief	H	Rogue x3
Mercenary	H	Fight x1, Armor x1, Rogue x1
Necromancer	H	Death x2, Magic x1

Card Name:	Type:	Notes:
Fallen Hero	H	Death x1, Armor x1, Fight x1
Minstrel	H	Music x2, Visitors +1
Spell Singer	H	Music x1 Magic x2
Bard	H	Music x1, Rogue x1, Fame +2

B Building
S Shipment
H Hero

Land Deck

Card Name:	Notes:
Iron Mine	Source of Iron
Stone Quarry	Source of Stone
Herb Garden	Source of Herbs
Mandrake Grove	Source of Mandrake

Fairy Circle Ring Nature Support

Mystic Stones	Magic Support
Ruins	Death Support
Spire	Fame +5
Graveyard	Death Support
Holy Ground	Holy Support
Elf Village	Required for Elf Hero
Dwarf Village	Required for Dwarf Hero
Natural Spring	Clean Water Support
Druids Grove	Required for Druid
Hunting Grounds	Food +1
Fertilizer Deposit	All Farms Food +1
Swamp	Heroes cannot enter this Territory
Lair	2 in Deck; Foes here get +5 Strength
Woods	3 in Deck
Clearing	2 in Deck; No Foes at this Location

Item Deck

Card Name:	Notes:
Treasure	5 in Deck; Fame +1; Attach to any Building
Potion	5 in Deck; Hero +1; One use only**
Crystal Ball	Required for Fortune Teller*
Steel Trap	Attach to Trapper: Food +1
Dragons Egg	Attach to Herder: See Notes
Elm Bow	Bow Hero +2
Great Helm	Armor Hero +2
Staff of Power	Magic Hero +2
Staff of Healing	Holy Hero +2
Strong Spear	Nature Hero +2
Rune Sword	Fight Hero +2
Vorpal Blade	Fight Hero +2
Holy Symbol	Holy Hero +2
Dagger of Venom	Rogue Hero +2
Axe of Hewing	Nature or Fight Hero +1
Spell Book	Magic Hero +2

Arrows of Slaying Bow Hero +3; One use only***

Magic Scroll	Magic Hero +3; One use only***
Holy Water	Holy Hero +3; One use only***
Mace of Stunning	Armor or Fight Hero +1
Blessed Shield	Armor Hero +2
Seven League Boots	Nature Hero +2
Bone Crown	Death Hero +2
Mithril Hauberk	Armor Hero +2
Bull Horn	Attach to Merchant: Gold +1
Magic Seeds	Attach to Farmer: Food +1
Enchanted Hammer	Armor Hero +1 or Attach to Smith: Fame +2
Cloak of Shadows	Rogue or Nature Hero +1
Mandolin	Music Hero +1 and Fame +1
Pan Flute	Music Hero +2
Golden Egg Goose	Gold +1; Attach to any Building
Cornucopia	Food +1; Attach to any Building

* keep it in your hand until you play the Fortune Teller,
then attach it to the fortune teller.

** Keep these in your hand. Discard to use in Fights.

*** You may attach these to an appropriate hero or keep

them in your hand and discard to use in a Fight.

Foe Deck

Card Name:	Strength:	Weakness:
Spiders	1	Nature
Giant Rats	2	Music
Insect Swarm	3	Magic
Snakes	3	Nature
Dire Wolves	4	Nature
Fairies	3	Music
Kobolds	1	Rogue
Goblins	2	Armor
Orcs	3	Fight
Sorceress	3	Magic
Gnolls	4	Fight
Harpies	5	Bow
Bandits	4	Death

Card Name:	Strength:	Weakness:
Skeletons	2	Holy
Zombies	4	Holy
Dwarves	5	Armor
Bugbears	5	Rogue
Elves	6	Bow
Wraith	6	Holy
Cerberus	6	Music
Cyclops	7	Bow
Trolls	7	Magic
Barbarians	5	Death
Giant	8	Rogue
Dragon	9	Fight

Potions

The Herbalist and Alchemist each gives your party +1 to your total fighting strength in raid and conquest phases. Potions from the item deck can be used once for a +1 bonus and are then discarded.

Dragon Egg

If you have the dragon egg, draw 5 cards in Logistics phase. If one of them is the Dragon, it joins you as a Hero (with strength = 9). Discard the egg. After each time the Dragon fights a round of battle roll 1D6. on a roll of 4-6 it flies away, discard it.

Fortune Teller

If you have the Fortune Teller, you may once during your turn look at the next 1D6 cards in any target deck.

Leader Hero

If your leader hero is killed lose 2 Fame Points. Next pick a surviving hero to be the new Leader. If there are no surviving heroes, the next hero you recruit becomes the Leader.





Hunt The Wumpus

A board game for 2-4 players

Components:

- Play Deck
- 49 terrain squares (10 Clear, 10 Forest, 10 Swamp, 10 Rocky, 5 Lair, 4 Camps of red, green, yellow and blue.)
- A playing piece for each Hunter in green, red, blue and yellow
- A playing Piece for the Wumpus
- 1D6

Set Up

The terrain pieces are set up in a 7x7 square, with one lair in the centre, a camp in each corner, and the remaining pieces set up randomly. The Wumpus is set

up in the central Lair. Each player chooses one of the hunters and places them in the corresponding camp.

Roll 1d6 to determine who goes first in the hunt phase, play proceeding clockwise around the board. Decide which board edge is North Each player draws 5 cards

The aim of the game is to kill the Wumpus whilst trying to stop the other players from doing so

Rules

The game is divided into 3 phases:

- Wumpus Phase
- Hunt Phase
- Reconcile Phase

Wumpus Phase

Roll 1d6 and refer to the Wumpus Movement table:

#	Result
1	Move 1 space North
2	Move 1 space East
3	Move 1 space South
4	Move 1 space West
5	Wumpus does nothing this turn
6	Wumpus moves immediately to the nearest Lair space

If the Wumpus ends its move on the same space as a hunter, then that hunter is attacked. They must discard all cards in their hand and move immediately to their respective Camp. A hunter's hand size is reduced by 1 each time that they are attacked by the Wumpus. If their hand size reaches zero, they are out of the game. If all other players are removed from the game in this manner, then the remaining player wins. If more than one player is in the space The Wumpus moves to, then they all suffer the attack. A Wumpus cannot enter a Camp space nor can they leave the board. If the Wumpus is unable to move in a certain direction, then it moves in the next clockwise compass direction.

The Wumpus cannot move diagonally.

Hunt Phase

Each player performs their actions in turn order. Each Hunter may move 1 space per turn in any direction. Hunters may not leave the board. If a Hunter ends its turn on the same space as the Wumpus, they may try to kill it. They may play any number of attack cards from their hand. All other players, clockwise around the board, take turns to play any number of

evade cards. Calculate the total values for attack and evade. Each hunter has a bonus when using a particular attack. Each type of evade card has a bonus in a particular terrain. All evade cards count double in a Lair space.

If the Evade total is higher, the Wumpus retreats to the nearest unoccupied lair, and the hunter suffers as if they were attacked by the Wumpus. If the Attack total was higher, then the Wumpus is killed and the killing player wins.

Reconcile Phase

Each player in turn order may discard 1 card from their hand and draw up to their full hand. Starting hand size is 5, minus 1 for each time they have been attacked by the Wumpus. If a hunter is on a Camp space, then they may discard and redraw their entire hand.

Hunters

- Ulf (Red): +1 to the value of Traps and Snares cards played by this hunter
- Bear Claw (Blue): +1 to the value of Bow cards played by this hunter

- Actaeon (Yellow): +1 to the value of Net cards played by this hunter
- Ningawe (Green): +1 to the value of Spear cards

Cards

Card	#	Description
Attack: Bow	4	Attack Value: 1
Attack: Nets	4	Attack Value: 1
Attack: Spear	4	Attack Value: 1
Attack: Traps and Snares	4	Attack Value: 1
Evade: Run	4	Evade Value: 1 (+1 in Clear terrain)
Evade: Submerge	4	Evade Value: 1 (+1 in Swamp terrain)
Evade: Camouflage	4	Evade Value: 1 (+1 in Forest terrain)
Evade: Cover	4	Evade Value: 1 (+1 in Rocky terrain)
Ambush	2	Play after you move your Hunter. They may move another 2 spaces
Scent in the Air	2	Play before the Wumpus' movement is rolled.
		- Move Wumpus 2 spaces in any direction, obeying normal
		- move restrictions, instead of rolling.
Retreat	2	Move target player to their respective camp.
		- May be played before or after movement.
		- Alternately, a player may use this card to avoid the Wumpus' attack.
		- Play when you are attacked, but only retreat to your camp,
		- do not discard your hand or reduce your hand size.
Hazards	2	Play before target player acts. Target player may not act this
		- turn and does not draw during the Reconcile Phase.

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Iron Fantasy Chef

Introduction

Gastronomic Fantasy for 2 or more. Players try to prepare the best menu given a random set of fantastical ingredients.

Rules

Any number can play. Roll 4 times on the ingredients table to see what ingredients the players must use. Players must design a menu with each dish using one or more of these ingredients.

The menu can be multiple courses including aperi-

tifs and desserts. A dish can be made anyway you like. For example: On the Spit, Roast, Flambé, Mousse, Tartar, Stewed, Pan-Fried, Fillet, etc. Other ingredients can be added to each dish. For example: Flour, Sherry, vegetables, rice, truffles, chocolate, butter, nuts, scalions, bananas, etc.

Players should give a detailed description of each dish including the Steps to making it, how it tastes, and a description of the final presentation. Players have one hour to create their menus. At the end of this time each player reads his menu out loud.

Players then vote on who made the best menu.

Ingredients Table

1D50	Ingredient:	Notes:
01	Red Dragon Tail	Spicy
02	Illithid Brain Pod	Brain Food
03	Troll Hide	Regenerates
04	Pound of Ogre Flesh	Fatty
05	Medusa Head	Un-petrified
06	Cockatrice	Tastes like Chicken
07	Shrieker	Dungeon Mushroom
08	Green Slime	Live
09	Giant Ant Legs	Crunchy
10	Black Pudding	Dissolves Wood & Metal
11	Beholder Eyes	Includes Stalks
12	Pixie Morsels	Includes Wings
13	Bugbear	Gamey
14	Carriion Crawler	Chunks
15	Choice Cut Demon	Hot
16	Side of Devil	Red Hot
17	Stegosaurus Steak	With Plates
18	Gorgon Flank	Hard as a Rock
19	Blue Dragon	Sparks
20	Brass Dragon Balls	Metallic Taste
21	White Dragon	Cold
22	Gelatinous Cube	Transparent
23	Zombie Parts	Crawl out of the Bowl
24	Gray Ooze	Slimy
25	Breasts of Harpy	Tastes like Chicken
26	Hell Hound	Burnt Taste
27	Hippocampus	Salty
26	Bottle Imp	Pickled
29	Kobold	Smells like Dog
30	Larva from Hades	Large Worms
31	Werewolf	Tough

1D50	Ingredient:	Notes:
32	Haunch of Minotaur	Very Tough
33	Naga Tail	Reptilian
34	Sea Serpent	With Spines
35	Orc Chops	Tastes like Pork
36	Purple Worm	Pungent
37	Roc Eggs	Good for Omelets
38	Pegasus	Horse Meat
39	Rust Monster	Guess
40	Mermaid Tail	Fishy
41	Satyr	Tastes like Goat
42	Phoenix	On Fire Literally
43	Sphinx	Questionable Taste
44	Strangle Weed	Don't Choke on it
45	Stirge Blood	Nutritious
46	Treant Apples	Good for Baking
47	Unicorn	Tastes Great
48	Will-O-Wisp	Less Filling
49	Healing Potion	Medicine Taste
50	Ice Elemental	Frozen Solid

Notes

Players are encouraged to add more ingredients to the list.





Journey To The West

Introduction

Card game for 2-4+ players based on the Chinese Legend "Journey to the West".

Journey To The West Background

Please check out this site: [Wikipedia](#)

Victory

Have the most Victory points when the game ends.

Victory Points

Each obstacle card you capture has a Victory Point (VP) value. Keep your captured cards in your Victory Pile.

The Decks

There are 2 Decks: The Obstacle Deck and the Journey Deck.

The Obstacle Deck

Obstacle cards represent the various demons, monsters, foes, and Impediments to the group's progress. The game ends when all of the Obstacle cards have been captured.

The Journey Deck

Journey cards are of 2 types: Strength cards and Weakness cards. Strength cards build up your own hand. Weakness cards are used to interfere with your opponent's hand.

Journey cards are also divided into 5 suites: Monkey, Pigsy, Sandy, Tripitaka, and Aid cards.

Setup

Each player is dealt a hand of 7 cards. Take the top card of the Obstacle deck and flip it face up.

Obstacle Deck

Card Name	Strength	VP
Dragon King of the East	6	1**
Flaming Mountain	8	2*
Jade Emperor	10	3
Disguised Demon	7	2*

Turn Sequence

Players take turns. Each turn has 3 turns:

1. Fate Phase
2. Obstacle Phase
3. Journey Phase

Fate Phase

Draw 2 cards from the Journey Deck. You may draw 3 cards if you did not capture an Obstacle card last turn. (Does not apply to first turn of game) If the deck runs out, shuffle the discard and draw from it.

Obstacle Phase

Play Journey cards from your hand with a total Strength that is Equal to or greater than the Strength of the Obstacle card to Capture the Obstacle card and put it in your Victory Pile. Flip over the Top card of Obstacle pile to replace the captured one. If you succeed, discard the Journey cards you played.

The Journey cards you play must all belong to different Suites. Your opponents may play (discard) Weakness cards to cause you To discard a played Journey card of a specific suite. You may play extra Journey cards from your hand to replace those Eliminated by Weakness cards.

If after all Weakness cards are played, the Journey cards that remain Have less Strength than the Obstacle card, the Obstacle card Stays in play and the Journey cards go back to your hand. You may capture additional Obstacle cards in the same turn if possible.

Journey Phase

Maximum hand size is 8 cards. Discard excess cards.

Card Name	Strength	VP
Ogres	5	1**
Animal Spirits	6	1**
Impassable River	7	2*
Seductive Spider Spirits	9	3

Card Name	Strength	VP
White Bone Demon	8	2*
Celestial Bureaucracy	5	1**
River of Quicksand	9	3
Yellow Wind Demon	7	2*
Black Bear Demon	6	1**
Monster	5	1**
Disaster	8	2*
Adventure	7	2*
Flesh Eating Demons	8	2*
Predicament	10	3
Captured	7	2*
Goblins	6	1**

Card Name	Strength	VP
Kingdom of Women	8	2*
Evil Magician	5	1**
Calamity	6	1**
Danger	5	1**
Red Boy	10	3
Carp Demon	7	2*
Green Lion Demon	8	2*
Scorpion Demon	6	1**
Jade Faced Princess	10	3
Dream Demon	9	3
Nine Headed Bird Demon	7	2*

Card List Notation

M Monkey
P Pigsy
S Sandy
T Tripitaka

A Aid

W Weakness

* If you capture this Obstacle immediately draw 1 card

** If you capture this Obstacle immediately draw 2 cards

Journey Deck

Card Name	Suite	Strength
Rebelliousness	W	M
Hubris	W	M
Playfulness	W	M
Discord	W	M
Unsteady Mind	W	M
Magic Gold Headband	W	M
Lust	W	P
Greed	W	P
Gluttony	W	P
Laziness	W	P
Insatiable Appetite	W	P
Fear	W	T
Gullible	W	T
Indecisive	W	T
Helpless	W	T
Carelessness	W	T
Complacency	W	S
Humorlessness	W	S
Stubbornness	W	S
Attached to Everyday Notions	W	S
Prankster	M	2
Fiery Crystal Eyes	M	2
Fixing Spells	M	3
Courage	M	2
Wit & Guile	M	2
Become Tiny	M	3
Perseverance	M	1
Iron Body	M	2
Hair Clones	M	2

Card Name	Suite	Strength
Good Deeds	P	1
Nine Tooth Iron Rake	P	1
36 Transformations	P	3
Fighting Skill	P	2
Cloud Travel	P	2
Dependable	S	1
Celestial General	S	2
River Ogre	S	2
Breathe Underwater	S	1
Enlargement Spell	S	3
Monks Spade	S	1
18 Transformations	S	2
Extremely Strong	S	2
Skilled Alchemist	S	1
Patient Service	S	1
Handsome	T	1
Pilgrimage	T	1
Protectors	T	2
Zen Disciples	T	3
Golden Cicada	T	2
Quest	T	1
Favorite of the Buddha	T	3
Sacred Mission	T	1
The Cultivator	T	1
Golden Begging Bowl	T	1
Spell of Elemental Resistance	A	2
Dragon Prince	A	2
Princess of the Moon	A	2
Holy Man	A	1

Card Name	Suite	Strength
72 Transformations	M	3
Great Yu Iron Bar	M	3
Cloud Somersaults	M	2
Humor	P	1
Brave	P	2
Atonement	P	1
Heavenly Admiral	P	2

Card Name	Suite	Strength
Sleeping Spell	A	2
Hidden Monastery	A	1
Ingenious Solution	A	3
Golden Armor	A	2
Gift of the Iron Fan	A	2
Celestial Eye	A	2
Goddess of Mercy	A	3

Links

Pure Insight





Joust Sim

Introduction

Card game based on the 1982 Arcade game. 1-2 players.

Disclaimer

Joust is a licensed property. This is merely a fan site.

Victory

The player with the highest score at the end of the game wins.

Game End

The game ends when all players have lost all of their Life counters.

Life Counters

Each player starts with 3 Life counters.

Getting Killed

If you lose a life counter, you discard your hand and your turn ends immediately. You continue playing on your next turn. You start at an altitude of 1D6.

Spawn Points

Cards from the Foe Deck come into play face-up at 4 spawn points. There can only be 4 Foe cards in play at a time. The Spawn points are numbered 1 to 4.

Wave:	X:
1	4
2	5
3	6
4	7

Player Knights

Both players are Knights. One player rides an Emu. One player rides an Ostrich.

Enemies And Opponents

Minor distinction: Player Knights are Opponents. Knights from the Foe Deck are Enemies. Knights from the Foe deck are also called Buzzard Knights.

The Decks

There are 2 common decks: The Foe Deck and the Player Deck.

Player Deck

There are 3 types of cards: Altitude cards: These immediately put you at the new indicated altitude. Modifier cards: These alter up or down your current altitude. Special cards: These have some other effect.

Dice

A Six Sided Die is needed.

Scoring

Each player scores points as Follows:

Deed:	Points Scored
Kill Enemy Knight Bounder	5
Kill Enemy Knight Hunter	10
Kill Enemy Knight Shadow Lord	15
Kill Opponent's Knight	10
Kill Pterodactyl	20
Claim Gladiator Wave Card	10
Surviving a Wave	5
Surviving a Wave without being Killed	20

Waves

Every time you kill X Buzzard knights, a Wave ends. Immediately discard all Foe cards in play X is determined by the Wave Number.

Wave:	X:
6	9
7	10
8	11
9	12

Wave:	X:
5	8

You retain your current altitude from one Wave to the next.

Record Keeping

Use paper and pencil to keep track of: Wave Number Buzzard Knights killed in a Wave Scores

Reduced Record Keeping Variants

Play without the concept of Waves, or Have all waves be X = 4.

Altitude

All Foe cards have an Altitude rating. Altitudes can range from zero (lowest) to ten (highest).

Fall Tokens

This indicates your current altitude has dropped one level.

Lava Rule

If your altitude ever goes to zero or less, you fall into the Lava and lose 1 Life Counter.

Mortal Danger Dodge Rule

If you are about to be killed by an opponents knight in Joust phase, you may play a Modifier card to adjust your height in order to evade.

Setup

Roll high on 1D6 to see who goes first. Each player rolls 1D6 to see what altitude they start out at.

Turn Sequence

Players take turns. Each turn has 6 Phases: Foe Phase Knight Phase Fly Phase Joust Phase Score Phase Enemy Phase End Phase

Foe Deck Card List

Name:	Altitude:
Bounder Knight	1
Bounder Knight	2
Bounder Knight	3
Bounder Knight	4
Bounder Knight	5
Bounder Knight	6
Bounder Knight	7
Bounder Knight	8
Bounder Knight	9

Wave:	X:
-------	----

Foe Phase

Flip cards from the top of the deck so that there is a Foe card at each of the 4 Spawn Sites. If the deck runs out, shuffle the discard and draw from it.

Knight Phase

Fill your hand to 4 cards from the Player Deck. If the deck runs out, shuffle the discard and draw from it.

Fly Phase

Play an Altitude card or a Modify card or gain a Fall Token. If you play an Altitude card, discard all other Altitude cards, Modify cards, or Tokens you have in play.

Joust Phase

If you are one altitude level over an enemy or opponent Knight, you may kill it. A killed Opponent's Knight loses a Life counter. If you are at the same altitude as a pterodactyl, you may kill it.

Discard Killed Foe cards. You may only kill one Foe or opponent in this phase.

Score Phase

Keep track of points scored in this phase.

Enemy Phase

If any Foe or opponent is exactly one Altitude level above you, you are killed and Lose one life counter.

End Phase

You may discard one Player card from your hand.

Name:	Altitude:
Shadow Lord	2
Shadow Lord	3
Shadow Lord	4
Shadow Lord	5
Shadow Lord	6
Shadow Lord	7
Shadow Lord	8
Shadow Lord	9
Pterodactyl	1

Name:	Altitude:
Hunter Knight	1
Hunter Knight	2
Hunter Knight	3
Hunter Knight	4
Hunter Knight	5
Hunter Knight	6
Hunter Knight	7
Hunter Knight	8
Hunter Knight	9
Shadow Lord	1

Name:	Altitude:
Pterodactyl	2
Pterodactyl	3
Pterodactyl	4
Pterodactyl	5
Pterodactyl	6
Pterodactyl	7
Pterodactyl	8
Pterodactyl	9
Gladiator Wave	Claim when you kill your opponent

Player Deck Card List

Name:	Altitude	Notes
Altitude	1	
Altitude	2	
Altitude	3	
Altitude	4	
Altitude	5	
Altitude	6	
Altitude	7	
Altitude	8	
Altitude	9	
Altitude	10	
Altitude	1	
Altitude	2	
Altitude	3	
Altitude	4	
Altitude	5	
Altitude	6	
Altitude	7	
Altitude	8	
Altitude	9	
Altitude	10	
Flap Flap Flap	+2	
Flap Flap Flap	+2	
Altitude Adjustment	+1	
Altitude Adjustment	+1	
Drop	-1	
Drop	-1	
Dive	-2	
Dive	-2	
Maneuver	-	Discard to Draw 2 cards
Maneuver	-	Discard to Draw 2 cards
Run Away	-	Negate getting Killed
Run Away	-	Negate getting Killed

Card Set Available!

Links

Thanks Ron! Click Here

Joust Simulator Play For Real!!! Wikipedia Joust History

Commentary

Am a little confused by the rules though. It isn't clear how/when you encounter the foes. Extrapolating from the arcade game, each player would start from opposite end of the "board" (which would be the four "spawn" points) and each turn each would encounter the next foe. For example, Player A moves left-to-right, and in the Joust Phase would encounter the left-most foe, while Player B encounters the right-most foe; they'd score (or not), get killed if that foe is 1 altitude higher (or not), each discard a card (or not), then the foes they'd encountered would be replaced if killed, the players would then each draw to 4 cards, play altitude/modify, Player A would encounter the second-to-left foe, while Player B would encounter the second-to-right foe. Presume the next turn they'd encounter each other? When a player had encountered

all 4 foes in line (and the opposing player if there is one), his knight starts over at the side of the "board" he started from (or turns around), simulating continual flight across infinite spawn points until the Wave is over?

As a variation, have there be a "space" between spawning points in which the knights don't encounter a foe (no Joust Phase) that turn but can adjust altitude; upon which if it's a two player game the opponent can play one of his own player cards on a Foe to adjust the Foe's altitude. Alternately, or in addition, in a two-player game, in the Joust phase your opponent can adjust a Foe's altitude using his own player cards, and you can counter with additional cards from your hand - would have to be judicious about doing this since you'd not be able to count on the cards you had for your next encounter.





Key Konquest!

Introduction

Fantasy board game for 2-6 players by Jason Newell.

Map & Cards

[Click here for files.](#)

The Story

Another boring day at the Heroes Guildhall. There's only so much pointless killing, looting and drinking one can do before it becomes boring. What's the solution? Find a reason to kill, loot and debauch! So you have decided to quest for the legendary Keys of Fate which will open the Door of Fate in the Tower of Fate (are we sensing a theme here?), which holds the wondrous Sceptre of... you guessed it, FATE! With this Sceptre you will be able to rule the kingdom, which will stave off the boredom for a while at least. Unfortunately, some of your "workmates" have had the same idea (talk about coincidence), so it is a race against each other to find the keys and rule your own destiny...

Muscle:	a measure of physical power
Whack:	ability and skill at arms
Magic:	mystical power
Guts:	strength of heart

Heroes, villains and some monsters also have Hits. These represent how much damage a they can take before they are killed.

Starting The Game

Each player is dealt 1 hero from the hero deck, the rest of the deck becomes the henchman deck. They then take the listed number of hit tokens, 1 gold token, and any listed equipment or spells from the respective decks. Each player then takes it in turn to place their hero on any of the Town spaces, 1 hero per space. Each player then draws 1 card from the quest deck, determining the dungeon they must reach to have their first quest. Then the game begins.

The Turn

The turn is divided into four segments:
Initiative Draw Quests Movement Encounter

or at least kill a few hours in the most violent ways possible.

Components

The map board (a hexmap of the continent) 2 six sided dice 20 card Hero Deck 28 card Spell Deck 25 card Artifact Deck 44 card Dungeon Deck 50 card Equipment Deck 15 card Villain Deck 12 card Quest Deck 114 card Adventure Deck 60 Hit tokens 60 Experience tokens 60 Gold tokens 20 tokens for each statistic. A playing piece for each player.

Winning

There are six magical keys in the artifact deck. In order to win the game, a player must find at least four out of the six keys and are on the Tower of Fate space at the beginning of the turn. If they achieve this, they have unlocked the power of the tower and win the game.

Statistics

All Heroes, monsters and villains have six statistics:

Muscle:	a measure of physical power
Sneak:	stealth and subterfuge
Luck:	plain fortune

Initiative

Each player rolls 1 dice and adds their Luck value. This determines in which order the players carry out their actions in the other two segments. It proceeds in descending order, rolling a dice to determine any ties.

Draw Quests

each player may draw a Quest card if they do not possess one.

Movement

In descending order, players move their pieces around the board. They roll 1 dice to determine the number of hex spaces they can move. they can move into any adjacent hex, and do not have to move their full allowance. Each space has a different move value, depending on what is in it:

SPACE	SYMBOL	VALUE
Plains	None	1
Forest	Trees	2
Mountains	Black mountains	2
Swamp	Weeds and marsh	2
Snow	White mountains	2

the value is the number of allowance points it takes to enter that space. If you don't have sufficient points remaining, you cannot enter the space. You may move into and/or through a space occupied by another player.

Encounter

This segment is divided into four phases: Territory, Questing, Battle, and Resolution. Each player resolves the encounter segment in initiative order.

Territory Phase

Unless a player chooses to encounter another player in the same space, they must roll 1 dice on the specific territory table to see what they must do.

Plains

- 1-3 Draw an Adventure card**
4-6 Nothing happens

Forest

- 1 Lost. Miss next turn**
2-4 Draw an Adventure card
5-6 Nothing happens

Mountains

- 1 Landslide. Lose 1 Hit or miss next turn**
2-4 Draw an Adventure card
5-6 Nothing happens

Swamp

- 1 Gasses. Lose 1 Hit**
2 Bog. Miss next turn
3-5 Draw an Adventure card
6 Nothing happens

River/lake

- 1 Flooding. Miss next turn**
2-4 Draw an Adventure card
5-6 Nothing happens

SPACE	SYMBOL	VALUE
Desert	Cacti	1
River/Lake	Has a river or lake within its borders	1
Town	House	1
Dungeon	X and a name	1

Snow

- 1 Blizzard. Lose 1 Hit AND miss next turn**
2 Heavy snows. Miss next turn
3-5 Draw an Adventure card
6 Nothing happens

Desert

- 1 Scorching heat. Lose 1 Hit**
2 Slavers. Lose 1 henchman
3-5 Draw an Adventure card
6 Nothing happens

Dungeon spaces are dealt with in the Questing phase. Towns are dealt with in the Resolution phase.

Once the roll has been made, apply the effects. Drawn monsters are dealt with in the battle phase, events are resolved immediately, and all other cards are dealt with in the Resolution phase.

Questing Phase

If a player ends their movement on the dungeon listed on their Quest card, they must, in this phase, draw a Dungeon card. They now count as Questing. A questing hero must, each turn in the Questing phase, draw a Dungeon card. If this card is a Confront Villain, they must fight them in the battle phase and, if successful, take an artifact card. Once this occurs, the hero is no longer questing, discard Quest card and hero may no longer draw dungeon cards until they reach the listed dungeon for their new quest. If they lose to the villain, the hero takes damage and is ejected from the dungeon, discard quest card. Cards are resolved as follows: Monsters and villains are fought in the battle phase, events and hazards are resolved immediately, all others are resolved in the resolution phase.

Hazards Compare the hero's relevant stat, plus any modifiers for equipment, spells or events to the listed requirement for the hazard. If the total is equal or greater, the hero passes without ill effect. If it is lower, apply the listed effects. Some Hazards have a special descriptor: Trap, Lock, or Passage. There are some cards and abilities that can affect such hazards if they have the corresponding descriptor.

Players only draw 1 dungeon card in this phase.

Battle Phase

A player fighting a monster, villain or other hero, conducts battle in this phase. Battle is fought in the

following sequence: Roll for Stat Battle Rolls Resolve Fight

1	Muscle
2	Whack
3	Magic
4	Guts

Battle Rolls Roll a dice for the hero and the opponent. The Hero adds the roll to their relevant stat, plus any modifiers for equipment, spells or other effects. The opponent does the same.

A limit of three items can be used in a battle, only

Roll For Stat roll 1 dice to determine which stat will be used for the battle:

1	Muscle
5	Sneak
6	Luck

one of these can be a weapon, and only one can be armour. The highest score winning the battle.

Some monster and villains may receive additional modifiers

Modifier	Bonus
Terrain Bonus	If the monster has a listed terrain, they receive a +1 to their score when battling in that terrain.
Dweller	+1 to score if encountered in a dungeon
Deadly	Causes 2 Hits if victorious.
Tough	Monster has 2 hits
Spellcaster	May draw 1 spell card and apply its effects immediately if applicable.

Resolve Fight If a monster loses a fight, it is destroyed, and the hero gains the listed experience and 1 Gold token. Take that many experience tokens. A player may never have more than 10 such tokens. If a villain loses a fight, it loses 1 hit, and if this is enough to kill them, then the hero takes 5 experience and an Artifact card. If not, they must repeat the battle phase until the villain is dead. If a hero loses, they lose 1 hit and the battle is over.

If a hero defeats another hero, they may elect to take an item or gold from them instead of making them lose a Hit. In any event, once a battle is over, discard the monster or villain.

Resolution Phase

All cards that have not been are resolved in this phase. Apply relevant effects. Heroes may, if they are on a Town space, visit the town. Here they may do one of the following:

Hire Henchman: they may draw 1 random henchman card at the cost of 5 Gold tokens Buy Spells: Hero may draw spell cards at a cost of 2 gold each. Heal: May heal hits at a cost of 1 gold each. Buy Equipment: Hero may buy any pieces of equipment in the equipment deck at the

cost listed on the card.

Train: A hero may hand in 10 experience tokens to gain an increase in one of their

stats. Take a relevant token as a reminder. A stat may not be increased more than three times.

Carousing: roll a dice

1: Beaten up. Lose 1 Hit
2: Drunken Stupor. Miss next turn
3: Fun Night Out. Enjoyable, but nothing happens.
4: Gamble. Roll again; 1-3 lose 1 gold, 4-6, gain 1 gold.
5: Yoink! Draw 1 Equipment card.
6: You're My Best Friend! Draw 1 henchman.

At the end of the last player's resolution phase, play returns to the Initiative segment, and if a player has 4 keys and is on the tower of fate, then the game is over and they win. Otherwise play continues as normal.

Henchmen

Henchmen are drawn from the remaining Hero Cards. They function like a hero, except their stats cannot be increased and they only have 1 hit. They may not carry any equipment of their own, but they increase a hero's carrying capacity by 1. A hero may substitute a henchman for themselves in battle, who may

use any equipment the hero possesses, and may apply any modifiers listed on their hero card. Only 1 experience is gained from a henchman fight, regardless of the normal value, and henchmen may never fight villains. If they lose, then discard the henchman. If the hero is called upon to lose a Hit due to a territory roll or a hazard, they may elect to lose a henchman instead.

SWpells owned by a henchman may be used by the hero as normal, but they may not gain additional spells for the henchman (with the exception of the wizard, who may draw his spell as normal).

Equipment And Carrying Capacity

Equipment cards give heros the listed bonus(es) to the stat(s) on the card. They may combine any number of cards that they are carrying in this way. Heroes may only carry 6 items, and may only use 1 weapon and 1 armour card at a time, but any number of other cards.

They may carry as many artifacts as they like, unless that artifact is a weapon or armour, where it takes up an equipment space as normal.

Items and artifacts may be dropped at any time. Place them in their respective discard piles.

Spells

A player may have spells only if their Magic score is sufficient for them to do so. You must have a Magic value of at least 3 to be able to have spells, and you may have a number of spell cards equal to half your magic value, rounding down. Spell cards list when a spell may be cast. Spells cast in battle stay in effect until the end of the battle. Spells are discarded after use.

Card Lists

Adventure Deck

Monsters	#	Muscle	Whack	Magic	Guts	Sneak	Luck	Special
Goblin	3	1	1	2	1	4	3	-
Troll	2	5	4	1	3	1	2	-
Cretin	2	4	2	1	3	1	1	-
Man Eating Mushroom	2	2	3	3	2	3	3	Deadly
Banditos	2	2	2	2	2	2	2	-
Punk Centaur	2	3	4	1	3	2	3	Plains
Donkey Riders	1	3	3	2	3	3	2	Plains
Crazed Lemming	3	2	2	2	2	2	2	-
Guh-noll	2	3	4	1	1	2	1	Plains
Ogre	2	6	3	1	3	1	2	Mountains
Giant With No Shoes	1	7	2	2	5	2	2	Tough, Mountains
Unimpressed Dragon	1	5	4	4	3	3	3	Tough, Spellcaster, Deadly
Bog Octopus	1	6	2	3	3	4	2	Swamp, Water
Big Damn Leech	1	2	2	2	3	4	3	Swamp
Eyeballer	1	3	3	6	3	3	3	Spellcaster, Dweller
Malodourous Barbarian	2	4	3	1	5	1	2	Snow
Frothing Loony	1	2	7	1	4	1	1	Deadly
Skellington	2	1	2	3	3	2	1	Dweller
Dancin' Zombie	2	4	1	1	3	1	2	Dweller
Chibi Spider	1	2	5	1	1	5	2	Dweller
Killer Cactus	1	1	2	3	2	6	2	Desert
Bored Mammoth	1	6	3	1	4	1	4	Snow, Tough
Banjo Devil	1	2	4	5	1	3	2	-
Dopey Lizard	1	4	1	1	2	2	6	Mountains
Big Fat Demon	1	5	4	6	2	1	2	Tough, Spellcaster
Cheese Devil	1	2	2	3	2	4	3	-
Gorlab	1	5	4	5	4	1	1	Tough, Deadly, Dweller
Killer Hippy	1	1	1	3	4	2	5	Forest
Chubby Pixie	2	1	1	4	1	1	4	Forest
Gun Bunny	2	1	4	1	2	2	2	Deadly
Brain Muncher	1	2	2	6	1	3	6	Dweller

Monsters	#	Muscle	Whack	Magic	Guts	Sneak	Luck	Special
Kung Fu Monkey	1	2	4	2	2	3	3	-
Pi-Rats	2	2	3	1	2	4	4	Water

Events	#	Effect
Thieves	2	Lose 1 item
Disillusioned	2	Lose 1 Henchman
Robbed!	1	Lose all gold
Thunderstorm	1	All players move 1 next turn
Anti-Hero Protesters	1	Player must move instantly to a town
Wandering Villain	2	Player must draw a Villain card and Battle them in the

Battle phase

Other Cards

Loot	#	Take 1 random Equipment card
Hidden Cache	3	Take 2 random equipment cards
Swag	12	Take 1 gold
Treasure	6	Take 2 gold
Hoard	2	Take 3 gold
Lost	3	Miss next turn
Traders	3	You may buy items this turn as if you were in a town
Mercenary Camp	2	You may hire henchmen this turn as if you were in a town
Sorcerer	2	Gain 1 spell
Real Old Wizard	1	Gain your full allowance of spells
Healer	2	Heal all damage you have suffered
You Rock!	4	Gain +1 to a future Battle roll. Keep this card until you choose to use it.
You Suck!	4	-1 to your next battle roll. Keep this card until your next battle as a reminder
Rescue	1	Draw 1 random free henchman
Artifact	3	Take 1 artifact card

Equipment Deck

Item	#	Cost	Type	Bonuses
Bommyknocker	2	2	Weapon	+2 Muscle, +1 Whack
Sword	3	2	Weapon	+2 Whack, +1 Muscle
Stabbin' Knife	3	2	Weapon	+2 Sneak, +1 Whack
Big Ol' Cleaver	1	3	Weapon	+2 Muscle, +2 Guts
Prissy Wand	2	1	Weapon	+2 Magic
Lucky Charm	2	2	Object	+2 Luck, +1 Magic
Rope	3	2	Object	+2 Sneak, +1 Luck. Discard Rope to pass a Passage Hazard.
Flashlight	3	1	Object	+2 Guts
Leather Jacket	2	2	Armour	+2 Muscle, +1 Sneak
Chainmail Dressingown	2	2	Armour	+2 Muscle, +1 Guts
Tin Siut	1	4	Armour	+2 Muscle, +2 Guts, +1 Luck
Slingshot	3	2	Weapon	+2 Sneak, +1 Luck
Bow	2	2	Weapon	+2 Whack, +1 Sneak
Potato Peeler	2	1	Weapon	+2 Whack
Shield	2	1	Armour	+2 Guts
Soda	3	1	Object	+2 Luck. Portects you from Intense Heat
Furry Jacket	2	2	Object	+2 Guts, +1 Luck. Protects you from Blizzard
Cloak	3	1	Object	+2 Sneak

Item	#	Cost	Type	Bonuses
Spellbook	1	3	Object	+2 Magic, +2 Luck
Crowbar	3	1	Object	+2 Sneak. Discard Crowbar to pass any Trap or Lock Hazard.
Potion of Healing	2	2	Object	Heal to full Hits. Discard after use
Potion of Might	1	3	Object	+3 to Muscle for 1 turn. Discard after use
Potion of Skill	1	3	Object	+3 to Whack for 1 turn. Discard after use
Potion of Bravery	1	3	Object	+3 to Guts for 1 turn. Discard after use
Wizard Stick	2	2	Weapon	+2 Magic, +1 Whack

Dungeon Deck

Hazards	#	Value	Fail
Mushies	1	Magic 3+	Aaargh! Poisonous spores! Take 1 Hit damage
Freaky Totem Pole	1	Magic 4+	Cursed. Just my luck. Miss next turn
Funny Glyphy Writing	1	Magic 5+	Damn, rune trap. Roll a 5-6 to continue.
Trapped Ghost Dude	1	Magic 6+	Should not have let him out. Take 2 Hits damage
Rapid Water	1	Muscle 3+	Glub! Miss next turn. Passage
Portcullis	1	Muscle 4+	My hernia! Roll 4-6 to continue. Lock
Big Stone Door	1	Muscle 5+	Can't move it. Miss next 2 turns. Lock
Collapse	1	Muscle 6+	Ouch... Take 2 Hits damage. Trap
Spear Trap	1	Whack 3+	Thunk! Take 1 hit damage. Trap
Hole Full o' Snakes	1	Whack 4+	Owie owie owie! Take 1 hit damage
Clockwork Guardian	1	Whack 5+	Pummelled. Take 2 Hits damage
Extensive Battle Scene	1	Whack 6+	Should have used a stuntman. Take 2 Hits damage.
Dark, Dark Tunnel	1	Guts 3+	Too scary. Miss next turn
Poisoned Well?	1	Guts 4+	Yup, poisoned! Take 1 hit damage
Spooky Tomb of Death!	1	Guts 5+	Chock full of traps! Take 2 hits damage. Trap
Boiling Hot Magma	1	Guts 6+	You should watch where you are going! Take 2 hits damage. Passage
Talkative Stone Head	1	Sneak 3+	Misdirected. Stupid Head. Miss next turn
Poison Dart	1	Sneak 4+	Zot! Take 1 hit damage. Trap
Sleeping Beast	1	Sneak 5+	Set off alarm clock. Take 2 hits damage
Maze	1	sneak 6+	Which way was it? Roll a 5-6 to continue. Passage
Collapsed Bridge	1	Luck 3+	No, you can't walk on thin air. Take 1 hit damage. Passage
Hidden Path	1	Luck 4+	Leads to dead end. Miss next turn
Riddle Door	1	Luck 5+	No, its not "to get to the other side". Miss next 2 turns. Lock
Game Show of the Damned	1	Luck 6+	What is the population of Guadeloupe? Roll a 6 to continue?

Other cards	#	Effect
Adventure card	10	Draw an Adventure Card
Confront Villain	10	Draw a Villain card to fight this turn

Artifact Deck

Artifact	#	Effect
Key Of Cheese	1	One of the six Keys of Fate
Skeleton Key	1	One of the six Keys of Fate
Tree Key	1	One of the six Keys of Fate
Really, Really Big Key	1	One of the six Keys of Fate
Bendy Key	1	One of the six Keys of Fate

Artifact	#	Effect
Fuzzy Key	1	One of the six Keys of Fate
Sword of Burnyness	1	+2 Whack, +2 Magic. Weapon
Sword of Freezyness	1	+2 Whack, +2 Magic. Weapon
Shield of Klankyness	1	+2 Muscle, +2 Guts, +2 Luck. Armour
Amulet of Niceness	3	+1 to all stats.
Bow of Shootyness	1	+2 Whack, +2 Sneak. Weapon
The Sword of F'tang	1	+4 Whack. Weapon
Magic Ninja Outfit	1	+4 Sneak. Armour
Boomstick	1	+4 Magic. Weapon
The Scary Face Helmet	1	+4 Guts. Armour
Sledgehammer of Pow!	1	+4 Muscle. Weapon
Lucky Codpiece	1	+4 Luck. Armour
Ring of Magicalness	1	You always have at least 1 spell. When you cast your last spell, draw another.
The Flying Tricycle	2	You may add 1 to your movement roll.
Charm of Protectyness	3	The charm will negate 3 Hits you suffer. Once - three hits are reached, discard the charm.

Spell Deck

Spell	#	Effect
Passwall	2	Pass any Lock Hazard
Horrible Burning Death	2	Kill 1 Monster, not Villain, instantly, regardless of

Hits.

Bampf!	2	Move to a Town
That's Better	4	Restore Hits to full
Denied!	2	Counter any 1 spell just cast. Denied cannot be countered
Charge Up	1	Double any stat for this turn
Machoness	1	Double Muscle stat for this turn
Mad Mojo	1	Double Magic stat for this turn
You Ain't Seen Me	1	Double Sneak stat for this turn
Smacky-Choppy	1	Double Whack stat for this turn
Smarmy Bastard	1	Double Luck stat for this turn
Bigger Than Them	1	Double Guts stat for this turn
Loopy Time	1	Player may take another turn at the end of the Resolution Phase
Distract	2	Avoid 1 battle
Whoosh!	2	Ignore terrain restrictions this turn or pass a passage Hazard.
Lookout!	2	Look at next card in any deck or pass a Trap Hazard
Filch	1	Take 1 Equipment or Artifact card from another player

Hero Deck

There is only one of each hero card

MU Muscle
WH Whack

MG Magic
GU Guts
SN Sneak
LK Luck
HT Hits

Hero	MU	WH	MG	GU	SN	LK	HT	Abilities
Warrior	3	3	1	3	2	3	5	+1 to Whack in Battles, Does 2 Hits damage if using a weapon
Wizard	1	2	4	3	3	3	4	May draw 1 spell card if you have none at the start of your turn. Begin the game with a spell

Hero	MU	WH	MG	GU	SN	LK	HT	Abilities
Thief	2	3	1	2	4	3	5	May steal 1 item or artifact from another player in the same space during the Resolution Phase.
	-	-	-	-	-	-	-	Must roll less than Sneak to do so.
Bishop	2	3	3	3	2	2	5	May miss their turn to heal 1 Hit. Begin the Game with 1 spell
Minstrel	2	2	2	3	3	4	4	May avoid a Battle by rolling less than their luck.
	-	-	-	-	-	-	-	May have 3 Henchman.
Archer	1	4	1	3	1	2	5	Start the game with a bow. In Battle, may roll 2 dice, taking the highest one, when using a bow
Centaur	3	3	2	3	2	2	5	+1 to move rolls. +1 to Battle rolls in Plains
Barbarian	4	3	1	3	1	2	6	+1 to Battle rolls when using Guts. +1 to Territory rolls in Snow. Snow has a Move value of 1 for Barbarian
	-	-	-	-	-	-	-	
Nice Troll	5	3	1	3	1	1	6	+2 to Battle rolls when using Muscle.
Goblin Sneak	1	2	3	1	4	4	5	+1 to Battle rolls when using Sneak. +1 to Territory rolls in Mountains. Mountains have a Move value of 1 for Goblin Sneak
	-	-	-	-	-	-	-	
Faerie	2	2	4	2	3	3	4	+1 to Battle rolls when using Magic. +1 to Territory rolls in Forest. Forests have a Move value of 1 for Faerie. Begin the game with 1 spell
	-	-	-	-	-	-	-	
Sir Knight	4	3	1	3	2	2	5	Must be beaten in Battle by at least 2, otherwise it counts as a draw
	-	-	-	-	-	-	-	
Happy Warlord	3	3	1	4	1	3	5	May have 3 Henchmen. Gains +1 to battle rolls for each henchman they possess
	-	-	-	-	-	-	-	
Jester	1	3	3	2	3	4	4	+1 to battle rolls when using Luck. May modify any 1 roll they make by 1 up or down, once per turn.
	-	-	-	-	-	-	-	
Uber Amazon	3	4	1	3	1	3	5	May reroll territory rolls.
Swordmeister	3	4	1	2	2	3	5	Start the game with a sword. In Battle, may roll 2 dice, taking the highest one, when using a sword
	-	-	-	-	-	-	-	
Witchdoctor	1	1	4	3	3	3	5	May add 1 to any stat once per turn until the end of turn if he rolls less than his Magic stat. Begin the game with 1 spell.
	-	-	-	-	-	-	-	
Werechicken	4	3	1	4	1	2	5	May roll 2 dice in battle, choosing the highest. May not use weapons
	-	-	-	-	-	-	-	
Wampire	3	3	3	2	3	1	5	May discard (KILL) a henchman to restore Hits to full. Begin the game with 1 spell
	-	-	-	-	-	-	-	
Gladiator	3	4	1	3	2	2	5	May use 2 weapons in a Battle. Is not affected by the monster ability.
	-	-	-	-	-	-	-	

Villain Deck

There is only 1 of each villain Card

Villain	MU	WH	MG	GU	SN	LK	HT	Abilities
Axeface Mousepuncher, Berserker	6	4	2	6	4	3	2	-
Izzy Zap, Sorcerer	2	4	6	4	5	4	1	Spellcaster
Ken the Necromancer	2	3	6	5	6	4	1	Spellcaster
Donk, Troll Bashinator	7	4	3	6	5	5	3	Discard 1 armour due to severe denting
	-	-	-	-	-	-	-	
Snikkit, Goblin Backstabba	3	4	4	3	6	6	1	-
Hortenz von Pratt	5	5	3	4	4	4	2	-
Wiggles, Bunny of Doom	5	4	6	3	6	3	1	Roll a dice when killed. On a 4-6,

Villain	MU	WH	MG	GU	SN	LK	HT	Abilities
	-	-	-	-	-	-	-	Wiggles explodes, causing 2 Hits
	-	-	-	-	-	-	-	damage.
Schnookums, the Dragon King	8	3	7	6	5	3	3	Spellcaster, Deadly
Big Dennis, Giant Chieftain	8	3	2	6	3	3	2	Deadly
Colin the Corpse Knight	7	5	3	7	6	3	2	-
Mr Slappy	3	3	5	5	5	4	2	Cannot use items against Mr Slappy
Nor'tee Baz-taard, Demon Lord	6	5	7	4	7	4	2	Spellcaster
Pietro, Evil Lord of the Dance	4	5	3	5	6	3	1	Annoying: -1 to hero's Battle roll
Alfie Stabbenmeir, Assassin	4	6	3	3	6	3	2	Roll a dice. Take 1 hit damage before
	-	-	-	-	-	-	-	the battle on a 5-6
Count Wally, Wampire Lord	5	5	5	5	6	5	2	Wegenerate: roll a dice each time he
	-	-	-	-	-	-	-	takes damage. on a 5-6 it heals
	-	-	-	-	-	-	-	instantly

Quest Deck

One of each card.

W'heel Barrow The Bowling Caves King Boris' Tomb

City of the Lost Wallet Monkey Castle Castle of Sharp

Objects Bob's Den The Tapioca Tower Palace of Puns
Sparkley Spire The Ruins of Creepy Stuff Crypt of
Crawlies

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Knaves & Knights

Introduction

Fantasy Chess where dice determine moves and cards determine capture.

Object

Destroy, Capture, or Control all of your opponents Pawns.

Dice

Six sided dice are needed.

The Deck

Players share a common deck.

The Board

Use a standard 8 x 8 chessboard.

Pawns

Each Player begins play with a set of 16 Pawns. There are 8 types of pawns. A set has 2 of each type of pawn.

The 8 types of pawns include: Knave, Beauty, Royalty, Knight, Sorcerer, Monster, Army, and Castle. Use counters or figurines to represent pawns.

Setup

Place your pawns on your back 2 rows anyway you like. The two starting Castles must be placed in the corners. White goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases: Escape Phase Action Phase Draw Phase Move Phase

Escape Phase

Roll one six sided die for every one of your captured pawns. On a roll of 1 the pawn is freed and is no longer captured.

Card List

Card Name:	User:	Target & Effect:
Seduction	Beauty	Control Man
Betrayal	Beauty	Destroy Man

Action Phase

You may play cards during this phase. All cards played are discarded. Cards can only be used by the appropriate type of Pawn.

The target of a card must be orthogonally adjacent to the pawn using the card. Cards produce several types of effects: Destroy = The target is removed from play. Capture = The target cannot move or use cards.

Indicate capture by flipping over the pawn or laying it on its side, or marking it. Control = You take control of opponents pawn. Indicate new ownership by switching the pawn with one of yours of the same type.

Convert = One pawn type into another.

Spy Look at opponents hand.

Gain You gain an extra pawn of the indicated type. Place the new pawn next to the pawn that used the gain card. A new castle may not be placed next to another castle. Transport = Place the pawn using the card on any open space on the board.

Draw Phase

Draw 3 cards. Maximum hand size is 5 cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Roll one six sided die. The result is the number of Move Points you get for this phase. You may move a pawn one space at a cost of one move point.

Moves may be orthogonal or diagonal. You may move a single pawn multiple times in this phase. You may move more than one pawn in this phase.

Move Points cannot be saved from turn to turn. Castles may not move.

Man Pawns

For purposes of card targeting some pawns are considered to be Man pawns: Knights, Knaves, Royalty, and Sorcerers.

Card Name:	User:	Target & Effect:
Personal Favor	Beauty	Control Knight
Witch	Beauty	Convert self into Sorcerer
Don Armor	Beauty	Convert self into Knight
Fine Son	Beauty	Gain Knight
Fair Daughter	Beauty	Gain Beauty
Royal Birth	Beauty	Gain Royalty
Man Child	Beauty	Gain Man
Inspire Lust	Beauty	Control Man
Marriage	Beauty	Control Royalty
Sweet Singing	Beauty	Control Monster
Kiss	Beauty	Convert Monster into Man
Overhear Secrets	Beauty	Spy if next to opposing Royalty
Poison	Knave	Destroy Knight
Backstab	Knave	Destroy Man
Treachery	Knave	Destroy Man
Take up Arms	Knave	Convert self into Knight
Intrigue	Knave	Gain Knave
Cloak & Dagger	Knave	Spy if next to opposing Royalty
Mission	Knave	Transport
Kidnap	Knave	Capture Beauty
The Kings Ear	Knave	Control Royalty
Bribery	Knave	Control Army
Rabble Rouser	Knave	Destroy Army
Usurper	Knave	Convert self into Royalty
Rebels	Knave	Gain Army
Jealousy	Royalty	Capture Knave
Envy	Royalty	Capture Knave
Imprison	Royalty	Capture Knight or Knave
Raise Army	Royalty	Gain Army
Build Castle	Royalty	Gain Castle
Knighting	Royalty	Gain Knight
Gilded Cage	Royalty	Capture Man
Send to Nunnery	Royalty Capture Beauty	
Send Agents	Royalty	Spy if next to opposing Royalty
Birthright	Royalty	Control Castle
Paid Man	Royalty	Control Knave
Treaty	Royalty	Capture Royalty
Alliance	Royalty	Control Royalty
Land Grant	Royalty	Convert Knight into Royalty
Pure Heart	Knight	Destroy Sorcerer
Slay Dragon	Knight	Destroy Monster
Slay Serpent	Knight	Destroy Monster
Dragon Hunt	Knight	Destroy Monster
Duel	Knight	Destroy Knight
Trial by Combat	Knight	Destroy Knight
Joust	Knight	Destroy Knight
True Love	Knight	Control Beauty
Rescue	Knight	Pawn is no longer Captured
Free	Knight	Pawn is no longer Captured
Quest	Knight	Transport
Journey	Knight	Transport
Camaraderie	Knight	Control Man
Conquest	Army	Control Castle

Card Name:	User:	Target & Effect:
Raze	Army	Destroy Castle
Pillage	Army	Destroy Castle
Siege	Army	Capture Castle
March	Army	Transport
Encircle	Army	Destroy Army
Surprise Attack	Army	Destroy Army
Pitched Battle	Army	Destroy Army
Take Prisoners	Army	Capture Man or Beauty
Ransoms	Army	Capture Man or Beauty
Slaughter	Army	Destroy Man
Pressed into Service	Army	Capture Knave
Scouts	Army	Spy if next to opposing Army
Earthquake	Sorcerer	Destroy Castle
Plague	Sorcerer	Destroy Army
Wizards Portal	Sorcerer	Transport
Enchantment	Sorcerer	Control Man
Love Potion	Sorcerer	Control Beauty
Cursed Sleep	Sorcerer	Capture Beauty
Summoning	Sorcerer	Gain Monster
Transformation	Sorcerer	Convert any Pawn into Monster
Turn into Pigs	Sorcerer	Destroy Army
Army of Darkness	Sorcerer	Gain Army
Binding Ritual	Sorcerer	Control Monster
Mesmerize	Sorcerer	Control Army
Divination	Sorcerer	Spy if next to opposing Royalty
Turn into Frog	Sorcerer	Capture Man
Rampage	Monster	Destroy Castle
Ferocity	Monster	Destroy Army
Guard	Monster	Capture Beauty
Winged	Monster	Transport
Ravage Countryside	Monster	Capture Castle
Questing Beast	Monster	Capture Knight
Foolish Knight	Monster	Destroy Knight
Treasure Hoard	Monster	Control Monster
Hatchlings	Monster	Gain Monster
Death from Above	Monster	Destroy Army
Fire Breath	Monster	Destroy Knight
Lock in Tower	Monster	Capture Beauty

Four Player Game

Each player starts with his pawns in a 4 x 4 corner. Pawns cannot move until some space is cleared up units being destroyed. Or. . . Each player starts with 8 pawns (1 of each type) in a 3 x 3 corner.

Draw Phase Variants

In Draw Phase only: Draw 2 cards, or Draw 1 card, or Fill hand to 5 cards, or Draw cards = 1 + The number of Castles you control





Krull Quest

Introduction

Board & Dice game for 2 players. Based on the Fantasy Film Krull. One player is the Good Prince Colwyn.

The other player is the Evil Beast in his teleporting Black Fortress.

Disclaimer

Krull is a copyrighted, licensed, trademarked property. This is merely a fan site.

The Board

The board is a circular track divided into 32 spaces. Every 4th square is a Village (there are 8 villages) For aesthetics you can divide the board into 4 sections: Mountains, Forest, Swamp, Plains

Pawns

Each player has two pawns. The Good player has a white pawn representing Prince Colwyn and his Companions. The Evil player has a black pawn representing the Beast in his Black Fortress.

Setup

The Prince player places his pawn on any village (The Castle). The Beast player places his pawn on an empty space on the opposite side of the board. The Prince player starts the game with 10 men.

Dice

A six sided die is needed.

Coins

The Beast uses coins to represent Slayers and Changelings. Use pennies for Changelings & nickels for Slayers.

Special Table

1D6	Result:	Notes:
1	The Magician	Aid: Reroll any one target roll per turn
2	The Cyclops	Aid: Get +1 to rolls on the Changeling Table

Markers

The Beast uses markers to represent Cursed Earth.

Tokens

The Prince uses tokens to represent Men. The Beast uses Raze Tokens to mark Villages he has destroyed. There are also Lore Tokens.

Victory

Destroy your opponent. The Beast can only be killed in Fortress phase. The Prince is killed if he is ever reduced to zero or less men.

The Prince can also be killed by a Changeling attack. The Beast can also win by razing all 8 villages.

Turn Sequence

Each turn has 6 phases:

- Prince Phase
- Beast Phase
- Black Magic Phase
- Slayer Phase
- Changeling Phase
- Fortress Phase

Prince Phase

The Prince rolls 1 die and moves that many spaces in either direction. If the Prince lands on a Slayer or a Changeling coin, it is Destroyed, remove the coin from play. If the prince lands on a Cursed Land Marker, the Prince loses 1D6 Men and remove the marker from play.

If the Prince lands on the Black Pawn go to Fortress Phase. If the Prince lands on a village without a Raze token, roll on the Village Table.

Village Table

1D6	Result:
1-3	Gain 1D6 Men
4-6	Roll on the Special Table:

1D6	Result:	Notes:
3	The Glaive	Aid: Get +1 to rolls on the Final Duel Table
4	Widow of the Web	Aid: Gain 1 Lore Token (& Lose 1 Man)
5	The Emerald Seer	Aid: Gain 1 Lore Token
6+	Fire Mares	Go immediately to any Space on the Board

Except for Fire Mares, The Prince can only get each special once. If you roll a result you already have, take the next listed result instead. Aid results give a benefit to the Prince for the rest of the game.

White Pawn go to Fortress Phase. If the Beast lands on a village put a Raze token on the Village.

Beast Phase

The Beast rolls 1 die and moves his pawn many spaces in either direction. If the Beast lands on the

Black Magic Phase

The Beast rolls on the Black Magic Table:

Black Magic Table

1D6	Result:	Notes:
1-2	Slayers	Put a Slayer coin into play (in the same space as your pawn)
3-4	Changeling	Put a Changeling coin into play (in the same space as your pawn)
5	Cursed Earth	Put a Cursed Earth Token on any target empty space on the Board
6	Vanish	Move your pawn to any empty space on the board

Slayer Phase

The Beast rolls 1 die for each Slayer and moves them along the track. If a Slayer coin lands on the Prince pawn the Prince loses 1D6 men and The coin is removed from play. Subtract 1 from the roll if the Prince has the Glaive.

Subtract 1 from the roll if the Prince has the Cy-

clops.

Changeling Phase

The Beast rolls 1 die for each Changeling and moves them along the track. If a Changeling coin lands on the Prince roll on the Changeling Table.

Changeling Table

1D6	Result:
1	The Prince is killed: The Beast Wins the Game.
2-4	One of the Princes Men is killed. Roll again.
5+	The Changeling is discovered and killed.

Fortress Phase

Skip this phase unless both pawns occupy the same space and the the Prince has 2 or more Lore Tokens.

Roll on the Final Duel Table:

Final Duel Table

1D6	Result:
1	The Prince loses 5 men & roll again
2	The Prince loses 4 men & roll again
3	The Prince loses 3 men & roll again
4	The Prince loses 2 men & roll again
5	The Prince loses 1 man & roll again
6+	The Beast is killed: The Prince saves Princess Lyssa & wins the Game.





Labyrinth Quest

Introduction

Two Player card game. Based on the Labyrinth Movie.

Disclaimer

This is merely a fansite. Labyrinth is a trademarked, copyrighted property.

Victory

The first player to win 7 hands wins the game. Use glass beads or other keepsakes to keep track of won hands.

The Decks

- There are 2 decks, one for each player:
1. The Sarah Deck
 2. The Goblin King Deck

Card Attributes

Each card has a Strength value from 3 to 7. Each card will have 1 or 2 Traits. If a card has 2 trait's the player must decide which one to use.

Setup

Determine who is Sarah and who is Jareth the Goblin King. Shuffle the Decks.

Turn Sequence

- Each turn has 4 Phases:
- Magic Phase
 - Memory Phase
 - Meld Phase
 - Mettle Phase

Sarah Deck Card List

Name:	Type	Strength:
Sarah	C	7
Hoggle	C	7
Ludo	C	6
Sir Didymus	C	5
Ambrosious	C	4
The Wiseman	C	3
Worm	C	3
Helping Hands	C	3

Magic Phase

Each player fills their hand to 7 cards from their own deck. If a deck runs out, shuffle the discard and draw from it.

Memory Phase

Each player may discard up to 4 cards and draw replacements.

Meld Phase

Each player makes a Meld. For the Sarah player the Meld can have:

- Up to 2 Companion cards
 - Up to 2 Help cards
 - Up to 2 Action cards
- For the Goblin King the Meld can have:
- Up to 1 Location card
 - Up to 3 Foe cards
 - Up to 3 Trick cards

Players add up the Strengths of their Meld cards. The player with the higher Total Strength wins the hand. The Goblin King wins ties.

Mettle Phase

Discard all cards in play.

Card Notation

- C** Companion
H Help
A Action
L Location
F Foe
T Trick

Name:	Type	Strength:
Three Way Door	H	3
Rope	H	3
Outsmart	H	6
Summon Stones	H	3
Run	A	6
Fight	A	6
Narrow Escape	A	7
Battle of Might	A	4

Name:	Type	Strength:
Grumpy Dwarf	C	6
Gentle Giant	C	5
Fox Knight	C	4
Army of Stones	C	4
Good Companions	C	5
Cleverness	H	7
The Right Question	H	7
Easy as Cake	H	6
The Right Door	H	6
Remember Toby	H	4
Realization	H	5
Determination	H	5
Words of Power	H	4
Remember Poem	H	4
Show the Way	H	5

Name:	Type	Strength:
Hide	A	5
Flee	A	6
Duel	A	3
Battle of Wits	A	4
Quick Thinking	A	7
Chase	A	3
Search	A	3
Climb	A	4
Venture Forth	A	5
Wake Up	A	5
Friendship	HC	3
Courage	HC	3
Rescue	HA	3
Bribe	HA	3

Goblin King Deck Card List

Name:	Type	Strength:
City Walls	L	4
Tunnels	L	5
Bog of Eternal Stench	L	7
The Castle	L	3
Great Maze	L	7
Endless Corridor	L	5
Oubliette	L	6
Masquerade Ball	L	5
Junkyard	L	6
Floating Ruins	L	3
Garden Paths	L	4
Goblin City	L	4
Jareth	F	7
The Goblin King	F	7
Barn Owl	F	4
Goblin Guards	F	4
Tunnel Cleaners	F	6
Fire Gang Game	F	6
Metal Gate Guardian	F	6
False Alarm Statues	F	3
Knights & Knaves	F	5
Bothersome Brownies	F	3
Goblin Cannons	F	4
Goblin Knights	F	5
Biting Faeries	F	3

Name:	Type	Strength:
Masked Dancers	F	5
Junk Lady	F	7
Goblin Brigade	F	4
Enchantment	T	5
Threats	T	3
Distraction	T	3
Riddle	T	4
Treachery	T	7
Illusions	T	5
Turn Time Forward	T	7
Forget	T	6
Appeal to Give Up	T	4
Invisible Passage	T	5
Poisoned Peach	T	6
Change Marks	T	3
Certain Death	T	6
Change the Rules	T	7
Logic Puzzle	T	4
Just Out of Reach	T	4
Offer Magical Gift	T	3
Door Knockers	FT	3
Impossible Stairways	LT	3
Bridge Guardian	LF	3
Transformation	FT	3





Legend Of The Five Rings Skirmish

Introduction

Board & card game for 2 players. Based on the Legend of the Five Rings Games. Each figure represents a Hero or a company or unit of men.

Disclaimer

Legend of the Five Rings is a copyrighted property. This is merely a fan site.

Victory

You win if you kill your opponents Warlord.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. Each player starts with 16 units: 4 Infantry 4 Cavalry 4 Archers 1 Warlord 1 Champion 1 Shugenja 1 Special Unit (Depends on Clan) Infantry, Cavalry, and Archers are bushi. Other units are Heroes.

Setup

Each player picks one Clan. Each player places one unit on each square of his back two rows. Units may not stack.

Hits

A unit reduced to 0 Hits is killed. Bushi have one hit each. Warlords and Champions have 3 Hits.

Shugenja and Special units have 2 Hits.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

- Orders Phase
- Move Phase
- Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Cavalry and Heroes may use Fast type movement cards. Units cannot move through other units.

The move card has a number. This is the number of spaces the unit moves. Moves are diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving up to 3 units forward the indicated number of spaces using a single move card. A unit can only make one move per turn.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack takes 1 hit of damage.

Units cannot attack through other units except for Archers and Spells. Your opponent may play certain Defense cards to negate your attack. A unit can only make one attack per turn.

Champions can make two attacks per turn (using two attack cards)

Power Cards

Each clan can use Power cards to different effects.

Card List Notation

M Movement

A Attack

D Defense

X Special Card

P Power Card (effect depends on unit & clan identity)

K as a Knight would move in Chess

N Negate target Move card

Type Purpose of card

Only cavalry and Heroes can use Cavalry cards Archers can only attack using Archer cards. Only Warlords, Champions and Archers can use Archer cards. Only Shugenja can use spells.

OMD1RC = Opponent must discard 1 random card from hand.

Card List

Card Name:	#	Range	Type	Notes:
March	7	1	M	Use by All
Double Time	6	2	M	Use by All
Charge	5	3	M	Use by All
Maneuver	4	K	M	Use by All
Canter	3	4	M	Use by Cavalry
Gallop	2	5	M	Use by Cavalry
Difficult Ground	1	-	N	
Superior Tactics	1	-	X	Discard to draw 3 cards
Katana	4	1	A	All except Archers & Shugenja
No Dachi	4	1	A	All except Archers & Shugenja
Yari	4	2	A	All except Archers & Shugenja
Naginata	4	2	A	All except Archers & Shugenja
Bows	4	3	A	Use by Archers
Arrows	4	4	A	Use by Archers
Armor	3	-	D	All except Archers & Shugenja
Hold Ground	3	-	D	All except Archers & Shugenja
Ying Power Card	4	-	P	
Yang Power Card	4	-	P	
Mists of Illusion	1	-	D	Spell; Target any friendly unit
Wind-Borne Speed	1	4	M	Spell; Target any friendly unit
Earthquake	1	4	A	Spell; Attack originates from caster
Fires of Purity	1	1	A	Spell; Attack originates from caster
Castle of Water	1	-	D	Spell; Target any friendly unit
Iajutsu Challenge	2	1	A	Hero vs Hero
Higher Ground	1	5	A	Use by Archers
Rally	1	-	D	Bushi Adjacent to friendly Hero
Fist of the Earth	1	3	A	Spell; Attack originates from caster
Brilliant Victory	1	-	X	Draw 3 cards if you just killed a Hero
Contentious Terrain	1	-	N	
Shield Wall	1	-	D	vs Archer attack
Dispersive Terrain	1	-	N	
Diversionsary Tactics	1	-	X	Opponent discards 2 cards
Wheel of Fate	1	-	X	Spell: Draw 3 cards
Charge	1	1	A	Use by Cavalry & Infantry
Jade Arrow	1	3	A	Use by Hero
Strength of Purity	1	-	D	Use by Hero
Unexpected Allies	1	K	M	Plus draw 1 card
Another Time	1	-	D	Hero vs Hero
Reserve Movement	1	3	M	Use by Bushi
Traversable Terrain	1	4	M	Plus draw 1 card
Call Upon the Wind	1	-	X	Spell: Look at opponent's hand
Look into the Void	1	-	X	Spell: Look at next 7 cards in deck
Fiery Wrath	1	5	A	Spell: Originates from caster
Deadly Ground	1	-	D	Negate Defense card
Treacherous Terrain	1	-	N	OMD IRC
Blazing Arrows	1	3	A	Use by Archers
Shriken of Serpents	1	2	A	Spell: Originates from caster
The Fire from Within	1	3	A	Spell: Originates from caster
Biting Steel	1	1	A	Spell: Use by any Hero
Block Supply Lines	1	-	X	Opponent skips draw phase
The Arrow Knows the Way	1	4	A	Hero vs Hero
Disharmony	1	-	X	Spell: Negate target Spell

Card Name:	#	Range	Type	Notes:
Walking the Way	1	-	X	Spell: Search deck for card & keep it
Entrapping Terrain	1	-	N	OMD1RC
Accessible Terrain	1	3	M	Plus Draw 1 card
Encircled Terrain	1	K	M	OMD1RC
The Armor of Sun Tao	1	-	D	Use by Hero
Scout	1	-	X	Look at opponents hand. OMD1RC
The Fury of Osano Wo	1	3	A	Spell: Originates from caster
Final Breath	1	1	A	Use by Hero just killed
Strike with No Thought	1	1	A	Use by Hero only
Strike at the Roots	1	-	X	Spell: Opponent discards 3 cards
Careful Planning	1	-	X	Draw 3 cards
Occupied Terrain	1	-	N	Plus Draw 1 card
Arrows from the Woods	1	1	A	Use by Archers
Way of Deception	1	-	X	Switch location of 2 of your units
Meditation	1	-	X	Draw 2 cards

Clan Lists

Clan lists describe:

- Variations to the basic army unit type composition.
- How units of that clan can use Power cards.
- Special powers of Special units.

Crab Clan

Power cards can be used 2 ways:

- Ying: Berserk: Attack = 1
- Yang: Armor of the Crab: Defense

The special unit is the Task Master. The Task Master can discard a power card to: Move any adjacent friendly bushi 2 or 3 spaces or Whip: Attack = 2

Crane Clan

Power cards can be used 2 ways:

- Ying: Ijatsu Attack: Attack = 1 as a second attack made by one unit on the same or a different target.
- Yang: Sudden Strike: Defense plus you may immediately play an attack card by any unit.

The special unit is the Magistrate. The Magistrate can discard a power card for: Defense vs any attack made against self or a Crane unit within 3 spaces.

Dragon Clan

Power cards can be used 2 ways:

- Ying: Two Swords: Attack = 1 as a second attack made by one unit on the same or a different target.
- Yang: Dragon Magic: Defense

The special unit is the Tattooed Man. The Tattooed Man can discard a power card for: Move = 1 or Attack = 1.

Lion Clan

Power cards can be used 2 ways:

- Ying: Strength of Purity: Move =1 and then Attack = 1.
- Yang: Hand of Destiny: Negate a defense card or power card used by opponent.

The special unit is the Tactician. The Tactician can discard a power card to: Move 1-3 friendly units 1-2 spaces.

Naga Clan

Power cards can be used 2 ways:

- Ying: Weaving Movements: Defense vs Range = 1 Attacks
- Yang: Polearms: Attack = 2

The special unit is the Slayer. The Slayer can discard a power card for: Attack = 1 as a second attack made by self on the same or a different target. Naga have no Cavalry, they have 6 Archers & 6 Infantry.

All Naga can use the Canter Movement card.

Phoenix Clan

Power cards can be used 2 ways:

- Ying: Master Archers: Archer Attack = 3
- Yang: Elemental Magic: Attack = 2

The special unit is the Elemental Master. All Phoenix Heroes can cast spells.

Scorpion Clan

Power cards can be used 2 ways:

- Ying: Ninja Ways: Move = K
- Yang: Scorpion Strike: Attack = 1

The special unit is the Saboteur. The Saboteur can discard a power card to: Cause opponent to discard a random card.

Unicorn Clan

Power cards can be used 2 ways:

- Ying: Riders: Move = 4
- Yang: Charge: Move = 3 and then Attack = 1

The special unit is the Scout. The Scout can discard a power card to: Move = K or Defense of Self
All Unicorn bushi are mounted and can use cavalry

movement cards. All Unicorn Heroes can use up to 2 move cards per turn.





Legions Of Korrok

Introduction

Card game for 2 Players. One player is Good. The other is Evil. Based on the David Wong Book "John Dies at the End".

Disclaimer

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Notation

Several groups of terms are basically interchangeable: Good Guys = Humans = Earthlings = Heroes = Characters

Bad Guys = Evil Player = Korrok = Monsters

Portal Locations = Portals = Locations

Other Worlds = Other Dimensions = Parallel Universes

Destroy = Discard

Victory

Good Guy Win: Destroy all the Portal Locations.
Korrok Win: Destroy all the Good Guy Characters.

The Decks

Each Player starts with a unique deck. There are 2 Decks:

1. The Good Guy Deck
2. The Korrok Deck

Good Guy Deck

The Good Guy Deck have 3 types of cards: Characters, Items, and Special cards.

- Character Cards: People (Humans and otherwise) such as David, John, and Molly. Item Cards include sub-categories such as Weapons, Music, Fire, and Holy.
- Weapon Item Cards: Things like Guns, Axes, and Tasers.
- Music Item Cards: Music or things that produce Music: Songs, Boom Boxes.
- Fire Item Cards: Things like Flame Throwers, Molotov Cocktails, Blow Torch.
- Holy Item Cards: Things or states like Holy Water, Faith, Innocence, Belief, Crucifixes.
- Special Cards: Events and Actions.

Korrok Deck

The Korrok Deck such as 3 types of Cards: Monsters, Locations, and Horror cards.

- Monster: Monstrosities such as Shitload, Korrok, Wig Monsters, and Shadow People.
- Location Cards: Places (Here or in other Dimensions) where Portals are Located.
- Horror Cards: Events and Actions

Setup

The Good Guy starts with 3 Characters in play: David, John, and Molly. The Bad Guy starts with 2 Portal Locations in play: The Mall and The Trailer Park

Turn Sequence

Each turn is divided into 8 Phases.

1. Draw Phase
2. Recruit Phase
3. Equip Phase
4. Portal Phase
5. Summon Phase
6. Attack Phase
7. Mission Phase
8. End Phase

Draw Phase

Each player draws 3 cards from the top of his own deck. If a deck runs out, shuffle the discard and draw from it.

Recruit Phase

The Good player may put 1 Character card into play. If the Good player has an expendable character, he must play it.

Equip Phase

The Good player may equip one Character with one Equipment card. He may also put 1 Equipment card back into his hand. He may also let 1 Character give 1 Piece of Equipment to another Character.

A Character can attach a max of 1 Weapon, 1 Fire, 1 Music, and 1 Holy.

Portal Phase

The Evil Player may put 1 Portal card into play.

Summon Phase

The Evil Player may put 1 Monster card into play.

Attack Phase

The Evil player may attack 1 target Character. Pick a Monster card in play. The Good player may immediately attach 1 Equipment card from his hand.

The Good player rolls dice equal to 1 + the number of Equipment cards the Character has. The Monster rolls 3 Dice. The side that rolls the most 6's wins.

The losing Character or Monster and all attached equipment is discarded. If tied, no one is discarded.

Mission Phase

The Good player may attack 1 target Portal. The Good player may attack with one, some, or all of his characters. The Evil player may pick up to 2 Monsters to defend the portal.

Monsters that attacked last phase cannot defend in this phase. The Good player rolls dice equal to the number of Equipment cards and Characters that are on the mission. The Evil Character rolls 1 Die plus 2 for each defending Monster.

If the Portal is undefended, the Character gets to roll 3 extra dice. The side that rolls the most 6's wins. If the Good Character wins, the Portal and all defending monsters are discarded.

If the Evil Character wins, all the Characters and Equipment on the mission are discarded. If tied 1 random Monster and 1 random Character are discarded.

End Phase

Max hand size is 5 cards. Discard excess cards. Expendable Characters are put into play instead of

being discarded.

Card Terminology

- **Hero:** If killed, put this card on top of your deck. Also a Hero may intercept on a roll of 5+
- **Recruit:** When this card is first played Search deck for card and play it immediately
- **Fetch:** Once per turn on your turn on a roll of 5+ you may recruit 1 Item
- **Martyr:** Discard this Character instead of target Character
- **Ghost Hand:** Roll 1 extra die when on Missions
- **Isolated:** Character cannot go on Missions
- **Scry:** Look at opponent's hand
- **Faith:** Cannot be turned into a Monster
- **Retaliate:** When played the Good player may make a second mission this turn
- **Threaten:** When played the Evil player may make a second attack this turn
- **Intercept:** When a Character is attacked, another target Character may add his Dice to the defenders Discard after Mission: Any attached Items go to Good Players Hand

Card List Notation

- C** Character
I Item
S Special
M Monster
L Location
H Horror

Good Guy Deck Card List

Card Name:	Type:	Notes:
David Wong	C	Hero
John	C	Hero
Molly	C	Dog; Cannot Attach Items; Fetch
Robert Marley	C	Recruit 1 Character
Big Jim Sullivan	C	Faith; Scry
Detective Appleton	C	Expendable; Recruit 1 Weapon
Jennifer	C	Discard after Mission
Fred Chu	C	Expendable
Todd	C	Expendable; Martyr
Uncle Drake	C	Expendable; Scry
Krissy Lovelace	C	Faith; Discard after Mission
Danny Wexler	C	Expendable; Draw 1 Card
Amy Sullivan	C	Ghost Hand
Generic Teenagers	C	Expendable; Discard after Mission
Rock and Roll	I	Music Card
Boom Box	I	Music Card
Ghetto Blaster	I	Music Card
Electric Guitar	I	Music Card
Camel Holocaust	I	Music Card; Roll 2 Dice and Discard

Card Name:	Type:	Notes:
Molotov Cocktails	I	Fire Card
Toy Flamethrower	I	Fire Card
Spray Can and Lighter	I	Fire Card
Can of Gasoline	I	Fire Card; Roll 2 Dice and Discard
Holy Water	I	Holy Card
Testamints	I	Holy Card
Bible and Bat	I	Holy Card
Crucifix	I	Holy Card
Exorcism	I	Holy Card; Roll 2 Dice and Discard
Replacement Axe	I	Weapon Card
Hand Gun	I	Weapon Card
Chainsaw	I	Weapon Card
Shotgun	I	Weapon Card
Bomb	I	Weapon Card; Roll 3 Dice and Discard
Soy Sauce	S	Play 1 extra Character this turn
Beheading	S	Destroy Monster
Impossible Phone Call	S	Draw 1 card and Scry
Rescue	S	Negate Isolation or Intercept
Rush to Help	S	Draw 1 card and Intercept
Investigation	S	Scry and Intercept
Toolshed	S	Recruit 2 Items
Ghostvision	S	Scry and Character rolls 2 extra dice
Fight Back	S	Recruit 1 Item and Retaliate
Exact Copy	S	Recruit 1 Character from the Discard
Soy Sauce High	S	Draw 1 card and Character rolls 3 extra dice
Inadvertent Time Travel	S	Prevent a Character from being killed
Dr Albert Marconi	S	Destroy all Monsters in Play
Arnie the Reporter	S	Draw 2 Cards
Angelic Protection	S	Opponent Discards 2 random Cards
Robert North	S	Draw 2 Cards and Retaliate

Korrok Deck Card List

Card Name:	Type:	Notes:
Shitload	M	Expendables he kills become Monsters you control
Wig Monster	M	Discard Music to kill
Dead Boyfriend	M	Discard Weapon to kill
Beastments	M	Can only Defend; Roll 1 extra Die when Defending
Corrupted Human	M	Cannot Defend
Police Impersonator	M	If Attacking Defender cannot use Weapons
Alien Slug	M	Only rolls 1 Die when Attacking or Defending
Roach Man	M	Discard Fire to Kill
Meat Poltergeist	M	Discard Holy to Kill
Mutant Wolf	M	If killed opponent draws 1 card
Shadow Men	M	If killed draw 2 cards
Spiders Bred for War	M	Can only Attack; Roll 1 extra Die when Attacking
Monkey Crab	M	Always gets 1 extra Die
Body Factory Bazaar	L	Play 1 Extra Monster per Turn
Shit Narnia	L	Draw 1 extra card on a roll of 5+ on your turn
Luxor Hotel	L	Attacking Characters are killed on a roll of 5+

Card Name:	Type:	Notes:
Abandoned Mall	L	Can defend with 1 extra Monster
Post Apocalypse World	L	Characters get +1 Dieroll each vs this Location
Trailer Park	L	When this card is destroyed draw 2 cards
Dead Batteries	S	Discard a Music Card
Break	S	Discard a Weapon Card
Malfunction	S	Discard a Music or Weapon Card
White Fly Hive	S	Expendable becomes a Monster you control
Possession	S	Character becomes a Monster you control this turn
Astral Form	S	Expendable is discarded
Spontaneous Combustion	S	Expendable is discarded
Observers in the TV	S	Draw 1 card and Scry
The Chosen Ones	S	All players draw 2 cards
Erased from Memory	S	This card and Expendable is removed from game
Kidnapped	S	Random Character Isolated for 3 Turns
Imprisonment	S	Random Character Isolated for 3 Turns
Disappearance	S	Random Character Isolated for 3 Turns
Every Moment is Forever	S	Recruit 1 Card from Discard
Alter Reality	S	Both players discard their hands and draw 3 cards
Haunt Mind	S	Opponent must discard 2 random Cards from hand
Awful Secret	S	Recruit 1 Monster
Blue Eye of Korrok	S	Look at Opponents Hand and discard 1 card from it





Lo Pan Poker

Introduction

Card game for 2-4+ players based on the Big Trouble in Little China Movie.

Disclaimer

Big Trouble in Little China is a licensed copyrighted property. This is merely a fan site.

Victory

The first player to reach 100+ points is the winner. Points are scored by making combos.

The Deck

Players share a common Deck. The Deck has 6 Suites:

1. Jack Burton
2. Wang Chi
3. Egg Shen
4. Allies
5. Foes
6. Locales

Each Suite has 13 cards Each card has a rank of 1 to 13.

Setup

Shuffle the Deck. Each player is dealt 7 cards. The player who has seen the Movie the most goes first.

Turn Sequence

Players take turns. A turn has 4 Phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

Draw Phase

Draw Cards from the Deck until you have 7 cards in your hand. One of these cards may be the top card of the Discard Pile. If the deck ever runs out, shuffle the discard and draw from it.

Actionphase

Discard 1 card. Depending on the Suite of the card you discarded, this produces a Special effect:

Suite:	Effect
Jack	Draw 2 Cards
Wang	Draw 3 Cards then discard 2 Cards from your hand
Egg	Draw 1 Card then Look at next 5 cards in Deck
Ally	Draw 1 Card then Look at Opponent's hand
Foes	Draw 1 Card then Opponent must discard 1 Card of his choice
Locale	Steal 1 random card from opponent's hand

Meld Phase

You may make a Meld. There are 6 types of Melds:

1. Huge Buzz: A Flush of 5 cards of the same Suite
2. Pillars of Heaven: 3 Cards of the same Number or Suite and four Cards of the same Number or Suite
3. Six Demon Bag: Six cards of 6 different Suites
4. Pork Chop Express: A Straight of 7 consecutive numbers in a Row
5. Chinese Standoff: A Flush of 5 cards of the same

Suite forming a Straight of 5 consecutive Numbers. Double Score!!

6. Fighting Tong Funeral Procession: Six cards of 6 different Suites forming a Straight of 6 consecutive Numbers. Double Score!!

A Meld is worth points equal to sum Rank of all cards in the Meld. Discard all cards in the Meld.

End Phase

Discard down to 6 cards.

Common Deck Card List

Card Name:	Rank:	Suite:
Pork Chop Express	1	Jack
Haulin Ass	2	Jack
Tough Guy	3	Jack
It's all in the Reflexes	4	Jack
Boot Knife	5	Jack
Machine Pistol	6	Jack
Give me your Best Shot Pal	7	Jack

Card Name:	Rank:	Suite:
Shake the Pillars of Heaven	8	Jack
Have you Paid your Dues?	9	Jack
I was Born Ready	10	Jack
What the Hell	11	Jack
Son of a Bitch Must Pay!	12	Jack
Everybody Relax I'm Here	13	Jack

Just a Poor Chinese Boy	1	Wang
Chinese Standoff	2	Wang
Fast Attack	3	Wang
Superior Skill	4	Wang
Kung Fu Fighting	5	Wang
Martial Artist	6	Wang
Total Concentration	7	Wang

Just a Poor Chinese Boy	1	Wang
Giant Leap	8	Wang
Run Up Wall	9	Wang
Flying Attack	10	Wang
Sword Play	11	Wang
Wang Fu	12	Wang
Mind and Spirit as One	13	Wang

Tour Bus Driver	1	Egg
China is Here	2	Egg
Divination	3	Egg
Deflection	4	Egg
Huge Buzz Flask	5	Egg
Silver Fan	6	Egg
You Will Come Out No More	7	Egg

Tour Bus Driver	1	Egg
Ego Attack	8	Egg
Exploding Eggs	9	Egg
Crystal Rocket	10	Egg
Six Demon Bag	11	Egg
Sorcery	12	Egg
Chinese Black Magic	13	Egg

Miao Yin	1	Ally
Margo	2	Ally
Investigative Reporter	3	Ally
Green Eyed Girl	4	Ally
Chang Sing Fighters	5	Ally
Fighting Tong	6	Ally
Eddie Lee	7	Ally

Miao Yin	1	Ally
Eddie with Pistol	8	Ally
Lawyer	9	Ally
Gracie Law	10	Ally
Gracie with Bat	11	Ally
Gracie with Spear	12	Ally
Disguises	13	Ally

Floating Guardian Eye	1	Foe
Lords of Death	2	Foe
Wing Kong Fighters	3	Foe
Hatchet Man	4	Foe
Security Guards	5	Foe
Six Shooter	6	Foe
Hollow Armor	7	Foe

Floating Guardian Eye	1	Foe
Chinese Ogre	8	Foe
Rain Demon	9	Foe
Thunder Demon	10	Foe
Lightning Demon	11	Foe
Ghost Lo Pan	12	Foe
Living Lo Pan	13	Foe

China Town	1	Locale
National Orient Bank	2	Locale
Elevator	3	Locale
Wang's Restaurant	4	Locale
Alleyway	5	Locale
White Tiger Brothel	6	Locale
Bog of the Dead Trees	7	Locale

China Town	1	Locale
Wing Kong Exchange	8	Locale
Hell of Being Cut to Pieces	9	Locale
Hell of Upside-down Sinners	10	Locale
Dungeon	11	Locale
Black Blood of the Earth	12	Locale
Throne Room	13	Locale





Lost Girl Quest

Introduction

Board game for 2 -4+ players based on the TV show. Players move their pawns around a circular track collecting tokens Needed to solve a central Mystery and its complications.

Disclaimer

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Carousing

In the spirit of the show, there should be drinking (and kissing).

Victory

Be the first player to solve 3 Mysteries.

The Board

The Board is a circular track with 12 spaces:

#	Space (Notes)
1	Bo (Gain 2 Tokens of any type except Lore)
2	Weapon or Disguise (Gain 1 Guile or Fight Token)
3	Kenzi (Gain 2 Guile or Heart Tokens or 1 Fight or Search Token)
4	Complication (Draw 1 Card from the Complication Deck)
5	Dyson (Gain 1 Token of any type or 2 Fight Tokens)
6	The Dal (Have a Drink and or a Kiss)
7	Hale (Gain 1 Token of Lore, Search, Magic, Fight, or Guile)
8	Relic or Story (Gain 1 Lore or Magic Token)
9	Trick (Gain 2 Lore Tokens or 1 Guile, Magic, Search, or Heart Token)
10	Assistance (Draw 1 Card from the Assistance Deck)
11	Lauren (Gain 2 Search Tokens or 1 Heart, Lore, or Guile Token)
12	Victim or Investigation (Gain 1 Heart or 1 Search Token)

Pawns & Dice

Each player gets 1 pawn of a unique color. Pawns start on the "Bo" space and move clockwise. One six sided die is needed.

Traits & Tokens

There are six types of Tokens, one type for each of the six traits.

Trait:	Token Color:	Notes:
Guile	Yellow	Trickery, Cons, Persuasion, Wit, Sleight of Hand
Lore	Green	Contacts, Knowledge of Fae Biology and History
Search	Blue	Investigation Techniques, Analysis, Interrogation
Heart	Red	Family, Friends, Sacrifice, Courage, Willpower
Fight	Orange	Weapons, Strength, Fighting Ability
Magic	Purple	Magic Powers, Potions, Spells, Relics

Or assign colors according to whatever Tokens you have.

Decks

There are 3 common decks of cards:

1. Mystery Deck
2. Complication Deck
3. Assistance Deck

If any deck is used up, shuffle its discard and draw from it.

Mystery Deck & Solving Mysteries

Each card represents a Mystery that must be solved or resolved. Much like how there is one or more "cases" to each episode. To solve a Mystery a player must collect 3 of each Token type, plus Extra Tokens required by individual Mysteries and complications.

An individual Mystery card lists any extra Tokens required in addition to the 3 of each type. When a Mystery is solved, the solving player keeps the card and A new card is drawn from the Mystery Deck to be the new Mystery.

Complication Deck

When a player lands on the Complication space, they draw a Complication card. This card is placed face up next to the board. This card lists extra Tokens that need to be gained to solve the current Mystery.

This additional burden applies to all players. When the current Mystery is solved, these cards are discarded.

Assistance Deck

When a player lands on the Assistance space, they draw an Assistance card. This card gives that player one or more extra Tokens. The Assistance card is then discarded.

Setup

Shuffle the 3 decks. The Top Mystery Card is placed face up in the middle of the movement track. Each player selects a Pawn.

Pawns are placed on the "Bo" space. Players roll high on 1D6 to see who goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Move Phase
2. Action Phase
3. End Phase

Move Phase

Roll 1 die and move that many spaces clockwise along the track.

Action Phase

Most spaces when you land on them give you 1 or more Tokens. If you land on a Deck space, draw a card from the indicated deck.

End Phase

If you have enough of the right Tokens to solve the Mystery and all of its Complications, declare your intent. Keep the Mystery card. Discard all complications. All players discard all of their Tokens.

Landing On An Opponent's Pawn

If you land on an opponent's Pawn, steal 1 Token of your choice from him. Skip all other actions you would take at that space.

Mystery Deck

Name:	Notes:
Kappa	Fight +1 (Japanese Turtle Under Fae)
The Glaive	Guile +1 (Fae District Attorney)
Duppy	Lore +2 (100 year returning Murdering Spirit)
Stag Hunt	Guile +2 (Choose new Ash)
Amazons	Search +1 Guile +1 (Prison Guards)
Garuda	Lore +2 Magic +4 (Demon that Feeds on Fae)
Gama-Senin	Heart +1 Search +1 (Fae Frog Juice)
Una Mens	Lore +1 Guile +2 Fight +2 (Fae Inquisition)
Noble Feud	Search +1 (Light Dark Rift in a Noble Family)
Krampus	Heart +2 (Ancient Anti-Christmas Fae)
Wanderer	Guile +2 Lore +2 Search +2 (Forgotten Warrior)
Kitsune	Heart +3 (Japanese Fox Doppelganger)
Framed for Murder	Guile +1 Search +1 (Typical Shenanigans)
Human Serial Killer	Search +1 (Fae Killer)
Coin of Jahayla	Lore +1 Guile +1 (Gives good Luck)
Alabaster	Lore +1 Search +1 (Sexual Shame)
The Lich	Magic +2 (Keeps a Menagerie of Humans)
Aife	Heart +1 Fight +1 (Powerful Succubus)
Basilisk Poisoning	Search +1 Magic +1 (In Answang Stew)
Djieiene Spider	Lore +1 Search +1 Fight +1 (Bite causes Madness)
Land Wight	Search +1 Lore +1 Guile +1 (Lucky Country Club)
Mermaids	Search +1 Guile +1 (Stealing Legs)
Hell Train	Heart +1 Search +1 Lore +1 (Prison of the Wanderer)
Monstrous Massimo	Magic +2 Guile +2 (After ingesting the Origin Seed)

Name:	Notes:
Pyrrippus	Heart +4 Fight +2 Lore +2 (At the Gates of Hell)
Revenants	Fight +1 Lore +1 (Walking Dead)
Baba Yaga	Guile +2 (Ancient Russian Witch)

Complication Deck

Name:	Notes:
Bad Vex	Fight +1 Heart +1 (Mesmer Powers)
Bad Tamsin	Guile +1 (Dark Fae Valkyrie Cop Spy)
The Morrigan	Guile +2 (Leader of the Dark Fae)
Ogre	Fight +1 (Strong)
Goblin Assassin	Fight +1 (Fae Hit Men)
Blackthorn	Guile +1 (Old World Envoy)
Druid	Heart +1 (Greedy Human Alchemist)
Banshee	Lore +1 (Screams to warn of Death)
La Shoshain	Lore +2 (Holiday to Celebrate Fae Law)
Sexual Diversion	Heart +1 (Major Distraction)
High Council	Guile +1 (Political Intrigue)
The Norn	Heart +2 (Ancient Tree that makes costly trades)
Morragh	Fight +1 (Killer Rage Fae)
Kenzi as Hostage	Fight +1 (Humans are Weak)
Fury on Rampage	Fight +1 (Angry Fae whose Stare causes Insanity)
Lightning Bird	Guile +1 (Lays Eggs of Knowledge)
Crows	Fight +1 Guile +1 (Servants of the Wanderer)
Leviathan	Guile +2 (Riddle loving keeper of the Netherworld)

Assistance Deck

Name:	Notes:
Good Vex	1 Heart
Good Tamsin	1 Search
Science	1 Lore or 1 Search
Healing Sex	1 Magic
Gratuitous Sex	1 Magic
Twig of Zamora	2 Magic (Serious Protection)
Vampire Informer	1 Search
The Ash	1 Lore (Leader of the Light Fae)
Siracon	1 Fight (Unicorn Horn Sword)
Luck Fae	1 Search
Succubus Touch	1 Magic (Calming)
Chi Transfer	1 Magic (Succubus Kiss)
Magic Egg	1 Search
Koushang Amulet	1 Magic (Protects Chi)
Abath Horn	1 Magic (Healing Properties)
Lab Analysis	1 Search
Luduan	1 Search (Chinese Truthsayer Fae)
Book of Blood	2 Tokens of Any Type (Belonging to the Blood King)
Sirens Song	1 Magic

Designers Notes

Almost done with season 4. I plan on adding and updating cards.





Magery

Introduction

Chess Variant. Fantasy Theme. 2-Player. Worker Placement. Minion Pieces can be used as Workers or Chessmen.

Victory

Eliminate all of your opponent's Minions from the chessboard or capture 5 Greater Minions (any combination of types) or capture 3 Greater Minions of 1 type.

The Boards

There are 2 Boards:

1. A regular 8 x 8 Chessboard. The Chessboard is also called the Arena.
2. A special Mage Tower board.

The Chaos Mage Deck

This is a deck of 12 Cards.

Minion Recognition Table

Type	Rank	Movement
Dragon	Greater	Queen
Myrmidon	Minor	Two Space King
Undead	Pawn	Orthogonal King
Fey	Minor	Knight

Dragon Minions

On the chessboard the Dragon moves like a Queen.

Myrmidon

On the chessboard the Myrmidon jumps in any direction exactly 2 spaces.

Undead

On the chessboard the Undead can move orthogonally 1 space. It can move backwards.

Fey

On the chessboard the Fey jumps exactly like a knight in regular Chess.

Elemental

On the chessboard the Elemental moves like a Bishop.

The Orb

Use a small trinket or piece of jewelry to represent the Orb. Possession of the Orb determines turn order during the Round.

Minions

There are 8 types of minions. Each player has a set of 24 Minions, 3 of each type. Sets should be differentiated by color.

Minion Usage

At any given time, a minion can be in one of three places:

- In the Arena (in play on the Chessboard).
- In the players Reserve Area. Minions in the Reserve can be played onto Chambers of the Mage Tower or be Summoned to the Arena.
- Destroyed (Captured, out of play): Keep these in a separate Dead Pile. Dead Minions do nothing and cannot be returned to play.

Type	Rank	Movement
Elemental	Greater	Bishop
Beast	Pawn	Diagonal King
Construct	Greater	Rook
Spirit	Minor	Far Knight

Beast

On the chessboard the Beast can move diagonally 1 space. It can move backwards.

Construct

On the chessboard the Construct moves like a Rook.

Spirit

On the chessboard the Spirit jumps like a modified Knight: Instead of moving two spaces and over one like a regular Knight, it moves three spaces and then over one.

The All Important Backrow Rule

A Greater Minion on its own Backrow cannot in a single move enter a Space on his opponents Backrow!

The Mage Tower Board

This represents a tower with 16 floors. Each floor has 1 Chamber occupied by 1 Mage. When designing

a Mage tower Board, each space has to be big enough to hold 1 Minion and 1 Card.

Mage Tower

Floor	Mage:	Power:
16	Fourth Chaos Mage	Per Card
15	Third Chaos Mage	Per Card
14	Second Chaos Mage	Per Card
13	First Chaos Mage	Per Card
12	Magician	Remove a Minion from the Mage Tower
11	Oracle	Gain Possession of the Orb
10	Mystic	Move 1 of your Minions to any Empty space in the Arena
9	Animist	Move any 1 of your Minions in the Arena
8	Dragon Lord	Move or Summon one of your Dragon Minions
7	Elemental Master	Move or Summon one of your Elemental Minions
6	Artificer	Move or Summon one of your Construct Minions
5	Druid	Move or Summon one of your Fey Minions
4	Warlock	Move or Summon one of your Spirit Minions
3	Wizard	Move or Summon one of your Myrmidon Minions
2	Sorcerer	Move or Summon one of your Beast Minions
1	Necromancer	Move or Summon one of your Undead Minions

Setup

Shuffle the Chaos Mage Deck. Decide who is white and who is black. Each player gets a set of 24 Minions.

Place 1 Minion of each type on your backrow in any configuration. White starts in possession of the Orb. White sets up first. White goes first in the first Round.

Randomly place 1 Chaos Mage card in each of the top 4 chambers of the tower.

Round Sequence

The Round is divided into 2 Phases:

1. Decision Phase
2. Action Phase

Decision Phase

Starting with the Orb holder, players take turns placing one Minion from their reserve on one Chamber of the Tower. A Chamber may contain a max of 1 Minion. Continue until all Chambers are occupied, or both players pass. (Players usually pass because of a shortage of remaining Minions) Note that any minion from your reserve can be placed in a Chamber.

No chamber requires a specific type of Minion to occupy it.

Action Phase

Starting with the Orb Holder, players take turns removing their Minions from the Tower... one minion at a time. As a Minion is Removed, the special power of the Mage the minion was occupying is Activated. Resolve these actions immediately. Some Mages give you a choice of Actions.

Important Note: Minions in the Arena do not move unless you activate a Mage Action that allows them to! Note: sometimes you cannot or don't want to take the a Mage action when you Remove the Minion. In this case no action occurs (you still remove the Minion) and Then it goes on to your opponents turn. In general when you remove a Minion from a Tower Chamber it goes back to your Reserve. However some Chaos Mages cause the particular Minion that was on them to go to elsewhere, instead of the Reserve.

Summoning Rules

When you summon a Minion you take the appropriate minion type from your reserve and place it onto a space in the Arena. When you summon a Greater Minion, it must be placed on an empty space in your back row. When you summon a Minor Minion, it must be placed on an empty space on your side of the board.

When you summon a Pawn Minion it must be placed on an empty space.

Chaos Mage Deck Card List

Mage: Power

- Seer: You or your Opponent (your choice) must take the next 2 turns in a row.
- Magus: Place this Minion on any empty Mage Chamber.
- Alchemist: Replace 1 of your Minions in the Arena with one from your Reserve.
- Mentalist: Move an Opponent's Minion (It may not Capture).
- Enchanter: Replace an opponent's Minion in the Arena with one of yours from your reserve of the

same type.

- Dream Lord: Use the power of any Chaos Mage not in the Tower.
- Force Mage: Target Minion in arena cannot move or be captured for the rest of the round.
- Illusionist: Switch the Location of any 2 Minions in the Arena.
- Shadow Mage: Target Minion Adjacent (Sharing a side) to one of your Minions is sent to its reserve.
- Rune Master: All your Minions may move like Knights for the rest of this round.
- Conjuror: Summon this Minion.

Optional Rules

Rotating Chaos Lords Option

In the regular game, the 4 Chaos Mages you get are fixed. In this Variant, remove the fourth Chaos Mage

and move the other 3 up one Floor. Then draw a new card and place it on the First Chaos Mage Chamber. If the Deck runs out, shuffle the discard And draw from it.

Archmage Option

Each player draws 1 Chaos Mage at the beginning of the game. This card acts as a private Mage Chamber. Only that player may Place a Minion on it. floor 16 of the Tower is empty.

Ultimate Archmage Option

Like Archmage, but you get 3 Chaos Mage cards, and floors 14-16 of the Tower are left empty.





Magicians

Introduction

Card game for 2-4+ players. Players are rival Stage Magicians circa 1890-1914. Players try to put on the best performances and outdo each other.

Victory

The first player to accumulate 100 Prestige Points wins.

Prestige Points

Use paper and pencil to keep track of Prestige Points (MP).

The Decks

There are 2 Common Decks:

1. The Magicians Deck
2. The Trick Deck

Magicians Deck

Each card represents one Magician and describes his special ability.

The Trick Deck

There are 3 types of cards in the Trick Deck:

1. Support cards (Assistants, Helpers, Stages, Props, Traits)
2. Tricks
3. Sabotage

Setup

Shuffle the Decks. At the beginning of the game pick a random card from the Magicians Deck to determine your Identity. Players reveal their identities.

Each player is dealt a hand of 5 cards from the Trick Deck. The player who is the most accomplished magician goes first.

Mulligan Rule

If you do not get a level 1 Trick in your Initial draw, you may discard and draw again.

Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Draw Phase
2. Management Phase
3. Dirty Trick Phase
4. New Trick Phase

5. Intermission Phase
6. Prestige Phase
7. Finale Phase

Draw Phase

Draw 1 card and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Management Phase

Do one of the following:

1. Put an Assistant card into play (1 Max)
2. Put a Helper card into play (3 Max)
3. Put a Stage card into play (1 Max)
4. Put a Prop card into play (No Limit)
5. Put a Trait card into play (No Limit)

Collectively these types of cards are referred to as Support cards. Support cards stay in play face-up in front of you until the end of the game or a Sabotage card causes them to be stolen or discarded. If you are at your Max, you may discard a Support card in play to play a replacement.

You may not play a Stage card unless you have a Trick of equal or greater Level. If your highest Trick Level is ever decreased, discard the Stage card. To play a Trait card, you must have 5 Tricks in play.

You cannot have more Helpers & Assistants in play than Tricks. You cannot have more Props in play than Tricks.

Dirty Trick Phase

Skip this phase if you played a card in Management Phase. You may play one Sabotage card. Discard the Sabotage card once it is played.

New Trick Phase

Skip this phase if you played a card in Management or Dirty Trick Phase. You may put one Trick card into play. Trick cards stay in play face-up in front of you until the end of the game or a Sabotage card causes them to be stolen or discarded.

Tricks are ranked levels 1 through 5. You may always play a level 1 Trick. To play a level 2 Trick you must have at least one Level 1 Trick in play.

To play a level 3 Trick you must have at least one Level 2 Trick in play and so on. You may have more than one Trick of the same level in play. If at the end of this phase you have more than 5 Tricks in play, you must Discard down to 5 Tricks (or whatever your modified Maximum is)

Intermission Phase

If you did not play a card in Management or Dirty Trick or New Trick Phase, you may draw an extra card.

Prestige Phase

You score Prestige Points (PP) in this Phase. Each Trick you have in play earns PP equal to its level. Each

of your Support cards earns PP equal to its level.

Certain cards will earn you extra PP according to the card text.

Finale Phase

Max hand size is 7 cards. Discard excess cards.

Magicians Deck

Name:	Notes:
The Mentalist	May use Trait cards as Tricks
The Professor	May Have 1 Extra Trick in Play
The Prestidigitator	Level 1 Tricks earn +1 Prestige
The Chinese Sorcerer	Level 2 Tricks earn +2 Prestige
The Magician	Level 3 Tricks earn +3 Prestige
The Escapologist	Level 4 Tricks earn +4 Prestige
The Illusionist	Level 5 Tricks earn +5 Prestige

Trick Deck Notation

U Support
A Assistant
H Helper

G Stage
P Prop
R Trait
T Trick
S Sabotage

Trick Deck

Card:	Type	Level	Notes:
Gorgeous Assistant	A	5	
Beautiful Assistant	A	4	
Stunning Assistant	A	3	
Lovely Assistant	A	2	
Glamorous Assistant	A	1	
Inventor	H	4	You may play a Trick of 1 Level Higher
Mentor	H	3	Max Number of Tricks +1
Engineer	H	3	You may play a Trick of 1 Level Higher
Look Alike Actor	H	3	
Old Timer	H	2	
Stage Manager	H	2	
Audience Plant	H	1	
Backstage Hand	H	1	
Tesla Machine	P	5	
Antique Trick Box	P	4	
Novel Contraption	P	3	
Trap Doors	P	2	
Straightjacket	P	2	
Smoke & Mirrors	P	1	
Grand Stage	G	5	
Great Hall	G	4	
Theatre	G	3	
Cabaret	G	2	
Parlor	G	1	
Showmanship	R	5	

Card:	Type	Level	Notes:
Sacrifice	R	4	
Obsession	R	3	
Stagecraft	R	2	
Mysterious	R	1	
Secrecy	R	1	
Flourish	R	1	
Style	R	1	
Linking Rings	T	1	
Balls & Cups	T	1	
Penetration	T	1	
Card Tricks	T	1	
Sleight of Hand	T	1	
Legerdemain	T	1	
Simple Misdirection	T	1	
Out of Thin Air	T	1	
Hat Trick	T	1	
Old Standby	T	1	
Goldfish Bowl Trick	T	2	
Disappearing Canary	T	2	
Mind Reading Trick	T	2	
Transformation	T	2	
Cabinet Escape	T	2	
Restoration	T	2	
Floating Lady	T	3	
Growing Orange Tree	T	3	
Levitation	T	3	
Sword Box	T	3	
Pepper's Ghost	T	3	
Saw a Lady in Half	T	4	
Bullet Catch	T	4	
Shock Magic	T	4	
Water Tank	T	4	
Transposition	T	5	
Teleporting Man	T	5	
Vanishing Elephant	T	5	
One-Up Manship	S	-	Draw 2 Cards from Deck
Exposed	S	-	Discard Target Trick
Steal Secret	S	-	Steal Target Trick
Steal Notebook	S	-	Steal 2 Random cards from Opponent's Hand
Scandal	S	-	Discard Target Stage
Seduction	S	-	Steal Target Assistant
Sabotage	S	-	Opponent loses 10 PP
Permanent Injury	S	-	Opponent loses 10 PP
Fatality	S	-	Discard Target Helper or assistant
Betrayal	S	-	Steal Target Helper
Embarrassment	S	-	Steal Target Trait
Make a Deal	S	-	Steal Target Stage
Public Disturbance	S	-	Opponent earns no PP on his next turn
Send Spy	S	-	Look at Opponent's Hand: Steal 1 Target Card
Hurt Reputation	S	-	Discard Target Trait
Ruin Performance	S	-	Opponent loses 10 PP
Double Cross	S	-	Opponent must discard 2 Random cards from Hand

Links

??The Prestige ??Magic





Magicians Of Fillory

Introduction

Card game based on the first season of the TV Series "Magicians".

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Victory

Be the first player to score 100 Victory Points.

The Deck

Players share a common deck. During play the deck is kept face-down. The Deck has 1 copy of each card described in the card list.

Discard Pile

Discarded and Banished cards are placed here. These cards are kept face-up.

Hands

Each player maintains a Hand of cards

Neutral Zone

A region in the center of the table where there are Face-up Cards in play not Controlled by any player.

Control Zones

A region in front of each player containing Face-up Cards controlled by that Player (Cards played from hand or summoned by that player).

Victory Points

100 Points to win. Keep track of points with paper and pencil.

Traits

Every card will have 2 or more Traits. There are 27 separate Traits: Character, Female, Student, Teacher, Place, Artifact, Fillory, God, Magic, Traveler, Hedge, Sex, Knowledge, Spell, Religion, Creature, Plot, Time, Psychic, Light, Drugs, Threat, Transform, Defense, Heal, Telekinetics, Plover

Special Abilities

Each card will have a Special Ability. (SA) SA are activated when a card is played from a players hand. Common special Abilities include: Summon and Banish.

Summon

A Special Ability. The indicated card is removed from wherever it is (Deck, Discard, Neutral Zone, Opponent's Zone, or Hand) and placed In your hand or Control Zone. Note: If placed in your control Zone, its SA does not activate.

Banish

A Special Ability. The indicated card is removed from your Opponent's Control Zone or the Neutral Zone and placed in the Discard pile.

Setup

Place the following cards in the Neutral Zone: The Beast, Quentin, Julia, Alice, Penny, Kady, Brakebills, Fillory & Further, Dean Fogg, Eliza, Elliot, Margo, and Jane Chatwin. Shuffle the deck. Each player draws a hand of 3 cards. The most magical player goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Draw Phase
2. Action Phase
3. Card Trick Phase
4. Score Phase
5. End Phase

Draw Phase

Draw the top card of the Deck and put it in your hand. If the Deck ever runs out, shuffle the discard and draw from it.

Action Phase

Put one card from your hand into play into your Control Zone. It's Special Ability is activated.

Card Trick Phase

You may discard 1 card from your hand to generate a card trick effect. The effect is based on one of the Traits of the card. (Note that many Traits do not produce an effect)

- Knowledge: Look at the next 10 cards in the Deck
- Psychic: Look at Opponent's Hand
- Defense: Move a Creature in a Control Zone into the Neutral Zone
- Transform: Switch places of 2 Characters in Neutral or Control Zones
- Traveler: Look at next 5 cards in deck and put 1 in your hand
- Heal: Move Character in Discard to your Control Zone
- Time: Get an extra Action Phase immediately
- Spell: Draw 1 card and Place a card from your Hand into your
- Control Zone (SA not activated)
- Fillory: Score 1 VP
- Religion: Steal 1 Random card from Opponents hand
- Plot: Move a Character in a Control Zone into the

Neutral Zone

- Character: Draw 2 Cards from the Deck: Put 1 in your hand and 1 in your Control Zone
- Hedge: Take 1 Random card from the Discard and put it in your hand or Control Zone
- Threat: Opponent must discard 1 random card from their hand

Score Phase

You may score 1 Trait of your choice. For every card in your Control Zone that has that Trait, score X Victory Points. X is the square of the number of cards scored, so... 1 Card scores 1 VP; 2 Cards score 4 VP; 3 Cards score 9 VP; 4 Cards score 16 VP, and so on.

Once you score a particular Trait, you may not score that trait again for the Rest of the game. Use paper and pencil to keep track of VP and scored Traits. Note: The Character Trait may not be scored.

End Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card List

Card	Traits	Special Ability
Quentin	Character, Student, Telekinetics, Fillory	Summon Julia, Alice, Penny or Elliot
Julia	Character, Hedge, Religion, Female	Summon Quentin or Hedge
Alice	Character, Student, Female, Light	Summon Spell
Fillory & Further	Artifact, Fillory	Summon Fillory
Brakebills	Place, Teacher, Student	Summon Student or Teacher
Penny	Character, Student, Traveler, Psychic	Summon Place
Kady	Character, Student, Female, Hedge, Religion	Summon Artifact
The Beast	Character, Plot, Threat, Creature, Fillory	Banish Character
Elliot	Character, Student, Drugs	Summon Drugs or Margo
Margo	Character, Student, Female	Summon Elliot or Sex
Dean Fogg	Character, Teacher, Knowledge, Defense	Summon Eliza, Student or Defense
Eliza	Character, Female, Time, Traveler	Summon Quentin, Time or Plot
Jane Chatwin	Character, Fillory, Plover, Female	Summon Fillory or Quentin
Moonstone Knife	Artifact, Fillory	Banish the Beast
Time Loop	Time, Plot, Knowledge	Summon or Banish Plot
Romance	Sex, Plot	Summon Student or Hedge
Battle Magic	Magic, Spell, Telekinetics, Light, Defense	Banish Threat
Magic Missile	Spell, Telekinetics, Defense	Summon Alice
Shoot Flames	Spell, Light, Defense	Summon Penny
Levitation	Spell, Telekinetics, Religion	Summon Julia or Kady
Death	Plot, Threat	Banish Character
Neitherlands	Place, Traveler	Summon Traveler
Sex Magic	Magic, Sex	Summon Student
Time Magic	Magic, Time	Summon Time
God Semen	Artifact, God	Summon Female
Ember	God, Fillory, Knowledge	Summon Quentin, Julia or God Semen
Trickster God	God, Threat	Summon Julia or Banish Religion
Djinn	Creature, Magic	Summon Julia or Todd

Card	Traits	Special Ability
Psychic Magic	Magic, Psychic	Summon Psychic
The Sixth Book	Knowledge, Fillory, Artifact	Summon Quentin, Eliza, or Penny
Light Magic	Magic, Light	Summon Light or Alice
Mentors	Teacher, Knowledge, Magic	Summon Magic
Marina	Character, Hedge, Female, Threat	Summon or Banish Hedge
Transplantation Spell	Spell, Hedge, Traveler	Summon Artifact
Joe	Character, Creature, Traveler, Sex	Summon Sex
Pete	Character, Hedge	Summon Hedge
Stop Time	Spell, Time	Summon the Beast
Animate Dead	Spell, Hedge, Telekinetics	Summon Pete
Hospital	Place, Heal	Summon Julia, Quentin, Dean Fogg, or Penny
Stanley	Character, Traveler, Teacher	Summon Traveler
Astral Projection	Spell, Traveler, Psychic	Summon Penny
Richard	Character, Religion, Heal	Summon Religion
Healing Magic	Magic, Heal	Summon Heal
Professor Lipson	Character, Female, Teacher, Heal	Summon Heal
Persephone	God, Female, Religion	Summon Julia
Josh Hoberman	Character, Student, Drugs	Summon Victoria or Neitherlands
Todd	Character, Student	Summon Djinn or Margo
The Librarian	Character, Knowledge, Female	Summon Fillory, Knowledge or Penny
Magical Test	Magic, Plot	Summon Student or Julia
Memory Wipe	Plot, Spell	Banish Student or Julia
Arcane Sigil	Knowledge, Fillory	Summon Jane, Alice or Quentin
Magical Ritual	Plot, Magic, Traveler	Summon Creature
Niffin	Creature, Magic, Transform, Threat	Summon Alice
Talking Animal	Fillory, Creature	Summon Fillory
Binding Spell	Spell, Defense	Banish Creature
Safe House	Hedge, Place	Summon Hedge
Demon Bug	Artifact, Creature, Heal	Summon Quentin
Box of Memories	Artifact, Knowledge	Summon Marina
Protective Amulet	Artifact, Defense	Banish Magic
Delusion Spell	Spell, Psychic	Banish Quentin
Victoria	Student, Female, Traveler	Summon Penny or Josh
The Trials	Plot, Student	Summon Student
Transformation Magic	Magic, Transform	Summon Transform
Kady's Mother	Character, Hedge, Female	Summon Kady or Julia
Professor Mayakovsky	Teacher, Plot	Summon Student
Mike	Character, Plot, Threat	Summon Elliot or Banish Eliza
Cursed Blade	Artifact, Fillory	Banish Penny
Religious Magic	Magic, Religion	Summon Religion
Christopher Plover	Character, Plot, Fillory, Plover	Summon Fillory
Plover Estate	Place, Plover	Summon Plover
Martin Chatwin	Character, Fillory, Plover	Summon the Beast
Magic Button	Artifact, Traveler, Fillory, Plover	Summon Fillory
Beacon Spell	Spell, Sex, Light	Summon Penny
Golem	Creature, Sex	Summon Margo
Cancer Puppy	Creature, Heal	Summon Quentin or Elliot
Game of Welters	Student, Magic, Spell	Summon Student
Guardian	Knowledge, Religion, God	Summon Religion
Probability Magic	Magic, Knowledge	Summon or Banish Plot
Bottled Emotions	Artifact, Psychic	Summon Sex or Battle Magic
Infidelity	Plot, Sex	Banish Alice or Quentin
Physical Kids	Magic, Telekinetics, Student	Summon Alice, Quentin, Margo or Elliot

Card	Traits	Special Ability
Psychic Blocker	Psychic, Artifact, Defense	Banish Psychic
Threesome	Plot, Sex	Summon Quentin, Elliot or Margo
Mercenaries	Threat, Creatures	Summon Netherlands
Time Travel Device	Artifact, Time	Summon Jane or Martin
Watcher Woman	Female, Fillory, Time	Summon Quentin or Eliza
Blade Maker	Character, Fillory	Summon Moonstone Knife
Source of Magic	Fillory, Magic, Place	Summon Martin or the Beast
Flight of Geese	Transform, Spell	Summon Mayakowski
Arctic Foxes	Transform, Spell, Sex	Summon Quentin or Alice
Hammer Spell	Spell, Student	Summon Student
Invisibility Spell	Light, Defense, Spell	Summon Alice
Neverending Flask	Artifact, Drugs	Summon Elliot or Margo
Magic Carrot	Artifact, Drugs	Summon Elliot or Josh
Cocaine	Drugs	Summon or Banish Penny
Amphetamines	Drugs	Summon Julia
Card Tricks	Spell, Telekinetics	Summon Quentin
Psychic Wards	Psychic, Defense, Spell	Banish Psychic
Ibriza	Place, Drugs, Sex	Summon Margo
Suicide	Healing, Psychic, Religion	Banish Character
Prayer Circle	Spell, Religion	Summon God
Glass Horses	Spell, Light, Transform	Summon Alice
Dungeon	Place, Fillory	Summon Victoria or Christopher Plover
Insanity	Threat, Psychic	Banish Traveler
Neitherlands Library	Knowledge, Place	Summon Knowledge
Convalescence	Heal, Time	Summon Character
Tattoo Magic	Traveler, Magic, Hedge	Summon Traveler
Ghosts of Plover	Creature, Plover, Threat	Summon Plot
Witch in a Coma	Heal, Female, Time	Summon Julia or Richard
Roman Orgy	Sex, Place	Summon Alice, Quentin or Joe





Midnight Texas Draw

Introduction

Card Game for 2-4 players. Based on the TV Show Midnight Texas.

Disclaimer

Midnight Texas is a licensed, copyrighted property. This is merely a fan site.

The Deck

The deck has 8 Suites:

- C** Characters
- L** Locations
- T** Threats
- P** Plot Twists
- M** Magic
- X** Complications
- W** Weapons

Each Suite has 10 cards. The cards in each Suite are numbered 1 to 10.

Winning

Be the first player to play combos worth over 35 points.

Setup

Shuffle the Deck. Each player is dealt 7 cards.

Card List

#	Type	Name	Combo:
1	C	Manfred the Psychic	Scry
2	C	Creek the Waitress	Manfred
3	C	Lem the Vampire	Steal
4	C	Olivia the Assassin	Lem
5	C	The Rev	Harm
6	C	Bobo	Fiji
7	C	Fiji the Witch	Aid
8	C	Xyllda the Ghost	Scry
9	C	Joe the Fallen Angel	Aid
10	C	Chuy the Half Demon	Joe
1	T	Hightower the Warlock	Manfred
2	T	Rampaging Weretiger	The Rev
3	T	Colconnar the Demon	Fiji

Turn Sequence

On your turn draw 1 card and discard 1 card if you have 9 or more cards in your hand. If the card you discard is an Aid Card immediately Draw and discard 1 more card. If the card you discard is a Scry card, look at your opponents hand.

If the card you discard is a Harm card your opponent must Discard 1 random card. If the card you discard is a Steal Card take 1 random card from your Opponents hand. If the deck ever runs out, shuffle the discard and draw from it.

On your turn, you may make 1 or more combos. A combo may consist of:

1. A pair of cards where 1 card combos the other. Worth 3 Points.
2. Three of a Kind (Same Suite or Same Number) worth 3 Points.
3. Four of a Kind (Same Suite or Same Number) worth 5 Points.
4. Five of a Kind (Same Suite or Same Number) worth 7 Points.
5. Six of a Kind (Same Suite or Same Number) worth 9 Points.
6. Seven of a Kind (Same Suite or Same Number) worth 11 Points.
7. Eight of a Kind (Same Suite or Same Number) worth 13 Points.
8. Eight cards all different Suites worth 10 Points.

Record the Combo score and discard the cards. Immediately draw cards equal to the number of discarded cards. This may give you another combo and so on.

#	Type	Name	Combo:
4	T	Nest of Vampires	Lem
5	T	Succubus	Steal
6	T	Sons of Lucifer Bikers	Bobo
7	T	Serial Killer	Creek
8	T	Angelic Bountyhunter	Joe
9	T	Harbinger Shade	Scry
10	T	Faceless Demon	Steal
1	X	Police Investigation	Bobo
2	X	Haunted House	Manfred
3	X	Addiction	Harm
4	X	Suicidal Commands	Harm
5	X	Increasing Hunger	Harm
6	X	Dark Past	Scry
7	X	Relationship Problems	Harm
8	X	Private Investigator	Olivia
9	X	Tiffany the Blood Doll	Nest of Vampires
10	X	Spirits	Aid
1	W	Murder Weapon	Serial Killer
2	W	Holy Water	The Rev
3	W	Crystal Light	Nest of Vampires
4	W	Consecrated Weapons	Wraiths
5	W	Wooden Stake	Nest of Vampires
6	W	Room Full of Guns	Olivia
7	W	Dragon Breath Torch	Succubus
8	W	Sniper Rifle	Olivia
9	W	Sword	Joe
10	W	Grenade	Bobo
1	O	Ouija Board	Manfred
2	O	Evidence	Scry
3	O	Cure for Corruption	Aid
4	O	Gypsy Relics	Xylda
5	O	Healing Salve	Fiji
6	O	Apocalyptic Painting	Tattoo Parlor
7	O	Dead Bodies	Faceless Demon
8	O	Stolen Vehicle	Steal
9	O	Anti-Glamour Spray	Creek
10	O	Vampires Blood	Lem
1	P	Murder	Harm
2	P	Revelation	Scry
3	P	Kidnapping	Harm
4	P	Rescue	Aid
5	P	Ask for Help	Aid
6	P	Fraying Veil	Harm
7	P	Secrets	Scry
8	P	Missing Girl	Serial Killer
9	P	Leave & Return	Aid
10	P	Prophecy	Aid
1	M	Talking Cat	Fiji
2	M	Gypsy Curse	Harm
3	M	Dark Magic	Harm
4	M	Speak to the Dead	Manfred
5	M	Supernatural Powers	Steal
6	M	Possession	Aid

#	Type	Name	Combo:
7	M	Witchcraft	Fiji
8	M	Holy Light	Joe
9	M	Sacrificial Ritual	Faceless Demon
10	M	Sandstorm	Colconnar
1	L	Pawnshop	Bobo
2	L	Desert	Sandstorm
3	L	Church	The Rev
4	L	Cemetery	Scry
5	L	Main Street	Harm
6	L	Tattoo Parlor	Joe
7	L	Magic Shop	Fiji
8	L	Haunted RV	Manfred
9	L	Warehouse	Steal
10	L	Diner	Aid





Mighty Magics

Introduction

Fantasy Card Game for 2 or more players. Each player controls a Magical Kingdom at war with all the others.

Deck

Players share a common deck. The deck has 3 types of cards mixed in: Strongholds, Hordes, and Mighty Magics.

Stronghold Cards

These represent gains in territory. The card will have a Name, Force Value, Notes, and Recruitment Cost. Players can only defend with Strongholds.

Strongholds are used to secure victory.

Horde Cards

These represent creatures, armies, monsters, heroes, and mages at your disposal. The card will have a Name, Force Value, and Recruitment Cost. Players can attack and defend with Hordes.

Mighty Magics

These cards will have a Name, Recruitment Cost, and special instructions.

Victory Conditions

The first player to begin his turn with 15 or more Force worth of Strongholds wins.

Turn Sequence

Players take turns. Each turn is divided into 4 phases:

1. Draw Phase
2. Resource Phase
3. Recruit Phase
4. Attack Phase

Draw Phase

The active player may discard any number of cards from his hand. The active player then fills his hand to 5 cards. If the deck runs out, shuffle the discard and draw from it.

Resource Phase

The Active player draws 5 random counters from the Resource Pile. These represent resources gathered from the players Kingdom. The pile has 5 markers for each of the 12 resource types.

Resource Pile Counter List

- Stone
- Wood
- Metal
- Men
- Chaos
- Fire
- Water
- Death
- Law
- Magic
- Air
- Gold

Recruit Phase

Each card has a recruitment cost. These are paid for with the resources gathered in resource phase. Strongholds and Hordes are played face up on the Table.

Mighty Magics follow the directions on the card text. If the active player cannot use all of his resources, the remainder are passed to the player on his left. That player may recruit cards if he can. If he has any left, the resources are passed to the left again.

The Gold Resource can substitute for any other resource. Some Strongholds have the "convert" ability. This allows you to use some types of Resources as if they were other specific resources for purposes of recruitment.

Attack Phase

The active player may attack with some or all of his Hordes. Pick an opponent's Stronghold to be the target of the attack. The opponent may defend with some, all, or none of his Hordes.

The attacker adds up the Force of all of his attacking Hordes. The defender adds up the Force of all of his defending Hordes, and the target Stronghold. Both sides take casualties with a total force value equal to or greater than the opponent's total Force value.

The defender must lose his defending Hordes before his Stronghold. Destroyed cards are discarded.

Stronghold Card List

Name:	Force:	Recruitment Cost:	Notes:
Dwarven Mines	4	2Stone 1Metal 1Law	Convert Stone into Metal
Obsidian Citadel	4	2Law 2Stone	Law Hordes get Force +1
Imperial Fortress	4	2Stone 1Men 1Law	Men Hordes get Force +1
City of Brass	4	2Metal 1Men 1Chaos	Increase Hand size 1 card
City of Thieves	3	1Men 1Chaos 1Stone	Convert Men into Chaos
Elven Treehold	3	2Wood 1Magic	Wood Hordes get Force +1
Wizards Tower	3	2Magic 1Stone	Convert Men into Magic
Temple of Evil	3	2Death 1Stone	Death Hordes get Force +1
Coral City	3	2Water 1Stone	Water Hordes get Force +1
Sky City	3	2Air 1Magic	Air Hordes get Force +1
Giants Playground	3	2Stone 1Chaos	Chaos Hordes get Force +1
Astral Gateway	3	2Magic 1Metal	Convert Law into Magic
Volcanic Shrine	3	2Fire 1Stone	Convert Fire into Metal
Cloud Castle	3	1Air 1Magic 1Stone	Convert Chaos into Air
Great Labyrinth	3	2Chaos 1Stone	Convert Stone into Chaos
Ruins of Morkar	3	1Death 1Chaos 1Stone	Convert Stone into Death
Coastal Towns	3	2Water 1Men	You may redraw Water resources
Dragons Lair	2	1Stone 1Metal	Convert Chaos into Gold
Stone Keep	2	2Stone	Stone Hordes get Force +1
Druids Grove	2	1Magic 1Wood	Convert Magic into Wood
Pallisade	2	2Wood	Defending Hordes get Force +1
Barrow Mounds	2	2Death	Convert Men into Death
Cross Worlds Bazaar	2	2Magic	Draw 1 extra Resource per turn

Horde Card List

Name:	Force:	Recruitment Cost:
Knights	3	1 Metal 1 Men 1 Law
White Wizards	4	2 Magic 1 Men 1 Law
Centaurs	3	1 Men 1 Wood 1 Chaos
Undead	2	1 Men 1 Death
Dwarves	3	2 Metal 1 Law
Elves	3	2 Magic 1 Wood
Orcs	2	1 Metal 1 Chaos
Demons	4	1 Magic 1 Fire 1 Death 1 Chaos
Rangers	2	1 Wood 1 Men
Warriors	2	1 Men 1 Law
Dragons	4	1 Fire 1 Air 1 Magic 1 Chaos
Ships	2	1 Water 1 Wood
Giants	4	2 Chaos 2 Stone
Hero	4	1 Men 1 Law 1 Chaos 1 Magic
Pirates	2	1 Men 1 Water
Djinn	4	2 Magic 1 Chaos 1 Air
Efreeti	4	2 Magic 2 Fire
Ogres	3	2 Chaos 1 Stone
Sorcerer	4	1 Men 1 Chaos 1 Magic 1 Fire
Goblins	2	1 Chaos 1 Magic
Faeries	2	1 Wood 1 Magic
Hawkmen	2	1 Men 1 Air
Barbarians	2	1 Men 1 Chaos

Mighty Magic Card List

Name:	Recruit Cost:	Special Instructions:
Earthquake	2 Stone	Destroy 1 Stronghold with a Stone cost
Tidal Wave	2 Water	Destroy 1 Card with a Water cost
Hurricane	2 Air	Destroy 1 Card with an Air cost
Extinguish	2 Water	Destroy 1 Card with a Fire cost
Cast Out	2 Law	Destroy 1 Card with a Death cost
Death Spell	2 Death	Destroy 1 Card with a Men cost
Tempest	2 Magic	Destroy 1 Card with a Magic cost
Control	2 Magic 2Law	Gain Control of target Horde
Enchant	3 Magic 1Law	Gain Control of target Stronghold
Sign of Chaos	2 Magic 2Chaos	Gain Control of target Card w/a Chaos cost
Fey Magic	2 Magic 2Wood	Gain Control of target Card w/a Wood cost
Sirens Call	2 Magic 2Water	Gain Control of target Card w/a Water cost
Divination	1 Law	Look at next 10 cards in the deck
Blessing	2 Law	Attach to Horde. It gains Force +2
Demonic Aid	2 Death	Attach to Horde. It gains Force +2
Sacrifice	2 Chaos	Attach to Horde. It gains Force +2
Stone Walls	2 Stone	Attach to Stronghold. It gains Force +2
Change Fate	1 Magic 1Chaos	Discard your hand and draw 5 cards
Change Destiny	1 Magic	Reroll your remaining Resources
Alchemy	1 Magic	Gain 2 Gold
Prosperity	2 Law	Draw 3 cards or make 4 more resource rolls
Curse	2 Death	Opponent makes only 4 Resource rolls on his next turn
Mana Vortex	1 Magic 1Chaos	All opponents must discard their hands
Great Summons	1 Magic 1Law	Automatically Recruit any 1 horde in your hand

Notes: Unless attached, spells are discarded as soon as they are played.

control of the target stronghold. Both sides lose one participating Horde of their owners choice. If there were no defending hordes, no attacking hordes are lost.

Optional Rules For Attack Phase

(For shorter Games) Compare totals: If the attacker has a higher Force total than the defender, he gains





Minecraft Combos

Introduction

Card game based on Minecraft. 2-4+ players. Make combos to win.

Disclaimer

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Victory

Be the first player to get 10 Combos. (5 for a short game, 15 for a long game)

The Deck

Players share a Common Deck.

Paper & Pencil

To record Combos made.

Setup

Shuffle the deck. Flip over the top 7 cards of the deck face up onto the Center of the Table. This is the Field. Each player is dealt 5 cards.

The craftiest player goes first. Play proceeds clockwise.

Turn Sequence

On your turn draw 3 cards and put them in your hand. Give one card to the opponent to your right. Exchange one card in your hand for one in the Field.

You may play 1 Combo (Not a duplicate of one you already made this game). Discard your combo cards and record what Combo you made. Combos can be General or Specific.

General Combos have their own List and require 3-5 cards of certain Types. Specific Combos are described in the card text and require 2 specific cards. Max hand size is X cards. Discard excess cards at the end of your turn.

X 5 plus the number of Combos you have made so far.

General Combo List

Combo Name:	Requirements:
Tool Kit	5 Tool Cards
Farmer	5 Plant, Food Plant and/or Farming Cards
Forester	5 Wood Cards
Herder	1 Enclosure + 3 Food Animal Cards
Miner	5 Mining and/or Ore Cards
Crafter	1 Refiner + 1 Ore + 1 Wood + 1 Tool or Weapon
Blueprint	3 Mechanisms + 1 Invention Card
Base	1 Guard + 4 Build Cards
Home	3 Build + 2 Decoration Cards
Explorer	1 Light + 4 Biomes, Explore, and/or Place Cards
Brewer	1 Potion + 4 Brew Cards
Village	5 Village Cards
Pantry	5 Food Cards
Cook	1 Fuel + 3 Cooked Foods
Ranger	5 Animal Cards
Monsters	5 Foe Cards
Slayer	2 Weapons + 1 Potion + 1 Fire + 1 Foe Card
Trap	1 Hazard + 2 Mechanism Cards
Nomad	3 Dunes Cards
Inventor	4 Invention Cards
Sailor	4 Aquatic Cards

Combo Name:	Requirements:
Collector	5 Substance Cards
Keeper	4 Container and/or Enclosure Cards
The End	3 End Cards
Hazard Pay	4 Hazard Cards
Decorator	5 Furniture and/or Decoration Cards
Homemaker	5 Build and/or Furniture Cards
Upgrade	5 Invention and/or Refiner Cards
Fungi	3 Fungus Cards
Inventory	5 Substance Cards
Transporter	3 Transport Cards
Light it Up!	3 Light and/or Fire Cards
Into the Nether	4 Nether Cards
Librarian	3 Lore Cards
Enchant Weapon	2 Enchant + 1 Weapon Card
Frozen North	3 Cold Cards
Quest	2 Quest + 1 Weapon + 1 Foe Card
Overworld	2 Village + 3 Biome Cards
Underworld	4 Under and/or Light Cards

Common Deck Card List

Card Name:	Card Traits:
Water	Substance, Aquatic, Hazard
Dirt	Ore, Build
Stone	Ore, Build
Cobblestone	Ore, Decoration
Obsidian	Ore (Combo with Water or Lava)
Iron	Ore
Gold	Ore, Decoration
Lapis Lazuli	Ore, Decoration, Enchant (Combo with Dye)
Diamond	Ore (Combo with Sword or Armor)
Redstone	Ore, Mechanism
Coal	Ore, Fuel
Ingot	Ore (Combo with Gold and Iron)
Sand	Substance, Dunes, Hazard
Sand Stone	Ore, Dunes
Clay	Ore, Aquatic
Gravel	Ore, Hazard (Combo with Stone)
Glowstone	Ore, Light, Nether
Tree	Wood, Plant, Fuel
Sticks	Wood, Fuel, Tool
Wood Planks	Wood, Fuel, Build
Oak	Wood, Fuel, Plant, Build
Spruce	Wood, Fuel, Plant, Build, Cold
Birch	Wood, Fuel, Plant, Build
Sapling	Wood, Plant
Charcoal	Wood, Fuel
Forest	Biome, Wood
Mountain	Biome, Mining
Desert	Biome, Dunes

Card Name:	Card Traits:
Ocean	Biome, Aquatic
Mushroom	Biome, Fungi
Swamp	Biome, Aquatic, Wood
Hills	Biome, Mining, Wood
Jungle	Biome, Wood
Taiga	Biome, Cold, Wood
Tundra	Biome, Cold
Icy Spikes	Biome, Cold, Mining
Plains	Biome, Farming
River	Biome, Aquatic
Beach	Biome, Aquatic, Dunes
Nether	Biome, Nether
Axe	Tool, Weapon, Wood
Pickaxe	Tool, Mining
Shovel	Tool, Mining
Hoe	Tool, Farming
Bucket	Container (Combo with Water or Lava)
Shears	Tool (Combo with Sheep or Wool)
Fishing Pole	Tool (Combo with Fish)
Torch	Fire, Light, Weapon
Sword	Weapon
Bow	Weapon
Arrows	Weapon (Combo with Sticks)
Armor	Weapon
Shield	Weapon
Crafting Table	Refiner, Tool
Furnace	Refiner, Fuel
Brewing Stand	Refiner, Brew
Cauldron	Refiner, Container
Enchantment Table	Refiner, Enchant
Anvil	Refiner, Enchant
Creeper	Foe (Combo with Gunpowder)
Spider	Foe (Combo with String)
Silverfish	Foe (Combo with End Portal)
Slime	Foe (Combo with Slimeballs)
Skeleton	Foe (Combo with Bones)
Zombie	Foe
Spider Jockey	Foe (Combo with Spider or Skeleton)
Ghast	Foe, Nether
Magma Cube	Foe, Nether (Combo with Magma Cream)
Blaze	Foe, Nether (Combo with Blaze Rods)
Zombie Pigman	Foe (Combo with Pigs or Zombies)
Monster Egg	Foe (Combo with Silverfish)
Enderman	Foe, End
Ender Dragon	Foe, End
Guardians	Foe, Aquatic
Witch	Foe, (Combo with Potion)
Lava	Hazard, Fire
Ocelots	Guard Animal
Wolves	Guard Animal
Squid	Animal, Aquatic
Sheep	Food Animal
Chicken	Food Animal

Card Name:	Card Traits:
Cow	Food Animal (Combo with Leather)
Pig	Food Animal
Rabbit	Food Animal (Combo with Leather)
Moonshroom	Food Animal, Fungi
Eggs	Food (Combo with Chicken)
Milk	Food (Combo with Cow)
Wheat	Food Plant (Combo with Bread)
Carrot	Food Plant
Cocoa Pods	Plant (Combo with Chocolate)
Sugar Cane	Plant (Combo with Sugar and Paper)
Sugar	Food (Combo with Cookies and Cake)
Meat	Food (Combo with Steak or Porkchops)
Steak	Cooked Food (Combo with Cow)
Porkchops	Cooked Food (Combo with Pig)
Stew	Cooked Food (Combo with Meat)
Wool	Substance (Combo with Bed)
Bone	Substance (Combo with Wolves and Bonemeal)
Bonemeal	Substance, Farming
Leather	Substance (Combo with Book or Armor)
Glass	Substance (Combo with Sand)
Cobwebs	Substance, Brew, Under
String	Substance (Combo with Bow)
Ink	Substance (Combo with Squid)
Dye	Substance (Combo with Wool)
Spider Eyes	Substance, Brew (Combo with Spider)
Dust	Substance, Ore
Rabbit Foot	Substance, Brew (Combo with Rabbit)
Paper	Substance (Combo with Book)
Magma Cream	Substance, Brew, Nether
Blaze Rods	Substance, Brew, Nether
Grass	Plant (Combo with Seeds)
Flowers	Plant, Decoration
Cactus	Plant, Hazard
Ender Pearls	Substance, End, Quest
Eyes of Ender	Substance, End, Quest
Bed	Build, Furniture
Chocolate	Cooked Food
Cookie	Cooked Food
Bread	Cooked Food
Cake	Cooked Food
Apple	Food Plant
Pumpkin	Food Plant (Combo with Golems)
Melon	Food Plant (Combo with Jungle)
Mycellium	Substance, Fungi
Mushrooms	Food, Fungi
Fish	Food Animal, Aquatic (Combo with Ocelots)
Horse	Animal, Transport, Explore
Mule	Animal, Transport
Golden Apple	Food (Combo with Gold or Apple)
Gunpowder	Substance, Brew, Hazard
TNT	Substance, Brew, Hazard
Netherwort	Substance, Brew, Nether
Slimeballs	Substance, Brew

Card Name:	Card Traits:
Glass Bottle	Container, Brew (Combo with Glass)
Village	Village
Villagers	Village
Farm	Village, Farming
Library	Village, Lore, Enchant
Blacksmith	Village, Refiner
Chest	Village, Quest, Container
Well	Build, Village
Seeds	Food Plant, Farming
Tower	Build, Place, Explore
Stronghold	Place, Quest, Under
End Portal	Place, Quest, End
Bricks	Build
Pressure Plate	Mechanism
Mob Grinder	Invention
Trap Door	Build, Invention
Ravine	Place, Under
Mine	Place, Under, Mining
Cave	Place, Under
Pool	Place, Under, Aquatic
Sea Temple	Place, Aquatic
Desert Temple	Place, Dunes
Dungeon	Place, Under, Nether, End
Door	Build
Walls	Build, Enclosure
Pen	Enclosure
Fence	Enclosure
Rails	Mechanism (Combo with Mine Cart)
Mine Cart	Invention, Mining, Transport
Cave Spider	Foe, Under
Mineshaft	Place, Under, Mining
Staircase	Build
Roof	Build
Window	Build (Combo with Glass)
Tunnel	Place, Build, Under
Flint	Ore, Fire
Piston	Mechanism
Lever	Mechanism
Slab	Mechanism
Button	Mechanism
Bookshelves	Furniture, Enchant, Lore
Dispenser	Invention, Furniture
Jukebox	Invention, Decoration, Furniture
Fridge	Invention, Cold, Food, Furniture
Trashcan	Invention
Elevator	Invention, Transport
Clock	Invention, Furniture
Boat	Transport, Aquatic, Explore
Painting	Decoration (Combo with Ink or Dye)
Map	Explore, Quest, Lore
Compass	Explore, Invention
Packed Ice	Cold, Build
Snow	Cold

Card Name:	Card Traits:
Snowball	Cold, Weapon
Snow Golem	Cold, Guard
Iron Golem	Guard (Combo with Iron)
Book	Lore, Enchant
Soul Sand	Nether, Build, Decoration
Enchantment	Enchant
Splash Potion	Potion (Combo with Gunpowder)
Healing Potion	Potion
Strength Potion	Potion
Speed Potion	Potion
Poison Potion	Potion
Nether Gate	Quest, Nether (Combo with Obsidian)

Links

Minecraft 101





Mortal Kombat Arena

Introduction

2 player Card game based on the world of Mortal Kombat. It simulates a Tournament match between 2 characters.

Disclaimer

Mortal Kombat is a licensed, copyrighted property. This is merely a fan site.

Designer Notes

This uses the same system as the Street Fighter game. Both games are basically compatible. Characters from both games can fight each other.

As for differences, the Mortal Kombat Characters have Their own set of Fighting techniques including Auto-Kill Fatalities.

Victory

Reduce the opposing fighter to zero or less hits or Get an Auto Kill Effect.

Hits

Each character starts with 20 Hits.

The Deck

Players share a common deck. The Deck has 52 cards: 10 Punch cards (P) 10 Kick cards (K) 10 Grab cards (G) 10 Athletic cards (A) 6 Focus cards (F) 4 Link cards (L) 2 Warrior cards (W)

The Characters

20 Characters are available. Each player chooses one character at the beginning of the game. Each character has 2 Special Abilities.

Each character has a unique list of Fighting Techniques.

Techniques

Each technique has a name, a cost, and an effect. Some characters can use the same technique. The cost is in the number and type of cards that must be played to produce the effect.

The effects will be either offensive or defensive or otherwise. Offensive techniques, or Attacks, will cause Damage. Each point of Damage reduces the opposing character by 1 Hit.

A Defense will reduce the damage of an attack by an indicated amount.

Combo

Normally a Character can only make 1 attack on its turn. A combo effect will allow it to make an extra attack. The combo is prevented if the defender is able to negate or reduce the damage of the initial attack.

Stun

Some Attacks also produce a Stun effect. When a character is stunned, there is a 50% they will not be able to Attack until after their next turn.

Knock Down (kd)

Some Attacks also produce a Knockdown effect. When a character is Knocked Down, he must discard a Kick card on his next turn to get up (or 2 cards of any other type)

Injure

Some Attacks also produce an Injury. There is a 50% chance the targets Max Hand Size will be reduced by 1 for the rest of the Match.

Hold

Some Attacks also produce a Hold effect. When a character is Held, he must discard a Grab card on his next turn to break the hold (or 2 cards of any other type).

Setup

Some Attacks produce a Setup effect. This Character's next attack cannot be negated or defended against.

Unblockable

Some Attacks have the Unblockable effect. They cannot be negated or reduced.

Multi-strike

Some Attacks have the Multi-Strike effect. For every Grab card you discard the attack does an extra 2 points of Damage.

Distance

Some Techniques produce a Distance effect. If one is produced the combatants are too far away from each other except for ranged attacks. Either player on their

turn may play 1 Athletic card on their turn to negate the distance effect.

Throw Down (td)

Some Techniques produce a Throw Down effect: This is a combination of both a KD effect and a Distance effect.

Sub For Jump

Some techniques have the sub for Jump Defensive Option: Instead of paying the usual cost for the Jump maneuver, you may pay the cost as listed for this Technique. You negate their attack and 50% immediately use this Attack against them. However this costs 1 extra Focus card to do so.

Counter Air

Some Techniques have the Counter Air Option: You can use this Technique during your opponent's turn if they use an Air Technique against you: You negate their attack and 50% immediately use this Attack against them. However this costs 1 extra Focus card to do so. Your Attack also gets the KD effect if it didn't already have it.

Dizzy Rule

If you make 2 or more combos in one turn you are stunned until the end of your next turn.

Basic Technique List

Technique	Cost	Effect
Basic Punch	1 Punch	Punch Attack of Damage = 1
Low Kick	1 Kick	Kick Attack (Low) of Damage = 1
High Kick	1 Kick	Kick Attack (High) of Damage = 1
Grapple	1 Grab	Grab Attack of Damage = 1
Block	2 Punch	Reduce Damage of an Attack by 1
Attack Chain	1 Link	Draw 1 card + Combo
Counter Attack	1 Link	Attack on Opponents Turn after his Attacks
Mental Focus	1 Focus	Draw 2 cards and discard 1 card
Way of the Warrior	1 Warrior	Wild card: Use as any other card type
Throw	2 Grab	Grab Attack of 1 Dam + TD
Wrestle	2 Grab	Grab Attack of 1 Dam + Hold
Jab	2 Punch	Punch Attack of 1 Dam + Combo
Jump	1A + 3K	Negate Low or Crouching or Ranged Attack
Duck	3 Athletic	Negate High or Aerial Attack
Mid-Block	2A + 2P	Negate an Attack that is neither High nor Low
Sidestep	2A + 2K	Negate Punch Attack
Evade	2A + 2G	Negate Kick Attack
Dodge	3A + 2F	Negate an Attack
Clean Break	1A + 3G	Negate a Grab Attack
Feint	2 Punch	Setup + Combo
Knee Strike	2 Kick	Kick Attack of Damage = 1 + Draw 1 Card

Jumping Attack Option

You can make any Basic Attack an Aerial (Air) Attack by playing an extra Athletic Card: The attack does Damage +1.

Pull

Some Techniques produce a Pull effect. If one is produced it negates the Distance Effect. (It brings the fighters closer together)

Fatalities

Some Techniques (Fatalities/Babalities) produce an Auto-Kill effect. If one is produced and your opponent is unable to reduce or negate it, You automatically win the match.

Friendship

This is a distraction Technique used to Negate a Fatality.

Basic Techniques

There is a list of basic Techniques that all fighters are able to use.

Technique	Cost	Effect
Elbow Strike	2 Punch	Punch Attack of Damage = 1 + Draw 1 Card
Stomp	2 Kick	Kick Attack of Damage = 1 + Injure
Gouge	2 Punch	Punch Attack of Damage = 1 + Injure
Twist	2 Grab	Grab Attack of Damage = 1 + Injure
Strong Kick	2 Kick	2 Dam
Strong Punch	2 Punch	2 Dam
Roundhouse Kick	1A + 2K	3 Dam
Parry	4 Punch	Reduce Punch or Kick Attack to 1 Dam
Catch	2A + 3P	Negate Punch or Kick Attack
Withdraw	4 Kick	Distance + Negate Attack unless foe plays 1 Kick
Retreat	2A + 3K	Negate Attack + Distance
Shake it Off	1 Focus	Negate all Stun effects or 50% one Injury

Mortal Kombat Common Techniques

These are Techniques known by all 20 of the Mortal Kombat Characters. They are not commonly known by

minor characters or Street Fighter Characters.

Mortal Kombat Common Technique List

Babality (Low)	4F + 2P	Fatality
Hop Kick (Air)	3K	3 Dam (Sub for Jump)
Hop Punch (Air)	1K + 2P	3 Dam (Sub for Jump)
Power Block	2F + 1P	Reduce Attack to 1 Dam
Crouch Kick (Low)	1A + 2K	3 Dam (Sub for Duck)
Crouch Punch (Low)	1A + 2P	3 Dam (Sub for Duck)
Roll to your Feet	2A	Negate 1 Damage and a KD
Reverse Punch (Air)	2A + 1P	3 Dam
Reverse Kick (Air)	2A + 1K	3 Dam
Foot Sweep (Low)	2K	1 Dam + KD
Power Uppercut	3P	2 Dam + Stun (Counter Air)

Max Hand Size

All Characters have a max hand size of 7. If they ever have more than their max, discard the excess.

Match Setup

Players choose their Characters. Each player is dealt 7 cards. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. First Refresh Phase
2. Attack Phase
3. Tactical Phase
4. Second Refresh Phase

First Refresh Phase

Fill your hand to max hand size. (or less if stunned)
If the deck ever runs out, shuffle the discard and draw from it.

Attack Phase

Play (Discard) cards to make an attack. If you play a combo effect, you can make an extra attack. Your opponent may play cards to produce defensive effects, fully or Partially negating one or more of your attacks.

Tactical Phase

You may discard any unwanted cards in your hand.

Second Refresh Phase

Fill your hand to max hand size. (or less if stunned)

Character List

There are 20 characters available:

Baraka

(Outworld Mutant General) SA1: On your turn convert 1 Card to a Focus SA2: None

Decapitation (High)	4F + 1P	Fatality
Backhand Punch	2P	1 Dam + Stun
Blade Fury	2F + 3P	7 Dam (Weapon)
Blade Rush	2F + 2A	6 Dam (Weapon)
Blade Swipe	2F + 1P	5 Dam (Weapon)
Double Kick	3K	2 Dam (Low) + 2 Dam (High)
Spark Toss	1F + 1P	3 Dam
High Spark Toss	1F + 2P	4 Dam (High)
Gift Box	2F	Friendship

Smoke

(Outworld Brainwashed Ninja) SA1: Opponent's
Hand Size is -1 SA2: None

Smoke Inhalation	4F + 1P	Fatality
Harpoon Air Grab	1F + 3G	4 Dam + KD (Counter Air) (Projectile Ranged)
Backhand Punch	2P	1 Dam + Stun
Harpoon Throw	1F + 2P	2 Dam + Pull (Projectile Ranged)
Slide Kick (Low)	3K	2 Dam + KD
Smoke	1F	Stun + Injure
Smoke Dodge	1F + 3A	Negate Basic Attack
Smoke Screen	1F	Stun x2
Smoke Rings	2F	Friendship

Goro

(Outworld Dragonman Prince) SA1: Punch attacks
do Damage +1 (4 Arms) SA2: Hits +5

Drawn & Quartered	4F + 1P	Fatality
Double Uppercut	3P + 1A	3 Dam + Stun (Counter Air)
Fireball Punch	2F	4 Dam (Energy Ranged)
4 Handed Pound	4P	4 Dam
Grab & Squeeze	4G	3 Dam + Hold
Overhead Toss	3G	2 Dam + TD
Push	2P	1 Dam + TD
Stomp (Low)	3K	2 Dam + Injure
Patty Cakes	2F	Friendship

Jade

(Outworld Mysterious Femme Fatale) SA1: Use Kick
cards as Focus or Punch SA2: None

Jaded	4F + 1G	Fatality
Air Attack	1F + 3A	4 Dam (Counter Air)
Elbow Punch	3P	2 Dam + Injure
Fan Lift	1F + 1P	2 Dam + TD (Weapon)
Fan Swipe	1F + 3P	5 Dam (Weapon)
Fan Throw	1F + 2P	4 Dam (Projectile Attack)
Phantasmal Defense	1F	Negate Projectile Attack
Whirlwind Toss	2A + 2G	3 Dam + TD
Jade Dragon	2F	Friendship

Jax

(Earthworld Special Forces) SA1: Grab Attacks do
Damage +1 SA2: Hits +5

Head Crusher	4F + 1P	Fatality
Back Breaker	3G	2 Dam + Injure
Energy Wave	2F	3 Dam + Stun
Gotcha Grab	1A + 1G	1 Dam + Multi-Strike
Ground Smash (Low)	2K + 3P	6 Dam + KD
Overhead Hammer	4P	4 Dam
Quadruple Slam	1F + 1G	1 Dam + TD + Multi-Strike
Take Down	1A + 2G	2 Dam + KD
Paper Dolls	2F	Friendship

Johnny Cage

a successful Attack

(Earthworld Film Star) SA1: Substitute Grab cards
for Focus Cards SA2: Draw 1 card after he completes

Uppercut Decapitation	4F + 1P	Fatality
Drop Kick	3K	3 Dam
Green Bolt	2F	4 Dam (Energy Ranged)
High Green Bolt	2F + 1A	5 Dam (High) (Energy Ranged)
Groin Punch (Low)	3P	2 Dam + Injure
Shadow Kick	1F + 2K	3 Dam + TD
Shadow Uppercut	1F + 2P	3 Dam + Stun (Counter Air)
Stomach Jab	3P	3 Dam
Autograph	2F	Friendship

Kano

(Outworld Secret Society Member) SA: May use
Grab cards as Punch or Athletic. SA: None

Heart Rip	4F + 1P	Fatality
Eye Gouge	1F + 1P	1 Dam + Injure
Double Knife Slash	1F + 2P	4 Dam
Cannonball (Air)	4A	3 Dam + Distance (Sub for Jump)
Headbutt (High)	2P	1 Dam + Stun
Knife Toss	2F + 1P	4 Dam + Injure (Projectile Ranged)
Palm Strike	3P	2 Dam + KD
Speed Roundhouse	2A + 2K	4 Dam (Counter Air)
Cooking with Kano	2F	Friendship

Kintaro

Damage +1

(Outworld Dragon Man General) SA1: Convert
Punch cards to Grab cards SA2: Grab Attacks do

Torso Tear	4F + 1P	Fatality
Aerial Stomp (Air)	3A + 2K	4 Dam + Unblockable
Body Crush (Low)	5G	4 Dam + Hold
Body Slam	2A + 2G	3 Dam + TD (Counter Air)
Fireball Spit	1F	2 Dam (Energy Ranged)
4 Handed Slam	4G	3 Dam + KD
Underhand Toss (Low)	3G	2 Dam + TD

Torso Tear	4F + 1P	Fatality
Strong Uppercut	4P	3 Dam + Stun (Counter Air)
Shadow Warriors	2F	Friendship

Kitana

(Earthworld Princess Fem Fatale) SA1: Convert 1 card to a punch card on your turn SA2: None

Kiss of Death	4F + 1G	Fatality
Air Attack	1F + 3A	4 Dam (Counter Air)
Elbow Punch	3P	2 Dam + Injure
Double Fan Swipe	2F + 2P	3 Dam + 3 Dam (Weapon)
Eye Rake	1F + 2P	3 Dam + Injure
Fan Lift	1F + 1P	2 Dam + TD (Weapon)
Fan Swipe	1F + 3P	5 Dam (Weapon)
Fan Throw	1F + 2P	4 Dam (Projectile Attack)
Birthday Cake	2F	Friendship

Kung Lao

(Earthworld Monk) SA1: Hand Size +1 SA2: None

Hat Slice	4F + 1P	Fatality (Weapon)
Aerial Kick (Air)	1A + 3K	3 Dam + Distance
Ground Teleport	3F	Negate Attack + Distance
Hat Reflect	1F	Turn Projectile Attack to any Opponent
Hat Swipe	1F + 2P	4 Dam (Weapon)
Hat Throw	2F + 1P	5 Dam (Projectile Ranged)
Headbutt (High)	2P	1 Dam + Stun
Whirlwind Spin	1F + 4A	4 Dam + Distance (Sub for Dodge)
Magic Rabbit	2F	Friendship

Liu Kang

(Earthworld Martial Artist) SA1: Kick Attacks do Damage +1 SA2: None

Dragon Bite	4K + 1G	Fatality
Bicycle Kick (Air)	3K	3 Dam
Dragon Fire	2F	4 Dam (Energy Ranged)
Feint Kick	1A + 1K	Setup and Combo
Flying Kick (Air)	2A + 3K	5 Dam (Sub for Jump)
Forearm Punch	3P	3 Dam (Sub for Mid-Block)
Jumping DragonFireball	2F + 2A	6 Dam (Energy Ranged) (High)
Repeating Kick	2K	1 Dam + Multi-Strike
Disco Boogie	2F	Friendship

Mileena

(Outworld Evil Kitana Clone) SA1: Use Grab cards as Focus or Punch SA2: None

Man Eater	4K + 1G	Fatality
Elbow Punch	3P	2 Dam + Injure
Ground Roll	3A	2 Dam + KD (Sub for Duck)
Sai Lunge	1F + 2P	4 Dam (Weapon)

Man Eater	4K + 1G	Fatality
Teleport	3F	Negate Attack + Distance
Teleport Kick	2F + 2K	6 Dam
Throat Strike	3P	1 Dam + Stun + Injure

Man Eater	4K + 1G	Fatality
Sai Throw	2F	4 Dam (Projectile Ranged)

Man Eater	4K + 1G	Fatality
Flower Power	2F	Friendship

Noob Saibot

to Kick

(Outworld Mysterious Shadow Warrior) SA1: Convert Grab cards to Punch SA2: Convert Athletic cards

Shadow Spirits	4F + 1P	Fatality
Backhand Punch	2P	1 Dam + Stun
Dark Attack	2F	4 Dam (Energy Ranged)
Fast Strike	4K	3 Dam + TD
Harpoon	1F + 2P	2 Dam + Pull (Projectile Ranged)
Shadow Cloak	2F + 1A	Negate Attack
Shadow Phase	2F + 2P	6 Dam
Slide Kick (Low)	3K	2 Dam + KD
Will You be my. . .	2F	Friendship

Rayden

Hand Size +1

(Earthworld God of Thunder and Lightning) SA1: May convert 1 card to a Focus card on your turn. SA2:

Shock Therapy	4F + 1G	Fatality
Blinding Attack	1F	Stun x2
Body Launch Torpedo	1F + 4A	5 Dam + TD
Lightning Throw	2F	4 Dam (Energy Ranged)
Mini Uppercut	1F + 1P	2 Dam + Stun
Electrocution	2F + 2G	5 Dam + Hold
Teleport	3F	Negate Attack + Distance
Thunder Strike	3F	5 Dam + Unblockable
Kid Thunder	2F	Friendship

Reptile

(Outworld Lizard Man) SA1: Hits +5 SA2: None

Lizard Lunch	4F + 1G	Fatality
Acid Spit	2F	3 Dam + Injure (Projectile Ranged)
Backhand Punch	2P	1 Dam + Stun
Slide Kick (Low)	3K	2 Dam + KD
Forceball	2F + 1P	5 Dam (Energy Ranged)
Invisibility	3F	Negate Attack
Poison Claws	1F + 3P	4 Dam + Injure
Tongue Strike	3G	2 Dam + Pull (Projectile Ranged)
Reptile Doll	2F	Friendship

Scorpion

(Earthworld Vengeance Seeking Undead) SA1: Regenerates 1 lost Hit per turn SA2: None

Toasty	4F + 1A	Fatality
Backhand Punch	2P	1 Dam + Stun
Air Throw (Air)	3G	2 Dam + TD (Counter Air)
Decoy	1F + 1A	Negate Attack 50%
Harpoon Spear	2F + 2A	5 Dam + Pull (Projectile Ranged)
Hellfire Strike	3F	6 Dam (Energy Ranged)

Toasty	4F + 1A	Fatality
Teleport Punch	2F + 2P	6 Dam
Leg Grab (Low)	2G	1 Dam + Hold
Scorpion Doll	2F	Friendship

Shang Tsung

(Outworld Evil Demon Sorcerer, Tournament Host)

SA1: Use Kick cards as Focus cards SA2: None

Soul Stealer	4F + 1A	Fatality
Skull Launch	1F	2 Dam (Projectile Ranged)
Double Skull Launch	1F + 2P	4 Dam (Projectile Ranged)
Triple Skull Launch	2F + 2P	6 Dam (Projectile Ranged)
Levitate	1F + 1A	Same as Jump
Life Drain	2F + 2G	4 Dam (Energy Ranged) + Heal 2 Dam
Morph	1F	Use Technique of another Combatant
Rainbow	2F	Friendship

Shao Kahn

(Evil Ruler of the Outworld) SA1: Convert 1 card to

a Focus card on your turn SA2: Hits +5

Neck Breaker	4F + 1P	Fatality
Lightning Charge	1F + 3K	4 Dam + TD (Energy)
Lightning Spear	2F + 2P	6 Dam (Energy Ranged)
Plane Shift	2F	3 Dam + TD (Energy)
Right Hook	3P	3 Dam
Shoulder Charge	3G	2 Dam + TD
Spirit Hold	1F + 2G	3 Dam + Hold
Taunt	1F	Opponent may not Defend x2 Turns
Dance of Death	2F	Friendship

Sonya Blade

(Earthworld Military Police) SA1: Convert 1 Card to

a Grab card on your turn SA2: None

Kiss of Death	4F + 1G	Fatality
Arm Lock Takedown	3G + 1P	3 Dam + KD
Clothesline	2P	1 Dam + KD
Forearm Smash	2P + 1A	2 Dam + Stun
Leg Scissors	2G + 2K	3 Dam + TD
Reverse Throw	3G	2 Dam + TD
Square Wave Flight	3A	2 Dam + TD (Counter Air)
Ring Wave	2F	3 Dam + Distance (Energy Ranged)
Good Sport Medal	2F	Friendship

Sub-zero

(Outworld Assassin) SA1: Convert Grab cards to

punch or Focus cards SA2: None

Deep Freeze	4F + 1P	Fatality
Backhand Punch	2P	1 Dam + Stun
Frost Bite	1F	1 Dam + Injure

Deep Freeze	4F + 1P	Fatality
Ground Freeze	1F	1 Dam + Distance or Pull
Ice Shards	1F + 2P	4 Dam (Projectile Ranged)
Ice Ball	2F + 1P	4 Dam + Stun (Projectile Ranged)
Shoulder Dash	3A	2 Dam + TD
Slide Kick (Low)	3K	2 Dam + KD
Sub-Zero Doll	2F	Friendship





My Name Is Tarzan

Introduction

Card game for 2-4+ players. Tarzan theme.

The Tarzantra

My name is Tarzan, (Title) I have great (Attribute) And am skilled at (Ability) I like to wrestle (Animal) Me and my friend (Ally) Journeyed to (Locale) Where with (Object) We executed a daring (Action) And defeated the (Foe)

Victory

Have the most cards in your victory pile when 5 Tarzantras have been completed.

The Deck

Players share a Common Deck. The Deck has 9 Suites: Title, Attribute, Ability, Animal, Ally, Locale, Object, Action, and Foe.

Setup

Shuffle the Deck. The player who is the most built is the first Leader. The leader deals each player 5 random cards.

Next, spread the remaining cards out over the middle of the table face down.

Turn Sequence

In a sing-song fashion the leader says the first line of the Tarzantra. Play proceeds (clockwise) to the left. The first player to his left gets to play a Title card from his hand if he has one.

If he does, the he keeps the card face up in front of him in his personal Victory pile and he draws a face down card and puts it into his hand. (He must also say the name of the card to complete the line of the poem) If he does not have a Title card, he must look at one face down card on the table. He may keep it, or leave it and put a different face down card into his hand.

If he had to draw a card, the next player to his left (this could be the dealer) gets a Chance to play a Title card to complete the line. This continues until someone plays a Title card. Once someone does, the Leader speaks the second line of the Tarzantra. The player who played the Title card gets the first chance to finish the second line with an Attribute card. This continues line by line, until the full Tarzantra is completed.

When the Tarzantra is complete, the player to the Leader's right becomes the new Leader. The game ends when 5 Tarzantras have been completed. (Or 3 for a

short game, or 7 for a long game) The player with the most Victory cards at the end of the game wins.

The Winner must let out a Loud chest-beating Tarzan style Cry.

Title Cards

Lord of the Jungle The Untamed King of the Apes Wild Man John Clayton Lord of Greystoke The Magnificent The Invincible The Terrible

Attribute Cards

Strength Speed Agility Reflexes Endurance Intelligence Flexibility Durability Cunning

Ability Cards

Hunting Tracking Climbing Swinging Leaping Impressions Swimming Learning Languages Speaking to Animals

Animal Cards

Lowland Gorillas Black Panthers Alligators Lions Tigers Rock Pythons Leopards Warthogs Hyenas

Ally Cards

Jane Porter Jad-Bal-Ja the Lion Sheeta the Panther Nkima the Monkey Cheeta the Chimp Tantor the Elephant Teeka and Taug Korak the Killer Chief Muviro

Locale Cards

The Forbidden Valley A Lost Civilization Equatorial Africa The Deepest Darkest Jungle The Sahara Desert A Coastal Outpost Faraway Opar Cape Town The Serengeti

Object Cards

My trusty Knife A River Boat My Lion-cloth My rock hard Muscles A Fierce Vengeance A Heroic Effort My Wounded Leg A Clever Ploy A Rope made of Vines

Action Cards

Escape Rescue Trap Pursuit Raid Prank Theft Adventure Mission

Foe Cards

Warriors of the Lost Tribe Ape King Kerchak Brutal Hunter Scheming Russians Cannibal Tribe Devious Witchdoctor German Soldiers Arab Thugs Primitive Beast Men





Mysterious Islands

Introduction

Quick easy War Game for 2-6 players. Unique Fantasy Setting.

Background

The Mysterious Islands are an archipelago in the Pacific with 11 main islands and several smaller ones.

There are 7 Factions currently vying for control of the Islands: The Pirates, Dr. Nemo, Dr. Moreau, The Rebels, The British East India Company, The Zombies, and The Natives.

The Pirates have been burying treasure on these Islands for over 100 years. They are not giving up their loot without a Fight. The Islands contain large amounts of radioactive ores. This is the Fuel source for the engine of Dr. Nemo's precious Submarine. These same ores are the animating spark for the flesh hungry Zombies that threaten to overrun the Islands.

The Secretive Dr. Moreau has been conducting his crossbreeding experiments on these Islands for 20 years. His Beastmen are formidable foes. The Native Tribesmen would prefer to be left alone, but they will fight to protect their Jungle Homes. The British East India Company has only just discovered the Islands.

They are sending the first of many ships filled with soldiers, explorers, and colonists to claim this new prize. Finally there are the Rebels, mostly escaped Beastmen, but also Slaves, Outcasts, Criminals, Mutineers, and others who have banded together to defend their newfound freedom.

Victory & Victory Tokens

The game ends at the end of 12 Rounds. In a Round each player gets 1 Turn. At the end of the game the player with the most Bases wins.

Unit Notation

Faction:	Color:	Bases:	Boats:	Bosses:
Pirates	Red	Lairs	Sloops	Captains
Nemo	Blue	Factories	Submarines	Sub Commanders
Moreau	Green	Labs	Barges	Task Masters
Rebels	Orange	Camps	Rafts	Ring Leaders
Company	White	Outposts	Clippers	Agents
Zombies	Black	Ruins	None	None
Natives	Yellow	Villages	Outriggers	Shamans

Turn Sequence

The Game lasts 12 Round. During a Round each Player gets 1 Turn. Each turn has 5 Phases:

Dice

Six Sided Dice are needed.

Setup

Each player picks 1 Faction. Each Faction starts with one Base adjacent to a water hex. Max 1 Base per Island.

Stack 4 Bands & 1 Boss (matching Faction) on each Base and 1 Adjacent Boat. Players roll high on 1D6 to see who goes first.

The Map

Use a Hex Map. There are 11 Large Islands: Each of these covers 6 + 1D6 Spaces. Include 2D6 smaller Islands (1D6 Spaces each).

There are 2 types of Terrain on Islands: Jungle and Volcano. Islands are Mostly Jungle. Include 0-2 Volcanoes on each of the larger Islands. Units cannot enter Volcano spaces.

Units

Each Faction gets its own set of Units There are 5 Types of Units: Bands, Bases, Boats, Bosses, and Bombards. Bases do not move, they are points for recruiting Bands and Boats. Bases are located on Islands. Max 1 Base per Hex.

A Base cannot be located adjacent to another Base. Bases aid in Defense: If attacked a Base gets +1 to the Battle Roll. Boats are often needed to transport Bands from one Island to Another.

Bands are small groups of Combatants. Bosses are Leaders or exceptionally Tough Individuals. Only Pirates and The British can Recruit Bombards.

Bombards are Land units with 1 Movement Point.

- Recruit Phase
- Movement Phase
- Bombardment Phase

- Action Phase
- Combat Phase

Recruit Phase

Gain 2D6 Recruit Points (RP).

Bands cost 1 RP each.

Bases, Bosses, Boats, and Bombards cost 2 RP each.

Bands, Bosses, and Bombards are placed on or adjacent to a Base.

Boats are placed in Water Hexes adjacent to a Base.

A Base can be placed in a space with a Band on land that is not on or adjacent to another Base.

Movement Phase

All your units may move once.

Bands have a Basic Movement Allowance of 2 Move Points.

Boats and Bosses have a Basic Movement Allowance of 4 Move Points.

Each Unit may be moved once up to its Movement Allowance.

Bombardment Phase

This Includes British Company Boats and Bombards and Pirate Boats and Bombards.

They can attack adjacent Units.

British hit on a roll of 4+ on 1D6. Pirates hit on 5+.

If successful one random unit in the target stack is killed.

If the target stack has only units with the Hide ability the attack roll is at -1.

Nemo subs have Torpedoes: They can target Adjacent Boats and hit on a roll of 5+

Combat Phase

If a Hex contains Units from 2 different Factions, they will fight: Each side rolls 3D6 (The Battle Roll) and adds Modifiers. The side with more units gets +1 to the Battle Roll (BR). If a side has 1 or more Bosses it gets +1 to the BR.

The higher roll is the winner.

If it is a tie both sides lose 1 unit. The loser loses a number of units equal to the difference between the Rolls. If units from both sides remain, players roll again: This continues until one side is eliminated.

Bosses

Treat Bosses like Bands for all purposes unless the rules state otherwise.

Boats

If a Boat goes down all aboard will be lost unless the boat is adjacent to a land hex that is empty or friendly in which case the carried units wash up on shore there on a roll of 4+ on 1D6. Natives on 3+.

Divers and Zombie Bands since they can swim remain in the sea space and continue fighting.

Pirate Faction

Pirates Bands and Boats are well Armed: They get +1 to all Battle Rolls. Pirate Bands are expert Raiders: They get +2 to the first Battle roll of a Combat if they are the attackers. Pirates sail the Seven Seas: When recruiting they may enter from the side of the map with at least 1 Ship.

Pirate ships can carry up to 4 Bands. If Pirates defeat a stack containing an enemy Boat they capture it and keep it on a roll of 5+ on 1D6. (Treat it as another Pirate Ship)

Nemo Faction

A Nemo stack with a Sub gets +2 to its Battle rolls when fighting stacks containing 1 or more other Boats. Nemo Subs have 6 Movement Points (MP). Nemo Bands and Bosses are Divers: They can move in water hexes.

Nemo Diver Bands are slow: They only have 1 MP. Nemo subs can hold 3 Bands in relative luxury. Nemo Subs, Bosses and Bands in water can Hide: If attacked they may move to an adjacent empty or friendly hex on a roll of 4+.

Nemo recruits his crews from India: When recruiting they may enter from the side of the map with at least 1 Sub.

Moreau Faction

Moreau Beastman Bands are Fast: They have 3 MP. Beastman Bands are masters of Lightning Attacks: They get +3 to the first Battle roll of a Combat if they are the attackers. Moreau Breeds them quickly in his Labs: The Moreau Faction gets +1 to Recruit Rolls.

Moreau's Beastmen are Fierce Hand-to-Hand Combatants: Even if they lose a Land Combat, the opposing side will lose 1 Band on a roll of 4+ on 1D6. Moreau Barges can hold 3 Bands.

Rebel Faction

The Rebels can convert defeated Foes: If they win a Battle: Roll 1D6: on a roll of 5+ they gain 1 new Band. Rebels can Hide: If attacked they may move to an adjacent empty or friendly hex on a roll of 5+. Rebels are expert Ambushers: They get +2 to the first Battle roll of a Combat if they are the defenders.

Rebel Rafts are slow, they have 2 MP and they can carry 2 Bands.

Company Faction

Soldier Bands and Boats are heavily Armed: They get +1 to all Battle Rolls. Company Clipper Boats have 5 MP and can hold 5 Bands. The British Empire Circles the Globe: When recruiting they may enter from the side of the map with at least 1 Ship.

Zombie Faction

Zombies are slow: They have 1 MP. Zombies do not use boats, however they can "swim" (They walk across the Bottom) Zombies can convert defeated Foes: If they win a Battle roll 1D6: On a roll of 3+ they gain 1 new Band. Zombies Regenerate: At the end of Bombardment and Combat Phase roll 2D6 for each killed unit: on a roll of 10+ the unit comes back to life.

Zombies do not have Boats or Bosses. They cannot buy Ruins. If they defeat an enemy Base it becomes a Ruin. When Recruiting Zombie Bands Ruins are not required: New Bands may be placed on any empty or friendly space on any island you occupy (The Dead Rise).

Native Faction

Natives are expert at Hiding: If attacked they may move to an adjacent empty or friendly hex on a roll of 4+. Native are Swift: Native Bands have 3 MP. They know the land and are experts at camouflage: They always get +2 to the first Battle Roll of a Combat.

Native Bands are strong Swimmers: They can move through water hexes but cannot end their move in one. Native Outrigger Canoes can hold 2 Bands. A stack with a Shaman Boss may Reroll 1 Roll per turn.

Optional Rule - Multiple Factions

In a 2 player game each player can control up to 3 Factions each. In a 3 player game each player can control up to 2 Factions each.

Optional Rule - Event Phase

For people who like a little extra Chaos: The Event Phase is the first Phase of every Turn. Roll 1D6: on a roll of 6 there will be an Event: Roll Another 1D6:

1. Volcanic Eruption: all Units on One Random Island are Destroyed
2. Whirlpool: One target Boat is Destroyed

3. Giant Mutant Animal = All Bands in one target Stack of Units on Land that does not include a Base are Destroyed
4. Sinkhole = One Target Base is Destroyed
5. Assassin = One Target Boss is Destroyed
6. Invention: Pick one of the Following:
 - Reinforcements = Gain 1D6 extra Recruit Points
 - Nukes Ahoy = Nemo invents the Atomic Bomb: Bomb units cost 2 RP and have 2 MP. When ordered to explode, they destroy themselves and every Unit in all Adjacent Spaces.
 - Cannibalism = Native Bands become more aggressive: Their stacks get a further +1 to all Battle Rolls.
 - Weapon Merchants = The Rebels get a supplier for weapons: Their Band stacks now get an extra +1 to all Battle Rolls. They can recruit Bombards like Pirates.
 - Super Soldiers = Moreau improves his genetic Stock: All his Band Stacks get an extra +1 to all Battle Rolls and can swim like natives.
 - Ironclads = British Boats now have Harder Shells: They get +1 to MP, to Battle Rolls, to Bombardment Range, to Bombardment Rolls, and to their Recruitment cost
 - Zombie Apocalypse = A nastier strain of Zombie evolves: They get +1 to MP and +1 to all Battle Rolls.
 - Treasure Map = The Pirates dig up a Fabulously Rich Treasure: They now get +2 to their Recruitment Point Rolls.

Optional Rule - Action Deck

Use a Regular 52 Card Deck. The Turn Sequence now Begins with a Draw Phase and ends with a Discard Phase. If the Deck ever runs out, shuffle the discard and draw from it.

Draw Phase: Draw 2 Cards from the Deck Discard Phase: Max hand size is 5 cards. Discard excess cards. When used, cards are discarded.

Card	Notes:
A	Target Dieroll is an automatic 1
2	Target Dieroll is an automatic 2
3	Target Dieroll is an automatic 3
4	Target Dieroll is an automatic 4
5	Target Dieroll is an automatic 5
6	Target Dieroll is an automatic 6
7	Units in Target Stack can Move Again (twice in Movement Phase)
8	Prevent Units in Target Stack from Moving
9	Reroll Target Dieroll
10	Target Dieroll gets +1 or -1 (Your choice)
J	Steal 1 random card from Opponents Hand
Q	Negate 1 Card Just Played
K	Draw 2 Cards

Extra Faction - The Confederate Colonies

This Faction is composed of Soldiers, Civilians, and their Slaves who fled from the defeated South at the end of the American Civil War. Their Bases are called Plantations, Their Boats are Paddleboats. Their Bosses are called Generals.

They are well Armed: Their Stacks get +1 to all Battle Rolls. They have Bombard Units and can conduct Bombardments just like Pirates. They took their Horses with them so they are fast on Land: They get 3MP. Paddleboats can carry 4 Units and have 4MP.

They will enslave defeated enemies, so they have the Convert ability equivalent to the Rebels Faction. If using the Event Phase Option their Invention would be a unit called Balloons: Balloons have 3MP. They can travel over Land and Water. They cost 2RP. They can carry 1 Band or Boss. Balloons can Escape by increasing their altitude: If attacked they may move to

an adjacent empty or friendly hex on a roll of 3+.

Extra Faction - The Satsuma Clan

This Faction is composed of Samurai who fled Japan after the failed Satsuma Rebellion. Their Bases are called Castles. Their Bosses are called Shogun. They use a variety of small well-built boats collectively called Wasen.

The Boats get 3MP and can carry 2 Units. They are well Armed: Their Stacks get +1 to all Battle Rolls. As Masters of Tactics they get a further +2 to Battle Rolls on the first turn of Combat. They took their Horses with them so they are fast on Land: They get 3MP.

If using the Event Phase Option their Invention would be the Fanatical Bonzai Charge: Sacrifice one Band or Boss from a Stack to get +2 to the Battle Roll once per combat turn.





Myth Dimensions

Introduction

Board & Card Game for 2+ players Based on the Myth series of books by Robert Asprin. The series takes place in a humorous fantasy universe of Dimension-hopping Demons, Magicians & Con-Artists.

Disclaimer

The Myth Adventures series is a copyrighted property. This is merely a Fan-site.

Victory

The first player to accumulate 25 Reputation Points is the winner.

The Deck

Players share a common deck. Card types include:

- Companions
- Objects
- Missions
- Natives
- Events
- Spells

The Board

The Board is a circular Track divided into 12 spaces. Use clock notation to identify the spaces. 12, 3, 6, and 9 o'clock spaces are Bazaar spaces.

Each space should be big enough to hold at least 2 stacks of cards. The Deck & Discard occupy the central empty space.

Main Character Stats

Character:	Guile	Savvy	Fight	Magic
Aahz & Skeeve	5	3	4	3
Isstvan	3	2	2	5
Garkin	3	4	1	4

Main Character Special Abilities/limitations

Aahz & Skeeve: They can only do scams, they never choose the fight option. They inspire loyalty: Companions of Aahz & Skeeve get Fight +1. Aahz & Skeeve get +1 to Mission Rolls.

Isstvan: He can send assassins: His Companions get their own Pawns and Can move independently. They cannot gain Reputation points. They Always pick the Fight option. If defeated by a Guile attack, they

Dice, Coins, & Pawns

Each player gets a pawn of a unique color to represent their Character. Six sided dice are needed to play. Use coins to represent Gold.

Setup

Each player the role of one Main Character from the series. Each player must pick a different character. Each player places their pawn on any Non-Bazaar empty space.

This space becomes the players Home Base for the rest of the game. (Note: You get +1 to all rolls made in your Home Base) Each player starts with 10 Gold. Highest roll on 1D6 goes first.

Main Character List

1. Aahz & Skeeve: 2 people really, but they count as one character. Aahz is a Pervect (Green-scaled Demon from Perv) who has lost his magical powers. Young Skeeve (Human from Klah) is Aahz's apprentice.
2. Isstvan: Powerful, Power-hungry, Insane, Evil (Human?) Magician.
3. Garkin: Human Magician. Skeeve's first master. Garkin was killed in the first book, but we can resurrect him for the game.
4. Massha: Large Jahk (Humanoid) Female Magician. Relies on Magical Gizmos.
5. Frumple: Deveel (From Deva) Merchant. Trader Supreme.
6. Diz-Ne: Magician (Human?) with strong Defensive magic. Only mentioned briefly as a past adversary of Aahz.

Character:	Guile	Savvy	Fight	Magic
Massha	3	3	2	2
Frumple	6	4	2	2
Diz-Ne	3	2	3	4

join the scammer.

Garkin: Savvy old bastard. He can use Event Guile bonuses as Savvy Bonuses.

Massha: Mechanic: Her Objects all get Fight +1

Frumple: He can only do scams, He never chooses the fight option. He's a Fast Talking Deveel: He can use Event Fight Bonuses as Guile Bonuses. Frumple has a shop (Abdhul the Rug Merchant) with an income of 3.

Diz-Ne: Master Magician: His Spells get Fight +1

Turn Sequence

Players take turns. Each turn has 9 Phases.

1. Expenses Phase
2. Travel Phase
3. Opportunity Phase
4. Encounter Phase
5. Mission Phase
6. Recruit Phase
7. Scam the Locals Phase
8. Hostile Natives Phase
9. Deal with a Devel Phase

Expenses Phase

Living expenses cost you 1 Gold per Companion you have. Gold Income from Jobs & Businesses is collected in this phase. Unpaid Companions are discarded.

Travel Phase

You may choose to:

1. Not to move
2. Roll 1D6 and move your Pawn that many spaces in either direction.
3. Move your Pawn to your Home space.

Opportunity Phase

Draw 1 card. If you did not move, draw an extra card. If you did move and landed on a Bazaar space draw 2 extra cards.

You may discard 2 cards to restore a Companion card or a Job Mission card. If you are at the Bazaar, you may pay 5 Gold to restore an Object card.

Encounter Phase

If you land on an enemy pawn, you may attack it. (If there is more than one pawn, pick one to attack.) You may also choose not to attack. There are two types of Attacks: Scams & Combat.

Resolving A Scam

The attacker rolls 3D6 and adds his Guile Rating. The defender rolls 3D6 and adds his Savvy Rating. Some Companions & Objects add to your Guile or Savvy Ratings.

Both players may play Event or Spell cards to increase their Guile or Savvy. Event and Spell cards are discarded after being used. Higher score wins the contest. Defender wins ties.

If the attacker wins, he gets to do one of several things:

1. Steal all of his opponent's Gold.
2. Take an object from his opponent.
3. Take a Companion from his opponent (Companion switches sides).
4. Gain 1 Reputation point.

If the attacker wins, he may make another scam attack. He may continue scamming until he loses the contest or He has gained 3 Reputation points. If the attacker loses the contest by 5 or more, the defender may Counterattack: Immediately start scamming him or may start a Combat.

Resolving A Combat

The attacker rolls 3D6 and adds his Fight Rating. The defender rolls 3D6 and adds his Fight Rating. Some Companions & Objects add to your Fight Ratings.

Both players may play Event or Spell cards to increase their Fight Rating. Higher score wins the contest. Defender wins ties. The winner of the contest gets all of his opponent's objects The loser must discard all of his companions.

The winner gains 3 Reputation points.

Mission Phase

If you land on an empty non-bazaar space you may play a Mission card. A Mission card requires you to make a number of successful Fight or Scam Rolls. Succeeding at a mission gains you Reputation points.

Losing a Mission causes you to discard all your companions & objects.

First example: You draw the Mission: Stop Invasion Force: Fight = 8, Rolls = 3, Reputation = 9 You must win 3 successive Fight roll contests vs a Foe of Fight = 8. If you win, you get 9 Reputation points If you lose, you must discard all your companions & objects.

Second example: You draw the Mission: Steal Trophy: Savvy = 5. Rolls = 4, Reputation = 8 You must win 4 successive Scam roll contests vs a Foe of Savvy = 5. If you win, you get 8 Reputation points If you lose, you must discard all your companions & objects.

Some Missions are Jobs. If you fail a Job Mission (Interview), you do not lose your companions or items. Jobs provide a steady income. You can only have 1 Job at a time.

Example: You draw the Job Mission: Postillum Court Magician Interview: Savvy = 6. Rolls = 3, Reputation = 7, Income = 6 You must win 3 successive Scam roll contests vs a Foe of Savvy = 6. If you win, you get 7 Reputation points and an Income of 6 Gold per turn. If you lose you don't get the job.

Discard Mission cards at the end of the phase.

If a Mission has the (Bets) option you may Bet some or all of your gold that you will win. If you lose, you lose the money. If you win, you double your money.

If a card has instructions to "Restore" a Companion or Item then take a Card of the indicated type from the discard pile & put it in your hand.

If you fail a Mission and you are a court Magician roll 1D6. On a roll of 1-3 you lose your job!

Recruit Phase

Put companions, spells, & objects in your hand into play. You may have any number of companions & objects in play. Companions & objects are placed face up in front of you.

Pay 5 Gold for each Item put into play. You may have a number of Spells in play equal to your Main Characters Magic Rating. Spells are placed face down in front of you.

Scam The Locals Phase

If you did not have an encounter or go on a Mission and you are in a Non-Bazaar Space, you may Scam the Locals this turn. This is a Guile attack vs an opponent of Savvy = 1. If you win gain 1D6 Gold.

If you lose, you are attacked by an opponent of Fight = 3. If you loose the fight, you must discard all your Companions & objects.

Hostile Natives Phase

If you did not have an encounter or go on a Mission this turn, any opponent may play a Native Card on you. First attempt to avoid the Natives with a successful Guile Attack. If this fails the Natives will initiate a Fight attack against you.

If you loose the fight, you must discard all your Companions & objects. Discard Native cards at the

end of the phase.

Deal With A Deveel Phase

If you are in a Bazaar space you encounter a Deveel Merchant. The Deveel attacks you with a Guile = 4 attack. If he wins, you lose all your money.

If you have no money, he takes one of your items at random. If you win nothing happens. If you win by 5+ put any 1 object or dragon Companion in the deck into your hand.

Card Type Notation

E Event
C Companion
M Mission
J Mission Job
S Spell
O Object (Item)
N Natives
F Fight
G Guile
V Savvy

NCP Negate card played by Opponent

LOH Look at opponents Hand & then draw 1 card from the Deck

Restore = Put target card from discard into your hand

Common Deck Card List

Card Name	Type	Notes
Postillum Court Magician	J	V = 6. Rolls = 3, Rep = 4, Income = 6
Ta-Hoe Court Magician	J	V = 5. Rolls = 2, Rep = 3, Income = 3
Veygus Court Magician	J	V = 5. Rolls = 2, Rep = 3, Income = 4
Stop Invasion Force	M	F = 8, Rolls = 3, Rep = 9 (Bets)
The Big Game	M	F = 7, Rolls = 3, Rep = 8 (Bets)
Dragon Poker	M	V = 9, Rolls = 3, Rep = 8 (Min. Bet = 20)
Rescue Mission	M	V = 6, Rolls = 2, Rep = 3 + Restore C
Steal Cultural Icon	M	V = 8, Rolls = 2, Rep = 5
Stand In	M	V = 9, Rolls = 3, Rep = 7
Take the Money & Run	M	F = 5, Rolls = 2, Rep = 3 (Bets)
Madcap Scheme	M	V = 9, Rolls = 2, Rep = 5
Break In	M	F = 6, Rolls = 2, Rep = 4 + Restore O
Heist	M	F = 5, Rolls = 3, Rep = 4 + Restore O
Rough Assignment	M	V = 6, Rolls = 3, Rep = 5
Battle Royale	M	F = 8, Rolls = 3, Rep = 9 (Bets)
Renegotiate Wages	M	V = 7, Rolls = 2, Income + 2
Impossible Situation	M	V = 8, Rolls = 3, Rep = 6
A Fair Fight	M	F = 3, Rolls = 2, Rep = 2 (Bets)
Real Dilemma	M	V = 8, Rolls = 3, Rep = 6
Caper	M	V = 6, Rolls = 3, Rep = 5
Hit & Run Raid	M	F = 7, Rolls = 2, Rep = 4 (Bets)
Investigation	M	V = 4, Rolls = 3, Rep = 4
Tight Spot	M	V = 7, Rolls = 2, Rep = 4

Card Name	Type	Notes
One for the Record Book	M	F = 6, Rolls = 3, Rep = 5 (Bets)
Fiasco	M	V = 7, Rolls = 2, Rep = 4
Predicament	M	V = 6, Rolls = 3, Rep = 5
Lynch Mob	N	V = 4, F = 4
Angry Crowd	N	V = 3, F = 3
City Guards	N	V = 2, F = 5
Street Thugs	N	V = 5, F = 6
Soldiers on Patrol	N	V = 3, F = 5
Throckwoddle	C	F+1, Imp Assassin
Brockhurst	C	F+1, Imp Assassin
Higgins	C	F+1, Imp Assassin
Quigley	C	F+1, Klahd Demon Hunter
Tananda	C	All Stats +1, Trollop Assassin
Chumley	C	F+3, Troll
Gus	C	F+3, Flying Gargoyle
Berfert	C	F+2, Flame Salamander
Gleep	C	F+2, Young Dragon
Buttercup	C	F+1, War Unicorn
Ajax & Blackie	C	F+2, Old Archer & his Bow
Blue Gremlin	C	F+1 & G+1
Hugh Badaxe	C	F+2, Postillum General
J. R. Grimble	C	V +1, Postillum Treasurer
The Geek	E	You may bet on any Mission (Bookie)
Forcefield	S	F+2
D-Hopper	O	Move one Extra time per turn
Dimension Hopping	E	Move 1D6 spaces
Sincerity	E	G+2
Style	E	G+2
Chez Perv	E	Opponent cannot move from Bazaar this turn
Therein lies a Story. . .	E	G+2
Stop Missiles in Midair	E	F+2
Double Cross	E	Take Control of Companion during Attack
Spy	E	LOH
Detect Magic	S	F+1 or G+1
See Auras	S	F+1 or G+1
Stone Ball	E	F+2 (Object: Petrifies opponents)
Antidote	E	Restore Companion
Bookies	E	You may Bet on Target Mission
Force Lines	E	Restore Spell
Levitate	S	F +2
Great Performance	E	G+2
Ambush	E	F+2
Surprise	E	F+2
Con	E	G+2
Bribe	E	G+X (X = 3 Gold)
Feign Death	E	Restore Companion
Fake Demon Slayer Sword	O	G+1
Light Fire	S	F+2
Quick Thinking	E	G+2
Flaw in the Story	E	V+2
Energy Reserve	E	Restore Spell
Draw Energy from the Earth	E	Restore Spell
Magical Wards	S	F+2

Card Name	Type	Notes
Disguise Spell	S	G+2
Heat Seeking Quarrels	E	F+2 (Object)
Assassins Cloak	O	G+1
Crossbow	O	F+1
Fire Shooting Ring	O	F+1
Armor	O	F+1
Telekinetics	S	F+2
Gullible	E	G+2
Myth-Information	E	G+2
Myth-Fortune	E	F+1 or G+1
Amulet	O	V+1
Stealth	E	F+2
Tact	E	G+2
Business Acumen	E	G+2
Pentagram	S	Move 1D6 Spaces
Wilderness Trek	E	Move 1D6 Spaces
Bite The Bullet	E	F+1 or G+1
Smugglers Code	E	NCP
Mercenaries Code	E	NCP
Advanced Tech Weapons	O	F+1
Pragmatism	E	F+1 or G+1
Situational Ethics	E	F+1 or G+1
Loot the Dead	E	Gain 3D6 Gold
Hesitation	E	NCP
Confusion	E	NCP
Recharge Energy	E	Restore Spell
Imps are Tenacious	E	Imp gets F+3
Agent Repost	E	LOH
Evade Pursuers	E	Negate Combat
Throw Knife	E	F+2
Illusion	S	G+2
Propel Rock	S	F+2
Shape Warp Spell	S	G+2
Disguise Talisman	O	G+1
Tall Tale	E	G+2
Make a Deal	E	G+2
Invisibility	S	F+2
Warning Signal	S	F+2
Trader Supreme	E	Deveel gets G+3
Intimidation	E	F+1 or G+1
Trickery	E	F+1 or G+1
See Through Disguise	E	V+2
Haggle	E	G+2
Drive a Hard Bargain	E	G+2
Sarcasm	E	G+1 or V+1
Shakedown	E	G+2
A Little Favor	E	G+2
Decoy	E	F+1 or G+1
Objections	E	V+2
A Good Deal	E	G+2
Experience	E	V+1 or G+1
Nagging Doubt	E	V+X (X = Cards in your hand)
Run Away	E	Negate Combat

Card Name	Type	Notes
Disintegration	S	F+2
Appeal to Self Interest	E	G+2
Teleportation	S	Move 1D6 Spaces
An Offer I can't Refuse	E	G+2
Ignorance	E	G+2
Seize an Advantage	E	F+1 or G+1
Conspiracy	E	G+X (X = Companions in play)
Confide	E	G+X (X = Cards in opponent's hand)
Politeness	E	G+2
Transaction	E	G+2
Something for Nothing	E	G+2
Sleight of Hand	E	F+1 or G+1
Search	E	LOH
Bragging	E	F+1 or G+1
Take the Bait	E	G+2
Perfect Timing	E	F+1 or G+1
Guilt	E	V+2
Gratitude	E	V+2
Take Shameless Advantage	E	G+X (X = Cards in your hand)
Impressed	E	G+2
Unimpressed	E	V+2
Rhetoric	E	G+2
Magic Stick	O	F+1
Transformation	S	G+2
Reputation	E	G+2
Side Trip	E	Move 1D6 Spaces
Elaborate Deception	E	G+X (X = 2 x Cards you discard)
False Faces	S	G+2
Enlist	E	Restore Companion
Convolutd Plot	E	G+2
Plan of Action	E	Draw 3 cards
Know Weaknesses	E	LOH
Treachery	E	Take Control of Companion during Attack
Suspicious	E	V+2
Convincing	E	G+2
Tense Negotiations	E	G+2
Hole in The Logic	E	V+2
Methods of Persuasion	E	G+X (X = your Fight score)
Winning Personality	E	G+2
Duped	E	G+2
Good Argument	E	G+2
Flying	S	F+2
Antisocial Attitudes	E	Pervert gets G+3
Acute Hearing	E	Pervert gets F+2 or G+2
Guile & Cunning	E	G+2
Inspired	E	G+2
Crystal Viewer	O	V+1
Leverage	E	G+2
Translator Pendant	O	G+1 (vs Missions & Natives only)
Implied Threat	E	G+2
Blatant Lie	E	G+2
Lost Subtleties	E	V+2
Disguise Dialer	O	G+1

Card Name	Type	Notes
Declare a Truce	E	G+2
Barter	E	G+2
Quick Recovery	E	F+1 or G+1
Enthusiasm	E	G+2
Diplomacy	E	G+2
Guesswork	E	Look at next 7 cards in the deck
Opening Gambit	E	F+1 or G+1
The Initiative	E	F+1 or G+1
Expertise	E	F+1 or G+1
Malfunction	E	Discard target Object
Feminine Charms	E	Female gets G+3
Complex Plan	E	F+1 or G+1
Magical Diversion	S	F+2
Hidden Signal	E	F+1 or G+1
Assassin's Dart	E	Assassins get F+3
Invisible Forces	S	F+2
Defiance	E	V+2
Exposed	E	V+2
Secret Weapon	E	F+2
Interruption	E	G+2
Shake on it	E	G+2
Profundities	E	G+2
Superimpose Image	S	G+2
Ethical Qualms	E	NCP
Staged Event	E	G+2
Dramatic Entrance	E	F+1 or G+1
Charade	E	G+2
Something Snapped	E	F+1 or G+1
Showmanship	E	G+2
Protection Spell	S	F+2
Weather Control	S	Opponent cannot Move this turn
Magical Vision	S	LOH
Candy from a Baby	E	G+2
Sound Thinking	E	Draw 3 cards
Appraise the Situation	E	Draw 3 cards
Accurate Information	E	LOH
Change Tactics	E	F+1 or G+1
Profit Motive	E	Bet on target Mission
Rivals	E	F+1 or V+1
Magicians Conscience	E	V+2
Jinx	S	Reroll target Die-roll
Set-Up	E	F+1 or G+1
Careful Observation	E	LOH
Swordsmanship	E	F+2
Provide Muscle	E	All companions get F+1
Inquiry	E	LOH
Trap	E	F+2
Private Talk	E	G+2
War Council	E	LOH
Delay & Demoralize	E	F+2
Mutual Consent	E	G+2
Flash Powder	E	F+2 (Object)
Cloak of Invisibility	E	F+1

Card Name	Type	Notes
State Demands	E	G+2
Sense of Justice	E	V+2
Opportunity	E	Draw 3 cards
Receive Counsel	E	Draw 3 cards
Flattery	E	G+2
Embellishment	E	G+2
Cheap Ploy	E	F+1 or G+1
Novel Solution	E	F+1 or G+1
Apologetic	E	G+2
Exasperation	E	G+2
Chivalry	E	V+2
Astonishment	E	F+1 or G+1
Illusionary Troops	S	F+2
Multiple Images	S	F+2
Implications	E	Look at next 7 cards in deck
Double Team	E	F+X (X = Companions you control)
What could go Wrong?	E	NCP
Don't Play Fair	E	F+1 or G+1
War Profits	E	Bet on Target Mission
Hindsight	E	LOH
Spell Things Out	E	G+2
Spin a Lie	E	G+2
Insist on It	E	G+2
Enthralled	E	G+2
Play it by Ear	E	Draw 3 cards
Contract	E	Bet on Target Mission
Promises	E	V+2
Sleep Spell	S	G+2
Excuses	E	G+2
Bluff	E	G+2
Browbeating	E	G+2
Bald Faced Deceit	E	G+2
Smooth Move	E	V = 6, Rolls = 3, Rep = 5
Gimmick Magic	E	F+2
Baffle with Bullshit	E	G+2
Scout the Opposition	E	LOH
Perfect Situation	E	F+1 or G+1
Master Plan	E	Draw 3 Cards
Indignant	E	G+2
Hook, Line, & Sinker	E	G+2
Debate	E	V+1 or G+1
Blame	E	V+1 or G+1
Glibness	E	G+2
Bounce Back	E	F+1 or G+1
Speak Bureaucrat	E	G+2
Pushover	E	G+2
Over a Barrel	E	G+2
On Vacation	E	Discard target Companion
Impersonation	S	G+2
Ingenuity	E	F+1 or G+1
Honor	E	V+2
Hype Job	E	G+2
Mercenaries	E	Restore 2 Companions

Card Name	Type	Notes
Golden Crescent Inn	E	Restore 2 Companions
Smokescreen	E	G+2
Cross Examine	E	LOH
Blunder	E	NCP
Play Rough	E	F+1 or G+1
Hell to Pay	E	Bet on target Mission
Vanishing Act	E	Negate Combat
Planned it all along	E	F+1 or G+1

Optional Rules

Each player starts with 2 random Companions.

Designers Notes

Based on the first 3.5 books. I'm still reading.





Naruto Ninjutsu

Introduction

Card game for 2 players. Naruto Theme: A Combat between 2 Ninjas.

Disclaimer

Naruto is a licensed, trademarked, copyrighted property. This is merely a fan site.

Victory

Defeat your opponent by reducing his/her Stamina to Zero.

The Deck

Players share a common deck.

Characters

Each player must pick one Character.

Character Stats

Each Character has 14 Basic Stats: Name Rank Sex Village Attack Defense Stamina Speed Tactics Skill Convert Taijutsu Ninjutsu Equipment

Attack & Defense

Stats used to inflict and avoid loss of Stamina.

Jutsu

A Card Type. A Jutsu is a single Fighting Maneuver or Technique. Basically all Attack or Defense cards or cards played in Form Phase.

Fighting Styles

The 2 main types are: Taijutsu and Ninjutsu Taijutsu is the physical Martial Arts. Ninjutsu is Magical arts of Displacement. Other less common Styles include: Genjutsu: Illusion Kekkaiki Genkai: Advanced Bloodline Techniques Elemental Control: Usually of one type, such as Earth, Wind, or Fire.

Ranks

Genin = Student Ninja Chonin = Intermediate Rank Ninja Jonin = Full Fledged Ninja, often an instructor. Hokage = Leader of a Ninja Village

Village

Where you live. For Example: Leaf Village

Chakra

Mental Energy needed to perform certain Jutsu. Stamina can be converted into Chakra.

Stamina

Capacity to withstand wounds and fatigue. A measure of health, endurance, and willpower.

Fatigue

How much exhaustion you have incurred.

Wounds

How much lethal damage you have sustained. The term Damage is also used to refer to Stamina that is converted into Wounds.

Energy Tokens

Stamina, Chakra, Fatigue, and Wounds are referred to as the Energy Traits. Use a common set of Tokens to keep track of these. These are called Energy Tokens (ET).

Each player has 4 Piles, one for each trait. At the start of the game, all of your Tokens are in your Stamina Pile.

Bonus Energy Tokens

These Tokens must look different from your normal Energy Tokens. They are used to boost Chakra and Sometimes Stamina. If they are ever caused to go to the Fatigue or Wound Piles, they Are removed from your piles entirely.

Convert

This stat represents how much Stamina you may convert to Chakra in a single turn.

Tactics

This stat represents the ability to act. A player with higher Skill draws more cards.

Skill

This stat represents the ability to react. A player with a high Tactics has more options and bigger hand size.

Speed

This Stat represents the Characters ability to put together Combos and Make multiple attacks, moves per turn.

Equipment

A measure of how much Equipment the Ninja is carrying with him. This includes things like knives, Throwing Stars, Paper Bombs, Etc. Everytime you use

a card with an Equipment cost your Equipment level is Reduced until you can no longer play any more such cards.

Character List Notation

R/G/V = Rank/Gender/Village

A/D Attack/Defense

C/S Convert/Speed

T/K Tactics/Skill

J/N Taijutsu/Ninjutsu

X/E Stamina/Equipment

Genin = G; Jonin = J

Male M; Female = F

Leaf L; Mist = M; Sand = S

Character List

Character:	R/G/V	A/D	J/N	C/S	T/K	X/E	Notes:
Naruto	G/M/L	2/2	3/2	3/2	2/4	17/10	Nine Tail Fox Demon
Susuke	G/M/L	3/3	3/3	4/4	3/5	20/10	Sharigan Eye
Sakura	G/F/L	2/2	2/4	5/2	3/6	14/10	Intelligence
Kakashi	J/M/L	5/6	4/6	5/4	4/8	30/10	Copy Ninja
Zabuza	J/M/M	6/4	4/4	5/3	3/7	34/10	Demon of the Mists
Haku	G/M/M	3/4	2/4	5/6	3/5	15/10	Water & Ice
Rock Lee	G/M/L	4/4	5/1	1/5	3/5	25/10	Perseverance
Garaa	G/M/S	2/3	2/3	5/2	2/4	16/10	Sand Demon

Setup

Players pick 1 Character each. Shuffle the deck. Each player is dealt a hand of 6 cards.

The biggest Naruto fan present decides who gets to go first. Each player fills up his Stamina Pile.

Turn Sequence

Players take turns. Each turn has 8 Phases: Event Phase Tactics Phase Chakra Phase Form Phase Attack Phase Defense Phase Resolution Phase Recovery Phase

Event Phase

Some cards are played in this Phase.

Tactics Phase

Draw X cards from the deck. X is equal to your Tactics Trait. If the deck runs out, shuffle the discard and draw from it.

Chakra Phase

You may convert Stamina into Chakra. Move Energy Tokens (ET) from your Stamina Pile to your Chakra Pile. You cannot move more Tokens than your Convert Trait.

You also cannot reduce yourself to zero Stamina. If you don't do any converting this turn, you may Discard 1 Card & draw 1 Replacement.

Form Phase

Some Jutsu cards (per card text) are played in this Phase.

Attack Phase

You may decide not to attack and skip to Recovery Phase. Note: Some card effects prevent you from attacking. The current player is the attacker.

Your opponent is the defender. You may play up to X Jutsu Attack cards from your hand. X is equal the Characters Speed Stat.

To play a Jutsu card, you must pay its cost in Stamina or Chakra. Move Tokens from your Stamina or Chakra pile to your Fatigue Pile.

Defense Phase

Your opponent may play X Jutsu Defense cards from his hand. X is equal the Characters Skill Stat. To play a Jutsu card, the defender must pay its cost in Stamina or Chakra.

Resolution Phase

Compare your (attacker) Modified Attack Rating (MAR) to the Modified Defense Rating (DAR) of your opponent (Defender). If your rating is higher, he loses Stamina equal to the difference. He moves ET from his Stamina Pile to his Wound Pile.

If it is equal lower, he may counterattack. In a counterattack, if the defender has a higher MAR then your DAR, you Suffer wounds equal to the difference. Players may play additional Jutsu cards in the Counterattack.

Note: An opponent who cannot defend cannot play Defense Jutsu and has a Defense Rating of Zero

Recovery Phase

Recover 1 Stamina: Move 1 Token from your Fatigue Pile to your Stamina Pile. If you did not attack this turn, you may Recover 1 Additional Stamina. Max hand size is X cards. Discard excess cards.

X is equal to your Skill Stat.

Card List Notation

A Attack

D Defense

A/D Attack/Defense

Time When the Card can be Played

C Chakra

S Stamina

E Equipment

SK Skill

TT Tactics

TJ Taijutsu

NJ Ninjutsu

x Variable

Req Requirement

ET Energy Tokens

BET Bonus Energy Tokens

ST Special Technique

D1C Draw one card when played

AP Attack Phase

DP Defense Phase

ADP Attack or Defense Phase

CP Chakra Phase

Any Any Phase

TP Tactics Phase

EP Event Phase

FP Form Phase

UENT Until End of Next Turn

RP Resolution Phase

VP Recovery Phase

IOX If opponent suffered any damage this turn. . .

Missiles = Possibility of Miss: Flip a coin: If Tails then Attack is +0 Poison = If attack does damage, target takes 1 Wound on his turn for rest of game Distract = Opponent must discard 2 Random cards

Stun If attack does damage Opponent cannot Attack next turn

Confuse = Opponent cannot Attack or Defend this turn. Immobilized = Opponent cannot Defend Next Turn & is auto hit by Missiles

LAOH Look at Opponents Hand

RFG Remove this card from game when played

Basic Common Deck Card List

Card Name:	Cost	A/D	Req	Time	#	Notes:
Special Technique I	x	x	x	x	2	-
Advanced Technique II	x	x	x	x	2	-
Natural Technique III	x	x	x	x	2	-
Unique Technique IV	x	x	x	x	2	-
Secret Technique V	x	x	x	x	2	-
Missile Attack	1E	2/-	NJ1	AP	4	-
Taijutsu Attack	-	2/-	TJ1	AP	4	-
Taijutsu Defense	-	-/3	TJ1	Any	4	-
Body Substitution	1C	1/4	NJ1	Any	4	UENT
Ninjutsu Deception	1C	1/1	NJ1	Any	2	Opponent Confused
Information Gathering	1C	1/1	NJ1	Any	2	UENT; LAOH

Naruto Special Technique List

#	Technique	Cost	Time	Notes:
I	Nine Tail Fox	0	CP	If Naruto has 13+wounds gain 10 BET Chakra
II	Sexy Jutsu	1C	FP	Male Opponent Distracted
III	Multi Clone Jutsu	3C	ADP	Gain A+3 & D+3 For 2 Turns
IV	Harem Jutsu	4C	FP	Male Distracted and Gain A+3 & D+3 UENT
V	Believe It!	0	Any	Draw 2 cards

Sakura Special Technique List

#	Technique	Cost	Time	Notes:
I	Cut Loose	0	Any	Gain D+4
II	Shuriken Strike	2E	AP	Missile Gain A+4
III	Kunai Cast	3E	AP	Missile Gain A+6
IV	Fit of Rage	1S	AP	Gain A+4
V	Intelligence	0	Any	Draw 3 Cards

Sasuke Uchiha Special Technique List

#	Technique	Cost	Time	Notes:
I	Chakra Ball	4C	AP	Gain A+10
II	Shadow Shuriken	3E	AP	Missile Gain A+6
III	Flamethrower Mouth	2C	AP	Gain A+6
IV	Detect Movements	1C	Any	Negate a Jutsu used by Opponent
V	Sharingan Eye	3C	Any	Copy any Jutsu used by Opponent this game

Kakashi Special Technique List

#	Technique	Cost	Time	Notes:
I	Summon Ninja Dogs	2C	AP	Gain A+3 Opponent Immobilized
II	Lightning Blade	3C	AP	Gain A+10
III	Hypnotic Eye	1C	AP	Opponent Confused
IV	Detect Movements	1C	Any	Negate a Jutsu used by Opponent
V	Sharingan Eye	3C	Any	Copy any Jutsu used by Opponent this game

Haku Special Technique List

#	Technique	Cost	Time	Notes:
I	Pinpoint Accuracy	2C	AP	Missile Gain A+2 & Stun
II	Flying Water Needles	1C	AP	Missile Gain A+4
III	One Handed Seals	0	AP	Skill +1 & Draw 2 cards
IV	Incredible Speed	2C	Any	Gain D+8 & A+2 UENT
V	Demonic Ice Mirrors	5C	Any	Gain A+2 & D+2 for 4 Turns

Zabuza Special Technique List

#	Technique	Cost	Time	Notes:
I	Giant Sword	1S	AP	Gain A+7
II	Create Mist	2C	AP	Opponent Confused
III	Water Clones	3C	Any	Gain A+2 & D+4 for 2 Turns
IV	Water Prison	2C	AP	Opponent Immobilized
V	Water Torrent	3C	AP	Gain A+8 Stun

Rock Lee Special Technique List

#	Technique	Cost	Time	Notes:
I	Never Give Up	0	Any	If Lee has 15+ Wounds gain 10 BET Stamina
II	Leaf Spinning Wind	3S	AP	Opponent Confused

#	Technique	Cost	Time	Notes:
III	Shadow Leaf Dance	1S	AP	Other Atk cards played this turn get A+3
IV	Leaf Violent Wind	2S	AP	Gain A+4 Stun
V	Extreme Lotus	4W	AP	Gain A+10 Stun

Gaara Special Technique List

#	Technique	Cost	Time	Notes:
I	Sand Barrier	2C	Any	Gain D+6
II	Sand Armor	3C	Any	Gain D+10
III	Sand Burial	2C	AP	Gain A+6 Immobilize
IV	Sand Coffin	3C	AP	Gain A+10 Immobilize
V	Madness	0	Any	Gain 10 BET Chakra

Advanced Card List

If you want to rotate in cards with the Basic Deck:

Card Name:	Cost	A/D	Req	Time	Notes:
Throw Needles	1E	1/-	NJ1	AP	Missiles
Spit Needles	1E	1/-	NJ2	AP	RFG
Poison Needles	4E	1/-	NJ2	AP	Missiles Poison
Needle Bells	3E	1/-	NJ1	AP	Missiles Distract
Paper Bomb	5E	3/-	NJ1	AP	Missiles Distract RFG
Meditate	0	-/1	NJ1	CP	Gain 3 BET of Chakra
Experience	0	x	TT4	ADP	Gain A+3 or D+3 UENT
Grinding Attack	1S	-	TJ3	RP	IOX cause extra 4 Wounds
Sealing Jutsu	1C	1/1	NJ1	ADP	UENT
Throw Kunai	4E	4/-	NJ1	AP	Missiles
Throw Shuriken	2E	2/-	NJ1	AP	Missiles
Cut Loose	0	-/2	TT2	DP	D1C
Hand Seals	0	-	NJ2	CP	Gain 4 BET of Chakra
Transformation	1C	-	NJ1	FP	Confuse
Shadow Clone Jutsu	2C	2/2	NJ1	ADP	UENT
Clone Decoy	3C	2/2	NJ2	FP	Confuse UENT
Crushing Fist	2S	3/-	TJ3	AP	Stun
Palm Strike	0	2/-	TJ1	AP	-
Deflect	1S	-/2	TJ2	DP	Missile Cards Auto Miss
Tekken Iron Fist	1S	3/-	TJ1	AP	-
Dodge	0	-/1	TJ1	DP	Missile Cards Auto Miss
Substitution	3C	2/4	NJ2	DP	UENT
Axe Kick	2S	4/-	TJ1	AP	-
Backhand Blow	1S	3/-	TJ1	AP	-
Roundhouse Kick	1S	2/-	TJ1	AP	Stun
Know Secret	0	-	-	Any	LOAH DIC RFG
Rage	0	2/-	-	Any	Gain 2 BET Stamina
Rapid Movement	2S	1/3	TJ2	DP	UENT
Super Leap	2S	X	TJ2	ADP	Gain A+3 or D+3
Run Up Wall	1S	1/2	NJ1	ADP	UENT
Combo Attack	0	-	SK2	AD	Skill +1 & D1C
Guard	0	-/2	TJ1	DP	-
Sweep	0	1/-	TJ1	AP	Stun
Roll	1S	-/2	TJ1	DP	D1C
Analysis	0	-	NJ1	TP	Search Deck & Keep 1 Card

Card Name:	Cost	A/D	Req	Time	Notes:
Concentrate Aura	0	-	NJ2	CP	Convert 3 Stamina to 3 Chakra
Counter Attack	3	2/3	NJ1	DP	D1C
Healing Pose	0	-	-	VP	Convert 2 Wound to 2 Fatigue
Momentary Rest	0	-	-	VP	Convert 2 Fatigue to 2 Stamina
Support Ninja	0	-	-	TP	RFG Gain 5 EP

Links

Naruto Fans

Designers Notes

My son is a big fan.





Nexus Prime

Introduction

Card game for 2+ players. Collectible card game format. SF/Fantasy Kitchen Sink theme.

Setting

Nexus Prime is a desolate, war-torn world of great strategic importance. Naturally occurring portals offer instantaneous travel throughout the vast reaches

of space and time. These portals have long been the gateway of conquest.

Armies of many types have used them to invade other worlds far and wide. Some unfortunate planets are cursed with a multitude of such conduits. This is one such world. You must control it before the others do.

Rally your minions, step through, and join the battle for the fate of Nexus Prime.





Nightbreed Skirmish

Introduction

2 player tactical Skirmish game Nightbreed Theme. Humans (Naturals) are attacking Midian in force. One player is the Nightbreed.

The other player is the Humans (Naturals).

Disclaimer

Nightbreed is a copyrighted licensed property. This is merely a fan site.

Victory

The first side to lose 10 or more units will break and flee.

The Map

Use an 8 x 8 grid. The Map depicts the surface and upper layers of Midian. Midian is a Necropolis, the

home of the nightbreed.

Underground is a series of tunnels, chambers, and caverns. The surface resembles a graveyard but with additional Statues, fountains, walls, and tomb like structures that are Actually dwellings and Gates to the subterranean areas.

Terrain

Mark Terrain Types on the Map according to your preference.

- Clear (Paths, Roads)
- Graves
- Fountain
- Wall (and Gates)
- Trees
- Tomb
- Statue Some Terrain types will be referenced by cards.

Nightbreed Unit List

Name:	#	Hits	Notes
Boone	1	5	Very Strong Zombie Leader
Peloquin	1	4	Very Strong Demon Leader
Narcisse	1	3	Strong Demon Leader
Shuna Sassi	1	3	Demon Leader
Mystic	1	2	Zombie Leader
Demons	2	2	-

Name:	#	Hits	Notes
Vampires	2	2	-
Zombies	2	2	-
Berserkers	1	5	Strong
Changelings	2	1	-
Mutants	2	1	Freaks

Naturals Unit List

Name:	#	Hits	Notes
Psycho Doctor	1	4	With Police; All his attacks become Range = 1
Police Chief	1	3	Police
Detective	1	3	Police
Drunken Priest	1	2	With Police; Cannot Attack
Militia Captain	1	4	Militia
Hick Police	4	2	Police
Good Old Boys	7	1	Militia

The Decks

Each player has a unique Deck.

Setup

Shuffle the Decks. Place your units in your back 3 rows. Naturals go first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. End Phase

Draw Phase

Draw 3 cards and place them in your hand. If the deck runs out, shuffle the discard and draw from it.

Action Phase

Play cards (no limit). Play a move card to move a unit the indicated (Range) number of spaces. Use an Attack card to attack a unit at the indicated distance

(Range) from the Attacking Unit.

Your opponent may use a Defense card to negate an attack card. An attack card that is not negated causes the target to lose 1 Hit. Use tokens to keep track of Damage (lost hits) sustained by units.

Any Unit reduced to zero Hits is killed.

End Phase

Max hand size is 7 cards. Discard excess cards.

Nightbreed Deck Card List

Name	#	Type	Range	Notes
Claws	2	A	1	Diagonal only
Fangs	2	A	1	Orthogonal only
Drink Blood	2	A	1	-
Rip to Shreds	2	A	1	Strong Only
Unnatural Death	2	A	1-2	Mutants & Vampires
Thrown Object	2	A	2-3	Not Berserkers
Supernatural Strength	2	D	-	Strong Only
Regenerate	2	D	-	Zombies & Vampires
Darkness	1	D	-	-
Homeground	2	D	-	Not in Clear
Swiftiness	1	D	-	Vampires & Changelings
Ambush	1	A	1	-
Underground Movement	2	M	K	Must start at Tomb
Crawl	2	M	1	-
Creep	2	M	2	-
Scramble	2	M	3	-
Rush	2	M	4	-
Charge	2	M	5	-
Fly	2	M	4-6	Vampires Only
Mist Form	1	M	1	Or Use for Defense. Vampire Only
Blessing of Baphomet	1	X	-	Draw 3 cards
Chaos	1	X	-	Opponent discards 2 random Cards
Terrify	1	X	-	Opponent discards 2 random Cards
Special Attack	1	A	1-2	Use by Leader Only

Natural Deck Card List

Name	#	Type	Range	Notes
Pistols	2	A	1-2	-
Shotguns	2	A	2-3	-
Rifles	2	A	4-5	-
Assault Rifles	2	A	3-4	-
Flame Throwers	2	A	1-2	Militia Only
Explosives	1	A	K	Militia Only
Walk	2	M	1	-
Hurry	2	M	2	-
Run	2	M	3	-
Pick-Up Truck	2	M	4	Militia Only. Start in Clear

Name	#	Type	Range	Notes
Police Car	2	M	4	Police Only. Start in clear
Motorcycle	1	M	K	-
Run Away	1	D	-	-
Cower	1	D	-	Not in Clear
Take Cover	1	D	-	Not in Clear
Organized	1	X	-	Draw 3 cards
Cause Panic	1	X	-	Opponent discards 2 random Cards
Raise Dead	1	D	-	Use on Unit adjacent to Priest

Links

Horror Homework





Occult Wwii

Introduction

Card Game for 2 players. WII with Wonder Weapons and the Occult as the main determinants of victory.

Victory

Gain all 7 Victory Tokens to win.

Starting Stat Chart

Stat:	ABR	AIR	GIR
Intelligence	I	2	1
Attack	A	1	2
Occult	O	1	2

- ABR** Abbreviation
AIR Allied Player Initial Ratings
GIR German Player Initial Ratings

Setup

Players choose sides. Shuffle the deck. The Allied player starts with 3 Victory Tokens.
The German player starts with 4 Victory Tokens.

Turn Sequence

- Each turn has 7 Phases:
1. Investigations Phase
 2. War Phase
 3. Intelligence Phase
 4. Action Phase
 5. Development Phase
 6. Research Phase

War Table

1D6	Deciding Stat:
1	Force
2	Attack
3	Morale

Intelligence Phase

Both players (Allies first): Roll a number of dice equal to your Intelligence Stat. Every roll of 5+ is considered a Find. Your opponent Rolls a number of dice equal to his Intelligence Stat.
Every roll of 5+ is considered a Counter. If you have 1 more Find than your opponent has counters, it is Called a Sabotage: Opponent must discard 1 random card from hand. If you have 2 or more Finds than your

Sides

One players is the Allies. The other is the Germans.

Stats

Players have scores in 5 Stats. These stats are increased/decreased during play. Players begin with scores in each stat as listed on the Starting Stat Chart.

Stat:	ABR	AIR	GIR
Morale	M	1	1
Force	F	2	1

7. Occult Phase

Investigations Phase

Both players (German first): Draw 4 cards and keep all 4 OR Draw 7 cards and keep 3. Max hand size is 7 cards. Discard excess cards.

War Phase

Roll 1D6 on the War Table 3 times. Either player may discard a card to cause a target dieroll to be rerolled. The player with the highest level in the indicated stat wins the roll.
This is called a stat contest. Ties count as ties: no one wins or loses. The loser must discard a card from his hand or in play.
If a player wins on 2 or 3 rolls in this Phase he takes a Victory Token from his opponent.

opponent has counters, it is Called a Heist: Steal 1 Artifact or a random card from his hand

Action Phase

First the German player, then the Allied player may discard 1 card... Discard an occult card to look at opponents hand and next 7 cards in the deck. Discard an intelligence card to draw 2 cards from the deck.

Discard an attack card to make opponent discard 1 random card from his hand. Discard a morale card to pick up the top card of the discard. Discard a force card to draw 3 cards and discard 2 cards.

Development Phase

Both players (German first): You may put 1 Asset card into play from your hand.

Research Phase

Both players (German first): You may put 1 Tech card into play from your hand.

Card List

Name:	Type	Notes:
Guided Missiles	T	A +2
Jet Fighters	T	A +3
Hydrogen Bomb	T	A +5
Zombie Battalions	S	F +3
Spear of Destiny	S	A +5; Artifact
Giant Robots	T	F +5
Holy Grail	S	O +4; Artifact
Giant Tesla Coils	T	A +2
Rocket Subs	T	A +1; F +2
Gas Warfare	T	A +2
Super Soldiers	T	F +4
Prophecies of Nostradamus	Z	M +1; I +2
Nietzschian Doctrine	Z	M +1; GPO
Cyborg Shock Troops	T	A +2; F +2
Wagnerian Music	Z	M +1; GPO
Psychic Divination	S	I +2
Propaganda Machine	Z	M +2
Spy Master	Z	I +3
Necromancy	Z	O +2
Black Magic	Z	O +1
Demonic Powers	S	A +2
Counter Intelligence	Z	I +2
Super Powered Agents	T	A +1; I +2
Scientific Geniuses	Z	I +2
Secret Sciences	Z	I +1; O +1
Suicide Troops	Z	A +2; F +1
Akashic Records	Z	O +1
Mediums	Z	I +1; O +1
Messianic Power	S	M +4
Propaganda Art Films	Z	M +2
Teutonic Mythology	Z	M +1; GPO
Subhuman Labor	Z	F +2
Alien Saucer Crash	Z	A +2
Slavic Mutants	T	F +3
Rail Cannons	T	A +3

Occult Phase

Both players (German first): You may put 1 Supernatural card into play from your hand.

Card List Notation

S Supernatural

T Tech

Z Asset

I Intelligence

A Attack

O Occult

M Morale

F Force

GPO German Player Only

Name:	Type	Notes:
Time Travel Portal	T	I +5; Artifact
Super Heavy Tanks	T	A +3; F +2
Cryptography	Z	I +2
Witchcraft	Z	O +2
Magic Circle	S	O +2
Astral Cone	S	O +3
Occult Think Tank	Z	O +2; I +1
Secret Service	Z	I +2
The Four Horsemen	S	A +4
Combat Drugs	T	A +2
Brainwashing	Z	M +2; F +2
Jet Pack Troops	T	A +2; F +1
Esoteric Astrology	Z	I +2; O +1
The Dogs of War	S	F +3
Unholy Alliance	S	A +2; O +2
Psychological Warfare	Z	M +2
Ideological Manifesto	Z	M +3
Geomancy	Z	O +2; A +1
Eugenics	Z	F +1; GPO
Ley Line Strongpoints	S	O +3
Pseudo Science	Z	O +2
Death Ray	T	A +4
Aryan Master Race	Z	M +1; GPO
Ark of the Covenant	S	O +5; Artifact
Medical Experimentation	Z	F +2
Rune Lore	Z	M +3; O +1
Satanic Pact	S	I +1, M +1, O +2
Secret Projects	Z	Draw 2 cards when played
Secret Laboratories	Z	Draw 2 cards when played
Wonder Weapons	T	A +3
Intricate Hoax	Z	I +4





Opus Magnum

The Philosophers Stone

Introduction

Card Game for 2 or more players. Players are 17th century alchemists, competing for the creation of the Philosophers Stone.

Victory

The first player who creates the “Resurrected Lapis Philosophorum” wins.

Deck

Players share a common deck. There are 3 types of cards: Elements, Procedures and Substances.

Setup

Shuffle the deck and deal 5 cards to each player.

Turn Sequence

Players take turns. The player born at the most eastern location goes first. Each turn has the following phases:

- Draw Phase
- Trade Phase
- Procedure Phase
- Discard Phase

Draw Phase

Draw a card. If the deck runs out of cards, shuffle the discard pile and use it as new draw pile.

Trade Phase

The player can trade any number of cards from his hand or previously created substances lying in front of him (see below) for any number of opponents cards or previously created substances. When previously created substances are traded, they stay created (face up on the table) and only change possession.

Procedure Phase

Substances have to be “produced”, elements have not. The player can produce substances by playing a procedure card, the corresponding starting substances (the input of the procedure) and the substance to be created (the output). Each substance-card names the

procedure and starting substances that have to be played to complete the production of this substance. You have to play all ingredients at once. After playing, the starting substances and the procedure-card are discarded, the output of the procedure stays in front of the player. Only previously created substances can be starting substances for later procedures, you may not play substances as input of a procedure from your hand. This is obviously not the case for elements, which are not produced.

Examples: To create the substance “Philosophical Mercury” you need in your hand the elements “Alchemists Soul”, “Alchemists Spirit”, the procedure “Unification” and the substance-card. You play all 4 cards, discard the elements (input) and the procedure. The output-substance stays face up on the table. You want to create “White Materia”. You own this card, the element “Fire” and the procedure “Burning” in your hand and the previously created substances “Azoth” and “Clean United Substance” lying in front of you. Cards are played from your hand, all but “White Materia” are discarded.

Discard Phase

Discard cards from your hand to have a maximum of 7 cards.

Cards

ELEMENTS (9 cards each)

- The Alchemists Spirit
- The Alchemists Soul
- Fire
- Earth
- Gold
- Antimon
- Water
- Alcohol
- Silver
- Sal Tartari

PROCEDURES (3 cards each)

- Unification
- Mixing
- Burning
- Sublimation
- Decomposition
- Putrefaction
- Destillation
- Consolidation
- Boiling

SUBSTANCES (6 cards each)

Name	Need to create
Philosophical Mercury	Unification of Alchemists Spirit and Alchemists Soul, also as byproduct of the creation of Black Substance
Fertile Mercury	Mixing of Philosophical Mercury, Mercury and Sulfur
Mercury	Burning of Earth with Fire
Sulfur	Burning of Earth with Fire
Clean Mercury	Sublimation of Fertile Mercury
Azoth (Unified Fluid Mercury)	Unification of Clean Mercury and Sulfur Or Unification of Noble Materia and Fire
Clean Gold	Mixing of 2 Gold and 1 Antimon
Latona (Philosophical Sulfur)	Decomposition of Clean Gold
Unified Philosophical Mercury	Unification of Alchemists Spirit, Fire, Latona and Azoth Or Putrefaction of 2 Noble Materia
Black Substance	Putrefaction of 2 Unified Philosophical Mercury (byproduct: Philosophical Mercury)
Black United Substance	Destillation of 2 Black Substance and 1 Philosophical Mercury
Clean United Substance	Mixing of Black United Substance with Azoth Or Mixing of Black United Substance with Water
White Materia	Burning of Clean United Substance and Azoth with Fire Or Burning of Black United Substance and Latona with Fire
Well-arranged Stone	Burning of White Materia and Alchemists Spirit with Fire
Burning Stone	Destillation of Well-arranged Stone Or Boiling of Sal Tartari, Fire, Water, Azoth, Latona and Unified Philosophical Mercury
Separated Stone	Destillation of Burning Stone and Water Or Boiling of Golden Salt, Fire, Water, Alcohol and White Materia
Bloody Stone of Life	Sublimation of Separated Stone Or Burning of Burning Stone and Alcohol with Fire
Lapis	Consolidation of Bloody Stone of Life and Fire Or Unification of 2 Separated Stones Or Putrefaction of 2 Bloody Stones of Life
Diluted Lapis	Sublimation of Lapis and Philosophical Mercury Or Putrefaction of Lapis and Philosophical Mercury
Fixed Lapis	Destillation of Lapis and Water
Transpiring Lapis	Burning of Fixed Lapis and Azoth with 2 Fire
Resurrected Lapis Philosophorum	Burning of Transpiring Lapis with 3 Fire Or Sublimation of Transpiring Lapis and Alchemists Soul
Diluted Gold	Decomposition of Azoth and Gold
Golden Salt	Putrefaction of 2 Diluted Gold, Fire and Water
Noble Materia	Mixing of Earth, Silver and Gold





Orkworld Quest

Introduction

Card & Dice game for 2-4 players. Based on the Orkworld RPG by John Wick. Each player controls a Tribe (Gathum) of Orks.

Disclaimer

Orkworld is a copyrighted property. This is merely a fan site.

Victory

The first player to accumulate 25 Fana (Fame) points and survive is the winner. You may use teeth, pebbles, or bone fragments to represent Fana.

Population

Use Metal or plastic figures to represent your Population. 1 Figure = 1 Ork. You can have a maximum of 1 Household (Orkum) Totem per 10 Orks rounding down

1D6	Result:
0 or less	1D6 Orks Starve & Birth Roll -3 & All Orks -1 Force this turn
1	2 Orks Starve & Birth Roll -2 & All Orks -1 Force this turn
2-3	1 Ork dies from hardships & Birth Roll -1
4-5	Just Enough Food
6	Good Hunting: Birth Roll +1
7 or more	Abundance: Birth Roll +2

A number of cards will modify the Hunting roll.

Birth Phase

Roll 1D6. This is the Birth Roll. Increase your Population by this number. A number of cards will modify the Birth roll.

Culture Phase

You may (play/attach) cards to your Tribe or individual Ork figures. This includes: Weapons, Armor, Items, Modifiers. (This includes modifiers attached to opposing players Orks) A single Ork may only have one Armor and one Weapon card attached.

Cards attached to a figure are placed under it. Tribal Items & Modifiers are placed face up in front of you.

Setup

You start the Game with 10 Orks and a hand of 6 cards. The ugliest player goes first (or roll high if it's a tie)

Fana Pile

Keep next to you a pile of Foe cards you defeated. These are worth Fana (Fame) = one-fifth their Force. (Example: Men with 20 Force = 4 Fana)

Turn Sequence

Players take turns. Each turn has 7 phases: Trouble Phase Hunting Phase Birth Phase Culture Phase Foe Phase Battle Phase Healing Phase

Trouble Phase

Draw 3 cards. Max hand size is 9 cards. Discard excess cards.

Hunting Phase

Roll 1D6. This is the Hunting Roll.

Foe Phase

Any opponent may play one Foe card on you. 2 or more cards of the same Foe may be played - They add their Force together. You must fight it in Battle Phase.

You may play a Foe card on yourself. (This is called looking for Trouble)

Battle Phase

1. Calculate the Force Total for your Orks.
Ork Force Total = # of Ork Figures + Modifier & Relic card Bonuses. You may play appropriate Event cards to increase your Orks Force Total.
2. Determine the Force Total for the Foe.
3. Each side adds 1D6x10 to their Total. These are the Battle Rolls.
4. Determine the winner. The side with the higher modified Total is the Winner.
5. Roll 1D6. This is the Casualty Roll. This many

Orks are killed.

Repeat the above 6 steps until the Foe loses or you choose to Flee the Battle. If the Foe loses, put the Foe card into your Fana Pile. A Foe card in a Fana pile is worth Fana = 1/5 of its Force.

Fleeing Battle

You may Flee the Battle, but you automatically take 1D6 casualties.

Ork Casualties During Battle

For every casualty, discard one of your Ork figures. Also Discard all cards attached to a discarded figure. If you are reduced to zero population, you lose the game.

Healing Phase

Roll 1D6 for every Ork (with an attached card or Blood Token) killed in battle this turn. These are Heal-

ing Rolls. On a roll of 6+ the Ork is not killed.

For every Ork killed in Battle put a Blood Token on a surviving Ork. (You don't get to do this if you Fled) The Ork with the blood Token has +1 Force. An Ork can only ever have 1 Blood Token.

Card Type Notation

M Personal Modifier

O Tribal Modifier

E Battle Event

N Non-Battle Event

F Foe

W Weapon

A Armor

T Tribal Item

P Personal Item

Relic = Weapons, Armor, or Items Disgraced = Play on Opponent's Ork

Trouble Deck Card List

Card Name:	Type	#	Force	Notes:
Zhoothraka	M	2	+4	War Chief
Strong Thraka	M	6	+2	Ork Warrior
Gifted Tala	O	2	-	Ork Bard: Gain Fana +1 per Totem
Gentle Dowmga	O	1	-	Ork Mother: Healing Rolls +1
Healthy Dowmga	O	1	-	Ork Mother: Birth Roll +1
Wise Shaman	O	2	-	Culture Phase: Look at next 2 cards
Badger House Totem	O	1	-	All Cards in Trouble Pile Fana +1
Boar House Totem	O	1	-	Healing Roll +1
Rabbit House Totem	O	1	-	Birth Roll +1
Reindeer House Totem	O	1	-	Force +3
Wolf House Totem	O	1	-	Hunt Roll +1
Elk Migration	N	1	-	Hunt Roll +2
Goblins	F	4	10	Great Hordes
Wood Spiders	F	1	10	Giant & Intelligent
Doomla (Witch)	F	1	10	Ork Black Magic; Steals Children
Manoo (Men)	F	4	20	Imperial Legionnaires
Rival Ork Tribe	F	2	20	Territorial Dispute
Bring to Battle	F	2	-	Fight Target Opponent Player's Tribe
Trolls	F	1	20	
Ogres	F	1	20	
Shtoontee (Dwarves)	F	2	30	Heavily Armored Berserkers
Ghosts	F	1	30	
Ghanta (Giants)	F	1	30	
Ahlvsees (Elf) Slavers	F	2	40	Flying Chariots & Sorcery
Dragon	F	1	50	
Harsh Winter	N	1	-	Hunting Roll -2
Broken Spear	E	1	-	Discard target Spear
Irika (Foolish Pride)	M	1	-1	Disgraced
Mawgd (Coward)	M	1	-1	Disgraced
Eat Ork Stomach	M	1	-1	Disgraced
Wa	E	4	+4	Berserker Trance

Card Name:	Type	#	Force	Notes:
Man Slayer Spear	W	1	-	Force +3 vs Men
Dwarf Slayer Spear	W	1	-	Force +3 vs Dwarves
Eat Ork Spleen	M	1	+1	Courage
Eat Ork Brain	M	1	+1	Cunning
Eat Ork Lungs	M	1	+1	Endurance
Eat Ork Hands	M	1	+1	Prowess
Eat Ork Heart	M	1	+1	Strength
Iron Tipped Spear	W	2	+1	Most are Flint or Bronze
Household Spear	W	2	+1	Worth 1 Fana
Empowered Spear	W	2	+2	Worth 2 Fana
Legendary Spear	W	1	+3	Mythic: Worth 3 Fana
Bold Stand	E	2	+5	
Zha!!!	E	2	+5	Charge
Butanee!!	E	1	+4	Shield Wall
Fight Bravely	E	2	+4	
Scouts	E	2	+5	
Yield the Field	E	1	-	Discard Foe in Foe Phase
Taunts	E	2	+3	
Healing Arts	N	1	-	Healing Roll +2
Surgery	N	1	-	Healing Roll +2
Medicines	N	1	-	Healing Roll +2
Trick Foe	E	2	+5	Dwarves are Dumb
Hostages	N	1	-	Opponent must give you 3 cards
Provisions	E	2	+2	Or Hunting Roll +2
Strange Visions	N	1	-	Look at Opponents Hand
Dreams	N	1	-	Look at next 7 cards in Deck
Thrown Spears	E	1	+3	
Counter Attack	E	1	+4	
Good Luck	E	1	+2	Or +1 to any Roll
Surprise Attack	E	1	+5	
Battle Advantage	E	1	+5	
Rain of Arrows	E	1	+4	Young Thraka Archers
Reindeer Cavalry	E	2	+5	
Steal Bride	N	1	-	Birth Roll +2
Gooleeala Rite	N	1	-	Birth Roll +2 (Coming of Age Ritual)
Thwak (Steal)	N	4	-	Take control of target Relic
Spears are Long	E	2	+4	Swords are Short, Men are Dumb
Dragon Head Cauldron	T	1	-	Hunting Roll +1; Worth 3 Fana
Blessed by Keethdownmga	N	1	-	Great Goddess Mother: Birth Roll +3
Blessed by Pugg	M	1	+2	God of Trickery
Blessed by Bashthraka	M	1	+2	God of Warfare
Secrets of Gowthdukah	N	1	-	God of Knowledge: Draw 3 cards
Spuh!!	N	1	-	Bad Luck. Opponent discards 2 cards
Winter Home	N	1	-	Dooladay: Hunting Roll +1
Summer Village	N	1	-	Eetalday: Hunting Roll +1
Poola (Desperate Food)	N	1	-	Hunting Roll +1
Bone Stew	N	1	-	Hunting Roll +1
Bala (Honey Mead)	N	1	-	Hunting Roll +1
Roast Auroch	N	1	-	Hunting Roll +1
Ork Bread	N	1	-	Hunting Roll +1
Gayla (Feast)	N	1	-	Hunting Roll +1
Gather Sooeta (Honey)	N	1	-	Hunting Roll +1
Dracha Ritual	N	1	-	Hunting Roll +1 (Eat Fallen Ork)

Card Name:	Type	#	Force	Notes:
The Walking Stone	P	1	-	Hunting Roll +1; Worth 3 Fana
Severe Winter	N	1	-	Hunting Roll -3
Birthmark	M	1	+1	Auspicious Birth
Triplets	N	1	-	Birth Roll +2
Difficult Birth	N	1	-	Birth Roll -2
Romance	N	1	-	Birth Roll +1
Group Duna (Sex)	N	1	-	Birth Roll +2
Disease	N	1	-	Hunting Roll -3
Shelter & Clothing	N	1	-	Hunting Roll +1
Political Strife	N	1	-	Hunting Roll -1
Brass Helmet	A	2	+1	
Round Shield	A	2	+1	Wood with Metal Boss
Leather Armor	A	3	+1	
Sense of Hearing	E	1	+3	Superior to Humans
Sense of Smell	E	1	+2	Or Hunting Roll +1
Chain Mail Shirt	A	1	+2	Very Rare
Strange Allies	E	2	+5	Versus a Common Enemy
Redeem Oneself	E	1	-	Discard target Disgraced Modifier
Bonaloo (Cave Mushrooms)	N	1	-	Look at next 7 cards in deck
Migration	N	2	-	Discard hand & draw 5 cards
Meeting of the Tribes	N	2	-	Draw 3 cards
Trade with Outsiders	N	2	-	Draw 2 cards

Solo Play

Draw only 1 card at a time. Play Foes & Negative Events against yourself the same turn.

Links

Forge Review Ravenhold Pen & Paper

Game Designers Notes

May add some cards later: Locations & Adventures.





Oz Quest

Introduction

Scenario for WarpQuest. [Click Here](#) for the WarpQuest Core Rules. Each player takes the role of a child visitor to the Wondrous World of Oz.

The Scenario

The board spaces represent distance and time. There is only one Module. The track is 30 spaces long.

There is no "Artifact". The first player to reach the end space finds a way home & wins. (or accomplishes some other goal.)

Starting Companion Table

1D6	Companion:	Notes:
1	Toto the Dog	Courage +1
2	Hank the Mule	Heart +1
3	Billina the Yellow Hen	Heart +1

Challenges

If you fail a Challenge, discard a Companion or go back 1D6 spaces.

Card List

Name:	Notes:
Munchkins	Move forward 1D6 spaces
The Tin Man	Companion: Heart +1
The Scarecrow	Companion: Brain +1
The Cowardly Lion	Companion: Courage +1
Toto the Dog	Companion: Courage +1
The Emerald City	Move forward 1D6 spaces
Follow the Yellow Brick Road	Move forward 1D6 spaces
Flying Monkeys	Courage Challenge (Go back 2D6 if you fail)
The Wizard of Oz	You must pass a Heart, Courage, and Brains Challenge
Twister	Brains Challenge of Difficulty +1
The Wicked Witch of the West	Heart Challenge of Difficulty +2
The Wicked Witch of the East	Heart Challenge
Glenda the Good Witch	Aid card: Discard for +2 to a Heart Challenge
Balloon Ride	Move forward 1D6 spaces
Ruby Slippers	Move forward 1D6 spaces
Lotus Flowers	Brains Challenge (Miss next turn if you fail)
Crows	Courage Challenge
Bad Weather	Courage Challenge

Attributes

Each Child starts with 5 Traits and one Starting Companion. Roll on the Trait Table to see what Traits you get. Roll on the Starting Companion Table to see what Companion you get.

Each skill corresponds to one type of Challenge Roll.

Trait Table

1D6	Trait:
1-2	Brains +1
3-4	Courage +1
5-6	Heart +1

1D6	Companion:	Notes:
4	Eureka the Pink Kitten	Brains +1
5-6	Pick one	

Meetings

If you land on another players Pawn, they lose their next turn.

Name:	Notes:
Lost in the Woods	Brains Challenge
Rescue Companion	Brains Challenge*
Jack Pumpkin Head	Companion: Brain +1
General Jinjur	Heart Challenge
Scraps the Patchwork Girl	Companion: Heart +1
Scavenger Hunt	Brains Challenge of Difficulty +2
The Powder of Life	Take a Companion from the discard
Roquat the Red (The Nome King)	Courage Challenge of Difficulty +2
Princess Ozma	Companion: Courage +1
Tik Tok the Mechanical Man	Companion: Brains +1
Stand Trial	Brains Challenge of Difficulty +1
Cold Heartless Vegetable People	Heart Challenge

* If successful, take a Companion from the discard

Links

Famous Forty Cannon Read all the book descriptions in order

Wwoz

Notes

The Oz series includes 40 books. I would love to read these and add material to the card lists. The above card list is based on the first book and tidbits from some of the other books.

Feedback & Corrections

I only bothered because you clearly mentioned that your sources were from the books and not the 1936 MGM Film, so please allow me:

Glinda (not Glenda, thats from MGM)

Winged Monkeys (not Flying (MGM))

Silver Shoes!! (not Ruby Slippers!!! (mgm))

No Lotus flowers in the Oz series... definitely poppies though.

The vegetable people are called Mangaboo's





Paper Kessen

Introduction

Card Game for 2 players. Based on the video game Kessen: Three Kingdoms Style Chinese Heroic Fantasy Warfare.

Disclaimer

Kessen is a licensed, copyrighted, trademarked property. This is merely a fan site.

Victory

The first player to win 3 Battles in 3 consecutive turns is the winner.

The Decks

There are 4 decks:

- Good Leader Deck: For the Good player
- Evil Leader Deck: For the Evil player
- Recruit Deck: Common deck shared by both players
- Action Deck: Common deck shared by both players

Hands

Each player will have 3 Hands of cards:

- A Leader Hand
- A Recruit Hand
- An Action Hand

Each hand can have up to 7 cards.

Leader Cards

These are found in the Leader Decks. Leader cards represent the main characters in the game. There are 2 types of Leaders: Generals & Sorcerers.

- Generals can use Tactics Action cards.
- Sorcerers can use Spell Action cards.

Each Leader has a numerical Force score. Many leaders have a special Ability. Each Leader can attach one Troop card.

Units

A Leader & an attached Troop card. A Leader cannot be in play without a Troop card attached. A Troop card cannot be in play unless it is attached to a Leader.

Permanents

Cards that stay in play from turn to turn. This includes Leaders, Troops, & Modifiers.

Recruit Deck

There are 3 types of cards in this deck: Troops, Modifiers, and Specials.

Troop Cards

These represent Soldiers. Each Troop has a numerical Force score. Each Troop will have 1 or more descriptors: Infantry, Cavalry, Missile, Female, etc.

Troop cards when played are attached to Leaders.

Modifier Cards

These are attached to Leaders or to troops. They give Force bonuses & special abilities. Some Mods have special requirements as to when they be attached: Example: After a winning battle in which the leader did not retreat.

Mods can be attached in Deploy phase or after battles whenever appropriate. There are some Modifier cards found in the Leader decks specific to each side.

Special Cards

These are usually non-battle Events.

Action Deck

There are 5 types of cards in this deck: Strategy, Tactic, Spell, Formation, & Event cards. No Action cards are permanent. All Action cards are used during battle phase.

Strategy Cards

These are used in the Strategy segment of an Engagement to Alter which opposing Leaders must face each other in battle. They are discarded after being played.

Tactic Cards

These are attached to Generals or to Specific types of troops attached to a General. They give Force bonuses & special abilities. A General may only use 1 Tactics card in an Engagement The Tactics card is discarded at the end of the Engagement.

Spell Cards

These are attached to Sorcerers. They give Force bonuses & special abilities. A Sorcerer may only use 1 Spell card in an Engagement The Spell card is discarded at the end of the Engagement.

Formation Cards

These are attached to Troops. They give Force bonuses & special abilities. A Troop may only use 1 Formation card in an Engagement. The Formation card is discarded at the end of the Engagement.

Event Cards

Event cards give Force bonuses & special abilities. Event cards are discarded at the end of the Engagement.

Rounds, Phases, Turns, & Segments

Play proceeds in Rounds. Each round is divided into Phases. Battle phase is further divided into Turns (or Engagements). Each Engagement is divided into Segments.

Setup

Determine who is the Good player & who is the Evil player. The Good player starts with Lu Bei in play and 2 other random Good Leaders. The Evil player starts with Cao Cao in play and 3 other random Evil Leaders.

Each player starts with a randomly drawn full recruit Hand.

Liu Bei

Great Leader of the Good side. Actually not that great, but he is the main character. If attacked any friendly Unit may intercept the Attack & become the defender.

Liu Bei can never be discarded or controlled by opponent.

Cao Cao

Great Leader of the Evil Side. He can only fight in Battle if one side has just won 2 Consecutive Battles. Cao Cao is both a General & a Sorcerer.

Cao Cao can never be discarded or controlled by opponent.

Round Sequence

Each Round is divided into 5 phases:

1. Leader Phase
2. Recruit Phase
3. Deploy Phase
4. Battle Phase
5. End Phase

Leader Phase

Each player Draws 1 Leader from their Leader deck.

Recruit Phase

Each player Draws 3 cards from the Recruit deck.

Deploy Phase

Form new units: A Unit must have 1 Leader & 1 Troop played from your hands. Some Modifier & Special cards are played in this phase.

Battle Phase

There will be a Battle. All Units of both players will be engaged except for Cao Cao most of the time and Other units affected by certain event & special cards. Players take turns.

Flip a coin to see who goes first. Each Turn is called a Battle Turn or an Engagement. Each Battle Turn is divided into 4 Segments:

1. Action Segment
2. Strategy Segment
3. Tactics Segment
4. Resolution Segment
5. End Segment

In each turn 2 opposing units will fight. The losing unit retreats. This process repeats until all engaged units on one side have retreated.

The other side wins the battle.

Action Segment

Each player draws cards to fill their Action hand to 7 cards.

Strategy Segment

The player whose turn it is, is the Attacker. The other player is the Defender. The attacker picks 2 Units to fight: One of his own and an opponent's Unit.

Units that have already retreated or that are not in the battle cannot be picked. Strategy cards can be played (by the defender usually) to change 1 or both of the Units picked.

Tactics Segment

Players take turns, Defender first, playing Formation, Tactics, Spell, & Event cards from their hands.

Resolution Segment

Add up the Force Total for each of the 2 units. The Unit with the higher Force total wins. (In case of a tie flip a coin) The loser retreats.

The winning unit can fight again this phase.

End Segment

Players discard their action card hands down to 4 or less cards.

End Phase

Players discard their Recruit hands down to 7 or less cards. Players discard their Leader card hands down to 4 or less cards.

Recruit Deck Notation

Number of copies of card in deck
T Troop
M Modifier
S Special
I Infantry
C Cavalry
R Ranged

LDR Leader
TRP Troop
DP Deployment Phase
AT Attach to
AB After Battle
ABYW After Battle you win
LD Leader Deck
RD Recruitment Deck
OT Opponent

Recruitment Deck Card List

Card Name:	#	Type	Force	Notes
Foot	2	TI	3	+2 if Defender
Swords	2	TI	5	+2 vs Ranged
Spears	2	TI	4	+2 vs Cavalry
Warriors	2	TI	6	+2 vs Infantry
Long Bows	2	TR	4	+2 vs Infantry
Archers	2	TR	3	+2 if Defender
Crossbows	2	TR	5	+2 vs Cavalry
Rockets	2	TR	6	+2 vs Ranged
Cavalry	2	TC	5	+2 vs Ranged
Horse Archers	2	TC	3	+2 vs Infantry
Elephants	2	TC	6	+2 vs Cavalry
Chariots	2	TC	4	+2 if Attacker
Experience	4	M	+1	AT LDR AB
Elite Troops	4	M	+1	AT TRP AB
Companion General	2	M	+1	AT LDR DP Sorcerer can use Tactics
Companion Sorcerer	2	M	+1	AT LDR DP General can use Spells
Magical Weapon	4	M	+1	AT LDR in DP
Kill Man Eating Lion	4	M	+1	AT LDR in DP
Training	4	M	+1	AT TRP in DP
Quality Arms & Armor	4	M	+1	AT TRP in DP
Fame	2	M	+2	AT LDR ABYW
Morale Boost	2	M	+2	AT TRP ABYW
Unexpected Aid	2	S	-	Draw a card from LD
Increase Supplies	2	S	-	Draw 2 cards from RD
Duty Elsewhere	2	S	-	Unit cannot Fight this turn
Treachery	2	S	-	OT gives you control of 1 LDR
Assassin	2	S	-	OT discard 1 LDR
Cut Supply Lines	2	S	-	All Enemy TRP Force -1 this round
Raids	2	S	-	OT discard 3 Recruit cards
Propaganda	2	S	-	Steal 2 random Recruit cards from OT
Stirring Oratory	2	S	-	All your Units are Force +1 this round

Action Deck Notation

Z Strategy
T Tactic
S Spell
V Event

F Formation
A+D Attacking & Defending Units
ODXC Opponent discards X random cards from his action hand
LAOH Look at Opponent's action hand

Action Deck Card List

Card Name:	#	Type	Notes
Intercept	3	Z	Pick different defender unit
Evasion	3	Z	Opponent must pick different defender unit
Lure	3	Z	Pick different attacker unit
Ruse	3	Z	Opponent must pick different attacker unit
Scouts	3	Z	OD1C & LAOH before picking A+D
War Council	3	Z	Draw 3 cards from Action Deck
Fake Attack	2	Z	OD3C
Know Enemy	2	Z	Negate Strategy Card then draw 1 card
Destroy Stores	2	Z	All enemy TRP Force -1 for rest of Round
Tactician	2	T	LDR Force +1 & Negate Tactics card
Raid	2	T	LDR Force +1 & Negate Formation card
Duel	2	T	Base Force of Opposing General = Zero
Volley	2	T	Ranged Troop Force +3
Snipe	2	T	Ranged Troop Force +2 & OD1C
Iron Wall	2	T	Infantry Troop Force +1 & Negate Spell
Rally	2	T	Troop gets Force +1 & Negate Event card
Charge	2	T	Cavalry Troop Force +3
Outflank	2	T	Cavalry Troop Force +2 & OD1C
Battle Cry	2	T	Doubles Base Force of General
Crush	2	T	Infantry Troop Force +3
Backup Effect	4	V	Troop gets Force +1
Casualties	4	V	LDR Force +X. X = Action cards you've played
Defend Bridge	2	V	LDR Force +4 if you are Defending
Ambush	2	V	LDR Force +4 if you are Defending
Surprise Attack	2	V	LDR Force +4 if you are Attacking
Confusion	4	V	LDR Force +2 if you have more Units
Losses	4	V	Retreating Unit must discard Modifier card
Slain	2	V	Retreating Unit is discarded
Meteor Shower	2	S	Doubles Base Force of Sorcerer
Fire Balls	2	S	LDR Force +1 & +3 vs Infantry
Fire Storm	2	S	LDR Force +3
Hail	2	S	LDR Force +1 & Negate Event card
Ice Storm	2	S	LDR Force +1 & Negate Tactics card
Lightning	2	S	LDR Force +1 & +3 vs Cavalry
Gale	2	S	LDR Force +1 & +3 vs Ranged Troops
Fissure	2	S	LDR Force +1 & Negate Formation card
Ring	2	F	TRP Force +2
Box	2	F	TRP Force +2
Dome	2	F	TRP Force +1 & OD1C
Moon	2	F	TRP Force +1 & +2 if you are Defending
Swan	2	F	TRP Force +1 & +2 if you are Defending
Carp	2	F	TRP Force +1 & +2 if your Troops are Infantry
Goose	2	F	TRP Force +1 & +2 if your Troops are Ranged
Bowl	2	F	TRP Force +1 & +2 if your Troops are Cavalry
Asp	2	F	TRP Force +1 & +2 if you are Attacking
Bull	2	F	TRP Force +1 & +2 if you are Attacking
Dart	2	F	TRP Force +1 & +2 if your LDR is a General
Awl	2	F	TRP Force +1 & +2 if your LDR is a General
Flat	2	F	TRP Force +1 & +2 if enemy has no Formation

Leader Deck Notation

G General
S Sorcerer
M Male
F Female

X Modifier card (specific to good or bad side)
 Loyal = Immune to Treachery & Duty Elsewhere Cards
 Scout = Look at opponents Action hand at end of Action Segment
 Summon = Look in Deck for that card & put it in your hand

Good Forces Leader Deck

Name	Type	Force	Notes
Liu Bei	GM	4	Main Leader of the good armies
Zhuge Liang	SM	6	Can use 2 Spells in an engagement
Guan Yu	GM	6	Loyal. Can use 2 Tactics in an engagement
Zhang Fei	GM	5	Loyal. Tactics card used with him gives Force +2
Zhao Yun	GM	5	Force +1 vs General
Mei Sanniang	SF	4	Use any Tactics card as Meteor Shower Spell
Tiger General	X	+2	AT General in DP (5 in deck) Max 1 per General
Mei Mei	XF	+1	AT LDR in DP (Ninja Companion) Scout
Li Li	XF	+1	AT LDR in DP (Ninja Companion) Scout
Luo Luo	XF	+1	AT LDR in DP (Ninja Companion) Scout
Sun Li	GF	3	Attached Cavalry Troop gets Force +3
Ma Chao	GM	5	Scout
Huang Zhong	GM	4	Draw an Extra Action card in Action Segment
Pang Tong	SM	6	Draw an Extra Action card in Action Segment
Guan Ping	GM	2	Gets Force +1 per Modifier card on Unit
Zhou Cang	GM	2	May Intercept any 1 Attack per battle
Ma Su	SF	2	If she retreats the opposing LDR also retreats
Cai Mao	GM	3	Attached Infantry Troop gets Force +3

Evil Forces Leader Deck

Name	Type	Force	Notes
Cao Cao	GSM	6	Main Leader of the evil armies
Xun Yu	SF	6	Can use 2 Spells in an engagement
Himiko	SF	6	Spell card used with her gives Force +2
Cao Bu	GM	2	Can attach 2 Troops
Xiahou Yan	GM	6	Can use 2 Tactics in an engagement
Xiahou Dun	GM	5	Summon Xiahou Ba
Xiahou Ba	GM	5	Summon Xiahou Dun
Sima Yi	SM	6	Draw an Extra Action card in Action Segment
Zhang Liao	GM	6	Force +1 vs General
Guo Jai	SM	4	Use any Spell card as Hail
Cheng Yu	SM	5	OD1C at end of Action Segment
Cao Ren	GM	3	Force +4 if Defending
Hu Zhi	GF	5	Use any Tactics card as Crush
Yu Jin	GM	2	May Intercept any 1 Attack per battle
Xi Xuanfeng	X	+1	AT LDR in DP (Ninja Companion) Scout
Dong Xuanfeng	X	+1	AT LDR in DP (Ninja Companion) Scout
Xu Huang	GM	4	Use any Tactics card as Charge
Zhang He	GM	4	Attached Ranged Troop gets Force +3
Pang De	GM	5	Use any Tactics card as Raid
Cao Hong	GM	2	Use any Tactics card as Rally
Guo Shao	GM	4	Use any Tactics card as Volley

Name	Type	Force	Notes
Deng Ai	SM	3	Use any Spell card as Fire Ball
Yue Jin	GM	2	Use any Tactics card as Battle Cry
Li Dian	GM	2	Use any Tactics card as Iron Wall

Game Designers Notes

This is based on Kessen II for PS2 of which I've played a couple of battles. Quite Interesting. I recommend trying it. Some Learning curve needed. The first Kessen I see is placed in Japan not China.

Note: I did not put in the Neutral Leaders but I may if the Leader decks are unbalanced. I'll take a closer look at the walkthroughs to get more card ideas. Have not seen all the special weapon & troop types.

This would also be good in a Warp Empires game format.





Primea

Introduction

Roleplaying campaign set on an alternate Earth. Magic exists in many forms. Pantheons of Gods walk the land. Pangea, the super-continent, never fully broke apart.

In some areas Dinosaurs still exist and have evolved into many new forms. Sub-races of humans and other non-human intelligent races exist. Civilizations that were separated by time & space on our own earth live side by side on Primea.

Game Designers Notes

Simple, versatile skill based system. Task Resolution: Skill vs Target number. This system is just bare

bones at this point.

To be useful, players will have to expand on the rules. Historically based cultures provide familiar archetypes from which to start.

Character Generation

1. Determine Culture/Race (Roll or Choose).
2. Determine Sex, Name, Appearance, Profession.
3. Each character starts with 2D6 (or 3D6) Experience Points (xps).
4. Assign Experience Points to buy Abilities.
5. Create personal history, motivations, relations.
6. Each character starts with 1D6 Possessions.

D100	CULTURE/RACE	MAGICAL TRADITIONS// PROFESSIONS
1-2	Egyptian	Divination, Death, Priest
-		Death Priest, Slave Trader, Charioteer, Engineer, Tomb robber
3-4	Greek	Divination, Alchemy, Healing
-		Hoplite, Musician, Mariner, Oracle, Philosopher, Pagan Priest
5-6	Roman	Divination, Alchemy, Music
-		Centurion, Gladiator, Legionnaire, Lawyer, Thief, Magister, Senator, Apothecary
7-8	Babylonian	Priest, Force, Mental, Death, Wizard
-		Priest, Agent, Soldier, Diplomat, Concubine, Savant, Thaumaturge, Scribe
9-10	Zulu	Spirit, Witchcraft
-		Warrior, Noble Savage, Witch, Bodyguard, Hunter
11-12	Aztec	Death, Priest
-		Warrior, War Priest, Runner
13-14	Inca	Nature, Priest, Music
-		Solar Priest, Jungle fighter, Guide
15-16	Norse	Rune, Spirit, Music, Elemental
-		Rune Master, Barbarian, Bard, Raider, Pathfinder, Giant slayer
17-18	Celtic	Nature, Fey, Rune, Music
-		Druid, Bard, Wikka, Tundra scout, Painted warrior
19-20	Mohawk	Spirit, Nature, Healing, Witchcraft
-		Warrior, Scout, Wiseman, Plains hunter
21-22	Hindu	Creation, Spirit, Healing, Illusion, Music
-		Merchant, Alchemist, Warrior, Holy man, Outcast, Monk
23-24	Chinese	Martial Arts, Spirit, Elemental, Fey
-		Martial artist, Mystic, Animist, Warrior Monk, Courtesan
25-26	Japanese	Martial Arts, Spirit, Elemental, Illusion
-		Samurai, Ninja, Geisha, Wizard
27-28	Arabic	Creation, Elemental, Force, Illusion
-		Assassin, Sorcerer, Beggar, Snake charmer, Fanatic
29-30	Mongolian	Martial Arts, Spirit
-		Horseman, Mountaineer, Nomad, Pit Fighter, Torturer, Brigand
31-32	Pygmy	Nature, Fey

D100	CULTURE/RACE	MAGICAL TRADITIONS// PROFESSIONS
	-	Hunter, Witch doctor, Scavenger, Herbalist
33-34	Neanderthal	Spirit, Healing, Nature
	-	Shaman, Healer, Defender, Empath, Grower
35-36	Atlantean	Artificer, Elemental, Healing, Wizard, Force
	-	Wizard, Rogue, Fighter, Dream Merchant, Sage, Ranger, Con artist, Pickpocket
37-38	Lemurian	Death, Elemental, Mental
	-	Diabolist, Conjurer, Mentalist, Chaos Warrior, Cultist
39-40	Anglo-Saxon	Priest, Healing, Alchemy, Witchcraft
	-	Arthurian Knight, Yeoman, Paladin, Buccaneer, Falconer, Templar, Crusader, Pikeman
41-42	Renaissance	Divination, Alchemy, Artificer
	-	Artisan, Scientist, Scholar, Musketeer, Duelist, Sailor, Doctor, Lancer
43-44	Gothic	Death, Artificer, Creation, Mental, Illusion
	-	Macabre, Necromancer, Illusionist, Gypsy, Warlock, Grave digger, Jester
45-46	Amazon	Healing, Divination
	-	Warrior, Healer, Archer, Temple Maiden
47-48	Polynesian	Spirit, Death, Witchcraft
	-	Shaman, Diver, Warrior, Cannibal, Aquaculturist, Demon worshipper
49-50	Spaniard	Priest, Mental
	-	Rogue, Cleric, Jesuit Monk, Explorer, Inquisitor, Swordsman, Conquistador
51-52	Mayan	Priest, Divination, Force, Mental
	-	Astrologer, Warrior, Healer, Tracker, Mentalist
53-54	Caribbean	Spirit, Witchcraft
	-	Corsair, Voodoo priest, Swashbuckler, Smuggler
55-56	Russian	Fey, Priest, Artificer, Elemental, Music
	-	Thief, Enchanter, Artificer, Bard, Thug, Miner, Cossack, Writer, Circus Performer
57-58	Persian	Wizard, Creation, Illusion, Alchemy, Artificer
	-	Wizard, Magician, Alchemist, Soldier, Collector, Prince
59-60	Finnish	Music, Runes, Illusions, Divination
	-	Minstrel, Seer, Warrior, Ice witch, Forester, Reindeer Herder, Whaler
61-62	Hyborean	Witchcraft, Elemental, Spirit, Mental, Natural
	-	Barbarian, Beast Master, Elementalist, Bounty Hunter
63-64	Phoenician	Elemental, Force
	-	Pirate, Sea Trader, Weather Mage, Mercenary, Fisherman
65-66	Ethiopians	Spirit, Nature, Witchcraft, Music
	-	Warrior, Trader, Shaman, Herder, Farmer
67-68	Semite	Priest, Creation, Divination, Runes, Artificer
	-	Rabbi, Cabalist, Slinger, Moneylender, Rebel, Wanderer, Tailor, Goldsmith
69-70	Germanic	Fey, Rune, Witchcraft, Music
	-	Teutonic Knight, Executioner, Hermit, Brewer, Witch, Piper, Jester
71-72	Frankish	Illusions, Music
	-	Chevalier, Artist, Highwayman, Revolutionary, Romantic, Intellectual, Prostitute
73-74	Beduin	Spirit, Music, Divination
	-	Knife fighter, Dervish, Bandit, Dancing girl, Guide
75-76	Simmian	Nature, Spirit
	-	Shaman, Guerilla fighter, Berserker
77-78	Reptilian	Nature, Artificer, Elemental, Force, Priest, Alchemist
	-	Leader, Priest, Warrior, Breeder, Laborer, Perydactyl Rider, Raptor Rider
79-80	Troglodytes	Water, Artificer, Witchcraft
	-	Man-catcher, Scout, Gatherer, Slayer, Priest
81-82	Feline	Martial Arts, Healing, Force
	-	Seeker, Avenger, Elder, Caretaker, Stalker, Guardian
83-84	Byzantine	Mental, Illusion, Divination, Alchemist, Death
	-	Temptress, Beaucrocat, Conscript, Spy, Informant, Sex Slave, Sorcerer, Cutpurse

D100	CULTURE/RACE	MAGICAL TRADITIONS// PROFESSIONS
85-86	Scottish	Priest, Healing, Music, Runes
-		Highlander, Clansman, Bagpiper, Blacksmith, Shepard
87-00	Pick/Reroll	-

World Map

The world is similar to ours. All the many civilizations are connected by trade. The Atlantic ocean is smaller.

- In the middle of the Atlantic is the small continent of Atlantis. Civilizations are located roughly where they used to exist on our world. Atlantis is a magical, rich melting pot.
- Hyborea is roughly Northeast Europe.
- The Mohawks represent one of hundreds of different tribes in North America.
- The Neanderthal's inhabit Canada.
- Neanderthal's are stronger than humans but are more pacifistic.
- Neanderthal culture & technology is on par with the Mohawks.
- Phoenician Colonies are scattered throughout the Mediterranean & Atlantic. Theirs is a seafaring culture.
- The Roman 'Empire' is small but expanding.
- The Greeks are composed of many warring City States.
- The Persians have a decadent, lazy empire.
- The Arabic lands are divided among many Caliphs.
- The Beduins live in the hot deserts claimed, but not inhabited by others.
- The Egyptian Empire is strong but stagnant.
- The Byzantines and Babylonians play politics with their larger neighbors.
- The Russians have a large but poorly run empire.
- The Feudal Anglosaxon baronies war amongst themselves and against their neighbors, the Scotts, Germans and Franks.
- The Semites have no homeland. They live among the cities of other peoples.
- The Aztecs war against the Inca to the North & the Mayans to the South.
- The Zulus are divided into many warring tribes.
- The Ethiopians represent a great variety of small African tribes.
- The Gothics inhabit Eastern Europe.
- The Central European Renaissance City states are currently experimenting with a new type of magic called science.
- The Spaniards are successful traders & colonizers.
- The many tribes of the Norse & the Finns are in Scandinavia.
- The Mongols regularly terrorize the Chinese & the Russians.
- Japan is split into the fiefs of many warring Shoguns.

- China is divided into many smaller realms.
- Lemuria occupies West Africa. It is ruled by Evil Sorcerers who envy Atlantis.
- The Hindus are divided into many small but peaceful kingdoms.
- The Polynesians are preyed upon by the amphibious Troglodytes.
- The Caribbean is a center of trade between the Americas & Atlantis.
- The Various types of Reptilians occupy Australia which has moved very close to India & Africa.
- The Simmians can be found in the Jungles of Africa hunting the Pygmies.
- The Felines are native to South America but they travel extensively.

A Plethora Of Pantheons

Some groups are monotheistic, others are polytheistic, others spirit worshipping. All religious spellcasters are able to draw "magical" power from their focus of worship. Each Pantheon exists on its own alternate dimension.

The gods & spirits can only travel to this Earth in areas where there are many worshippers of that Pantheon. Since this Earth has access to so many pantheons, it has been declared a neutral zone. The gods avoid conflict with each other on this world.

The people of Atlantis have a pantheon similar to the Greeks and Romans. The Hyborians have a pantheon similar to that of the Norse. The Christians include the Anglosaxons, Franks, Germans, Gothics, Renaissance, Scotts, Byzantines and Spaniards.

The Gothics are steeped in necromancy, and undead powers. The Moslems include the Arabs and Beduins. The Lemurians and Troglodytes worship ancient, evil, alien gods.

Abilities

Abilities are also referred to as skills, traits, stats, attributes, characteristics, knowledges, and bonuses. One experience point buys the first level in an ability. Two experience points buys the second level in an ability.

Three xps buys the 3rd level, and so on.

Action Resolution Table

Rolls on this table are known as action rolls.

D10	RESULT
1-5	Failure
6+	Success

Action Resolution Task Difficulty Modifier Table

DIFFICULTY	ADD
Cant Miss	+5
Routine	+4
Very easy	+3
Easy	+2
Less Difficult	+1

DIFFICULTY	ADD
Difficult	-1
More Difficult	-2
Very Difficult	-3
Extremely Difficult	-4
Impossible	-5

Action Resolution Special Case Modifier Table

MODIFIER	ADD
Per level of Ability	+1
No Ability Penalty	Varies
Wounded	-1/Wound

by -1. Magic resistance ability +1/Level to action roll.

Climbing

Check every 10 feet to save vs falling. Ropes & climbing gear +1 to +4 to action roll. Use Climbing or Balance skill.

Maneuver Actions

Use the action table to save vs mishaps. Encumbered -1 or more to action roll. Avoiding traps usually tests reflexes and balance.

Stealth Actions

Use the action table to save vs being detected. Light increases difficulty. Metal Armor -4 to action roll.

Detection

Use the action table to detect opponents, illusions, etc. Usually tests perception. Blindness, invisibility -4 to action roll.

Resisting Poisons

Use the action table to save vs poisons. Potent poisons increase the difficulty. Poison resistance ability +1/Level to action roll.

Resisting Magic

Use the action table to save vs spells & unwelcome magical effects. Each spell level increases the difficulty

Combat

Combat is divided into rounds. During a round each combatant gets to take one action. Actions include: Attacking, aiming, moving, blocking, parrying, etc.

Determine Turn Order

Each participant gets a turn. Each side rolls 1D10. The Referee adds appropriate levels of the following abilities: Stealth, Tactics, Leadership, Reflexes. The side with the higher total goes first.

Attack Table

D10	RESULT
1-5	Miss
6+	Hit

NOTES: A roll on this table is known as the attack roll. A natural roll of 10 is always a hit. A natural roll of 1 always misses.

Attack Table Attack Modifiers

MODIFIER	ATTACK
Medium Range	-2
Long Range	-4
Attacker Unarmed	+1/Level of Brawling Skill
Attackers Weapon Skill	+1/Level (if using weapon)
Attackers Martial Arts Skill	+1/Two Levels
Attack to Knock Prone	-1
Attack to Immobilize	-2 & +1/ Level of Wrestling ability
Attack to Knock unconscious	-2 (Blunt weapon)
Attack to Disarm	-2
Attacker Mounted	-1

MODIFIER	ATTACK
Defender Mounted	-1
Attack with two weapons	-1 with primary weapon; -3 with secondary weapon
Attacker Prone	-2
Defender Prone	+1
Defender Immobilized	+3
Attacker Encumbered	-1 or -2
Attacker Wounded	-1/Wound
Defender was hit last turn	+1
Attacking with Surprise	+4

NOTES: ATTACK values are added to the attack roll.

Attack Table Defense Modifiers

MODIFIER	DEFENSE
Defenders Reflex Ability	+1/Level
Defenders Martial Arts skill	+1/two Levels
Defender using Target Shield	+1

NOTES: DEFENSE values are subtracted from the attack roll.

Defend

If the action roll indicates a hit the victim may attempt to defend. The defender must be aware of the incoming attack (Perception roll). The defense attempt counts as the defenders action for the round.

The defense may be a dodge, parry, or block. To de-

MODIFIER	DEFENSE
Defender using Round Shield	+2
Defender using Wall Shield	+3
Defender invisible	+4

fend use the action table. Defending is a very difficult action.

All defenses: +1/Two Levels of Martial Arts ability. Dodging: +1/Level of Reflexes ability. Parrying: +1/Level of Weapon skill. Ranged attacks are parried at -3.

Shield Block: + shield size. Unarmed Block: +1/Level of Brawling or Wrestling ability. Versus Ranged attack -3.

Ranges

WEAPON	MAX RANGE	NOTES
Crossbow	360	One round to reload
Long Bow	300	
Musket	240	One round to reload
Short Bow	200	
Javelin		160
Pistol	120	One round to reload
Sling	100	
Spear	80	
Blowgun	60	
Hand axe	40	
Dagger	40	
Throwing Stars	40	

Notes: Maximum range is measured in feet. Short range is within 25%. Medium range is within 50%.

Everything over 50% of maximum range is long range.

Damage Result Table

D10	SEVERITY	DAMAGE	NOTES
1	Deflected	0	

D10	SEVERITY	DAMAGE	NOTES
2	Deflected	0	Knocked Prone
3-4	Minor Wound	1	
5	Minor Wound	1	Knocked Prone
6	Moderate Wound	2	
7	Moderate Wound	2	Knocked Prone
8	Major Wound	3	
9	Major Wound	3	Knocked Prone
10+	Mortal Wound	4	50% Dead/50% Amputation

NOTES: Rolls on this table are known as damage rolls. Each damage point reduces level of the Stamina Ability by one. If the combatant has negative Stamina left then that number serves as a wound penalty to all actions until healed.

Damage and wounds heal at a natural rate of 1 per day. Attacks to immobilize, disarm or knock uncon-

scious do no damage. They are successful on damage rolls of 5+.

Once immobilized a wrestler automatically 'hits' every turn doing damage. A hold can be broken using the action resolution table modified by the strength of both combatants. Getting up from a prone position counts as one's action for the round.

Attackers Damage Result Table Modifiers

MODIFIER	DAMAGE
Attacker Unarmed	-2
Light Weapon	+0(Dagger)
Average Weapon(1H)	+1(Sword)
Using 1H with 2 hands	+2

NOTES: DAMAGE values are added to the Damage Roll.

MODIFIER	DAMAGE
Heavy Weapon (2H)	+3(Battle axe)
Attackers Strength	+1/Level
Attacker Wounded	-1/Wound
Defender Wounded	+1/Wound

Damage Result Table Modifiers

MODIFIER	ARMOR
Leather Armor	+1
Chain Armor	+2
Plate Armor	+3

NOTES: ARMOR values are subtracted from the Damage Roll.

Major Wound Secondary Effect Table

D10	RESULT	NOTES
1-3	Leg Hurt	Cannot run; limited movement
4-6	Arm Hurt	Cannot use arm
7-9	Incapacitated	Cannot move or fight but awake
10	Unconscious	1D10 hours

Magic

A new character can only start with spells associated with his culture. Each 'type' of magic has a list of available spells. Each level of a spell costs one experience point.

For example to learn a 4th level spell costs 4 xp.

For each spell at a certain level learned in a type of magic, the character must know at least one spell of the next lower level.

To learn a 2nd level spell, a character must know a 1st level spell.

To learn a 4th level spell, a character must know one 3rd level spell, one 2nd level spell, and one 1st level spell.

A spell can be cast once per day.

Each level of the Raw Manna ability lets the character cast an extra two levels of spells per day. Spell store spells imbed a known spell into a physical object.

Sample Characters

Big Bad Balder

- Norse Warrior
- Abilities(9): Strength(2), Stamina, Melee Weapons, Sailing,
- Leadership, Personality, Oration
- Possessions: Battle Axe, Bag of Gold, Sailboat, Shield, Keg of Wine

Madogodius Atlantean Wizard

- Abilities(10): Literacy, Greek, Latin, Raw

manna(2)

- 1st Level Fire spell: Flaming weapon
- 2nd Level Fire spell: Fire Ball
- 1st Level Artificer spell: Contraption
- Possessions: Ring(Raw Manna +1), Staff, 3 Magical Contraptions: Magic Detection Goggles, Sextant(Navigation +1), Abacus (Mathematics +1)

Zeta

- Amazonian Warrior
- Abilities(9): Strength, Tactics, Melee Weapons, Archery, Running,
- Swimming, Seduction, Reflexes(2)
- Possessions: Long Bow, 15 Arrows, Spear, dagger

Corazon

- Renaissance Thief
- Abilities(10): Stealth(2), Sword fighting, Thrown Knife, Climbing,
- Lockpicking, Running, Luck, Bargaining
- Possessions: Brace of 4 Knives, Rapier, Lockpicking tools,
- vial of poison

Grift

- Celtic Ranger
- Abilities (10): Tracking, Survival(Forest), Animal Husbandry, Sword Fighting,
- Melee Weapons, Archery, Riding, Climbing, Swimming, Perception
- Possessions: Long Bow, 20 Arrows, Long Sword, Leather armor, Horse

Sir Darius

- British Knight
- Abilities (8): Nobility, Strength, Riding, Sword Fighting, Melee Weapons,
- Etiquette, Diplomacy, Stamina
- Possessions: Warhorse, Plate Armor, Great Sword, Lance, Page

Quixonjosoto

- Chinese Martial Artist
- Abilities (10): Martial Arts(2), Reflexes(2), Brawling(2), Balance
- Possessions: None

Zazun

- Chinese Soothsayer
- Abilities (8): Herbalism, Literacy, Mathematics, Martial Arts(2)
- 1st Level Divination Spell: Fortune Telling
- 1st Level Divination Spell: Detection
- Possessions: Tarot Deck, Abacus, Telescope, Starcharts
- L.K.
- Gothic Game Designer
- Abilities(6): Literacy, Appraisal, Medicine, Riding (horseless buggy), Oration, Artisan (Illustrator)

Sample Monsters

Some abilities of 'monsters' are not in terms of abilities. Because of this monsters are not created using xps, rather the referee must use his best judgement when designing monsters and when choosing to confront characters with them.

Centaur

- Speed of Horse = 4X human speed; Carry Heavy Burdens = 8X human
- Horse Kick = Attack: Damage +2 modifier; Carry Riders = 1 or 2 riders
- Thick Hide = Armor +1; Stamina = 3, Archery = 2, Reflexes = 1, Strength = 2, Melee Weapons level = 1
- Notes: Weakness for wine. Intelligent but unsophisticated. Has Bow and club.

Zombie

- Slow = Attack and Defense -1 in melee
- Stamina = 2, Strength = 1, Brawling = 1, Stealth = 2
- Regenerate = Heal 1 wound per round
- Immune to = Disease, poison, Mental magic, Illusion magic, Pain, sleep, charm, suggestion
- Notes: Undead. No penalty for being unarmed.

Skeleton

- Melee level = 1, Reflexes = 1
- Resistant to impaling weapons: These are at -2 on Damage roll.
- Immune to = Like zombie
- Notes: Undead. No penalty for being unarmed. Has axe and shield.

Djinn

- Flying = 8X human speed
- Stamina = 5, Reflexes = 4, Perception = 3, Strength = 4, Brawling = 4
- Fiery Aura = Defense +2, Damage +1, Attack +1
- Can cast any spell, up to 20 levels of spells per day.
- Notes: Very arrogant. Can be targeted as a demon, spirit, or elemental.

Nymph

- Seduction = 5
- Spells = Fey Travel X3, Vanish X2, Charm X3, Hold, Sleep, Entangle
- Notes: Fey. Solitary men will be seduced, drowned, and eaten.

Ogre

- Movement = 2X human speed, Strength = 6, Stamina = 7, Melee Weapons = 2
- Notes: Carries a 2H Maul (Damage +1)

Fire Drake

- Flying = 8X human speed
- Claws = 1 Attack: Damage +2; Bite = 1 Attack: Damage +3
- Tail sweep = 1 Attack: Damage -1, Attack +1
- Fire breath = 1 Attack: Damage +1, Attack +2, Range = 60
- Armored scales = Armor +4
- Stamina = 6, Reflexes = 3, Perception = 2
- Notes: Weakness for gold. Young Dragon. Intelligent.
- Can breath fire every third round. Tail sweep attacks to the rear.

Bestiary

- Giants- Very rare. Some are elemental titans. Some are magical creations. Some are isolated, evil subhumans.
- Dragons- Extremely rare. Great diversity of forms.
- Undead- Cursed souls & bodies. Often the work of death magic.
- Demons- Entities summoned from evil dimensions.
- Fey- Common. Wicked or winsome sprites, fairies, & trolls.
- Mythic Monsters- The work of Gods or mighty magic.
- Automatons- The servants of Artificers.
- Dinosaurs- In hidden valleys. Some have dragon-like forms.
- Carnivorous Plants- Beware the shrubbery.
- Simmians- Primitive intelligent apes.
- Felines- Noble, intelligent race of Cat-men.
- Reptilians- Sophisticated, Intelligent, bipedal dinosaurs.
- Troglodytes- Ancient, evil, intelligent Amphibian-

men.

Sample Adventures

Completion of an adventure will earn the characters gold, fame, magic items & experience points.

1. Infiltrate a Babylonian Ziggurat temple to steal its treasures.
2. Defeat an Arabic wizard.
3. Rescue a Greek prince from a Lemurian dungeon.
4. Party finds a Phoenician treasure map to a secret island.
5. Find a way to stop a Roman invasion.
6. Party is challenged by an Aztec God.
7. Retrieve an Islander's ancient relic to remove a terrible curse.
8. Steal a Caribbean pirate's treasure.
9. Assassinate the guildmaster of a Gothic city.
10. Explore a jungle inhabited by Zulus & Pygmies.
11. Retrieve devices stolen from a Russian artificer.
12. Collect rare ingredients for a Chinese alchemist.
13. Escort a frail Hindu astrologer to a far away observatory.

Sample Magic Items

ITEM	NOTES
Sword	Damage +1
Bow	Archery +1
Gauntlets	Strength +1
Staff	Raw Manna +3
Cape	Blur spell. Use 4X a Day
Potion	Heal 1D6 hits. One use.
Bracers	Defense +1
Spectacles	Perception +1. Fragile.
Helmet	Leadership +2. Silver.
Shield	Round Shield; Reflect spells on a roll of 1-4 on D10
Boots	Running +3
Pendant	Reflexes +1
Charm	Luck +1
Key	Unlock spell. Use once a Day
Wand	Energy Bolt spell. 2D6 Charges.
Dagger	Poison
Salve	Cure diseases & poison. 1D6 uses.
Scroll	One random spell. One use.
Mace	Damage +3 vs Undead.
Sword	Attack +1
Paint	Disguise Spell. One use.
Orb	Light spell. Continuous on command.
Sand	Sleep spell. One use.
Wand	Illusions spell. 2D6 Charges.
Carpet	Flying. Continuous on command. Carries up to 2 riders
Crystal Ball	Scrying Pool spell. Three times per day
Arrow	Damage +4. One use.
Headband	Martial arts +1.

ITEM	NOTES
Slippers	Dance +5.
Book	Herb Lore +3.
Girdle	Wrestling +2.
Gloves	Brawling +2.
Mask	Detect Spirit & Talk to Spirits X3 day each.
Bear Hide	Armor +2, Strength +1, Stamina +2
Feather Cape	Flying. Use 3X day.

Commonalities

The common universal currency is the Gold Piece.
The common trade language is Atlantean.





Quest For The Grail

Introduction

Scenario for WarpQuest. for the ??WarpQuest Core Rules. Each player is a Knight of the Round table.

The Scenario

- The map spaces represent distance and time.
- There is only one Module.
- The track is 30 spaces long.

- The "Artifact" is the Holy Grail.
- The Grail must be obtained and returned.

Knight Attributes

Each Knight has 10 Skills and 10 Quest Points. Roll on the Knightly Attribute Table to see what Skills you get. Each skill corresponds to one type of Challenge Roll.

Knightly Attribute Table

1D10	Skills:	Challenges:
1	Chivalry +2	Lady
2	Valor +2	Monster
3	Ranger +2	Animal & Survival
4	Sorcery +2	Magic
5	Seamanship +2	Sea

1D10	Skills:	Challenges:
6	Wisdom +2	Wit
7	War +2	Men
8	Strength +2	Knight
9	Quest Point +1	-
10	Pick one	

Challenges

If you fail a challenge you lose 1 Quest Point. If you are ever reduced to 0 Quest Points you automatically loose.

Fighting

If you lose a fight with another players Knight you lose a Quest Point and must turn over the Grail if you have it.

Card List

Name	Challenge:
Mordred	(Battle) Knight, DM +1
Morgan le Fey	Magic or Lady, DM +1
Dragon	(Battle) Monster, DM +1
Fire Breathing Wyrn	(Battle) Monster, DM +1
Black Knight	(Battle) Knight
Ogre	(Battle) Monster
Questing Beast	Monster or Animal. If you fail go back 1D6 spaces
Bandits	(Battle) Men
Saxon Raiders	(Battle) Men
Wild Pict Warriors	(Battle) Men
Brigands	(Battle) Men
Pirates	(Battle) Sea or Men
Mad Knight	Knight
Jester	Wits
Jousting Tournament	(Battle) Knight. If you fail go back 1D6 spaces
Melee Tournament	(Battle) Knight. If you fail go back 1D6 spaces
Knight Errant	(Battle) Knight
Wolf	(Battle) Animal
Bear	(Battle) Animal
Lion	(Battle) Animal

Name	Challenge:
Boar	(Battle) Animal
Green Knight	Knight or Magic
Flooded River	Sea or Wits. If you fail go back 1D6 spaces
Shipwreck	Sea
Black Plague	Survival
Waylaid by Beggars	Wits. If you fail go back 1D6 spaces
Waylaid by Children	Wits. If you fail go back 1D6 spaces
Bridge Troll	(Battle) Monster
Serpent	(Battle) Sea or Monster
Wood Nymph	Magic or Lady
Romantic Love	Lady. If you fail go back 1D6 spaces
Giant	(Battle) Monster, DM +1
Tricked by Dwarf	Wits. If you fail go back 1D6 spaces
Waylaid by Peasants	Wits. If you fail go back 1D6 spaces
Waylaid by Pilgrims	Wits. If you fail go back 1D6 spaces
Frigor & Waste	Survival
Take Vow	Wits. If you fail Strength -1
Take Oath	Wits. If you fail Wit -1
Evil Hag	(Battle) Magic or Monster or Lady
Rescue Princess	(Battle) Men or Monster
Incubus	(Battle) Magic or Monster or Lady
Visit land of Faerie	Magic, DM +1
Griffin	(Battle) Monster
Queen Maab	Magic or Lady, DM +1
Sword	Aid: Battle +2
Lance	Aid: Knight +2
Shield	Aid: Battle +2
Armor	Aid: Battle +2
Steed	Aid: Non-sea Battle +2
Squire	Aid: Battle +2
Men-at-Arms	Aid: War +4
Magic Philtre	Aid: Chivalry +4
Your Lady's Token	Aid: Chivalry +4
Virtue	Aid: Chivalry +4
Prayer	Aid: Magic +4
Courage	Aid: Valor +4
Bravery	Aid: Valor +4
Friendly Castle	Aid: War +4
Lady of the Lake	Aid: Magic +4
Helped by Arthur	Aid: Strength +4 or War +4
Helped by Merlyn	Aid: Magic +4
Helped by Lancelot	Aid: Strength +4 or War +4
Helped by Gwynevere	Aid: Chivalry +4
Helped by Gawaine	Aid: Battle +2
Helped by Galahad	Aid: Battle +2
Helped by Tristram	Aid: Battle +2
Helped by Priest	Aid: Wit +4
Helped by Hermit	Aid: Wit +4
Prophecy	Aid: Battle +4
Hospitality	Aid: Regain 1 lost Quest Point





Quest For The Old Ones

Introduction

Card game based on the Elf Quest Universe. Elf Quest is a copyrighted trademarked property. This is merely a Fan site.

Starting Tribes

Tribes are composed of elves. There are 2 types of elves: Non-character Members: Strength +0 and represented by tokens. Character Members: Represented by cards.

A Member card or token represents the Elf and its Bond Beast if it has one. Each player starts with a tribe of 20 Non-character Members. Decide what type of tribe you have: Wolf Riders, Sun Folk, Blue Mountain Gliders, or Go-Backs.

The Deck

Players share a common deck and discard pile. Shuffle the deck before play begins. If the deck ever runs out shuffle the discard and draw from it.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fate Phase
2. Travel Phase
3. Encounter Phase
4. Recruit Phase
5. Replenish Phase

Fate Phase

Draw 1 card from the deck and put it in your hand. Max hand size is 7 cards. If after drawing you have 8 or more cards discard one of them.

Travel Phase

You may play a Land card. Play the card face up on top of your previously played Land card. You cannot play a Desert card if your last card was a Tundra card.

You cannot play a Tundra card if your last card was a Desert card.

Encounter Phase

If you just played a land this turn, the opponent to your right may play an Encounter card. The Encounter Card must match the Land type the active player played this turn. The opponent may attach a Weapon card to a combat encounter if the creatures can use it.

For Example: The opponent plays Sleep Dust with a Troll encounter.

Resolving Combat Encounters

The active player may play Aid Cards from his hand. Aid cards include Weapon Cards, Magic cards, and Ally cards. You may only play an Ally card if you have elves of a type that can ally with it.

For Example: Wolves will only ally if you have Wolf riders in your tribe. You may only play a Magic card if you have an Elf that can use it. You may only play a Weapon card if you have an Elf or ally that can use it.

Played Aid cards add to your combat total every round of the combat. Each round has 5 Segments:

1. Combat Roll Segment:

Roll 1D20. This is the combat roll.

2. Modifier Segment:

Add Character and Aid card bonuses to the Total. Subtract the Encounter Card Strength (and any attached Weapons) from the Total.

3. Casualty Segment:

Roll 1D6. This is the Casualty roll. On a roll of 1-3 you suffer one casualty. If you have suffered a casualty discard one Ally card you played if there are any.

If there are no ally cards roll 1D6: On a roll of 1-3 a Character (card) Member is killed. On a roll of 4-6 a non-Character (token) Member is killed.

4. Decision Segment:

If the Total is 11 or greater your Elves win the Combat: Combat phase is now over. If the Total is 10 or less you lose the round. Roll 1D6: On a roll of 1-4 the combat continues another round. On a roll of 5-6 your band of elves escapes and combat ends.

Aid cards and Encounter cards are discarded at the end of the encounter.

Healers

If you have a Character that is a healer roll 1D6 at the end of an encounter in which you lost a Tribe member. On a roll of 1-3 one casualty (Characters first) is negated.

Recruit Phase

If you traveled to a new Land this turn you may add Character cards to your tribe. Play the card(s) face up to the table in front of you. The Character cards must match the Land type.

For example you must be in the Desert to recruit Sun Folk Character Cards.

Replenish Phase

Unless otherwise stated on the card, Event cards are played during this phase. If you have a Food card you may discard it to take another turn. You may have a maximum of two turns in a row.

Victory

You automatically lose if there are no elves left alive in your tribe. To win you must awaken the Old one. To do this you must travel a distance of 15 land cards.

The last land you place must be a Mountain or Tundra (The Frozen Mountains). The last land you place

is considered to be an entrance to the "Palace". Once there you automatically face a combat encounter of Guardian trolls of Strength +17.

To defeat them you must win 3 Combat rolls during Combat Phase. During combat you may not retreat, you must either win or die trying.

Card List Notations

WR Wolf Riders (Forest)

SF Sun Folk (Desert)

BMG Blue Mountain Gliders (Mountain)

GOB Go-Backs (Tundra)

PV Preserver (Forest)

Character Cards

Card Name:	Tribe:	Strength:	Notes:
Cutter	WR	+5	Blood of Ten Chiefs
Skywise	WR	+3	
Leetah	SF	+1	Healer
Clearbrook	WR	+2	
Redlance	WR	+2	
Strongbow	WR	+4	
Treestump	WR	+4	
Scouter	WR	+2	
One-Eye	WR	+3	
Pike	WR	+3	
Nightfall	WR	+3	
Moonshade	WR	+2	
Dart	WR	+2	
Aroree	BMG	+3	
Tyldak	BMG	+3	
Lord Voll	BMG	+4	
Rayek	SF	+4	
Kahvi	GOB	+3	
Petalwing	PV	+3	
Ekuar	Elf	+2	
Halek	SF	+1	
Vaya	GOB	+3	
Kureel	BMG	+2	
Vok	GOB	+2	
Yif	GOB	+2	

Land Cards

Card Name:	Number in Deck:
Tundra	15
Forest	15
Mountain	15
Desert	15

Weapon Aid Cards

Card Name:	Strength:	User:
Sleep Dust	+4	Elves or Trolls
Sword	+3	All
Club	+2	Trolls or Humans
Fighting Claw	+2	Wolf Riders
Crossbows	+4	Trolls & Go-Backs
Arrow Whip	+2	WR, SF
Metal Armor	+9	Elves

Card Name:	Strength:	User:
Talon Whip	+3	BMG
Spear	+3	All
Shield	+2	GOB
Bow	+4	WR, GOB
Dagger	+2	All
Battle Axe	+3	Trolls & Go-Backs

Magic Aid Cards

Card Name:	Strength	Used by:
Lock-Send	+3	Elves
Fire Magic	+3	BMG, SF
Levitation	+3	BMG
Plant Shaping	+2	WR
Rock Shaping	+5	BMG, SF

Card Name:	Strength	Used by:
Anti-Healing	+3	BMG, SF
Mind Stun	+3	BMG, SF, WR
Magic Shielding	+2	SF
Beast Bonding	+3	GOB, BMG, WR

Ally Aid Cards

Card Name:	Strength	Allies with:	Notes:
Wolf pack	+3	WR	Bond Beasts
Giant Hawks	+4	BMG	Bond Beasts
Great Elks	+2	GOB	Bond Beasts
Star Jumper	+4	WR	Bond Beast: Wolf
Nightrunner	+4	WR	Bond Beast: Wolf
Tenspan	+4	BMG	Bond Beast: Giant Hawk
Picknose	+3	Elves	Troll
Troll Slaves	+4	Elves	Trolls
Olbar	+3	Elves	Human
Friendly Humans	+3	Elves	Humans
Preservers	+5	Elves	

Encounter Cards

Card Name	Strength	Land	Notes
Long Tooth	+3	Tundra	Saber Tooth Tiger
Mad Horn	+4	Tundra	Woolly Rhinoceros
Blood Worms	+4	Forest	Giant 6" Leeches
Bear	+2	Forest	
Crocodillian	+1	Forest	
Finback	+5	Forest	Dinosaur
Sting Tail	+0	Desert	Scorpion
Giant Spider	+2	Forest	
Giant Snake	+3	Forest	
Ice Trolls	+7	Tundra	Trolls
Cold Dwellers	+2	Tundra	Humans
Strangleweed	+3	Forest	
Swordfoot	+4	Forest	Small Dinosaur
Bone Woman	+2	Forest	Human Shamaness

Card Name	Strength	Land	Notes
Madcoil	+13	Forest	Magical Lion-Python
Greymung	+3	Mountain	Troll King
Guttlekraw	+5	Mountain	Troll King
Thief	+2	Forest	Outcast Human
Tunnel Dwellers	+1	Mountain	Trolls
Tunnel Makers	+1	Mountain	Trolls
Tribe of 5-Fingers	+0	Forest	Humans
Tribe of Round Ears	+0	Forest	Humans
Two-Edge	+11	Mountain	Elf-Troll
Winnowill	+9	Mountain	Evil BMG
Priest of Gotara	+2	Forest	Human

Food Cards

Card Name:	Land:	Card Name:	Land:
Deer	Tundra	Tree Wee	Forest
Bison	Tundra	Shellback	Forest
Sun Village	Desert	Bristle Boar	Forest
Sorrows End	Desert	Troll Brew	Mountain
Puckernuts	Forest	Beesweets	Forest
Tree Grazers	Forest		

Event Cards

Card Name:	Notes:
Gamestones	Negate a Troll Encounter at beginning of Encounter Phase
Fever Dream	Look at the next 7 cards in the deck.
Magic Feeling	Look at the next 7 cards in the deck.
Savah	If in the desert look at the next 7 cards in the deck.
Dreamberries	If you are in the Forest Look at the next 7 cards in the deck.
Astral Projection	Look at all opponent's hands if your tribe has a SF member
Sending	Look at all opponent's hands
Bellyworms	Sickness: Opponent must miss next turn
Trial of Heart	Discard 1 Character of Opponent with Characters of different types
Forbidden Grove	Opponent in Forest must miss next turn
Fly on Giant Hawks	Take an extra turn if your tribe has BMG
Travel on No-Humps	Take an extra turn
Lodestone	Take an extra turn
Travel on Zwoots	Take an extra turn if you are in the desert
Flesh Shaping	Attach to BMG elf: Elf gets Strength +2 permanently
My Eyes see with Joy	Put a Character card in the Discard pile into your hand
Stay Behind	Opponent discards 1D6 Non-character Member tokens
Recognition	Take control of Target Elf
Mind Snare	Look at one opponents hand and take one card
Healing Magic	Negate one Casualty at end of Encounter phase
Elf Children	Gain 1D6 Non-character Member tokens
Elf Joining	Gain 1D6 Non-character Member tokens in 1D6 turns
Burning Waste	Opponent whose tribe is in the Desert loses 1D6 Members
Hold Council	Draw 3 Cards

Wolfrider Variant Setup

Each player begins with a tribe of Wolfriders. Each tribe has 4D6 Non-character members. Remove all the Wolfrider character cards from the deck.

Each player is dealt 3 Wolfrider Character cards.

The remaining cards are shuffled back into the deck.

Links

Wingthings Links Elfquest Tours ElfQuest.com





Quest For The Princess Bride

Introduction

Card game for 2 players. Based on the Princess Bride Story. One player takes the role of Westly.

The other player takes the role of Prince Humperdink.

Disclaimer

The Princess Bride is a copyrighted property. This is merely a fan site.

Victory

Any player able to control the Buttercup token for 4+ consecutive turns wins. Any player who loses his Main Character (Westly or Humperdink) in a fight automatically loses. If the deck runs out, the player in control of the Buttercup Token wins.

Buttercup

The Princess Bride, Buttercup, is represented by a Token.

Setup

Decide amicably who is Westly and who is Humperdink. Humperdink starts in control of the Buttercup Token. Humperdink gets to go first.

Both players start with a hand of 7 randomly drawn cards. Both players start with their main Character card in play face up in front of them. (There is a Character card for both Westly and Humperdink)

Turn Sequence

Players take turns. The current player is known as the active player. Each turn has 5 phases:

- Fate Phase
- Recruit Phase
- Chase Phase
- Contest Phase
- End Phase

Fate Phase

Draw 3 cards. If you are in possession of the Buttercup Token, skip the next 2 Phases.

Recruit Phase

You may put Character cards into play from your hand face up in front of you. You may attach Modifier cards from your hand to your Characters.

Chase Phase

The Active player may go seeking for Buttercup, if he does not already control her. The Active player rolls 2D6 and adds any Chase Bonuses from any of his Characters, attached cards, and any Event cards he discards. (This is the Chase Roll) The Other player rolls 2D6 and adds any Escape Bonuses from any of his Characters, attached cards, and any Event cards he discards. (This is the Escape Roll) If the Chase roll does not exceed the escape roll, skip next phase. If the Chase roll exceeds the Escape roll go on to contest phase.

Contest Phase

There will be a fight if the active player won in chase phase. Roll 1D6 to determine the type of Fight:

1D6	Fight Type:
1-2	Wits
3-4	Strength
5-6	Sword

Each player selects a Character. The Active player must select a Human Character. Both players roll 2D6 and add any appropriate Fight Bonuses from his selected Character, attached cards, and any Event cards he discards. (This is the Fight Roll) If you played an animal, you may not play any Event cards unless they specify Animal. The player with the higher Fight Roll wins (Flip for ties).

The Loser must discard the selected Character card. The winner gains or maintains control of the Buttercup token.

End Phase

Discard down to 7 cards in your hand.

Obstacles

Card type. This can be selected (played) instead of a Character in Contest Phase if You are the non-active player, and it is not a Sword test. The Obstacle is discarded at the end of the Phase, win or lose. If you play an Obstacle, you may not play any Event cards unless they specify Obstacle.

Card List Notation

- W** Card that can only be used by the Westly Player
H Card that can only be used by the Humperdink Player
B Card that can be used by either Player
T Travel Card (Event card that gives a Bonus in Chase Phase)
F Fight Card (Event card that gives a Bonus in Con-

- test Phase)
V Event Card (Use once and discard)
M Modifier Card (Attach to Human Character card)
MC Main Character (Westly or Humperdink)
C Character Card
CE Chase or Escape
O Obstacle
A Ailment (Modifier card played on opponents Characters)

Card List

Card Name	Type	Use	Notes
Westly	MC	W	+1 to Wit and Sword Fights
Prince Humperdink	MC	H	+1 to Chase Rolls & Strength Fights
Vizzini the Sicilian	C	H	+2 to Wit Fights
Fezzik the Giant	C	B	+2 to Strength Fights
Inigo the Spaniard	C	B	+2 to Sword Fights
Count Rugen	C	H	+1 to Escape Rolls and Sword Fights
Sailing Ship	T	B	CE +2
Swift Boat	T	B	CE +2
4 White Horses	T	B	CE +4
Splendid Black Horse	T	B	CE +3
Expert Tracker	T	H	+3 to Chase
Expert Hunter	T	H	+3 to Chase
King Lotharon	C	B	+1 to Escape Rolls
Assassin	F	H	+2 to Wit Fight
Battle of Wits	V	B	Fight Type is Automatically Wits
Duel	V	B	Fight Type is Automatically Swords
Strength Contest	V	B	Fight Type is Automatically Strength
ROUS	C	B	Rodents of Unusual Size +1 to Strength Fights
The Sucking Squid	C	B	+1 to Strength Fights
Shrieking Tarantula	C	B	+1 to Strength Fights
Blood Eagle	C	B	+1 to Strength Fights
Betrayal	V	H	Take control of Target Character
Friendship	V	W	Take control of Target Character
Miracle Max	C	B	Discard Target Ailment in End Phase
Tortured	A	H	-1 to all Rolls
Mortal Wound	A	B	-1 to all Rolls
True Love	V	W	Draw 3 cards if you do not control Buttercup
Greatest Kiss	V	W	Draw 3 cards if you do control Buttercup
Long Journey	T	B	CE +1 and Draw 1 card
Guards	C	H	+1 to Sword Fights
Hirelings	C	H	+1 to Sword Fights
Drunk	A	B	-1 to all Rolls
Stomach Pains	A	B	-1 to all Rolls
Broken Heart	A	B	-1 to all Rolls
Jump	T	W	+3 to Escape
Trap	F	B	Non-active Player gets +2 to Fight Roll
Quick Wit	F	B	+2 to Wit Fight
Climb	T	B	CE +2
Castle Halls	T	B	CE +1 and Draw 1 Card
Siege	F	W	+2 to Sword Fight
Great Absence	V	B	Opponent cannot Chase this Turn

Card Name	Type	Use	Notes
Start War	V	H	Draw 3 cards if you do not control Buttercup
Empty Promises	V	H	Draw 3 cards if you do control Buttercup
Six Fingered Blade	M	B	+1 to Sword Fights (Item)
Brilliant Plan	F	W	Active Player gets +2 to Fight Roll
Full Sail	T	B	CE +2
Storm	T	B	+3 to Escape
Night	T	B	+3 to Escape
Castle Walls	T	H	+3 to Escape
Ideal Plan	F	B	+2 to Wit Fight
Shark Infested Waters	T	B	CE +3
Guilder Frontier	T	B	CE +4
Mind Reading	V	B	Look at opponents hand
Inconceivable	V	B	Draw 2 cards if you do not control Buttercup
Logical Explanation	V	B	Look at opponents hand
Coincidence	V	B	Draw 2 cards
Tireless	M	B	Character gets +1 to Strength Fights
Empty the Forest	V	H	Look at next 10 cards in the deck
Surprisingly Quick	F	B	+1 to Fight Roll
Kidnapping	V	H	Gain control of Buttercup
Cut Rope	T	B	+2 to Escape
Great Will	F	B	+3 to Strength Fight
Choke Hold	F	B	+4 to Strength Fight
Big Rock	F	B	+2 to Strength Fight
Trained Mind	M	B	Character gets +1 to Wit Fights
Cross the Channel	T	B	CE +2
Taunting	V	B	Opponent must discard 2 cards at random
Equestrian Skill	M	B	+1 to Escape
Capture	F	H	+1 to Fight Rolls
Conceited Opponent	F	B	+2 to Wit Fight
To the Pain	F	W	+3 to Wit Fight
Fog	T	B	+3 to Escape
Zoo of Death	V	W	Humperdink cannot Chase this turn
Well Known	T	B	+2 to Chase
Mistaken Identity	V	B	Opponent must discard 2 cards at random
The Man in Black	V	W	Opponent must discard 2 cards at random
Terrible News	V	H	Opponent must discard 2 cards at random
Fear	F	B	Target Character lose their Bonuses this Fight
As You Wish	V	W	Draw 3 cards if you do control Buttercup
Tragic Flaw	V	B	Look at opponents hand and steal 1 card
Wounded	V	B	Take control of target Character in Discard
Cliffs of Insanity	O	B	+1 to Strength Fights
Wedding Date	V	H	Win at end of next turn if you control Buttercup
Befriend in Defeat	V	W	Take control of target Character in Discard
Agrippa Defense	F	B	+2 to Sword Fight
Capo Ferro	F	B	+2 to Sword Fight
Master Swordsman	M	B	Character gets +1 to Sword Fights
Theatrics	V	B	Opponent must discard a non-major Character
Good Sportsmanship	V	B	Both players draw 3 Cards
Crowd Fighting Tactics	F	B	+2 to Strength Fight
Squeeze	F	B	+3 to Strength Fight
Run all Night	T	W	+3 to Escape Roll
Read Foot Prints	T	H	+3 to Chase
Armada	T	H	+3 to Chase

Card Name	Type	Use	Notes
Trapped in Ravine	T	B	+2 to Chase
Fire Swamp	O	B	+1 to Strength Fights
Classic Blunder	F	B	+3 to Wit Fight
Threats	F	B	+3 to Wit Fight
Find Weakness	F	B	+1 to Fight Roll
Rope or Vines	V	B	+3 to Fight vs Obstacle
Know Beasts	V	B	+3 to Fight vs Animal
Dizzying Intellect	M	B	Character gets +1 to Wit Fights
Iocane Immunity	M	B	Character gets +1 to Wit Fights
Cunning	M	B	Character gets +1 to Wit Fights
Impasse	V	B	Both players discard their hands
Snow Sand	O	B	+1 to Strength Fights
Courage	V	W	+1 to any Roll
Great Ship Revenge	T	W	+3 to Escape Roll
Dread Pirate Roberts	M	W	Attach to Westly only +1 to all Rolls
Disaster	V	B	Opponent gets -3 to target roll
Destiny	V	W	Search deck for card & put it in your hand
Blood Frenzy	F	B	Target animal gets +2 to Fight Roll
Perilous	F	B	Target obstacle gets +2 to Fight Roll
Man of Action	M	B	Character gets +1 to Sword Fights
Difficult Terrain	F	B	+3 to Sword Fight
Long Painful Recovery	V	B	Discard Target Ailment
Festivals	V	W	Humperdink cannot Chase this turn
Thieves Quarter	V	B	Put target Non-MC back in controllers hand
Back to the Beginning	V	B	Put target Non-MC back in controllers hand
Life isn't Fair	V	B	Steal 2 random cards from opponents hand
Brute Squad	C	H	+1 to Strength Fights
Revenge	M	B	Attach to MC. Hand size +1
Fate	V	B	Reroll target Dieroll
Reunited	V	W	Take control of target Character in Discard
Nursed Back to Health	V	B	Discard Target Ailment
Ultimate Suffering	V	B	+3 to Chase
Murder Plot	V	H	Win at end of next turn if you control Buttercup
Humiliation	A	B	-1 to all Rolls
Fatigue	V	B	Discard target Modifier card
Desperation	V	B	Discard your hand and draw 3 cards
Oracle	V	B	Look at next 10 cards in deck
Ressurrection Pill	V	B	Take control of target Character in Discard
Surprise	V	B	+2 to Sword or Strength Fight
Spoil his Plans	V	W	Opponent must discard 3 cards at random
Imprisoned	T	H	Westly cannot Chase this turn
King Bats	C	B	+1 to Strength Fights
Holocaust Cloak	V	B	+2 to Wit or Strength Fight
Wheelbarrow	V	B	+2 to Sword or Wit Fight
Panic	F	B	Opponent cannot play Fight Event Cards
Prepare to Die	F	B	+4 to Sword Fight. Opponent may draw 1 card
Break Down Door	V	B	+3 to Chase
Turn & Run	T	B	+3 to Escape
Pirates	F	W	+3 to Sword Fight
Florinese Dagger	F	B	+3 to Sword Fight
Fork in the Road	V	B	Target Player must draw 2 cards and discard 3





Rabbit Run

Introduction

Scenario for WarpQuest. for the ??WarpQuest Core Rules. Based on the Novel Watership Down by Richard Adams.

Each player controls a Band of Rabbits who have left Their overcrowded home Warren and are traveling the Countryside, looking for a good spot to establish a new Warren.

Disclaimer

Watership Down is a copyrighted property. This is merely a fan site.

Attributes Table

1D6	Attribute:	Manifestations:
1	Strength +1	Large Size, Tough, Sturdy, Ferocity, Aggression
2	Speed +1	Fast Runner, Sure Footed, Long Hind Legs
3	Cunning +1	Resourceful, Full of Tricks, Intelligent, Shrewd, Wily
4	Senses +1	Second Sight, Intuition, Seer, Danger Sense, Alert, Wary
5	Hiding +1	Concealment, Camouflage, Quiet Movements
6	Courage +1	Leadership, Story Teller, Persuasion, Camaraderie

Foes

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Senses.

If successful add one to your next roll. . .

2. Make a test vs Hiding.

If successful, you evade the Foe. Discard it. If not. . .

3. Make a test vs Cunning.

If successful, you trick the Foe. Discard it. If not. . .

4. Make a test vs Speed.

If successful, you outrun the Foe. Discard it. If not. . .

5. Make a test vs Courage.

If successful add one to your next roll. . .

The Scenario

The map spaces represent distance. There is only one Module. There is no "Artifact".

The Scenario is a one way trip. The winner is the first Band (Pawn) to reach the End Space (The site of the New Warren).

Rabbit Attributes

Each players Band contains 10 Rabbits. Each Band has 10 random Attributes (Skills). Each Band starts with a Hunger Point Total of -7.

6. Make a test vs Strength.

If successful, you drive off the Foe. Discard it. If you fail, 1D3 Rabbits get killed. If you had to make a strength test your Strength Attribute is -1 for 1D6-1 turns.

Hunger

At the beginning of every turn increase your Hunger point total by one. If your Hunger total is ever 1 or more, you get a penalty of DM +2 on all Challenges. Instead of moving forward on your turn you may skip your move and rest and Forage instead to decrease your Hunger total by 1D6.

Module Card List

Card Name:	Challenge:
Wanderers	Courage x2. If successful gain 2 Rabbits and 2 Skills
Outskirters	Senses x2. If successful gain 2 Rabbits
Free the Hutch Rabbits	First Test: Senses & Courage
Second Test: Cunning & Speed	
If you pass both tests gain 3 Rabbits	
A Thousand Enemies	Foe
Stoat	Foe

Card Name:	Challenge:
Farm Cat	Foe (DM +1 to Senses test)
Dog off Leash	Foe (DM +1 to Strength test)
Brown Owl	Foe (DM +1 to Speed test)
White Owl	Foe (DM +1 to Speed test)
Hawk	Foe (DM +1 to Speed test)
Crow	Foe
Kestrel	Foe (DM -1 to Strength test)
Fox	Foe
Rats	Foe
Ferret	Foe
Weasel	Foe
Efrafa Wide Patrol	Foe (DM +1 to Strength test)
Marksman	Foe (Replace Strength test with Speed Test)
Gameskeeper	Foe (Replace Strength test with Speed Test)
Farmer	Foe (DM -1 to Hide test)
Stories of El-Ahrairah	Aid: Cunning +1
Insight	Aid: Cunning +1
Clever Plan	Aid: Cunning +1
Terror	Courage x2. If Failed miss next turn.
Exhaustion	Courage & Strength. If Failed miss next turn.
Bolt	Aid: Speed +1
Fast as a Hare	Aid: Speed +1
Lightning Dash	Aid: Speed +1
Dedicated Fighter	Aid: Strength +1
Spoiling for Action	Aid: Strength +1
Migration	Courage & Strength. If successful move ahead 1D6
Travel By Night	Courage & Strength. If successful move ahead 1D6
Hard Going	Courage & Strength. If failed move back 1D6
Encouragement	Aid: Courage +1
Undaunted	Aid: Courage +1
Show of Authority	Aid: Courage +1
Sniff, Listen, & Stare	Aid: Senses +1
Sentry Warning	Aid: Senses +1
Stamp Alarm	Aid: Senses +1
At Wits End	Courage & Cunning. If Failed miss next turn.
Perplexity	Cunning x2. If Failed miss next turn.
Cross River	Strength & Cunning. If successful move ahead 1D6
Lost	Cunning & Courage. If Failed go back 1D6
Scattered	Senses x2. If Failed go back 1D6
Sick at Heart	Courage x2. If Failed miss next turn.
Caught in Snare	Cunning x2. If Failed one Rabbit Killed
Myxomatosis	Senses & Courage. If Failed 1D6 Rabbits die
Road with Cars	Speed x2. If Failed one Rabbit Killed
Ditch	Aid: Hide +1
Shelter	Aid: Hide +1
Wind, Damp & Dew	Aid: Hide +1
The Black Rabbit of Elil	Courage x2. If Failed miss next turn.
Tractor	Courage x2. If Failed miss next turn.
State of Tharn	Courage x2. If Failed miss next turn.
Freeze in Panic	Courage x2. If Failed miss next turn.
Want to go Back	Courage x2. If Failed go back 1D6 spaces
Friendly Bird	Cunning x2. If successful move ahead 1D6
Thorn in the Paw	Speed Attribute -1 for 1D6 turns

Card Name:	Challenge:
Bullet Wound	Speed Attribute -1 for 1D6 turns
Rat Bite	Senses Attribute -1 for 1D6 turns
Bloody Wound	Hide Attribute -1 for 1D6 turns
Cowslips	Hunger Total -7
Grass	Hunger Total -7
Dandelions	Hunger Total -7
Clover	Hunger Total -7
Meadow	Hunger Total -7
Pasture	Hunger Total -7
Carrots	Senses x2. If successful Hunger Total -7
Garden Raid	Senses x2. If successful Hunger Total -7
Lettuce	Senses x2. If successful Hunger Total -7
Weariness	Strength x2. If Failed Miss next turn.
Fatigue	Strength x2. If Failed Miss next turn.
Experience	Gain one Random Attribute
Blessing of Frith	Aid: +1 to any Attribute

Game Designers Notes

I highly recommend reading the Novel.





Redwall

Introduction

Two Player Card Game. Based on the Book "Redwall" by Brian Jacques

The Players

One Player represents Matthias the Mouse and The Defenders of Redwall Abbey. The other Player represents Cluny the Scourge and his Army of Rats.

Disclaimer

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Victory

Whichever player wins the Final Battle wins the game. The Final Battle is hand #13. If the Cluny player wins 3 hands in a row, the next hand is Automatically the Final Battle.

Setup

Each player draws 7 cards from his deck.

Turn Sequence

Each turn has 5 Phases:

- Adventure Phase
- Strategy Phase
- Battle Phase
- Quest Phase
- End Phase

Adventure Phase

Each player fills their hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Strategy Phase

Players may discard up to 4 cards and draw replacements.

Redwaller Card List

Card Name	Type	Force
Matthias	C	10

Battle Phase

Players play a meld from their hands: A Redwaller Meld may contain:

- 1 Character card
- 1 Trait card
- 1 Object card
- 1 Follower card
- 1 Defense card
- 1 Event card A Cluny Meld may contain:
- 1 Character card
- 1 Hostage card
- 1 Quest card
- 1 Follower card
- 1 Siege card
- 1 Event card Each card has a Force Value The player with the highest total Force wins the hand.

Quest Phase

If the Redwall player won the hand, he may put an Object card from the Meld face up in front of him. These Object cards are known as Found Objects. Discard all other Meld cards from last Phase.

End Phase

Players must discard down to 2 cards.

Final Battle

This hand is played like a regular hand except that the Redwall Player gets a Force Bonus = Number of Found Objects he has. The Redwall player wins ties.

Card List Nomenclature

- C** Character
- F** Follower
- S** Siege
- D** Defense
- H** Hostage
- T** Trait
- Q** Quest
- O** Object
- V** Event

Card Name	Type	Force
Warrior Spirit	T	10

Card Name	Type	Force
Constance the Badger	C	9
Basil Stag Hare	C	8
Cornflower	C	7
Jes the Squirrel	C	6
Foremole	C	5
Warbeak the Sparrow	C	4
Methuselah	C	3
Father Mortimer	C	2
Friar Hugo	C	1
Martins Sword	O	10
Martins Armor	O	9
Martins Shield	O	8
Martins Belt	O	7
Warriors Colors	O	6
Owl Necklace	O	5
Abbey Bells	O	4
Grand Tapestry	O	3
Martins Scabbard	O	2
Candied Nuts	O	1
Shrew Union Rebels	F	10
Mole Miners	F	9
Swarm of Sparrows	F	8
Otters	F	7
Mouse Soldiers	F	6
Mouse Archers	F	5
Circus Performers	F	4
Lookouts	F	3
Guides	F	2
Redwallers	F	1

Card Name	Type	Force
Courage	T	9
Resourcefulness	T	8
Knowledge	T	7
Strength	T	6
Revenge	T	5
Headstrong	T	4
Stealth	T	3
Protector	T	2
Honor	T	1
Abbey Walls	D	10
Battle Plans Strategy	D	9
Boiling Porridge	D	8
Reinforcements Counterattack	D	7
Ramparts	D	6
Shore Up Defenses	D	5
Double the Guard	D	4
Drop Stones	D	3
Catapult	D	2
Big Crossbow	D	1
Cluny's Nightmares	V	10
Impersonate Cluny	V	9
Rescue	V	8
Secret Mission	V	7
I Am That Is	V	6
Sortie	V	5
Voice of Martin	V	4
Hornets Nest	V	3
Put Out Fire	V	2
Foraging Party	V	1

Cluny The Scourge Card List

Card Name	Type	Force
Cluny The Scourge	C	10
Captain Darkclaw	C	9
Captain Mangefur	C	8
Killconey the Ferret	C	7
Shadow the Sneak	C	6
Captain Cheese Thief	C	5
Captain Scragg	C	4
Captain Fangburn	C	3
Captain Frogblood	C	2
Rat Lieutenant	C	1
Traitor Takes Hostage	H	10
Prisoners	H	9
Kidnap Innocents	H	8
Damsel in Distress	H	7
Capture	H	6
Waylay Travellers	H	5

Card Name	Type	Force
Spy	V	10
Ruse	V	9
Diversionary Attack	V	8
Disguise	V	7
Split Forces	V	6
Surprise Attack	V	5
Cause Terror	V	4
Theft	V	3
Plunder	V	2
Start Storeroom Fire	V	1
Rat Horde	F	10
Weasels	F	9
Savage Rats	F	8
Ferrets	F	7
Fierce Rats	F	6
Rat Bandits	F	5

Card Name	Type	Force
Trapped	H	4
Surrounded	H	3
Find Weakness	H	2
Steal Standard	H	1
Traitor Opens Gate	S	10
Starve Them Out	S	9
Psychological Warfare	S	8
Batter & Burn	S	7
Dig Tunnel	S	6
Infiltrate Listening Tunnels	S	5
Siege Tower	S	4
Spies Sneak Inside	S	3
Night Attack	S	2
Scale Walls	S	1

Card Name	Type	Force
Vermin	F	4
Impressed Troops	F	3
Sniveling Cowards	F	2
Blundering Fools	F	1
Asmodeus in his Lair	Q	10
Sparrow King	Q	8
Raging River	Q	6
Underground Labyrinth	Q	7
Cat in the Forest	Q	6
Riddle	Q	5
Chickenhound the Fox	Q	4
Sella the Vixen	Q	3
Captain Snow the Owl	Q	2
Squire Julian the Cat	Q	1





Rpg To Ccg Conversions

by SIR GERARD LUFT, KDM
What is included below is a simple framework to convert D20 RPG characters to “Magic the Gathering-like” CCG cards, and visa versa. For those rare CCG players who have never played MTG, similar systems include: MTG’s Doctor Who, Cactus Games Redemption, Starquest: the Regency Wars, to name a few.

D20 Rpg Characters To "mtg-like" Ccg Cards

- POWER= Att + Average Dmg of primary weapon or total levels of spells available per day
- TOUGHNESS= Armor Class + Hit Points

Power

1	4
2	11
3	23
4	47
5	94

toughness

1	14
2	28
3	56
4	112
5	224

DEPLOYMENT COST (Power + Toughness)/2= Deployment Cost

"mtg-like" Ccg Card To D20 Rpg Character

Power

1	Att0, Average Damage 4; or 1st level wizard
2	Att+1, Average Damage 6
3	Att+15, Average Damage 8
4	Att+33, Average Damage 14
5	Att+51, Average Damage 43; or 10th level wizard
6	Att+69, Average Damage 119
7	Att+87, Average Damage 285; or 20th level wizard
8	Att+105, Average Damage 643; or 25th level wizard
9	Att+123, Average Damage 1373; or 30th level wizard

Toughness

1	AC10, HP4
2	AC16, HP10
3	AC20, HP36
4	AC25, HP87
5	AC30, HP194

1	AC10, HP4
6	AC35, HP413
7	AC40, HP956
8	AC45, HP1947
9	AC50, HP2934





Samurai Quest

Introduction

Board game for 2+ players. Each player controls a Samurai adventuring in the countryside.

Victory

Be the first player to accumulate 20 Honor points. If a Samurai ever has wound markers equal to or greater than his Strength Attribute level, he is killed, and the player must start over with a new Samurai.

The Board

The Board is a circular track divided into 36 spaces. Every sixth space is a Fortress.

Attribute:	Notes
Skill	Personal Physical fighting ability
Strategy	Leadership Ability on the Battlefield
Wit	Ability to outwit opponents
Will	Fighting ability vs spirits & resistance to magic
Court	Courtly etiquette
Honor	Deeds befitting a Samurai
Strength	Ability to resist wounds, poison, disease
Command	Number of retainers allowed

Setup

For your Samurai roll 1D6 for each attribute to determine its starting level. Keep track of Attribute levels on a piece of paper. Each Samurai starts at a different Fortress.

Encounter Deck

- The Encounter deck has 4 types of cards:
- F** Foes
 - L** Locations
 - C** Companions
 - I** Items

Turn Sequence

Players take turns. On a players turn he rolls 1D6 and moves that many spaces in either direction. If he lands on an empty space, he draws 1 card from the Encounter Deck.

If he lands on a space with a card, he follows the rules on the card. If he lands on a Fortress space, nothing happens. If he lands on a space occupied by another Samurai, they will Duel.

Figures

Use a miniature or pawn to represent your Samurai.

Dice

Six sided dice (D6) are needed.

Decks

There are 2 common decks: The Encounter Deck, and the Spell Deck.

Attributes

Each Character has 8 Attributes:

Spells

Normal Spell Hand size is zero. Some companions & Items can increase this. At the beginning of your turn fill up your spell hand from the spell deck.

Spells are cast when appropriate. Spells are discarded as soon as they are used.

Encounters

If a Samurai lands on an empty space, he draws 1 card from the Encounter Deck. This card is placed face up on the space. It will remain there until it is destroyed.

If it is a Foe there will be a battle. If it is a Location, follow the rules on the card. If it is a Companion, the Companion will join the Samurai if The Samurai does not already have companions equal to his Command level.

If it is an Item, attach it to your Samurai or a companion. If a companion or Item is not taken, leave it in the space.

Locations

Every time a location is visited roll 1D6. On a roll of 6 the Location card is discarded.

Companions & Items

Companions & Items improve one or more of your Samurai's Attributes or provide some Other special benefit or ability.

Fighting Foes

The Foe will fight using one Attribute indicated on the card. Roll 3D6 & add the Foes level to get the Foe Attack Level Roll 3D6 & add the Samurai's level to get the Samurai Attack Level If the Samurai's Attack level is equal or greater, the Samurai Wins. Discard the Foe and gain 1 Honor Point or 2 Honor Points if The foes initial Attribute level was greater.

If the Foes attack level was higher, the Foe wins. If

the Foe wins, the Samurai must gain 1 Wound marker or lose 1 Companion. The Winning Foe card is not discarded.

Dueling Samurai

If a Samurai lands on a space occupied by another Samurai, they will Duel. The Samurai whose turn it is may choose which Attribute is used in the Duel. Any Attribute may be used except Honor.

Each Samurai rolls 3D6 & adds their level in the chosen Attribute to get an Attack Total. If it is a tie, no one wins. The Samurai with the higher Attack total wins.

The Loser loses 1 Honor. The Winner gains 2 Honor.

Items

A Samurai can only get the benefit from one Katana (Sword) & one Armor at a time.

Encounter Deck Card List

Card Name	Type	Level	Notes
Dojo	L	-	Gain Skill +1
Training Camp	L	-	Gain Battle +1
Tea Ceremony	L	-	Gain Court +1
Temple	L	-	Remove 1 Wound Counter
Shrine	L	-	Gain 1 Honor
Oracle	L	-	Look at next 5 cards in deck
Hermit	L	-	Gain Will +1
Go Master	C	-	Wit +1 & Strategy +1
Retired General	C	-	Strategy +2
General Tiger	C	-	Skill +5 (Discard after one use)
General Ox	C	-	Strategy +5 (Discard after one use)
General Monkey	C	-	Wit +5 (Discard after one use)
Eater of Dreams	C	-	Will +5 (Discard after one use)
War Horse	C	-	Skill +1 & Strategy +1
Protective Spirit	C	-	Will +2
Karate Master	C	-	Skill +2
Guards	C	-	Wit +1
Infantry	C	-	Strategy +1
Archers	C	-	Strategy +1
Cavalry	C	-	Strategy +1
Alchemist	C	-	Spell Hand +1
Scribe	C	-	Spell Hand +1
Sage	C	-	Spell Hand +1
Wu Jen (Wizard)	C	-	Spell Hand +1
Shukenja (Sorcerer)	C	-	Spell Hand +1
Sohei (Warrior Priest)	C	-	Spell Hand +1
Diplomat	C	-	Court +2
Herald	C	-	Court +2
Emperors Seal	I	-	Court +2
Daikyu (Great Bow)	I	-	Skill +1

Card Name	Type	Level	Notes
Fine Wakizashi	I	-	Skill +1
Fine Katana	I	-	Skill +1
Crystal Katana	I	-	Spell Hand +1
Jade Katana	I	-	Skill +2
Imperial Katana	I	-	Skill +2
Serpent Shurikens	I	-	Skill +3 (One Use)
Magic War Fan	I	-	Skill +1
Magic Kabuto (Helmet)	I	-	Strength +1
Fine Armor	I	-	Strength +1
Imperial Armor	I	-	Command +1
Dragon Scale Armor	I	-	Strength +2
Jade Armor	I	-	Strength +2
War Banner	I	-	Command +1
Magic Gong	I	-	Will +2
Magic Bell	I	-	Will +2
Bandits	F	3	Strategy (Men)
Barbarians	F	5	Strategy (Men)
White Ape Men	F	6	Strategy (Men)
Bakemono (Goblins)	F	4	Strategy (Men)
Wako (Pirates)	F	2	Strategy (Men)
Tengu (Bird Men)	F	1	Strategy (Men)
Kensai (Sword Saint)	F	8	Skill (Man)
Buso (Savage Ghoul)	F	4	Skill (Spirit)
Typhoon Dragon	F	12	Skill (Dragon 3 Honor if Defeated)
River Dragon	F	9	Skill (Dragon)
Ronin (Rogue Samurai)	F	3	Skill (Man)
Tattooed Man	F	6	Skill (Spell Caster)
Foo Dogs	F	5	Skill (Monsters)
Geisha (Assassin)	F	4	Wit (Woman)
Yakuza (Thieves)	F	1	Wit (Men)
Kolat Assassin	F	2	Wit (Man)
Kappa (Turtle Men)	F	6	Wit (Monster)
Con Tinh (Maiden Spirit)	F	5	Wit (Spirit)
Ninja (Assassin)	F	7	Wit (Men)
Fox Woman	F	3	Wit (Spirit)
Bajang (Evil Spirit)	F	4	Will (Spirit)
Necromancer	F	7	Will (Spell Caster)
Ogre Magi	F	5	Will (Spell Caster)
Gaki (Wicked Spirits)	F	3	Will (Spirit)
Oni (Demon)	F	6	Will (Monster)
Kue (Demon Ghost)	F	2	Will (Spirit)
Earthquake Beetle	F	4	Strength (Monster)
Turtle Dragon	F	6	Strength (Dragon)

Spell Deck

Spell:	Notes:
Healing	Remove 1 Wound Counter
Flying	Move an extra 1D6 spaces

Spell:	Notes:
Fireblast	Strategy +5
Storm	Destroy any Encounter card on the Board
Invisibility	Ignore Foe Encounter or Duel
Fate	Reroll target Die roll
Illusion	Adjacent Opponent misses his next turn
Flaming Sword	Skill +5
Banish Evil	Level +5 vs Spirits
Protection	Level +5 vs Monsters
Fear	Level +5 vs Men
Spell Bind	Level +5 vs Spell casters
Dragon Control	Level +5 vs Dragons
Wards	Wit +5
Curse	Opponent gets -1 to all rolls for 2 turns
Divination	Look at next 5 cards in encounter deck

Note: the spell deck contains 2 copies of each card listed.





Sherwood

Introduction

Card game. Three Decks. One player is Robin Hood, stealing from the rich to give to the poor. The other player is the most evil Sheriff of Nottingham.

Object

Accumulate the most victory points by acquiring cards from the Prize Deck.

Prize Deck List

#	Card Name	Victory Points
1	Peasants	0
6	Fat Merchant	1
5	Tax Collector	2
4	Nobleman	3

#	Card Name	Victory Points
1	Tournament	4
1	The Kings Messenger	5
1	Prisoners	6
1	Maid Marion	7

Number of such cards in the deck

Robin Hood Deck List

#	Card Name	Force Value	Notes
30	Arrows	0	
5	Woodsmen	5	
10	Merry Men	10	
5	Yeomen	15	Can shoot 2 arrow cards in Arrow Phase
1	Friar Tuck	20	
1	The Moor	30	
1	Little John	30	
1	Sir Ivanhoe	40	
1	Robin Hood	50	Can shoot 3 arrow cards in Arrow Phase
5	Heal Wounds	0	

Sherwood Sheriff Deck List

#	Card Name	Force Value	Notes
10	Crossbow Bolts	0	
10	Shieldmen	5	Negates one arrow card in Arrow Phase
10	Guards	10	
15	Halberdiers	15	
5	Knights	20	
5	Chavaliers	25	
1	Sheriff of Nottingham	30	
4	Trap	0	

Setup

One player has the Sheriff deck, the other has the Robin Hood deck. The Prize Deck is placed between them off to one side. All decks have their own discard piles.

The Sheriff starts with 6 cards. The Robin Hood player starts with 3 cards.

Turn Sequence

1. Draw Phase
2. Prize Phase
3. Ambush Phase
4. Arrows Phase
5. Melee Phase
6. Victory Phase

7. Recovery Phase

Draw Phase

Each player draws 3 cards from their deck.

Prize Phase

Draw 1 card from the Prize deck. Place it in the center of the table between the players.

Ambush Phase

Character cards are any cards that have a Force value greater than zero. Each player selects from his hand which Character cards he wants to participate in the ambush. A player may choose zero cards, or up to all of the Character cards in his hand.

These cards are placed face down behind a barrier so the other player cannot see them. The selected Character cards are called the Combatant cards. When both players are done with this, the Combatant cards are then simultaneously revealed face up on the table.

Arrows Phase

Skip this phase if there are no combatants. The Robin Hood player may play (discard) Arrow cards. The Sheriff player may play (discard) Crossbow Bolt cards.

A player may play one arrow or bolt card per combatant played in Ambush phase. Each arrow or bolt card played kills one enemy combatant. Killed Combatants are discarded. A player decides which of his combatants are killed by enemy arrows or bolts.

Melee Phase

Each side adds up the Force values of all of their remaining combatants. These are known as the Melee totals. The higher total wins.

All combatants of the loser are discarded. The winner keeps cards with a total force value equal to the difference between the winning and losing sides melee totals. The winner always keeps at least one combatant.

For example: Winner = 70, loser = 50, difference = 20. The winner may keep combatants with a total melee value of 20 or less, or any one unit, even if it has a force value greater than 20.

Victory Phase

If there are no combatants discard the Prize card and start a new turn. If only one player has combatants left, than that player keeps the Prize card. Each player keeps a Victory pile with the Prize cards they have won.

Recovery Phase

The player who won the Prize card may place his surviving combatants back in his hand.

Game End & Victory Determination

The game ends when the last Prize card has been won or discarded. Each Prize card has a Victory point value. The player with the most Victory points in his pile wins the game.

The Trap Card

The Sheriff player may include this card with his combatants in Ambush Phase. If used, skip the Arrows Phase and go directly to Melee Phase.

The Heal Wounds Card

The Robin Hood player may use these cards in Recovery Phase to put one of his combatants discarded this turn back into his hand.

The Tournament Card

If this Prize card is played, skip the Ambush and Melee phases. The player who plays the most arrows or bolts wins the card. Such cards are revealed simultaneously. Discard the Tournament if there is a tie.





Sorcerers

Introduction

Card game for 2 Players. Based on the movie "Sorcerers Apprentice". One player is the good Merlinians. The other is the evil Morganians.

Disclaimer

Sorcerers Apprentice is a licensed, copyrighted property. This is merely a fan site.

Victory

The Merlinian player has 2 ways to win:

- 1. Destroy Morgana: Defeat her by 7 or more power in a Combat.
- 2. Prime Merlinian Succession: Keep Dave Stutler in play for 7 consecutive turns. The Morganian player has 1 way to win:
 - 1. Cast the Rising Spell: Keep Morgana in play for 5 consecutive turns. Both players may win by the following method:
 - 1. Army of Sorcerers: Have 6 more Sorcerers in play than your opponent in End Phase. Note: when counting Consecutive turns, the count is made in Event phase.

Time Markers

Use these to keep track of turns in play for Dave and Morgana.

The Deck

Players share a common deck. There are 7 card types:

- Merlinian Sorcerers
- Morganian Sorcerers
- Spells
- Amplifiers
- Objects
- Events
- Defense

Setup

Shuffle the deck. Both players draw 5 cards. The Merlinian player starts with Balthazar in play and the Grimhold which is equipped to Balthazar.

The Morganian player starts with Horvath in play.

The Grimhold

The Grimhold is a special object. It starts in play and can never be discarded, however it can be stolen.

The FIRST time any of the following Sorcerers are played, the player playing them must control the Grimhold, that is, it must be equipped on to one of his Sorcerers: Morgan Le Fay, Sun Lok, Abigail Williams, Veronica Gorloisen

Dice

These are helpful for randomly selecting Sorcerers in Encounter phase.

Cards In Play

Only Sorcerer and Object cards are considered to be "In Play". These cards are not immediately discarded at the end of the phase in which they are played. They remain face-up on the table in front of the player that controls them until some combat or spell effect causes them to be discarded. Objects must be equipped (or attached) to a Sorcerer. They are placed touching or overlapping the sorcerer card.

A sorcerer may have up to 3 Objects attached. If a Sorcerer is discarded in a Duel, the Sorcerer who dispatched him gets his Objects. If that Sorcerer has too many, discard the excess. The Grimhold must be kept. It cannot be discarded and must be kept in play, even if there are no sorcerers remaining, in which case it will automatically equip to the next sorcerer to come into play on any side.

Turns

Turns can represent any period of time from a few seconds to years.

Turn Sequence

Each turn has 6 Phases:

1. Lore Phase
2. Recruit Phase
3. Event Phase
4. Encounter Phase
5. Duel Phase
6. End Phase

Lore Phase

Both players draw 2 cards from the deck. If the deck is empty, shuffle the discard and draw from it.

Recruit Phase

You may put one Sorcerer into play from your hand and any number of objects. Your sorcerers may give their objects to each other (Max 3 Objects per Sorcerer). Excess objects are discarded.

The Merlinian player may only recruit Merlinian Sorcerers. The Morganian player may only recruit Morganian Sorcerers.

Event Phase

Starting with the Merlinian player, players may take turns discarding cards with Event Abilities to activate and immediately resolve those abilities.

Encounter Phase

Each player randomly picks one of their Sorcerers. Use Dice to facilitate this if necessary.

Duel Phase

Also called Combat Phase. The two Sorcerers who have encountered each other will now fight.

FIRST Each player will make an Attack Combo: Attack Combos are revealed Simultaneously. For their Attack Combo each player may play:

- One Spell
- One Event
- Up to 3 Amplifiers

All cards have a Power Rating. Some cards will cause certain opposing cards to be discarded or be reduced in Power.

SECOND Derive a Power Total for each Sorcerer: Add the Sorcerers power (Innate power as listed on his card) plus his equipped objects plus his Spell plus any played Event and/or Amplifiers.

THIRD Each player may play up to one Defense Negation Card. These will cause certain opposing cards to be discarded, thus changing the Power Totals.

FOURTH Determine Combat Winner The Sorcerer with the Higher Power Total is the Combat Winner. The losing Sorcerer is discarded. (Not necessarily dead, but stunned, trapped, unconscious, hurt, etc.)

FIFTH Use of Protection Spells The Combat Loser may play a Protection spell. This Prevents the losing Sorcerer from being discarded and his objects from being stolen.

SIXTH Combat Result The winner takes the losing Sorcerers objects AND looks at his opponents hand AND then steals one target card from his opponents hand. Note: Even if loser played a protection spell, you still get to look at his hand and take a card. If the Power Total is tied, nobody wins or loses, nobody is discarded.

Important: If a sorcerer did not have a spell card in the combat, he cannot play any Amplifier cards, but Objects and Events still count, as will as the Sorcerers innate power. If a spell card is negated, any amplifiers played still count.

End Phase

Max hand size is 5 cards. Discard excess cards. Check for Victory Conditions. Record Time Markers.

Card Special Abilities

- First to Fight: Instead of picking a random Sorcerer in Encounter phase, you may play this Sorcerer instead.
- Prime Mover: If this character is defeated, he is not discarded, but is immediately shuffled back into the Deck.
- Nemesis: This Sorcerer will always win a Duel against his named nemesis.
- Charisma: All you other Sorcerers in play get +1 Power.
- Repurpose: This Sorcerer when in a duel may use a Spell card as an Amplifier.
- Greater Amplification: All Amplifiers played by all your Sorcerers get +1 Power.
- Amplification: All Amplifiers played by this Sorcerer gets +1 Power.
- Confidence: This Sorcerer when in a Duel will get +X Power where X is equal to the number of other Sorcerers you have in play.
- Experience: When Chosen in an Encounter (and not replaced) immediately draw 2 cards.
- Charlatan: If this Sorcerer is defeated in a Duel, your opponent must immediately discard his entire hand (Before taking a card from you).
- Researcher: If in play draw an extra Card in Lore Phase.
- Repository: If in play your maximum hand size is +2 Cards.
- Betrayer: When in a Duel, may discard one Morganian (but not Morgan) in play for +5 power. Do this during the Simultaneous Reveal.
- Illusionist: This Sorcerer when in a duel may use an Amplifier card as a Spell.
- Conjurer: This Sorcerer when in a duel gets +5 Power is he uses a Creature Spell
- Innocent: When Chosen in an Encounter (and not replaced) opponent must immediately discard 1 Random card.
- Deal with the Devil: Once every Lore phase, you may discard X cards to draw X replacement cards.
- Hard to Kill: If defeated by less than an excess of 5 power, do not discard him (He still loses his objects).
- Inquisition: If he wins a Duel he will steal an extra card from opponents hand.
- Protect: If defeated, this Sorcerer is not discarded, nor are his objects lost, however the winner still gets to look at his hand and take a card.
- Negate: Target opposing revealed card during Duel does not count and is discarded. Event Ability (EA): Discard this card in Event Phase to get its special effect.
- Scry: Look at Opponents Hand.
- Divination: Look at next 7 cards in Deck.
- Track: Discard to search deck for 1 card of the

indicated type and put it in your hand. Shuffle deck afterwards.

- **Find:** Discard to search discard for 1 card of the indicated type and put it in your hand.
- **Sacrifice:** At the moment of Simultaneous Reveal say "Sacrifice". Both Sorcerers are discarded.
- **Drain:** When played, steal 1 Random card from opponents Hand
- **Up in smoke:** Discard target non-Grimhold object.
- **Imbue:** Sorcerer gets the stated ability

Common Deck Card Notation

- G** Merlinian Sorcerers
- B** Morganian Sorcerers
- S** Spells
- A** Amplifiers
- O** Objects
- E** Events
- D** Defense
- P** Power
- EA** Event Ability
- PE** Play in Encounter Phase

Common Deck Card List

Name:	Type	Power	Notes:
Grimhold	O	+1	Special
Balthazar Blake	G	10	First to Fight; Prime Mover
Dave Stutler the Apprentice	G	5	Nemesis Morgan; Prime Mover
Veronica Gorloisen	G	9	Charisma
Oberon Zell-Ravenheart	G	2	Repurpose
Alexander Sanders	G	3	Greater Amplification
Gerald Gardner	G	4	Confidence
Eliphaz Levi	G	8	Experience
Count Saint Germaine	G	1	Charlatan
Robert Fludd	G	6	Researcher
Doctor John Dee	G	7	Repository
Maxim Horvath	B	8	Betrayer; Prime Mover
Drake Stone	B	1	Illusionist
Sun Lok	B	4	Conjurer
Abigail Williams	B	5	Innocent
Morgan Le Fay	B	12	Charisma; Prime Mover
Aleister Crowley	B	2	Repository
Doctor Faust	B	9	Deal with the Devil
Rasputin	B	6	Hard to Kill
Frater Marabas	B	3	Researcher
Torquemada	B	7	Inquisition
Leather Shoes	A	+1	Energy Spell gets +2P
Merlin Circle	A	+5	-
Shock Bolt	S	5	Negate target Amplifier
White Magic	S	6	Can only be used by Merlinians
Black Magic	S	6	Can only be used by Morganians
Vision	E	+2	EA: Scry
Ceremony	A	+4	-
Ritual	A	+4	-
Star Chamber	A	+5	Location
Training	E	+3	EA: Draw 3 Cards
Alchemical Preparations	A	+4	EA: Draw 2 Cards
Astrology	E	+2	EA: Divination
Charm	S	7	EA: Track any type of card
Hex	S	7	EA: Opponent discards 2 cards
Crystal	O	+1	May be used as a +3P Amplifier
Sacred Dagger	O	+2	Gets +3P if you don't use a Spell
Heroics	E	+5	Sacrifice
Incantation	A	+3	-

Name:	Type	Power	Notes:
Incense	A	+3	-
Banish	D	+1	Negate: Creature Spell
Power of Prophecy	S	7	EA: Track any type of card
Book of Abramelin	O	+1	Imbue: Amplification
Key of Solomon	O	+2	Imbue: Repository
See the Past	S	6	EA: Find any type of card
Deflect	D	+3	Negate: Telekinesis Spell
Ethereal Form	D	-	Protect
Energy Bolts	S	8	Energy
Tessla Coils	A	+5	Your Energy Spell gets +2P
Lightning Bolts	S	9	Energy
Call Item	S	5	EA: Steal Object
Ensnare	S	5	Trap
Hungarian Mirror Trick	S	6	Trap
Disguise	S	6	EA: Skip rest of turn
Transformation	S	6	Creature
Animate Sword	S	7	Telekinesis
Insect Swarm	S	8	Creature
Fying Daggers	S	7	Telekinesis
Dragon	S	9	Creature
Needle Cloud	S	5	Telekinesis
Chinese Urn	S	9	Trap Sacrifice
Energy Drain	S	8	Drain
I Need Soldiers	S	5	EA: Track Sorcerer
Capture Soul	S	7	Trap Sacrifice
Imprison	S	7	Trap
Spirit Escape	D	+2	Negate a Trap Spell
Incinerate	S	6	EA: Up in Smoke
Fire Ball	S	6	Energy
Levitation	S	5	Telekinesis. Negate Amplifier Card
Plasma Bolts	S	7	Energy
Electric Bolts	S	5	Energy
Magic Missile	S	6	Energy
Mind Push	S	5	Telekinesis
Confetti Storm	D	-	Protect
Satellite Dishes	A	+5	Your other Amplifiers get +2P
Wizards Hat	A	+1	Your Creature Spell gets +2P
Ricochet	E	+2	Your Energy Spell gets +1P
Hostage	E	+6	EA: Steal Object
Threaten	E	+2	-
Car Chase	E	+3	-
Martyr	E	+2	PE Imbue: First to Fight
You Should Run	D	-	Protect
Back for More	E	+2	EA: Find Sorcerer
Distraction	E	+1	Negate Spell
Vacuum Globe	D	+1	Negate Energy Spell
Telekinetic Blow	S	7	Telekinesis
Resuscitate	S	5	EA: Find Sorcerer
Force Pummel	S	6	Telekinesis
Smoke	D	-	Protect
Kinetic Slam	S	8	Telekinesis
Hide in the Earth	D	-	Protect
Pin to Ceiling	S	5	Telekinesis

Name:	Type	Power	Notes:
Escape	D	-	Protect
Cane	O	+1	-
Magic Repair	S	5	EA: Find Object
Illusion	S	6	EA: Opponent discards 2 cards
Clear your Mind	A	+4	Discard X Cards for +XP
Freeze	S	-	Duel is automatically a tie
Will Power	A	+5	Your Telekinetic Spell gets +2P
Vibrate Molecules	S	5	May use this card as an Amplifier
Force Field	D	+1	Negate Energy Spell
Encantus	O	+1	Imbue: Research
Chains	S	7	Trap
Cool Car	D	-	Protect
Fire Shield	D	+1	Negate Energy Spell
Wolves	S	6	Creature
Persian Rug Trick	S	8	Trap
Pendant	O	+1	Your Trap spells get +2P
Heavy Coat	A	+1	Opposing Telekinesis Spell -2P
Dragon Ring	O	+2	-
Bronze Bull	S	8	Creature
Concrete Eagle	S	9	Creature





Steel & Crystal

by Zak
Rules version 1.1

Introduction

Steel and Crystal is an easy solo game of conquest on a fantasy land. You are the General of your Empire and your mission is simple: defeat the enemies of your Emperor. Every scenario states the initial forces that you have under your command and the objectives you must obtain to win.

Game Map

The game map represents one continent/region divided in different areas: every area has one base terrain type (Clear, Mountain, Forest etc..) and some optional elements (towns, dungeons...). You must mark on the map the current position of your army (use one counter/penny or draw your position with a pencil). For each area the (Area Table) of the Scenario specify:

- The GP produced
- The troops that you can recruit from this area.

Whenever you conquer a new area you must update the Game Chart adding the GP and increasing the Max column in the troop roster with the troops relative the newly conquered area: if the units are listed between parenthesis you cannot recruit them, hence you won't update the troop roster for these units (while you must fight against them in the conflict phase) Every area can be:

- Empire controlled: this area is under control of your Empire; you can collect Gold Points (GP) and troops only from this areas.
- Neutral: the local government controls the area.
- Enemy controlled: the area is under control of a Major Enemy of your Empire.

Major Enemies are capable of expanding their reign (see the Event phase). The main difference between Neutral and Enemy controlled is that the latter, being part of an enemy empire, cannot be explored (see the Exploration phase) and will be defended by the whole Enemy army (Neutral areas are always defended only the local forces). Depending on the scenario every Enemy initially controls some areas on the map;

during the Event phase the enemy could be able to add more area to his realm; when you enter an Enemy controlled area you will have to face the possibility of fighting against an army composed of ALL the troops controlled by the Enemy (i.e. not only the troops of the area where your army is located).

Setup

Copy in the Game Chart the current treasure and resources as defined by the scenario data. Copy in the Game Chart the list of the initial army composition as defined by the scenario data. Sequence of play

- Event phase
- Recruitment
- Movement
- Exploration
- Conflict
- Conquest

Event Phase

Roll 2D6 in the scenario Event Table and apply the results immediately. Roll one D6 for each enemy empire present (as for the scenario): on a result of 5-6 the selected empire extends his power; add +1 to the dice roll if you control 1/4 of the game area, add +2 when you control half or more of the game map. If an enemy empire has grown select the nearest (random) area to the enemy capital: mark this area as Enemy controlled area in the map.

Recruitment Phase In this phase you can collect the GP from all the area under your control: add this number to the current GP total in the Game Chart. You can then buy any unit provided that:

1. You have enough GP to buy it
2. The number of units you already have of the selected type is less than the

value in the corresponding MAX column Every area can produce a fixed number of units - every time you conquer a new area you increment the MAX column of every troop type listed in the corresponding Area Table; the MAX value represents the upper limit of units of each type you can recruit.

Unit Types

Type	Name	\$\$	CF	Notes
SK	Skirmish	1	1	+3 vs EL

Type	Name	\$\$	CF	Notes
LI	Light Infantry	2	3	
BD	Blades	3	5	
SP	Spears	3	4	+2 vs LC/HC/EL
LC	Light Cavalry	4	6	-1 on Mountain/Wood
HC	Heavy Cavalry	5	8	-2 on Mountain/Wood
EL	Elephants	5	10	-3 on Mountain/Wood
CH	Chariots	5	7	-4 on Mountain/Wood
MO	Monster	X	X	the CF is always listed in the area table
WZ	Wizard	8	-	

Combat Table

Dice vs Force Ratio

DiceRoll	1:1	2:1	3:1	4:1
1	-/2	1/1	1/1	2/1
2	-/1	1/1	2/1	3/-
3	1/1	1/-	3/-	4/-

DiceRoll	1:1	2:1	3:1	4:1
4	1/1	2/-	4/-	5/-
5	1/-	3/-	5/-	6/-
6	2/-	4/-	6/-	8/-

Result: (Defender units lost)/(Attacker units lost)
 Modifiers:

- if the number of cavalry units of one side is twice

or more than the adversary number adjust one column at his advantage (left if defender, right if attacker)



Steel and Crystal

Type	\$	CF	MAX	Tot	Notes
SK	1	1			+3 vs EL
LI	2	3			
BD	3	5			
SP	3	4			+2 vs LC/EL +1 vs HC
LC	4	6			-1 on Mountain/Wood
HC	5	8			-2 on Mountain/Wood
EL	5	7			-3 on Mountain/Wood +2 vs LC/HC
CH	5	6			-4 on Mountain/Wood +2 vs BD/SP

Resources:

Treasure:

Sequence of play

- ☐ Event phase
- ☐ Recruitment
- ☐ Movement
- ☐ Exploration
- ☐ Conflict
- ☐ Conquest

[Combat Table]

DiceRoll	Force Ratio			
	1:1	2:1	3:1	4:1
1	-/2	1/1	1/1	2/1
2	-/1	1/1	2/1	3/-
3	1/1	1/-	3/-	4/-
4	1/1	2/-	4/-	5/-
5	1/-	3/-	5/-	6/-
6	2/-	4/-	6/-	8/-

Result: (Defender units lost)/(Attacker units lost)

Modifiers:

- if the number of cavalry units of one side is twice or more than the adversary number adjust one column at his advantage (left if defender, right if attacker).

Steel and Crystal

scenario #1: the Aidlon offensive

After 5 years of relative peace the Xytyan empire has newly started a series of offensive maneuver against the neighborhood kingdoms: the Isle of Aidlon is now menaced so you've been assigned to the defensive campaign.
Your base will be the town of Kherasa (area 1 in the map) while the Xytyan forces are known to be in the city-fortress of Hishimur (area 24), near to the southern desert.
Keep one eye to the region of Yss (area 10), ruled by the giant Worms, and to the Northern Hishimur plains (area 20), infested by the inhuman Giants of Flesh.

Initial Forces

You start the game in the town of Kherasa (area 1) with the following forces:

2SK 3BD 1SP 1HC 1LC

Your initial treasure: 0GP.

The initial resources: 5GP.

At the game start only the area of Kherasa is controlled by your empire.

Victory

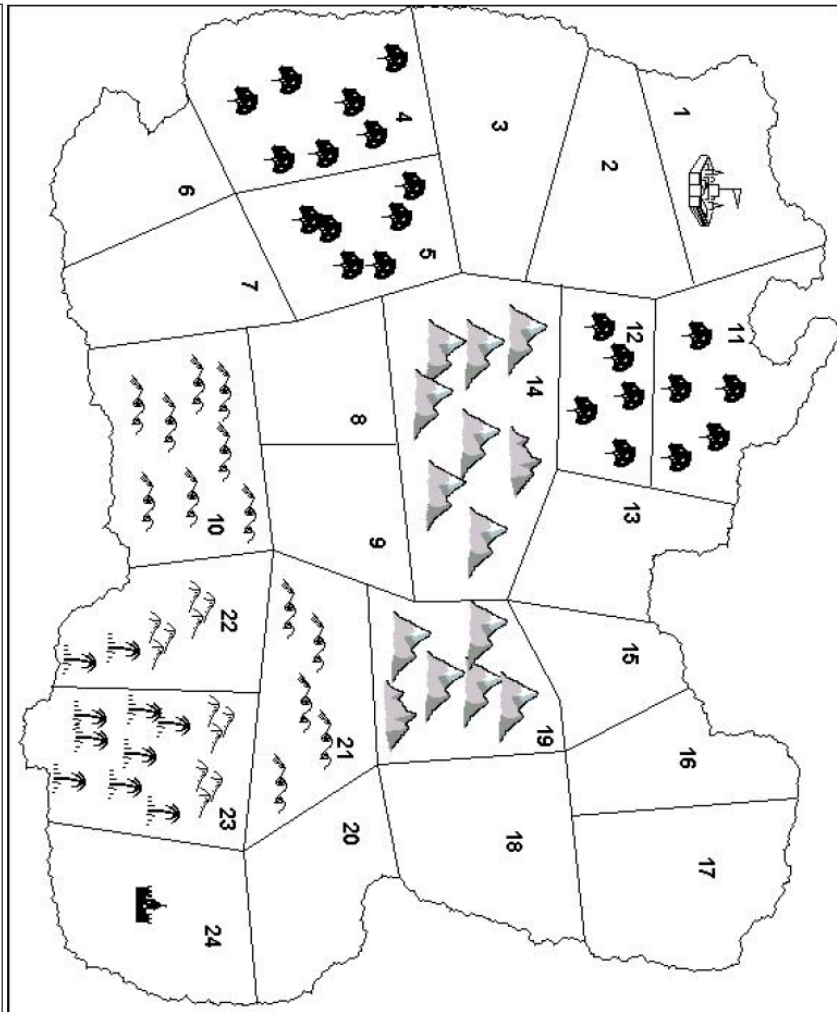
You win the game if you controls the city-fortress of Hishimur (area 24) at the end of any turn.

[Wizard Spells]

Revive	roll 1D6: on a result of 1-4 one unit lost in the last battle turn is put back in the game
Blast	roll 1D6: on a result of 1-4 one enemy unit is removed
FireBall	roll 1D6: on a result of 1-2 two enemy units are removed
Armor	roll 1D6: on a result of 1-3 one unit has his CF doubled in the current battle round
Weakness	roll 1D6: on a result of 1-3 one enemy unit has his CF halved in the current battle round

[Xytyan and mercenary wizard spell table]

DR		
1-2	Revive	One unit lost in the last battle turn is put back in the game
3-4	Blast	roll 1D6: on a result of 1-4 one enemy unit is removed
5	FireBall	roll 1D6: on a result of 1-2 two enemy units are removed
6	Evoke	roll 1D6: 1-2: no effect 3-4: 1BD is evoked 5: 1HC is evoked 6: 2SP and 1LC are evoked Evoked units are immediately put in the battle



[Area Table]					
1	55 - 25K 3BD 1SP 1HC 1LC	9	15 - (25K 4LC 4CH 1HC)	17	25 - 21L 1BD 1SP
2	25 - 2SP	10	15 - (4MO/Worms: 10)	18	15 - (1SK 11L) 2SP
3	25 - 1HC 4LC	11	35 - 21L (2BD)	19	55 - 21L 6BD
4	25 - 21L 2BD	12	25 - 21L 2BD	20	25 - 41L (2MO/Giant:12)
5	45 - (4MO/Orcs:4 1MO/Troll:8)	13	45 - 1SK 2BD 4SP 2HC 1LC	21	35 - 2SP 2BD 2LC
6	25 - 2CH 2LC	14	05 - Area is impassable	22	15 - 2EL 2LC 2HC
7	25 - 2HC 2LC	15	35 - (25K) 3SP 1HC 2LC	23	15 - (1EL 4LC) 31L 4SK
8	25 - 1SK 21L 3SP (Wizard)	16	25 - 1SK 11L 2BD	24	Wizard 35K 41L 3BD 2EL 2HC 2LC 2MO/Orcs: 4 1MO/Giant:12

[Exploration Table]

1d6	Result
1	The information about the area was correct: no changes.
2	The area is richer than expected: add 1GP to the Resources of the Area
3	The area is poorer than expected: add 1GP to the Resources of the Area
4	Unexpected ally: the area became part of your empire without any need of combat
5	One random defending unit deserts: do not consider this unit in the combat against the defenders
6	The defending force is stronger than expected: roll 1D6 1-2: add 1BD 3-4: add 1SP and 1SK 5: add 1HC 6: add 1SK and 1EL

[Event Table]

2D6*	Event
11-13	A donation of a good ally: +4 GP
14-16	Unplanned expenses: -4 GP
21-24	Unexpected enemy attack: roll 1D6 1: 31L 2BD 2: 2SK 21L 3: 2LC 1HC 4-5: 5MO/Orcs: 4 6: Wizard 5MO/Orcs: 4
25-26	Local guide: add 1MP to your army for this turn
31-33	Industrial growth: a region increase revenues by 1
34-36	Famine: a region decrease his revenues by 1
41-42	Epidemic: your army lose 1D3 random units.
43-44	Mercenary units join your army: roll 1D6 1: 1SK 2: 11L 3: 1BD 4: 1SP 5: 1LC 6: 1HC
44-46	Unrest: a region doesn't produce any revenue this turn
51-53	Treason: a random region previously controlled became hostile (remove the GP and Troops)
54-56	New Ally: a random region adjacent to your realm became part of your empire (add the GP and Troops)
61-62	Bad weather: no movement in neutral/hostile territory is possible this year
63-64	Good Omens: in this turn you can benefit of 1 column shift to the right for the first 2 rounds of a battle
65	Poor Omens: in this turn you must suffer 1 column shift to left for the first 2 rounds of a battle
66	One kingdom ally to the Xylyan Empire (24): select the nearest random territory to the empire capital and mark it as controlled by this empire.

* Roll 2 dice and read as tens and units (e.g. 5 and 3 = 53)



Stormbringer

Introduction

Two player card game depicting the struggle between Law & Chaos in Moorcock’s Elric Fantasies.

The Decks

- There are 2 decks:
- The Law Deck
 - The Chaos Deck
- Each player controls one deck.

Setup

Shuffle the decks. Each player draws 8 cards from his own deck. Each player starts with 4 Balance Tokens.

Victory

The first player to control all 8 Balance Tokens wins the game.

Turn Sequence

- Each turn has 5 phases:
- Fate Phase
 - Destiny Phase
 - Quest Phase
 - Struggle Phase
 - Balance Phase

Fate Phase

Each player fills his hand to 8 cards If a deck runs out, shuffle its discard and draw from it.

Destiny Phase

Each player may discard up to 4 cards and draw replacements.

Law Deck Card List

Card Name:	Type	Force	Notes:
Elric, Eternal Champion	E	9	
Elric, God-Slayer	E	9	Destroy 1 opposing God
Elric the Doomed Albino	E	8	

Quest Phase

Players may discard a Transport card to search their deck for and play any Item or Place card.

Struggle Phase

- Each player may play to the table, face-up, some, all, or none of his cards. Each played card has a Force Value. Each player adds up the Force Value of his played cards.
- The player with the highest total Force Value wins the turn. The Law player may only play:
- 1 Elric card, 1 Stormbringer card, 1 Lady card, 1 Spell card, 1 God card,
 - 1 Transport card, 1 Place card, 1 Item card.
- The Law Player may play any number of Hero and Army cards. The Chaos Player may only play:
- 1 Sorcerer or Villain card, 1 God card, 1 Transport card, 1 Place card,
 - 1 Special Item card, 1 Event card.
- The Chaos Player may play any number of Monster, Army, and Item cards.

Balance Phase

The turn winner gets to take a Balance Token from his opponent. All played cards are discarded. Players may discard some, none, or all of the cards in their hands.

Law Deck Card Types

- E** Elric
- SB** Stormbringer
- H** Hero
- A** Army
- P** Place
- L** Lady (Lover)
- B** Boon
- I** Item
- S** Spell
- T** Transport
- G** God

Card Name:	Type	Force	Notes:
Elric the White Wolf	E	8	
Elric, Emperor of the Ruby Throne	E	7	
Elric of Melnibone	E	7	
Elric, Woman-Slayer	E	6	You cannot play a Lady card
Stormbringer, Hell Sword	SB	9	+2 if Elric card Played
Stormbringer, Soul Stealer	SB	8	+2 if Elric card Played
Stormbringer, Rune Blade	SB	7	+2 if Elric card Played
Stormbringer, The Black Sword	SB	6	+2 if Elric card Played
Moonglum	H	8	
Rackhir the Red Archer	H	7	
Tanelorn	P	8	
Dyvim Tvar, Lord of the Dragon Caves	H	5	+4 if Dragons are played
Magum Colim, Grand Admiral	H	6	Friendly Armies get +2
Horn of Fate	I	10	Only play if you have 7 Tokens
Chaos Shield	I	9	Destroy opposing Sorcerer
Myshella, Emress of the Dawn	L	9	Spells you play get +2
Champion of Law	B	7	Only if you play at least 1 Hero
Count Smiorgan Baldhead	H	5	Friendly Armies get +2
Queen Yishana of Jharkor	L	6	
Zarzonla Voashoon	L	4	
The Noose of Flesh	S	7	Destroy one opposing Army
Invulnerability	S	7	
The Ship that Sails over Land & Sea	T	7	+3 if Straasha or Grome played
Mechanical Bird	T	5	+3 if Myshella played
Potion of Strength	I	4	+3 if Elric played
Dragons of Melnibone	A/T	9	
Steeds of Nihran	T	3	
Duke Avan Astran, Explorer	H	6	
Dyvim Storm	H	7	
Oone, Dreamthief	L	6	
Actorios, the Ring of Kings	I	8	Play only if Elric Played
Isle of Purple Towns	P	7	+2 if Count Smiorgan played
Golden Battle Barges	A	8	
Straasha, King of the Sea	G	8	
Grome, King of the Earth	G	8	
Lasshaar, King of the Air	G	8	
Sepiritz, Captain of the Fates	H	6	
Grey Lords	G	9	Only play if Chaos is winning
Castle Kaneloon	P	8	+3 if Myshella played
Sea Lords Reaver Fleets	A	6	+2 vs Imrryr
Elemental Allies	A	7	+2 if a God is played
Three As One	S	9	2 Heroes & Elric must be played
Meerclar, Lord of Cats	G	7	
Fileet, Lord of the Birds	G	7	
Haaashaastaak, Lord of Lizards	G	7	
Arrow of Justice	I	8	Destroy one opposing Monster
Astral Travel	S/T	4	
White Lords of Law	G	10	Play only if you are winning
Karlaak, City of Jade Towers	P	5	+2 if Zarzonla is played
The Winged Men of Myrrhn	A	5	

Chaos Deck Card Types

S Sorcerer
V Villain
I Item
SI Special Item

A Army
M Monster
G God
T Transport
B Boon
E Event

Chaos Deck Card List

Card Name:	Type	Force	Notes:
Jagreen Lern, Theocrat of Pan Tang	S	9	
Prince Yrkoon	S	8	
Mournblade	SI	8	
Theleb Kaarna	S	8	
Arioch of the Seven Darks	G	10	
Doctor Jest	V	5	
Melniboneans	A	8	
Earl Saxif D'Aan	S	9	
Champion of Chaos	B	5	Must play with Sorcerer or Villain
Demon Steed	M/T	4	
Prince Gaynor the Damned	V/S	9	
Mordaga, the Sad Giant	M	6	
Demon Armor	I	4	
Urish the seven Fingered, Beggar King	V	7	
Dead God's Book	SI	9	+2 if played with a God
Grimoire	I	5	Sorcerer gets +4
Mirror of Memory	SI	9	Destroy 1 opposing army
Demon Sword	I	5	
Ghouls of Limbo	A/M	6	
Demon Shield	I	5	
Beggar Horde	A	5	+2 if played with Urish
Sorcerers Ring	I	3	Sorcerer gets +3
Mages Amulet	I	4	Sorcerer gets +2
Crimson Gate	T	5	
Shade Gate	T	5	
Lord Gho's Elixir	I	5	
Clakars, Winged Apes	M/A	6	
Giant Owls	M/A	6	+2 vs Winged Men of Myyrhn
Agak & Gagak	S	9	
Mist Giant	M	7	
Kyrene, Greater Demon	M	9	Destroy 1 opposing Army
Doomed Companion	E	3	Destroy 1 Hero if SB played
The Bane of the Black Sword	E	3	Destroy 1 Hero if SB played
Prince of Chaos	G	9	
Immortal	B	7	Villain or Sorcerer must be played
Host of Chaos	A	8	
Imrryr, The Dreaming City	P	9	
Teran Gashtek, Flame Bringer	V	9	
Weeping Wastes	P	6	
Pan Tang Isles	P	6	+2 with Theleb or Jagreen
Nadoskor, City of Beggars	P	5	+2 with Urish
Barbarian Horde	A	6	+2 with Flame Bringer
Shapeshifters	M	6	

Card Name:	Type	Force	Notes:
Demon Guardians	M	6	
Burning God	G	8	
Sighing Desert	P	5	
Tigermen	M	4	
The Vanishing Tower	P/T	9	
Dwarven Sorcerer	S	6	
Beings of Troos	M	5	
Dukes of Hell	G	9	
Chaos Armada	A	9	
Warping Power	E	2	Destroy one opposing Lady
Boiling Sea	P	8	
Kelmain Host	A	6	
Balo the Jester	S/G	8	
Chaos Butterfly	M	4	
Hunting Dogs of Dharzi	M	4	

Elric Links

The Sailor on the Sea of Fate
Eternal Champion Role Playing

Disclaimer

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Street Fighter Arena

Introduction

2 player Card game based on the world of Street Fighter. It simulates a match between 2 characters.

Disclaimer

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Victory

Reduce the opposing fighter to zero or less hits.

Hits

Each character starts with 20 Hits.

The Deck

Players share a common deck. The Deck has 52 cards:

- 10 Punch cards (P)
- 10 Kick cards (K)
- 10 Grab cards (G)
- 10 Athletic cards (A)
- 6 Focus cards (F)
- 4 Link cards (L)
- 2 Warrior cards (W)

The Characters

17 Characters are available. Each player chooses one character at the beginning of the game. Each character has 2 Special Abilities.

Each character has a unique list of Fighting Techniques.

Techniques

Each technique has a name, a cost, and an effect. Some characters can use the same technique. The cost is in the number and type of cards that must be played to produce the effect.

The effects will be either offensive or defensive or otherwise. Offensive techniques, or Attacks, will cause Damage. Each point of Damage reduces the opposing character by 1 Hit.

A Defense will reduce the damage of an attack by an indicated amount.

Combo

Normally a Character can only make 1 attack on its turn. A combo effect will allow it to make an extra attack. The combo is prevented if the defender is able to negate or reduce the damage of the initial attack.

Stun

Some Attacks also produce a Stun effect. When a character is stunned, there is a 50% they will not be able to Attack until after their next turn.

Knock Down (kd)

Some Attacks also produce a Knockdown effect. When a character is Knocked Down, he must discard a Kick card on his next turn to get up (or 2 cards of any other type)

Injure

Some Attacks also produce an Injury. There is a 50% chance the targets Max Hand Size will be reduced by 1 for the rest of the Match.

Hold

Some Attacks also produce a Hold effect. When a character is Held, he must discard a Grab card on his next turn to break the hold (or 2 cards of any other type).

Setup

Some Attacks produce a Setup effect. This Character's next attack cannot be negated or defended against.

Unblockable

Some Attacks have the Unblockable effect. They cannot be negated or reduced.

Multi-strike

Some Attacks have the Multi-Strike effect. For every Grab card you discard the attack does an extra 2 points of Damage.

Distance

Some Techniques produce a Distance effect. If one is produced the combatants are too far away from each other except for ranged attacks. Either player on their

turn may play 1 Athletic card on their turn to negate the distance effect.

Throw Down (td)

Some Techniques produce a Throw Down effect: This is a combination of both a KD effect and a Distance effect.

Sub For Jump

Some techniques have the sub for Jump Defensive Option: Instead of paying the usual cost for the Jump maneuver, you may pay the cost as listed for this Technique. You negate their attack and 50% immediately use this Attack against them. However this costs 1 extra Focus card to do so.

Counter Air

Some Techniques have the Counter Air Option: You can use this Technique during your opponent's turn

if they use an Air Technique against you: You negate their attack and 50% immediately use this Attack against them. However this costs 1 extra Focus card to do so. Your Attack also gets the KD effect if it didn't already have it.

Dizzy Rule

If you make 2 or more combos in one turn you are stunned until the end of your next turn.

Jumping Attack Option

You can make any Basic Attack an Aerial (Air) Attack by playing an extra Athletic Card: The attack does Damage +1.

Basic Techniques

There is a list of basic Techniques that all fighters are able to use.

Basic Technique List

Technique	Cost	Effect
Basic Punch	1 Punch	Punch Attack of Damage = 1
Low Kick	1 Kick	Kick Attack (Low) of Damage = 1
High Kick	1 Kick	Kick Attack (High) of Damage = 1
Grapple	1 Grab	Grab Attack of Damage = 1
Block	2 Punch	Reduce Damage of an Attack by 1
Attack Chain	1 Link	Draw 1 card + Combo
Counter Attack	1 Link	Attack on Opponents Turn after his Attacks
Mental Focus	1 Focus	Draw 2 cards and discard 1 card
Way of the Warrior	1 Warrior	Wild card: Use as any other card type
Throw	2 Grab	Grab Attack of 1 Dam + TD
Wrestle	2 Grab	Grab Attack of 1 Dam + Hold
Jab	2 Punch	Punch Attack of 1 Dam + Combo
Jump	1A + 3K	Negate Low or Crouching or Ranged Attack
Duck	3 Athletic	Negate High or Aerial Attack
Mid-Block	2A + 2P	Negate an Attack that is neither High nor Low
Sidestep	2A + 2K	Negate Punch Attack
Evade	2A + 2G	Negate Kick Attack
Dodge	3A + 2F	Negate an Attack
Clean Break	1A + 3G	Negate a Grab Attack
Feint	2 Punch	Setup + Combo
Knee Strike	2 Kick	Kick Attack of Damage = 1 + Draw 1 Card
Elbow Strike	2 Punch	Punch Attack of Damage = 1 + Draw 1 Card
Stomp	2 Kick	Kick Attack of Damage = 1 + Injure
Gouge	2 Punch	Punch Attack of Damage = 1 + Injure
Twist	2 Grab	Grab Attack of Damage = 1 + Injure
Strong Kick	2 Kick	2 Dam
Strong Punch	2 Punch	2 Dam
Roundhouse Kick	1A + 2K	3 Dam
Parry	4 Punch	Reduce Punch or Kick Attack to 1 Dam
Catch	2A + 3P	Negate Punch or Kick Attack

Technique	Cost	Effect
Withdraw	4 Kick	Distance + Negate Attack unless foe plays 1 Kick
Retreat	2A + 3K	Negate Attack + Distance
Shake it Off	1 Focus	Negate all Stun effects or 50% one Injury

Max Hand Size

All Characters have a max hand size of 7. If they ever have more than their max, discard the excess.

Match Setup

Players choose their Characters. Each player is dealt 7 cards. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. First Refresh Phase
2. Attack Phase
3. Tactical Phase
4. Second Refresh Phase

First Refresh Phase

Fill your hand to max hand size. (or less if stunned)
If the deck ever runs out, shuffle the discard and draw from it.

Attack Phase

Play (Discard) cards to make an attack. If you play a combo effect, you can make an extra attack. Your opponent may play cards to produce defensive effects, fully or Partially negating one or more of your attacks.

Tactical Phase

You may discard any unwanted cards in your hand.

Second Refresh Phase

Fill your hand to max hand size. (or less if stunned)

Character List

There are 17 characters available:

Ryu

(Shotokan Karate) SA1: Your Focus Attacks do Damage +2 SA2: Your Max Hand Size is +1

Technique:	Cost:	Effect:
Dragon Punch (Air)	2A + 3P	5 Dam (Sub for Jump)
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Hurricane Kick	3 Kick	2 Dam + Multi-Strike
Air Hurricane Kick (Air)	4 Kick	3 Dam + Multi-Strike (Sub for Jump)
Backroll Throw	2A + 1G	2 Dam + TD
Fireball	2 Focus	4 Dam (Energy Ranged)
Improved Fireball	3 Focus	6 Dam (Energy Ranged)
Kippup	1 Defense	Negate KD

Ken

(Shotokan Karate) SA1: Your Max Hand Size is +1
SA2: Your Punch Attacks do Damage +1

Dragon Punch (Air)	2A + 3P	5 Dam (Sub for Jump)
Flaming Dragon Punch (Air)	2A + 4P	6 Dam + KD
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Hurricane Kick	3 Kick	2 Dam + Multi-Strike
Air Hurricane Kick (Air)	4 Kick	3 Dam + Multi-Strike (Sub for Jump)
Backroll Throw	2A + 1G	2 Dam + TD
Fireball	2 Focus	4 Dam (Energy Ranged)
Kippup	1 Athletic	Negate KD

Zangief

(Sanbo) SA1: You may convert 1 card to a Grab card on your turn SA2: You have 5 extra Hits

Ear Pop	(High)	2 Punch	1 Dam + Stun
Head Bite (High)	1A + 1G	1 Dam + Hold	
Iron Claw	2G + 1P	2 Dam + Hold	
Spinning Clothesline	1A + 2P	2 Dam + KD (High)	
Turbo Spinning Clothesline	2A + 2P	3 Dam + KD (High)	
Foot Sweep (Low)	2 Kick	1 Dam + KD	
Double Hit Kick	3 Kick	2 Dam High + 2 Dam Low	
Back Breaker	3 Grab	2 Dam + Injure	
Pile Driver	1A + 3G	3 Dam + KD	
Spinning Pile Driver	1A + 4G	4 Dam + TD (Sub for Jump)	
Siberian Suplex	2A + 3G	4 Dam + TD	
Siberian Bear Crusher	5 Grab	4 Dam + KD	
Grappling Defense	2 Grab	Negate Grab Attack	
Air Throw	2A + 2G	Counter Air Only: 2 Dam + TD	

T. Hawk

(Native American Wrestling) SA1: All your Grab attacks do +1 Damage SA2: You have 5 extra Hits

Thunder Clap	2 Focus	3 Dam + Stun (Energy Ranged)
Buffalo Punch	4 Punch	4 Dam
Thunder Strike (Air)	2A + 1K	2 Dam + Stun
Storm Hammer	4 Grab	3 Dam + TD (Sub for Jump)
Diving Hawk (Air)	2K + 2A	3 Dam + Combo (Sub for Jump)
Wounded Knee	3 Kick	2 Dam + Injure
Neck Choke (High)	3 Grab	2 Dam + Hold
Bear Hug	4 Grab	3 Dam + Hold
Brain Cracker (High)	2G + 1P	1 Dam + Hold + Multi-Strike

Fei Long

Athletic Card during your Opponents turn

(Kung Fu) SA1: You may convert 1 card to a Punch card on your turn SA2: You may use 1 Grab card as a

Monkey Grab Punch	2P + 1G	2 Dam + Unblockable
Rekka Ken	1F + 2P	3 Dam + Multi-Strike
Double Hit Kick	3 Kick	2 Dam High + 2 Dam Low
Dragon Kick	2F + 2K	6 Dam (Energy Ranged)
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Stepping Front Kick (Low)	2 Kick	1 Dam + Combo
Deflecting Punch	2 Punch	Negate 1 Dam + Inflict 1 Dam
Punch Defense	2 Punch	Negate Punch Attack
Hair Throw (Air)	1A + 2G	2 Dam + TD
Drunken Monkey Roll	2A + 1G	Negate Low, Crouching or Ranged Attack
Kippup	1 Athletic	Negate KD

Dhalsim

(Kabaddi) SA1: You may convert 1 card to a Focus card on your turn SA2: Your Max Hand Size is +1

Slide Kick (Low)	2 Kick	1 Dam + KD
Brain Cracker (High)	2G + 1P	1 Dam + Hold + Multi-Strike
Flying Body Spear	2A + 2K	4 Dam (Sub for Jump)
Extendable Limbs	3 Punch	2 Dam + Unblockable

Slide Kick (Low)	2 Kick	1 Dam + KD
Fireball	2 Focus	4 Dam (Energy Ranged)
Improved Fireball	3 Focus	6 Dam (Energy Ranged)
Telepathy	1 Focus	Draw 2 Cards + Look at Opponents Hand
Yoga Flame	1 Focus	2 Dam (Energy Ranged)
Yoga Teleport	3 Focus	Negate Attack + Distance

Blanka

card to an Athletic card on your turn

(Capoeira) SA1: You may discard cards immediately
before First Refresh Phase SA2: You may convert 1

Head Butt (High)	2 Punch	1 Dam + Stun
Power Uppercut	3 Punch	2 Dam + Stun
Turbo Spinning Clothesline	2A + 2P	3 Dam + KD (High)
Back Flip Kick	3 Kick	2 Dam + Distance
Foot Sweep (Low)	2 Kick	1 Dam + KD
Head Bite (High)	1A + 1G	1 Dam + Hold
Rolling Attack (Air)	2A + 1G	2 Dam + Distance
Beast Roll (Air)	3A + 1G	4 Dam (Sub for Jump)
Vertical Rolling Attack (Air)	2A + 1G	3 Dam (Counter Air)(Sub for Jump)
Shock Treatment	3 Focus	5 Dam + Stun
Musical Accompaniment	1 Focus	Draw 2 cards

Guile

You may convert 1 card to a Link card on your turn

(Special Forces) SA1: You may use 1 Grab card
as an Athletic Card during your Opponents turn SA2:

Spinning Backfist	2 Punch	1 Dam + Stun
Flash Kick (Air)	1F + 2K	4 Dam
Flying Knee Thrust	1A + 2K	2 Dam + Injure
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Spinning Foot Sweep (Crouch)	1A + 2K	2 Dam + KD
Air Throw	2A + 2G	Counter Air Only: 2 Dam + TD
Kippup	1 Athletic	Negate KD
Sonic Boom	2 Focus	3 Dam + Stun (Energy Ranged)
Pile Driver	1A + 3G	3 Dam + KD
Hyper Fist	3 Punch	2 Dam + Multi-Strike

Cammy

during your Opponents turn

(Secret Agent) SA1: Your Kick attacks do Damage
+1 SA2: You may use 1 Grab card as a Defense Card

Spinning Backfist	1A + 1P	1 Dam + Stun
Spinning Knuckle	1A + 2P	2 Dam + Combo or Negate Ranged Attack
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Flying Thrust Kick (Air)	1A + 3K	4 Dam (Sub for Jump)(Counter Air)
Flash Kick (Air)	1F + 2K	4 Dam
Handstand Kick	1A + 2K	3 Dam (Counter Air)
Spinning Foot Sweep (Crouch)	3 Kick	2 Dam + KD
Air Throw	2A + 2G	Counter Air Only: 2 Dam + TD
Suplex	4 Grab	3 Dam + KD
Thigh Press	3 Grab	2 Dam + KD
Cannon Drill (Low)	2 Focus	4 Dam

E. Honda

(Sumo Wrestling) SA1: Your Punches do Damage

+1 SA2: You have 5 extra Hits

Sumo Slap	3 Punch	3 Dam
Head Butt (High)	2 Punch	1 Dam + Stun
Hundred Hand Slap	4 Punch	3 Dam + Multi-Strike
Double Hit Kick	3 Kick	2 Dam High + 2 Dam Low
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Spinning Foot Sweep (Crouch)	1A + 2K	2 Dam + KD
Bear Hug	4 Grab	3 Dam + Hold
Air Smash	2A + 1K	2 Dam + KD (Sub for Jump)
Knee Basher	3 Kick	2 Dam + Injure
San He	2 Focus	Negate 3 Dam + Negate KD

Chun Li

attacks do Damage +1

(Wu Shu) SA1: You may convert Punch cards to

Kick or Athletic cards on your turn SA2: Your Kick

Back Flip Kick	3 Kick	2 Dam + Distance
Forward Flip Knee (Air)	1A + 2K	3 Dam
Lightning Leg (Air)	3 Kick	2 Dam + Multi-Strike
Whirlwind Kick (Air)	2A + 2K	3 Dam + Multi-Strike
Flying Heel Stomp (Air)	1A + 3K	3 Dam + Distance (Sub for Jump)
Air Throw	2A + 2G	Counter Air Only: 2 Dam + TD
Wall Spring	3 Athletic	Negate Attack + Distance
Fireball	2 Focus	4 Dam (Energy Ranged)
Spiked Bracelets	3 Punch	2 Dam + Combo

Dee Jay

Link card on your turn

(Kickboxing) SA1: You may convert Grab cards into

Punch or Kick cards SA2: You may convert 1 card to a

Hyper Fist	3 Punch	2 Dam + Multi-Strike
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Triple Strike	2P + 1K	3 Dam
Double Dread Kick	4 Kick	3 Dam + Stun
Double Hit Kick	3 Kick	2 Dam High + 2 Dam Low
Slide Kick (Low)	3 Kick	2 Dam + KD
Wounded Knee	3 Kick	2 Dam + Injure
Back Roll Throw (Low)	1A + 2G	2 Dam + TD
Max Out	2 Focus	3 Dam + Stun (Energy Ranged)
Musical Accompaniment	1 Focus	Draw 2 cards

Balrog

(Boxing) SA1: Convert Grab or Kick cards to Punch

SA2: You have 5 extra Hits

Fist Sweep	2 Punch	1 Dam + KD
Turn Punch	1F + 3P	5 Dam
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Dashing Punch	1A + 3P	3 Dam + Unblockable
Dashing Uppercut	1A + 4P	3 Dam + Stun + Unblockable
Head Butt (High)	2 Punch	1 Dam + Stun

Fist Sweep	2 Punch	1 Dam + KD
Head Butt Hold (High)	3 Grab	2 Dam + Hold
Jumping Shoulder Butt (High)	1A + 2K	3 Dam
Punch Defense	3 Punch	Negate Punch Attack

Vega

(Spanish Ninjitsu) SA1: Convert Kick cards to Grab
or Punch SA2: Your Punch Attacks do Damage +1

Short Backslash	3 Punch	3 Dam
Back Slash	4 Punch	4 Dam
Rolling Crystal Flash	2 Focus	3 Dam + Stun
Flying Barcelona Attack(Air)	3A + 1G	4 Dam (Sub for Jump)
Izuna Drop (Air)	1A + 1G	1 Dam + KD
Rolling Izuna Drop (Air)	2A + 1G	2 Dam + KD
Sky High Claw (Air)	1A + 2P	2 Dam + Combo
Scarlet Terror	3 Kick	3 Dam
Rainbow Suplex (Air)	3 Grab	2 Dam + Stun
Dive Fake	2 Athletic	Setup + Combo
Star Dust Drop (Air)	2A + 2G	3 Dam + Stun

M. Bison

SA1: Convert Punch cards to Athletic or Kick SA2:
Your Kick Attacks do Damage +1

Psycho Crusher	3 Focus	6 Dam (Energy Ranged)
Double Knee Press	3 Kick	2 Dam + Hold
Knee Press Nightmare	4 Kick	3 Dam + Hold
Head Press (Air)	2 Kick	1 Dam + Hold
Somersault Skull Driver (Air)	2A + 1P	2 Dam + Injure
Devil Reverse (Air)	1A + 1P	1 Dam + Combo
Deadly Throw	4 Grab	3 Dam + TD
Fake Slide	1A + 1K	Setup + Combo
Psycho Reflect	1 Focus	Negate Focus Attack

Sagat

(Muy Thai) SA1: Convert Punch to Kick or Kick to
Punch SA2: You have 5 extra Hits

Tiger Shot	2 Focus	4 Dam (Energy Ranged)
Tiger Cannon	3 Focus	6 Dam (Energy Ranged)
Tiger Uppercut	3 Punch	2 Dam + Stun
Tiger Knee Crush	3 Kick	2 Dam + Injure
Tiger Genocide	4 Kick	3 Dam + Combo
Tiger Carry	3 Grab	2 Dam + Hold
Tiger Raid	2A + 1G	3 Dam
Tiger Destruction	4 Punch	3 Dam + Combo

Akuma

(Shotokan Karate) SA1: Convert Athletic cards to
Punch or Focus SA2: You have Hand Size +1

Great Surge Fist	2 Focus	4 Dam (Energy Ranged)
Air Slashing Surge Fist (Air)	3 Focus	6 Dam (Energy Ranged)
Sorching Heat Surge Fist	4 Focus	8 Dam (Energy Ranged)
Tornado Kick	3 Kick	3 Dam
Dragon Fist (Air)	2A + 3P	5 Dam (Sub for Jump)
God of War Air Flash	2 Focus	Negate Attack
Raging Demon	4 Punch	4 Dam
Demon Flip	1A + 2G	2 Dam + TD
Sky Demon Leg Blade (High)	2A + 2K	3 Dam + Injure

Minor Minions

All Minor Minions know the Basic Techniques except Jump and Throw Some know more Advanced

Techniques.

MHS Max Hand Size

Minor Minion List

Type	(Hits/MHS)	Advanced Techniques:
Thug	(5/4)	-
Gangster	(10/5)	-
Warrior	(15/6)	Head Butt/Power Uppercut/Foot Sweep
Cop	(5/4)	Brain Cracker
SWAT	(10/5)	Power Uppercut/ Spinning Backfist
Ninja Genin	(10/5)	Slide Kick/ Handstand Kick/ Jump
Ninja Jonin	(15/6)	Slide Kick/ Back Kick Flip/ Back Roll Throw/ Wall Spring
Green Soldier	(5/4)	-
Veteran Soldier	(10/5)	Spinning Back Fist/ Suplex/ Jump
Lifer Soldier	(15/6)	Spinning Back Fist/ Suplex/ Jump/ Brain Cracker
Special Agent	(10/5)	Head Butt/ Throw
Secret Agent	(15/6)	Monkey Grab Punch/ Double Dread Kick/ Knee Basher/ Jump
Martial Artist Acolyte	(10/5)	Throw/ Jump/ Foot Sweep
Martial Artist Adept	(15/6)	Throw/ Jump/ Foot Sweep/ Spinning Backfist

Advanced Technique List

Brain Cracker (High)	2G + 1P	1 Dam + Hold + Multi-Strike
Suplex	4 Grab	3 Dam + KD
Power Uppercut	3 Punch	2 Dam + Stun
Head Butt (High)	2 Punch	1 Dam + Stun
Wall Spring	3 Athletic	Negate Attack + Distance
Monkey Grab Punch	2P + 1G	2 Dam + Unblockable
Double Dread Kick	4 Kick	3 Dam + Stun
Knee Basher	3 Kick	2 Dam + Injure
Slide Kick (Low)	3 Kick	2 Dam + KD
Back Roll Throw (Low)	1A + 2G	2 Dam + KD
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Spinning Backfist	2 Punch	1 Dam + Stun

Weapons

If a Character has a weapon they automatically have the basic attack Technique for that Weapon. If you have a hand weapon you also get the Weapon Parry Technique. All Ranged Weapon Attacks have a 50% chance of missing outright Note: If you have an Automatic Rifle, you can use it as a rifle also.

These are referred to as Projectile attacks or Hand

Weapon attacks as Opposed to punches, kicks, or grabs. Players may agree that some Defensive techniques may or may not be used vs these types of attacks. Note: Guns with rubber bullets do 3 less damage and stun instead of injure. Note: The Grenade can only be used if the foes are distant from each other.

Note: Most Projectile Weapons can also be used as a club.

Weapon Basic Techniques List

Pistol	1 Punch	4 Dam + Injure (Revolver) (Projectile Ranged)
Sub Machine Gun	1 Punch	4 Dam + Combo (Projectile Ranged)
Rifle	2 Punch	6 Dam + Injure (Projectile Ranged)
Automatic Rifle	2 Punch	6 Dam + Combo (Projectile Ranged)
Shotgun	2 Punch	5 Dam (Projectile Ranged)
Taser	1 Focus	Stun x2 (Projectile Ranged)
Spray Mace	1 Punch	Stun + Injure
Grenade	2 Punch	10 Dam (Single Use) (Projectile Ranged)
Bow & Arrow	2 Focus	5 Dam + Injure (Crossbow) (Projectile Ranged)
Throwing Star	1 Focus	1 Dam + Injure (Projectile Ranged)
Thrown Knife	1 Focus	2 Dam + Injure (Projectile Ranged)
Thrown Axe	1 Focus	4 Dam + Injure (Thrown Spear, Sword, etc.)(PR)
Knife	1 Punch	3 Dam + Injure (Dagger, Broken Bottle)
Sword	2 Punch	5 Dam + Injure (Katana, scimitar, etc.)
Axe	2 Punch	4 Dam + Injure
Battle Axe	3 Punch	6 Dam (Maul, Heavy War Hammer, 2-Handed Sword)
Shield	1 Grab	2 Dam (Bash) or Negate 2 Dam
Num Chucks (Pair)	3 Punch	3 Dam + Combo (Pair of Sticks)
Club	2 Punch	3 Dam + Stun (Bat, Hammer, Nightstick, etc.)
Electric Cattleprod	2 Punch	2 Dam + Stun x2
Brass Knuckles	Modifier	Adds 1 Dam to any Punch Attack
Staff	2 Athletic	3 Dam + Stun
Spear	3 Athletic	5 Dam (Bayonet, Pike)
Chain	2 Athletic	3 Dam + Hold
Whip	2 Athletic	2 Dam + Combo
Tonfa (Pair)	2 Grab	3 Dam or Negate 2 Dam
Sai (Pair)	3 Punch	3 Dam or Negate Hand Weapon Attack
Kama (Pair)	2 Punch	4 Dam or Negate 2 Dam
Weapon Parry	1F + 2P	Negate Hand Weapon Attack

Minor Character Weapon List

- Thug- Brass Knuckles, Knife, Lead Pipe (Club), Chain
- Gangster- Revolver, SMG
- Warrior- Num Chucks, Sword, etc.
- Cop- Pistol, Taser, Tonfa, Truncheon (Club), Shotgun, Spray Mace
- SWAT- Rifle, Automatic Rifle, Pistol
- Ninja- Throwing Stars, Knife, Kama, Sword, Bow & Arrow
- Soldier- Pistol, Rifle, Automatic Rifle, Grenade
- Agent- Knife, Pistol, Rifle
- Martial Artist- Sai, Staff, Spear, Num chucks

More Techniques

Flying Head Butt	1A + 2P	2 Dam + Stun (Air)
Dim Mak (Death Touch)	4 Focus	6 Dam + Injure x2
Maka Wara	2 Focus	Negate 1 Dam & Inflict 3 Dam
Missile Reflection	3 Grab	Turn Projectile Attack to any target
Energy Reflection	3 Grab	Turn Energy Attack to any target
Shockwave (Low)	1F + 2P	3 Dam + KD (Ranged Energy)
Great Wall of China	1F + 3K	5 Dam
Acid Breath	2 Focus	3 Dam + Injure
Chi Kung Healing	2 Focus	Negate 1 Injury
Cobra Charm	3 Focus	Opponent cannot attack next turn
Ghost Form	3 Focus	Negate all attacks this turn

Flying Head Butt	1A + 2P	2 Dam + Stun (Air)
Ice Blast	3 Focus	5 Dam + Stun (Ranged Energy)
Regeneration	1 Focus	Regain 2 Lost Hits
Stunning Shout	2 Focus	3 Dam + Stun (Ranged Energy)
Toughskin	1 Focus	Negate 1 Dam & Inflict 1 Dam
Zen No Mind	1 Focus	Draw 2 Cards





Summoners Chess

Introduction

Chess Variant using special fantasy units. 2 Player Game.

The Board

Use a regular 8 X 8 Chessboard. 64 lose Terrain tiles cover the 64 spaces of the Board.

Terrain Tiles

There are 16 Types of Tiles. See the Tile Unit Chart. There are 4 copies of each tile.

Pieces

Each piece has 2 parts: The figurine, and the Disc. The discs denote ownership. A disc lies flat in a square, and a figure sits upright on top of it.

Each player gets a set of Discs of a unique color. Use painted metal Figures. Each player starts with 4 Acolyte Figurines.

Winning

To win you must capture all 4 of your opponents Acolytes, or Reduce your opponent to 2 or less pieces.

Tile Unit Chart

Terrain	Unit Type	Movement Type
Ruins	Skeletons	Page
Swamps	Zombies	Page
Mountains	Dwarves	Squire
Hills	Goblins	Squire
Lakes	Serpents	Knight
Jungle	Cat People	Bishop
Castles	Chevaliers	Knight
Caves	Orcs	Knight

Movement Type

Page Moves and Captures 1 space orthogonally.

Squire = Moves and Captures 1 space diagonally.

Second Tile Unit Chart

Setup

Randomly place the 64 Terrain Tiles randomly onto the Board. Each player places his 4 Acolyte Figurines 1 space apart on his back row. Players flip a coin to see who goes first.

Moving And Capturing

This occurs just like in regular chess.

Summoning

This occurs as a result of a move. If you occupy (with any of your units) 3 Tiles of the Same Terrain Type, you summon a Unit under your control into the Fourth tile of that type. If the Fourth space is already occupied by an opponent's piece, the unit is not summoned.

If the blocking piece moves, the unit will immediately be summoned. Each Unit can only be summoned once per game. The type of unit summoned is determined by the tile type as denoted in the Tile Unit Chart.

Acolytes

Acolyte Units move and capture like Kings.

Terrain	Unit Type	Movement Type
Towers	Wizard	Queen
Peaks	Rocs	Bishop
Deserts	Chimera	Bishop
Volcanos	Red Dragon	Queen
Tundra	Ice Giants	Rook
Forests	Elves	Knight
Bogs	Trolls	Rook
Badlands	Ogres	Rook

Second Unit Variant

Use this variant if you want a longer game, and have more figurines you want to use. If your opponent has summoned a Unit of a particular Terrain off the first list, you Also, later, may summon a unit from that Terrain, but from the Second list:

Terrain	Unit Type	Movement Type
Ruins	Vampyre	Queen
Swamps	Treant	Rook
Mountains	Kobolds	Page
Hills	Centaurs	Bishop
Lakes	Wolves	Squire
Jungle	Lizard Men	Squire
Castles	Gargoyle	Bishop
Caves	Gnomes	Page

Terrain	Unit Type	Movement Type
Towers	Golem	Rook
Peaks	Griffon	Rook
Deserts	Hydra	Rook
Volcanos	Demon	Queen
Tundra	Valkyries	Knight
Forests	Unicorn	Bishop
Bogs	Spectre	Bishop
Badlands	Minotaur	Knight





Tales Of The Borrowers

Introduction

Card game based on the Borrowers, adventures of the tiny people that Live hidden in our houses, and borrow only what they need.

Disclaimer

The Borrowers are a licensed, copyrighted property. This is merely a fan site.

Victory

Be the first player to complete 3 Melds.

The Deck

Players share a common deck. There are 7 card types: Places, Threats, Escapes, Friends, Foods, Objects, and Tools. There are 10 cards of each type.

Melds

A Meld is a collection of 7 cards of a specific ratio of types. There are 10 Types of Melds:

1. Borrower's Feast: 3 Friends + 4 Foods
2. Dangerous Journey: 3 Places + 2 Escape + 2 Threats
3. Monty Haul: 3 Objects + 2 Tools + 2 Foods
4. Friendly Visit: 2 Friends + 3 Places + 2 Escapes

5. Great Adventure: 1 of each Type
6. Tricks of the Trade: 3 Tools + 4 Escapes
7. Home and Hearth: 4 Objects + 3 Foods
8. Full House: 4 Friends + 3 Objects
9. A Big Scary World: 4 Threats + 3 Places
10. Weapons of Choice: 4 Tools + 3 Threats

Setup

Shuffle the Deck. The biggest person is the Dealer. The smallest person goes first.

Deal 7 random cards to each player.

SEQUENCE of PLAY Players take turns. Play proceeds clockwise. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. Meld Phase

Draw Phase

Draw Cards from the deck to fill your hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

You may discard 1 card. What happens depends on what type of card you discard:

Type	Happens
Places	Discard 1 more card and draw 2 cards
Threats	Opponent Discards 1 random card from hand
Escapes	Steal 1 random card from opponents hand
Friends	Give this card to opponent and draw 2 cards
Foods	Draw 1 card
Objects	Put any card from the discard into your hand
Tools	iscard hand and draw 7 new cards

Meld Phase

You cannot make a Meld of a type already made this game. (Example: If someone already made a Full House, you cannot make another) If you have a Meld,

show it to all players. 3 Melds and you win the game. Keep Track.

Discard your hand and draw 7 new cards. If you don't have a Meld, you must discard your hand down to 6 cards.

Card List

Type	Cards
Place Cards	Garden, Attic, Basement, Roof, Hallway, Doll House, Bedroom, Window, Foyer, Kitchen

Type	Cards
Escape Cards	Run, Jump, Climb, Crawl, Ledge, Hide, Hole in the Wall, Shadows, Distraction, Silence
Food Cards	Cookie, Sugar Cube, Cherry, Grape, Olive, Cracker, Candy, Raisins, Nuts, Berry
Threat Cards	Spider, Raven, Child, House Keeper, Snake, Rat, Cat, Big Feet, Loud Noise, Mouse Trap
Friend Cards	Ma, Pa, Little Brother, Big Sister, Mice, Wild Borrower, Neighbor Borrower, Friendly Human, Ants, Bees
Object Cards	Cork, Foil, Cloth, Paper, Pencil, Coin, Game Piece, Salt, Pill, Battery
Tool Cards	Needle, Thread, Wire, Glue, Tape, Paperclip, Rubber band, Pin, Match, Toothpick





Talisman War

Introduction

Boardgame for 2 players. Wargame based on the Talisman Adventure Game. One player controls the Forces of Good.
The other player controls the forces of Evil.

Disclaimer

Talisman is a copyrighted, licensed, trademarked property. This is merely a fan site.

Victory

The Evil player must capture the City and the Castle. The Good player must capture the City and the Sorcerer's Tower

Dice

Six sided dice are needed. 3 per player.

Control Chits

The Good player has a set of White Chits. The Evil player has a set of Black Chits. These are stacked with Neutral Units to show who controls them.

Wound Chits

When a Unit is hit (damaged) a Wound Chit (Marker) is stacked with it. 3 Wound Chits will kill (discard) a Unit. Discard all Items (and Spells) stacked with a killed Character.

Unit Types

Units are divided into 2 main types: Monsters and Characters. Items may be stacked with Characters, but not with Monsters.

The Map

The Map is an 8x8 Grid that holds 64 Territory Tiles. There are 3 types of Territories: Neutral. Good, and Evil.

- The 2 front rows contain Good Tiles.
- The 2 back rows contain Evil Tiles.
- The 4 middle rows contain Neutral Tiles.

Territory Tile List Notation

- A** Alignment
- G** Good
- E** Evil
- N** Neutral
- #** Copies of that Tile in Set
- STR** Strength
- MP** Magic Points
- HU** Holy Unit
- MU** Magic User
- GU** Good Unit
- EU** Evil Unit
- GP** Good Player
- EP** Evil Player

Territory Tile List

Name:	A	#	Notes:
Castle	G	1	GU in Castle gets STR +2 Save 1-4 on 1D6
Shrine	G	1	HU at Shrine get STR+2
Pool of Life	G	1	GU at or adjacent to Pool heal 1 Wound in Heal Phase
Fountain of Wisdom	G	1	MU at Fountain gets MP+1
Market	G	1	GU at Market gets +1 Gold per turn
Chapel	G	1	All GU in or adjacent to Chapel get STR+1
Temple	G	1	HU at Temple gets MP+1
Tavern	G	1	Fighter at Tavern gets STR+2
Fields	G	2	Fast Unit at Fields get STR+1
Woods	G	2	Ranged Attack Unit in Woods gets STR+2
Village	G	2	GU at villages heal 1 wound in Heal Phase
Farms	G	2	GU at farms get STR+1
Sorcerer's Tower	E	1	Evil MU in Tower gets MP+1 and Save 1-4 on 1D6

Name:	A	#	Notes:
Chasm	E	1	Ground Units entering Chasm killed on 1-2 on 1D6
Cursed Glade	E	1	GU in or adjacent to Glade get STR-1
Graveyard	E	1	Undead Units in or adjacent get STR+1
Plain of Peril	E	1	If occupied by EU the EP gets +1 to recruit Table Rolls
Crypt	E	1	Spirit Units in or adjacent get STR+1
Valley of Fire	E	1	Demonic Units in or adjacent get STR+1
Pits	E	1	Flying Unit at Pits gets STR+2
Dungeon	E	1	EU in Dungeon gets +1 Gold per turn
Arena	E	1	Evil Character in Arena gets STR+2
Ruins	E	1	MU at Ruins gets MP+1
Altar	E	1	All EU in or adjacent to Altar get STR+1
Cave	E	2	Monster Unit at Cave gets STR+1
Marsh	E	2	Unit at Marsh cannot move on 1-3 on D6
Maze	N	1	Unit at Maze cannot move on 1-4 on D6
Magic Stream	N	1	MU at Stream gets MP+1
Magic Portal	N	1	Unit at Portal can move to any empty Space
Hidden Valley	N	1	Unit in Valley evades attacks/battles on 1-4 on D6
City	N	1	Unit in City gets +1 Gold per turn
Mines	N	2	Mountain Units at Mines get +1 Gold per Turn
Hills	N	4	Mountain Units in Hills get STR+1
Forest	N	6	Ranged Attack Unit in Woods gets STR+1
Crags	N	4	Ground Units entering Crags killed on 1 on 1D6
Desert	N	4	Units in Desert take 1 wound in Heal Phase on 1-3 on D6
Plains	N	6	Fast Units in Plains get STR+2

Spell Hand

Items and Units are immediately played to the board. Players however keep a separate pile of Spell chits to be used when needed. Normal maximum Spell Hand size is 4 and limit is enforced in End Phase.

Strength

By Spell, Wound, and Disease effects it is possible for Units to have a Strength of zero or even a negative Strength. Such units can still attack and defend. Units with a Disease Counter are STR-1 Units with a Wound Counter are STR-1

Setup

Determine who will be Good and who will be Evil. Shuffle the Territory Tiles. Randomly distribute the Tiles to make the 8x8 map with separate Good, Evil, and Neutral Regions as described.

Create separate Piles (Cups) for:

- Good Unit Chits
- Evil Unit Chits
- Neutral Unit Chits
- Item Chits
- Spell Chits

Each player gets 8 Unit Chits of his Alignment

Each player gets 4 Neutral Unit Chits

Each player gets 4 Item Chits

Each player gets 2 Spell Chits

Players distribute their Units to their own Regions: You have 12 Units to distribute throughout 16 Spaces. A Space (Tile) can contain 1 Unit. All Chits are face up. Item Chits are stacked with Units that can use them.

Turn Sequence

Players take turns. The Evil Player goes first Each Turn has 9 Phases:

- Time Phase
- Magic Phase
- Quest Phase
- Movement Phase
- Ranged Attack Phase
- Battle Phase
- Healing Phase
- Recruit Phase
- End Phase

Time Phase

Each Tile with a Block Token on it removes 1 such Token.

Each Tile with a Ruin Token on it removes 1 such Token.

Every Unit with a Disease Counter rolls 1D6:

1D6	Disease Effect:
1-2	Unit takes 1 Wound
3-4	No Effect
5-6	Remove Counter

Magic Phase

Gain spells and summon effects according to the Total number of Magic Points (MP) you control as listed on the Magic Power Table. Spell Chits are randomly drawn from the Spell Chit Cup. Each Magic User (MU) you control gives you 1 MP.

Magic Power Table

MP	Capacity	Notes
1	Power	Draw +1 Spell each turn in Magic Phase
2	Knowledge	Spell Hand Size +1
3	Summon	Roll one extra time on Recruit Table Immediately
4	Power	Draw +1 Spell each turn in Magic Phase
5	Knowledge	Spell Hand Size +1
6	Summon	Roll one extra time on Recruit Table Immediately
7	Skill	All your MU get STR+1
8	Power	Draw +1 Spell each turn in Magic Phase
9	Knowledge	Spell Hand Size +1
10	Summon	Roll one extra time on Recruit Table Immediately
11	Skill	All your MU get STR+1
12	Power	Draw +1 Spell each turn in Magic Phase

Quest Phase

Once per turn in Quest Phase, you may send one of your Characters on a quest. The Character rolls 3D6 and adds its Strength. Roll 3D6 for the Quest.

If the Character rolls equal or higher, you may immediately roll once on the Recruit Table with a -1 modifier to the roll. If the Quest Total was higher, the Character was killed (discard it).

Movement Phase

Roll 1D6. This is the Movement Roll. You may move that many of your Units. The base move for all units is 1 space; You can move a unit to an adjacent Territory.

Adjacency is through orthogonal sides only, not the diagonal. Fast Units and Flyers can move 2 Spaces. Flyers that are also fast can move 3 spaces.

Forest Walkers can as their move go from any Wood or Forest tile to another empty one. Units may not move through other units unless they can fly (or are being teleported or are moving by Portal or Forest walking) Spirits can move Diagonally. Maximum 1 unit per space. No Stacking.

2 adjacent friendly Units as their Moves may switch places.

Ranged Attack Phase

Attacks described as ranged attacks take place in this Phase. Attacks are made into adjacent spaces (diagonal allowed). The attacking unit rolls 3D6 and adds its Strength.

The defending unit rolls 3D6 and adds its Strength. If the attackers total is higher, the defender Rolls on

Some objects provide additional MP. Some locations if occupied generate more MP. Note base Spell Chit draw is zero; You need at least 1 Magic User to gain any spells.

Note the Table effects are cumulative: If you have 7 MP you would get a total of 2 extra rolls on the Recruit Table.

the Ranged Attack Hit Table. If equal or lower, the attack misses and nothing happens.

Most Ranged attacks are by Bow and Arrow or Magic Spell, however, some have another basis, such as Giants throwing Boulders. A Unit can only make 1 Ranged Attack per turn. A Unit that makes a Ranged Attack cannot also attack in Battle Phase.

A single unit may be attacked by multiple foes one at a time.

Ranged Attack Hit Table

1D6	Damage
1-3	Target Gains 1 Wound Counter
4-5	Target Gains 2 Wound Counter
6	Target Killed

Battle Phase

Attacks are made into adjacent spaces (diagonal not allowed). The attacking unit rolls 3D6 and adds its Strength. The defending unit rolls 3D6 and adds its Strength.

If the Attackers total is higher, the defender gains 1 Wound Counter. If the Defenders total is higher, the Attacker takes 1 Wound Counter. If totals are equal they both gain a wound counter. This repeats until one unit is destroyed (3 Wounds) or the Attacking unit breaks off the Attack.

A Unit may only attack one Unit in Battle Phase. A single unit may be attacked by multiple foes one at a time.

Saves

Some Items, Spells, and the Tough ability will nullify an attack. If the save roll is successful, all the damage from the attack is negated.

Evade Option

A Defending Unit may choose to Evade a Battle. The Unit gets +4 to his battle roll, but if he wins, he does no damage to his opponent, the combat simply ends. In addition, If an evasion is successful, the Evading unit may move to an ADJ empty space.

Healing Phase

Units may have Wound Markers removed in this Phase. This requires a special effect provided by a

unit or spell or location. Units with Regeneration automatically remove 1 Wound Chit on themselves in this Phase.

Units with Healing may remove 1 Wound Chit or 1 Curse Chit or 1 Disease Token from a friendly unit in an adjacent orthogonal Space.

Recruit Phase

Roll once on the Recruit Table. When recruiting units, place them in any empty Tile of your same Alignment. Neutral Units may also be placed in a Neutral Tile adjacent to a Tile occupied by one of your Units.

Items when recruited (Found, Bought, Created) are immediately stacked with a Character that can use them.

Recruit Table

1D6	Notes:
0	Gain 3 Bags of Gold
1	Gain 2 Bags of Gold
2	Gain 1 Bag of Gold

1D6	Notes:
3	Gain 1 Item
4	Gain 1 Neutral Unit
5+	Gain 1 Unit of your same Alignment

Gold

Gold is used to purchase Units and Items in Recruit Phase: In Recruit Phase you may buy 1 Item for 3 bags of Gold. Draw 3 Item Chits and discard 2. In Recruit Phase you may buy 1 Neutral Unit for 3 bags of Gold.

Draw 3 Neutral Unit Chits and discard 2. In Recruit Phase you may buy 1 Unit of your Alignment for 3 bags of Gold. Draw 3 Unit Chits and discard 2.

End Phase

Max Spell Hand Size is 4. Discard excess Spells.

Item Limits

Magic Users unless they are also Fighters cannot use Weapons or Armor. A Character can have only have 1 of each of the following types of items: Weapon, Headgear, Shield, Armor, Steed

Block Tokens

A Tile with a Block Token on it cannot be entered or moved through.

Ruin Tokens

A Tile with a Ruin Token on it has its special effects as described in the Tile List negated.

Curse Chit

These are Spells that are stacked with the Target Unit and adversely affect it. They remain until healed or eliminated by another Spell.

Boon Chit

These are Spells that are stacked with the Target Unit and are beneficial. They remain until eliminated by another Spell.

Wound & Disease Chits

Players share a common set of these.

Unit Chit Lists Notation

GU Good Unit

EU Evil Unit

STR Strength

FTR Fighter

MU Magic User

MP Magic Points

ADJ Adjacent

RA Ranged Attack

- Healing = Unit can Heal other Units in Healing Phase
- Fast = Unit has Move+1
- Fly = Unit has Move+1 and can move over other Units
- Forestwalk = Unit can move from 1 Forest or Woods space to any other as 1 move
- Mountains = Unit is STR+2 when Attacking a Cave, Mine, Hill, Crag, or Dungeon Space
- Woods = Unit is STR+2 when Attacking a Woods, Forest, or Marsh Space
- Martyr = You may switch this Unit with an ADJ Unit that is being Attacked
- Fate = Reroll 1 Target Dieroll once per turn or cause 1 Chit you draw to be redrawn
- Regenerate = Unit heals itself in Healing Phase

- Tough = Unit has a natural Save of 1-3 on 1D6 when it takes a Hit
- Steal = Instead of Attacking unit steals 1 Item from ADJ Foe on 1-3 on 1D6
- Poison = If attack is successful it does 1 extra Wound on 1-3 on 1D6
- Petrify = If attack is successful, target is killed
- Large = Unit can carry 1 extra Wound Counter

- before being killed
- Rich = Gain 1 Gold in your Recruit Phase
- Disease = In Long Range Attack Phase this unit may give 1 ADJ unit a Disease Counter
- Morale = Adjacent Friendly Units get STR+1 and the Martyr Ability
- Ambush = Unit gets STR+2 on first turn of a Battle

Good Unit Chit List

Name	Type	STR	MP	Notes:
King	C	3	-	FTR; Rich
Priest	C	2	1	MU; STR+5 vs. Undead
Monk	C	3	-	Gets STR+1 per ADJ GU
Knight	C	5	-	FTR; STR+2 vs. Quests
Healer	C	2	-	Healing
Unicorn	M	4	1	Fey, Fast
Gnomes	C	2	-	Mountains; Ambush
Man at Arms	C	4	-	FTR; Martyr
Maiden	C	2	-	Morale
Prophetess	C	2	1	MU; Fate
Were Lion	M	6	-	Regenerate
Dwarf	C	4	-	FTR; Mountains
Elf	C	4	1	FTR; Fey MU; Woods; RA
Prince	C	4	-	STR+1 per attached Item
Guide	C	2	-	Mountains; Woods; RA
Angel	M	6	-	Fly; STR+2 vs. Demonic
Princess	C	3	-	Morale
Fairy	M	2	1	MU; Fey, Fly
Magician	C	3	1	MU; STR+1 per attached Item
Minstrel	C	2	-	Morale; STR+4 vs. Monsters
Mystic	C	2	1	MU; STR+5 vs. Spirits
Sentinel	C	6	-	FTR; STR+2 when Defending
Druid	C	4	1	MU; Woods, Forestwalk
Woodsman	C	3	-	FTR; Woods
Ranger	C	4	-	FTR; Woods, RA
Amazon	C	4	-	FTR; RA
Squire	C	3	-	FTR; STR+1 per attached Item; Martyr
Treeman	M	6	-	Woods, Forestwalk; Large; Tough
Dryad	M	3	1	MU; Fey, Woods, Forestwalk
Paladin	C	4	-	FTR; MU; STR+3 vs. Demonic

Evil Unit Chit List

Name	Type	STR	MP	Notes:
Black Knight	C	5	-	FTR
Sorceress	C	2	1	MU
Troll	C	6	-	Regenerate
Hobgoblins	M	3	-	Fast
Zombies	M	3	-	Undead; Regenerate
Dragon	M	7	-	Fly; Tough; Large

Name	Type	STR	MP	Notes:
Giant	M	6	-	Fast; RA; Large, Mountain
Champion of Chaos	C	4	-	FTR
Imp	M	2	1	Fly; Demonic
Raiders	M	3	-	Steal
Orc	C	3	-	FTR; RA
Necromancer	C	3	1	MU; Heal
Pit Fiends	M	5	-	Demonic
Hag	C	3	1	MU
Goblins	M	2	-	Ambush; Martyr
Ogre	M	4	-	Tough
Devil	C	5	1	MU; FTR; Fly; Demonic
Witch Doctor	C	3	1	MU
Witch	C	2	1	MU; Fly
Wraith	M	4	-	Spirit
Warlock	C	3	1	MU; FTR
Demon	C	4	-	FRT; Demonic
Ghoul	C	3	-	Undead; Regenerate
Assassin	C	4	-	Poison; RA
Were Wolf	M	4	-	Regenerate
Vampire	M	4	-	Fly; Undead; Regenerate
Lich	C	3	1	MU; Undead
Harpies	M	3	-	Fly
Doppelganger	M	3	-	STR+3 when attacking
Skeletons	M	3	-	Undead
Chimera	M	2	-	Fly; Petrify
Gargoyle	M	4	-	Fly; Tough

Neutral Unit Chit List

Name	Type	STR	MP	Notes:
Mercenary	C	4	-	FTR
Warrior	C	4	-	FRT; Can use 2 Weapons
Thief	C	3	-	Steal
Wizard	C	4	1	MU
Alchemist	C	2	1	MU; Rich
Mage	C	3	1	MU
Soldier	C	3	-	FTR; Martyr
Merchant	C	2	-	Rich
Poltergeist	M	2	-	Spirit, RA
Were Boar	M	3	-	Regeneration
Were Bear	M	5	-	Regeneration
Apes	M	3	-	Woods
Hermit	C	2	1	Mountains
Ghost	M	3	-	Spirit; Fly
Centaur	M	4	-	Woods; RA
Spectre	M	3	-	Spirit
Satyr	M	3	-	Fey; Woods
Phantom	M	4	-	Spirit; Fly
Serpent	M	4	-	Poison
Enchanter	C	3	1	MU; Fate

Name	Type	STR	MP	Notes:
Leper	M	2	-	Disease
Bandits	M	3	-	Steal; Ambush
Pixie	M	2	1	Fey; Woods; Forestwalk; Ambush
Berserker	C	4	-	STR+2 when Attacking
Genie	M	5	1	MU; Fly
Sphinx	M	4	-	Fate
Banshee	M	5	-	Spirit
Manticore	M	4	-	RA; Poison
Jabberwock	M	4	-	Fly; Large
Minotaur	M	4	-	Tough; Ambush
Beastman	C	3	-	Woods; Tough

Item Chit List

Name	Notes:
Holy Grail	GO; Heal
Wand	MU gets RA and STR+1
Holy Lance	GO; FTR gets STR+3; Weapon
Talisman	User Immune to Spell cards
Holy Cross	GO; STR+4 vs. Spirits
Magic Belt	STR+1
Magic Sword	STR+1; Weapon
Magic Helmet	Headgear; FTR gets Save 1-2 on 1D6
Magic Shield	FTR gets Save 1-3 on 1D6
Magic Armor	FTR gets Save 1-4 on 1D6
Enchanted Axe	FTR gets STR+2; Weapon
Magic Water Bottle	User immune to Desert
Skull Cup	EO; Heal
Solomon's Crown	GO; Headgear; Fate
Evil Amulet	EO; MP+1
Ring of Protection	Save 1-2 on 1D6
Demon Armor	EO; FTR gets STR+2 and Save 1-4 on 1D6
Orb of Knowledge	MP+1
Book of Spells	MU gets MP+1
Rune Sword	EO; FTR gets STR+2 and Regeneration; Weapon
Magic Ring	MU gets STR+2
Potion of Strength	OUO; STR+5
Warhorse	Steed; FTR gets Fast and STR+2
Crown of Command	Headgear; RA of STR = 5 vs. all adjacent Foes
Girdle of Strength	STR+3
Horse	Steed; Fast
Staff of Mastery	MU gets STR+2 and MP+1
Silver Blade	STR+4 vs. Were Units; Weapon
Magic Hammer	Non-MU gets STR+2 and Mountain; Weapon
Scrolls	OUO; Gain 3 Spells
Traveling Boots	Fast
Magic Bow	Non-MU gets RA of STR+2; Weapon
Crystal Ball	Fate
Winged Boots	User gets Fly
Gauntlet of Might	STR+2
Pegasus	GO; Steed; Fly and Fast

Name	Notes:
Griffon	GO; Steed; Fly and STR+3
Nightmare	EO; Steed; Fly and Fast
Wyvern	EO; Steed; Fly and STR+2 and Poison

Spell List Notation

CC Curse Chit

BC Boon Chit

EO Evil Only MU may cast this Spell

GO Good Only MU may cast this Spell

Spell Chit List

Name:	Range	Notes:
Temporal Warp	NA	Opponent skips next turn
Toad	1	CC; Unit becomes STR = 1 and discards all Items
Counter Spell	U	Negate Spell just cast
Nullify	2	Discard BC or CC stacked with Unit
Immobility	3	Negate Move
Destruction	1	Place 7 Ruin Tokens on Target Tile
Forget	NA	Opponent discards 2 random spell cards from hand
Acquisition	2	Steal
Psionic Blast	3	RA of STR = 5
Divination	NA	Fate
Scry	NA	Fate
Healing	1	Heal
Alchemy	NA	Gain 4 Gold
Mesmerism	1	Unit cannot attack this turn
Destroy Magic	1	Discard target Stacked Item
Curse	3	CC; STR-1
Teleport	1	Move Unit to any empty Space
Preservation	3	Unit gets Save 1-4 on 1D6
Hex	1	Target Tile gets 3 Block Tokens
Evil Eye	1	CC; EO; Unit has half STR until BOYNT
Finger of Death	NA	MU gets STR+10
Fireball	2	RA of STR = 6; Covers 2 ADJ spaces
Lightning Bolt	3	RA of STR = 8
Misdirection	2	Move Enemy Unit 1 Space
Reflection	U	Change Target of Target Spell
Haste	1	BC; STR+1 and Fast
Force Field	4	Negate a target RA Attack
Electrical Storm	5	RA of STR = 2; Covers 4 ADJ spaces; Place 2 RT on Tiles
Slow Motion	2	Negate move and unit STR-5 until BOYNT
Earthquake	4	RA of STR = 4; Covers 3 ADJ spaces; Place 4 RT on Tiles
Familiar	NA	BC; MU gets STR+1
Siphon	NA	Steal 2 random Spell Chits from target opponent's hand
Displacement	3	Switch location of 2 adjacent Units
Barrier	3	2 ADJ Target Tiles get 1 Block Token each
Blessing	1	BC; STR+1
Turn to Stone	1	RA of STR = 3 and Petrification
Brainwave	1	Take Control of target Neutral Unit
Magic Vortex	NA	Both players discard all their Spell chits
Pestilence	NA	All Units get a Disease Counter
Poison Cloud	1	RA of STR = 4 and Poison; Covers 2 ADJ spaces
Blizzard	1	Covers 8 ADJ Spaces; They get 2 Block & Ruin Tokens each

Name:	Range	Notes:
Darkness	NA	No Units may Move or Attack this turn
Invisibility	3	Negate Long Range Attack or Battle this Turn
Exorcism	1	RA = Destroy Spirit Unit
Turn Undead	1	RA = Destroy Undead Unit
Wither	1	RA = Destroy Fey Unit
Banish	1	RA = Destroy Demonic Unit
Fear	1	RA = Destroy Good Unit

Spell Discussion

NA Non-applicable

U Unlimited

- Ranges = Max Distance of the target from the MU casting the Spell. Note that some spells cover 1 or more ADJ spaces. The player casting the spell chooses how these are spread out. They can extend beyond the Spell range as long as they are connected to the target space by a series of ADJ connections.
- Timing = Exact timing is not given, but use common sense and allow flexibility: Many spells only make sense if you cast them on your opponent's

turn to disrupt his Spells and Unit Movements and Attacks.

- Toad = Toads cannot attack. A Toad must attempt to Evade.

Game Designers Notes

Had some hesitation doing this game. May not be in the true spirit of the Talisman Universe where the Quest above all else is the central theme. The game is 95% Talisman inspired. I think I allowed a little Dungeons and Dragons to slip in as well as a little Magic the Gathering. Artistic License. If you liked the original there is a lot of compatible fan stuff available.





Tarot Wars

Introduction

CCG style rules for Tarot Decks. There are so many nice Tarot Decks it's a shame not to game with them. Card game for 2+ players.

Victory

Reduce your opponent to Zero Life Points.

The Deck

Players share a common deck. Use any Tarot Deck on hand. There are 3 card types: Characters, Events, and Modifiers: Character cards stay face-up in play until killed.

Event cards are discarded as soon as they are played. Modifier cards stay in play attached face-up to a Character card.

Life Points

Each player starts with 50 Life Points. Use coins to keep track of LP. You can never have more than 50 LP.

Action Tokens

Use tokens for Action Tokens (AT). Every time a Character is used to Attack, Block, or some other action, put an AT on it. A Character with an AT can do nothing until the AT is removed in Beginning Phase.

Other Terminology

Target (Unspecified): Character or Opponent's Life Point Total.

Setup

Each player is dealt 7 cards. Cut the Deck High to determine turn order.

Turn Sequence

Players take turns. Each turn has 5 Phases:

- Beginning Phase
- Draw Phase
- Character Phase
- Attack Phase
- End Phase

Beginning Phase

Remove Action Tokens from your Characters.

Draw Phase

Draw 2 cards and put them in your hand. If the Deck runs out, shuffle the discard & draw from it. Every time your deck runs out, you lose 5 Life Points.

Character Phase

Put Character cards from your hand face-up into play. The Characters that you put into play in a single turn can have a maximum combined Base Force = 12 (The Tower counts as Force = 10 for purpose of above rule) You "Control" Characters you put into play. You may also put Modifier cards into play.

Modifier cards are attached face-up to a Character card. A Character can have a maximum of 1 Sword card attached.

Attack Phase

Your Characters may Attack. Characters attack a Target Opponents Life Point Total (LPT). An Unblocked Character does Damage equal to its Modified Force Total (MFT).

This Damage is subtracted from the players Life Points. The Target Opponent (The Defender) may use his Characters to Block. The Defender chooses which of his Characters block which Attackers.

Each pair of Blocking/Blocked Characters does damage to each other. Defenders may team up, but attackers cannot. If a single attacking character is being blocked by 2 or more Characters, the attacking character decides how the damage it does is distributed to the Blockers.

If a Character receives more damage in a Phase than its MFT, it is discarded. Blocked Characters do not damage the opposing LPT. Characters cannot attack the turn they are put into play.

End Phase

Maximum hand size = 7 cards. Discard excess cards.

Card List Notation

C Character (The number after the C is the "Force" of the Character)

E Event

M Modifier

Card List

Card Name	Type	Notes
The Fool	M	Character has a Base Force = 1
The Magician	C10	Action: Look at opponents Hand
The High Priestess	C7	All your Characters get Force +1
The Empress	C8	All your Defending Characters get Force +2
The Emperor	C9	All your Attacking Characters get Force +2
The Hierophant	C6	Action: Draw 1 Card
The Lovers	E	Take control of target Character
The Chariot	M	Force +10 if Attacking
Strength	M	Force +5
The Hermit	C2	Action: Look at next 7 cards in deck
The Wheel of Fortune	E	All Players discard their hands and draw 7 cards
Justice	E	Duplicates an Event Card just Played
The Hanged Man	E	Discard Target Character
Death	E	Each player must discard one of their Characters in Play
Temperance	E	Search Discard for Card & put it in your hand
The Devil	C11	Action: Opponent Discards 1 card
The Tower	C20	The Tower Cannot Attack
The Star	E	Draw 3 cards
The Moon	E	Opponent must discard entire hand
The Sun	E	Take an extra turn after this one
The Last Judgment	E	Discard all Characters in Play
The World	E	Search Deck for Card & put it in your hand
King of Wands	C5	All your Wands do +2 Damage
Queen of Wands	C4	Action: Do 1 point of Damage to Target
Knight of Wands	C3	Force +7 if Blocking or Blocked
Page of Wands	C2	Draw a card if you play a Wand
Ace of Wands	E	Put Target Character back in owners Hand
Two of Wands	E	Do 2 Damage to all Targets in play
Three of Wands	E	Do 3 points of Damage to Target
Four of Wands	E	Do 4 points of Damage to Target
Five of Wands	E	Do 5 points of Damage to Target
Six of Wands	E	Do 6 points of Damage to Target
Seven of Wands	E	Do 7 points of Damage to Target
Eight of Wands	E	Do 8 points of Damage to Target
Nine of Wands	E	Do 9 points of Damage to Target
Ten of Wands	E	Do 10 points of Damage to Target
King of Cups	C5	Draw a card if you play a Cup
Queen of Cups	C4	Action: Negate 2 points of Damage to Target
Knight of Cups	C3	If killed gain 10 Life Points
Page of Cups	C2	Gain Life = Damage caused by Page
Ace of Cups	E	Opponent cannot Attack this Turn
Two of Cups	E	Target Character cannot attack this Turn
Three of Cups	E	Gain 3 Life Points
Four of Cups	E	Gain 4 Life Points
Five of Wands	E	Gain 5 Life Points
Six of Cups	E	Gain 6 Life Points
Seven of Cups	E	Gain 7 Life Points
Eight of Cups	E	Gain 8 Life Points
Nine of Cups	E	Gain 9 Life Points
Ten of Cups	E	Gain 10 Life Points
King of Swords	C5	All your Swords do +2 Damage
Queen of Swords	C4	You may use Swords like Wands

Card Name	Type	Notes
Knight of Swords	C3	Attached Sword has Double Force
Page of Swords	C2	If Unblocked opponent must discard a card
Ace of Swords	E	All your Characters get Force +1 this turn
Two of Swords	E	Target Character cannot be Blocked
Three of Swords	M	Character gets Force +3
Four of Swords	M	Character gets Force +4
Five of Swords	M	Character gets Force +5
Six of Swords	M	Character gets Force +6
Seven of Swords	M	Character gets Force +7
Eight of Swords	M	Character gets Force +8
Nine of Swords	M	Character gets Force +9
Ten of Swords	M	Character gets Force +10
King of Pentacles	C5	Hand Size +3
Queen of Pentacles	C4	All Opponents Hand Size -1
Knight of Pentacles	C3	Immune to Opponents Event Cards
Page of Pentacles	C2	Cannot be Blocked
Ace of Pentacles	E	Discard all Modifier cards in Play
Two of Pentacles	E	Discard target Modifier Card
Three of Pentacles	E	Negate Card just Played
Four of Pentacles	E	Negate Card just Played
Five of Pentacles	E	Negate Card just Played
Six of Pentacles	E	Negate Card just Played
Seven of Pentacles	E	Negate Card just Played
Eight of Pentacles	E	Negate Card just Played
Nine of Pentacles	E	Negate Card just Played
Ten of Pentacles	E	Negate Card just Played

Notes

if you have more than 3 or 4 players, you may want to use more than one deck.

Variants Please

I welcome people to write up:

1. Variant rules for cards (For example- The Fool cannot Block)
2. Variant card rules for the whole deck (Rewrite all the cards- allow for more combos or different strategies) (Note in some decks the Knight & Page

are the Prince & Princess)

3. Variant card rules for different Tarot Decks.

(For example- You might want to use my card rules list for the Rider-Waite Tarot Deck and a different rules list for the Sacred circle Tarot Deck, and then play the Decks against each other. It would need to be following the same general rules to be playable though- The court cards being characters Wands as event damage Swords as character equipment Cups as health Pentacles as magic/metagame And the other cards as a variety of specials - character, modifier and event.)

ELEMENTAL DECK CARD LIST (by Peter Cobcroft)

Card Name	Type	Notes
The Fool	C1	Gets Force +1 for every Opponent Character in play
The Magician	C10	Action: Look at opponents Hand
The High Priestess	C7	All your Characters get Force +1
The Empress	C8	All your Defending Characters get Force +2
The Emperor	C9	All your Attacking Characters get Force +2
The Hierophant	C6	Action: Draw 1 Card
The Lovers	E	Take control of target Character
The Chariot	M	Force +10 if Attacking
Strength	M	Force +5
The Hermit	C2	Action: Look at next 7 cards in deck
The Wheel of Fortune	E	All Players discard their hands and draw 7 cards
Justice	E	Duplicates an Event Card just Played

Card Name	Type	Notes
The Hanged Man	E	Discard Target Character
Death	E	Every player must discard one of their Characters in Play
Temperance	E	Search Discard for Card & put it in your hand
The Devil	C11	Action: Opponent Discards 1 card
The Tower	C20	The Tower Cannot Attack
The Star	E	Draw 3 cards
The Moon	E	Opponent must discard entire hand
The Sun	E	Take an extra turn after this one
The Last Judgment	E	Discard all Characters in Play
The World	E	Search Deck for Card & put it in your hand
King of Wands	C6	Adds 1 Force to other Wand Characters (earth elemental)
Queen of Wands	C4	You may use Wands like Swords
Knight of Wands	C3	Attached Wand has Double Force
Page of Wands	C2	Draw a card if you play a Wand
Ace of Wands	E	All your Characters get Force +1 this turn when blocking
Two of Wands	E	Do 2 Damage to all Targets in play (earthquake)
Three of Wands	M	Character gets Force +2 when blocking, +4 if discarded (earthworks)
Four of Wands	M	Character gets Force +3 when blocking, +5 if discarded (earthworks)
Five of Wands	M	Character gets Force +4 when blocking, +6 if discarded (earthworks)
Six of Wands	M	Character gets Force +5 when blocking, +7 if discarded (earthworks)
Seven of Wands	M	Character gets Force +6 when blocking, +8 if discarded (earthworks)
Eight of Wands	M	Character gets Force +7 when blocking, +9 if discarded (earthworks)
Nine of Wands	M	Character gets Force +8 when blocking, +10 if discarded (earthworks)
Ten of Wands	M	Character gets Force +9 when blocking, +11 if discarded (earthworks)
King of Cups	C6	Adds 1 Force to other Cup Characters (water elemental)
Queen of Cups	C4	Action: Negate 2 points of Damage to Target
Knight of Cups	C3	If killed gain 10 Life Points
Page of Cups	C2	Cup cards give +2 Life
Ace of Cups	E	Opponent cannot Attack this Turn
Two of Cups	M	Target Character cannot block (quicksand).
Three of Cups	E	Gain 3 Life Points
Four of Cups	E	Gain 4 Life Points
Five of Cups	E	Gain 5 Life Points
Six of Cups	E	Gain 6 Life Points
Seven of Cups	E	Gain 7 Life Points
Eight of Cups	E	Gain 8 Life Points
Nine of Cups	E	Gain 9 Life Points
Ten of Cups	E	Gain 10 Life Points
King of Swords	C6	Adds 1 Force to other Sword Characters (fire elemental)
Queen of Swords	C4	You may use Swords like Wands
Knight of Swords	C3	Attached Sword has Double Force
Page of Swords	C2	If Unblocked opponent must discard a card
Ace of Swords	E	All your Characters get Force +1 this turn when attacking
Two of Swords	M	Target Character cannot attack (wall of fire)
Three of Swords	M	Character gets Force +2 when attacking, +4 if discarded (fireball)
Four of Swords	M	Character gets Force +3 when attacking, +5 if discarded (fireball)
Five of Swords	M	Character gets Force +4 when attacking, +6 if discarded (fireball)
Six of Swords	M	Character gets Force +5 when attacking, +7 if discarded (fireball)
Seven of Swords	M	Character gets Force +6 when attacking, +8 if discarded (fireball)
Eight of Swords	M	Character gets Force +7 when attacking, +9 if discarded (fireball)
Nine of Swords	M	Character gets Force +8 when attacking, +10 if discarded (fireball)
Ten of Swords	M	Character gets Force +9 when attacking, +11 if discarded (fireball)
King of Pentacles	C6	Adds 1 Force to other Pentacle Characters (wind elemental)

Card Name	Type	Notes
Queen of Pentacles	C4	Ignores Opponents Modifier Cards
Knight of Pentacles	C3	Immune to Opponents Event Cards
Page of Pentacles	C2	Cannot be Blocked
Ace of Pentacles	E	Remove all modifier cards and deal randomly (hurricane)
Two of Pentacles	E	Move any card on the table to any player (gust)
Three of Pentacles	E	Move card just played to own Character of choice (wind)
Four of Pentacles	E	Move card just played to own Character of choice (wind)
Five of Pentacles	E	Move card just played to own Character of choice (wind)
Six of Pentacles	E	Move card just played to own Character of choice (wind)
Seven of Pentacles	E	Move card just played to any Character of choice (tornado)
Eight of Pentacles	E	Move card just played to any Character of choice (tornado)
Nine of Pentacles	E	Move card just played to any Character of choice (tornado)
Ten of Pentacles	E	Move card just played to any Character of choice (tornado)

Notes

- Wands = Earth
- Cups = Water

- Swords = Fire

- Pentacles = Air

A Character may only have one Sword and one Wand card.





Terrible Tales

To Play

This is a game of story telling. Shuffle the Deck. Each player draws 5 cards. The oldest or the youngest player starts.

A player starts to tell a story. Players try to incorporate the idea on one of their cards into the story. If a player does this he may discard that card.

After discarding, the player to his right continues the story. The story ends when the last player discards his last card. If a player manages to say something very witty, or clever, or profound, or poetic, or funny, or memorable, the other players may award him one or more Story points.

At the end of the story, the player with the most Story points wins.

Optional Rules

Players may deduct Story points for poor performances. A player may at any time deduct a Story point to discard a card & draw a new one. For a longer story, players draw 7 cards instead of 5.

Card List

- Puzzle: Paradox, Enigma, Mystery
- Internal conflict
- Dragon
- Giant: Ogre, Cyclops
- Quest: Geas, Mission
- Knight: Cavalier, Paladin
- Princess: Damsel in distress
- King: Emperor, Leader
- Sword: Weapon
- Armor: Shield, Helmet
- Siege: War machines
- Battle: Battlefield
- Squire: Youth
- Assassin: Murder
- Illusion: Phantasm
- Magic: Spells
- Curse: Enchantment, Hex
- Healing: Healer, Herbs
- Duel: Gladiators, Sword fight, Mage Duel
- Possession, Control
- Potion: Love Potion
- Ring, Jewelry, Necklace, Brooch
- Staff: Wand, Rod
- Artifact: Relic, Antique, Fossil, Remains
- Book: Tome, Library, Scrolls
- Priest: Cleric, Holy Man
- Warrior: Warrior Maiden
- Wizard: Mage, Sorcerer
- Thief: Theft, Pickpocket, Cutpurse, Burglar
- Bandits: Pirates, Thugs
- Love: Romance
- Conquest
- Law
- Chaos
- Light: Good
- Darkness: Evil
- Crone: Witch
- Time: Old Age, Waiting, Cycles
- Hero: Heroine
- Chasm: Ravine
- Mountain
- Volcano
- Swamp
- Jungle
- Flying
- Gateway: Door
- Treasure
- Village: Hamlet, Town
- City
- Barbarians: Savages, Natives
- Forest
- Sea Voyage
- Archer, Bow, Arrows
- Undead: Vampire, Mummy, Zombies, Skeletons
- Maze: Labyrinth
- Dungeon
- Wizards Tower
- Desert: Thirst
- Merchant: Caravan, Guild, Trade
- Reward
- Guardian, Defender, Protector
- Druid, Nature Worship
- Ranger: Woodsman, Scout
- Demon: Devil
- Angel: Demi-god, God
- Ghost: Spirit
- Castle: Keep, Fortress
- Mine: Gems, Gold
- Prison: Escape, Rescue
- Ingredients, Supplies, Materials
- Humanoids: Orcs, Goblins
- Mythic Monster: Medusa, Gryphon
- Cats: Lions, Tigers, Panthers
- Horse: Steed
- Birds: Songbird, Bird of Prey
- Insects: Swarm
- Reptiles, Amphibians: Frogs, Snakes, Dinosaurs
- Fish: Fisherman, Shark, Eel, Piranhas
- Dream: Vision, Prophecy
- Trap: Poison, Pit, Captured
- Scholar: Sage, Savant, Student, Apprentice

- Oracle, Divination, Astrology
- Fairy: Pixies, Nymphs, Dryads, Sprites, Elves, Dwarves, Gnomes
- Temple: Monks
- Storm: Cyclone, Blizzard
- Cataclysm: Earthquake, Eruption
- Ruins: Graves
- Performer: Acrobat, Circus, Clown, Jester, Juggler, Dramatist
- Betrayal: Treason
- Music: Bard, Instruments
- Secret: Secret Passage, Hidden, Invisible
- Surprise: Ambush
- Trick: Riddle

- Runes: Warning, Message
- Transformation: Polymorph, Changeling
- Fabulous Beast: Unicorn, Questing Beast
- Torture: Suffering, Oppression
- Frozen Wastes: Tundra
- Nobles: Reputation, Rank, Social Class
- Slaves: Peasants, Servants
- Elements: Earth, Air, Fire, Water
- Conjunction: Summoning
- Invention: Machine, Golem
- Ritual: Sacrifice
- Rebellion: Uprising
- Intrigue: Gossip, Rumors
- River, Stream, Lake





The Great Machine

By Curufea <curufea@yahoo.com>

I've rewritten and simplified the rules to this game I wrote ages ago. It should now be playable. I do need to work on formatting the rules properly though..

The Great Machine

I kinda got inspired by the Girl Genius game and This Incredible Machine and Cheapass games in general :) <http://www.cheapass.com>

The Evil Mad Scientist Doctor Herr Guffin has left his assistants (Igor, Igor, Igor and lest we forget, Igor) in charge of his experiments while he goes to a convention on "Evil Inventions and the Applications in Modern Society".

The experiment in particular is a machine he designed to breed a better rat (because the kids these days had gone and invented a better mousetrap). It is a mixture of mechanical and electronic feeder/torturing device.

The object of the player (called Igor) is to have his favourite rat the biggest by the time the master returns.

This involves making sure that toggles tilt the pipes in the machine such that the food pellets go to the player's rat - and avoiding/rotating the shocking motor such that the other rats are shocked (which causes them to lose food pellets, probably through vomiting).

There are event cards as well (things like Cardiac Arrest - fattest rat gets a chronic heart attack and dies).

Other complications are - Food pellets are lost if they enter an empty cage. Pellets are gravity fed (they move from the feeder at the top, down to the cages). The motor will rotate the electrical charge to shock in either a clockwise or counterclockwise direction Event cards - some of which speed up the arrival of the master.

Setup

Choose a rat to be your subject. Decide what order you are playing in (roll a dice or something). Place your rat in an empty cage on the board in turn order.

The player who places their rat last, now flips a coin for each toggle. On heads, the toggle is tilted left. On tails it is tilted to the right. The player who placed their rat first, now randomly determines which cage is connected to the electricity. Each player then draws 2 event cards and 3 movement cards.

Each player has a turn, then the marker for the Arrival of the Master is moved down one slot.

Turn sequence (for each player)

- Pick up one event card or one movement card.
- Play one card (either event or movement) or discard a card.
- Rotate motor.
- The cage that the electrical shocker is now connected to, is shocked. If there is a rat inside, they lose one pellet. If they have no pellets, nothing happens. Drop food pellet

The Motor The Motor is initially set to spin clockwise. If there are 4 or less players in the game, the motor moves 90 degrees per turn. Otherwise it moves 45 degrees.

Cage8. . . . Cage1. . . . Cage5

. . . . +—+—+

. . . . | \ | / |

Cage4+. . . -O-. . . +Cage2

. . . . | / | \ |

. . . . +—+—+

Cage7. . . . Cage3. . . . Cage6

The Master If the Master arrives, the game is over and the fattest rat wins. If there are more than one winners, they are disqualified and the winner is the next fattest rat. The "Master Returns" track that tells you when the game ends goes down by 1 after all players have had a turn. There are 20 slots in the track, some event cards modify the time of his arrival.

Cards All cards are kept hidden and drawn face down. They are only revealed when they are played. Cards must always be played in a player's turn, with one exception - Timely Intervention. Event cards may be played on anyone. If an event card is played on someone else and the description specifies that something happens "this turn" then the even occurs in that person's turn. If there are options on an event card, the player who plays the card chooses the option.

Most event cards are multiples except the sudden death cards which are unique. Players may not have more than 5 cards.

Rat Death Remove the rat until that player's next turn - it comes back with no pellets. They may chose which empty cage it comes back too at the start of their turn.

The board The 4 or less player board

.....Hopper

.....| |

...../—Toggle—

...../—Toggle—:...../—Toggle—

....Cage1.....Cage2.....Cage3.....Cage4

The.5-8.player.board

.....Hopper

.....| |

...../—Toggle—

...../—Toggle—:...../—Toggle—

../-Toggle-.../-Toggle-.../-Toggle-.../-Toggle-

Cage1...Cage2.Cage3...Cage4.Cage5...Cage6.Cage7...Cage8

Movement Cards-

10x Toggle Pipe:Move a pipe's toggle to the opposite side 10x Toggle Pipes:Move two pipes' toggles to the opposite side. You may not move just one 10x Toggle Many Pipes:Move three pipes' toggles to the opposite side. You may not move just one or two. 5x Reverse Motor:If the motor is moving clockwise, it now moves counter-clockwise and vice versa. 5x Speed Motor:Motor moves twice.

Event Cards- Cardiac Arrest:The fattest rat has a sudden fatal heart attack (Urk!) - it dies. If more than one, randomly determine which. Master's Coach Approaches:The clatter of coach wheels on cobblestones heralds the advance of the Master. Move arrival forward 4 Postcard from the Master:He is having fun at the Convention and wishes you weren't there. Move arrival back 2 Animal Liberationists:Successfully free the rats from their cages. The rats attack and eat them before returning home. Give each rat 2 pellets. Short Circuit:A wire shorts somewhere. This turn there is no electrical shock.

Burn Out:The motor shorts. This turn the motor does not function. The electrical shock occurs to the same cage. Stripped Gear:A gear no longer has teeth. Choose a toggle - it cannot be flipped until your next turn. Cracked Gear:A gear breaks. Choose a toggle - it cannot be flipped until your next turn.

Super Glue:You glue a toggle in position - it cannot be flipped until your next turn. Poison Pellet:The pellet dropped this turn will kill the rat that eats it. Lightning strike:Motor shorts this turn. This turn the motor does not function. The electrical shock occurs to the same cage. The rat that was going to be fed is electrocuted. Unshocked rats are so distraught they refuse to eat food for this turn and the next.

Super pellet:The pellet dropped this turn is worth double. Nasty bug:Your rat and any rat in an adjacent cage lose one pellet through vomiting Blockage:The next pellet to drop gets stuck in a pipe it travels through. You choose. It sticks, blocking off the part of the pipe where it is until the pipe is toggled to the other direction. It then proceeds in that direction Total breakdown:The machine must be rebuilt. Flip a coin for every toggle - heads, it tilts left. Tails, to the right. Any broken toggles are repaired.

Fitness meme:Rats start exercising, and none but the thinnest can gain any weight until your next turn. Ethics committee:The ethics committee places an injunction on the experiment. The machine stops until your next turn. (but other events can still happen). Rat Static:Your rat sends a charge to all adjacent cages. The adjacent rats lose a pellet.

Black economy:Discard a food pellet and draw two cards. Caffeine prophesy:You are so hyped on caffeine to keep the experiment going that you have a prophetic waking dream - Look at the top four cards in the deck, then replace them in any order. All nighter:Have an extra turn after this one.

Nobbled a passing geezer:You have received more

funding! Look through the deck and Choose any card you want (to play now or keep in your hand), then reshuffle the deck. Timely intervention:Cancel another player's event card as it is played. This is the only card that can be played during any turn. This does not count against your own turn. Airline strike:Master is stuck. Move arrival back by three.

Positive reinforcement:Master hears of progress. Igor's happiness results in better care and the fattest rat gets an extra pellet. Negative reinforcement:Master requests progress report. Weakest rat gains/loses an extra pellet. (toss a coin) "This should only take you a minute":Master emails to request 20 extra slides with animations and a new statistical analysis for his presentation.

Lose your turn. All nighter:Have an extra turn after this one. Rubber boots:Your rat is immune to electric shocks until it dies.

You know a guy:Use your contacts to hasten or delay (your choice) the Master's return by two turns. Someone beat us to it!:No point going on. Kill all the rats and start a new experiment (but the clock keeps ticking for the Master's return). Proved a private theory!: You win. As far as you're concerned, anyway. The Experiment keeps going, though, so you might as well try to win that, too.

(No game effect, but a moral victory). Part-time job:Less time, but more resources. Lose a turn, but take two turns in a row next time. Collaboration:Choose a friend. Next time your rat receives a pellet, theirs does too. Next time their rat receives a pellet, so does yours. Works until either rat is zapped, then they forget.

Plagiarism:Choose an enemy. Steal one of their pellets. Greased gear:Motor moves to the opposite side. Stuck gear:Choose a toggle - it cannot be flipped until your next turn.

Lost gear:Choose a toggle - it cannot be flipped until your next turn. Convention dinner:Master gets roaring drunk and tells the story about the convention convenor, Igor, and the ferret. Is shunned by other mad scientists. Move arrival forward by 2. Poster session:Master spends the evening chatting up evil graduate students.

Move arrival back by 2. Hopper blockage:No food pellets dropped this turn. Laxative pellet:The pellet dropped this turn will cause the affected rat to lose two pellets (and the laxative pellet). If a rat cannot afford these pellets, it dies.

Rat escape!:The chosen rat escapes. It takes the rat owner their turn to recapture. No pellet loss. No shock. Extra food:Two pellets are dropped this turn. Pavlovian response:Your rat from this turn until your next, may avoid electrocution by cowering in fear at the far side of the cage. Will not eat.

Pavlovian response:Your rat from this turn until your next, on hearing any toggle move in any other player turn, responds as if it had been fed. Counts as one extra food pellet, except for the purposes of Starvation or Heart Attack. Starvation:Thinnest rat dies. If more than one, randomly determine which.

Flooded cages: All rats are shocked if any rat is zapped this turn.

Union Action: All rats go on a hunger strike and refuse to eat until your next turn. Noxious rat: Rat's emissions put rats in cages within 2 cages off their food. These rats will not eat this turn.

Old reanimation experiment: For this turn, all rats treat electrical charges as food. Old friends: Master realises why he hates going to conventions. Move arrival forward by two. Biomorphic resonance: Fattest rat loses a pellet, thinnest rat gains one. If more than one, determine randomly which.

Deal!: Swap your rat cage with another player's. WarHamster: Rat gains spellcasting ability, but isn't sure what to do with it. No game effect. Psycho rat: Chosen rat halts toggle that is immediately next to its cage until the owner's next turn.

Mellow rat: Chosen rat does nothing. Cancels any

rat-affecting card. Cleaning duty: You got the short straw. Lose a turn, but take any card from the discard pile. Leftovers: Feed your rat some stuff you found in the back of the fridge.

Toss a coin: Heads- add a food pellet, Tails- vomit up a food pellet. Maze!: Rat enters the food tubes. Moves one toggle every player turn (not just the owner's) towards the hopper until it gets a food pellet, at which point it returns to its cage. While in the pipes, cannot be zapped. Explosion!: Someone forgot to reverse the polarity of the neutron flow. Any four adjacent toggles are damaged and immovable until your next turn.

Maze!: Rat enters the food tubes. Moves one toggle every player turn (not just the owner's) towards the hopper until it gets a food pellet, at which point it returns to its cage. While in the pipes, cannot be zapped. Extra food: Two pellets are dropped this turn.





The Horde

Introduction

Solo card game. Card version of an old Crystal Dynamics Game.

Disclaimer

The Horde is a copyrighted, licensed product. This is merely a fan site.

Victory & Defeat

You (Chauncey) are killed if all 4 Grimthwacker cards are in the Recruit Discard Pile. You lose if you are ever unable to play your taxes. You win if you survive all 5 years (=20 turns).

Main Decks

There are 2 Main decks:

1. Recruit Deck
2. Horde Deck

Recruit Deck

Cards drawn from your recruit deck will eventually go into one of several piles:

1. Recruit Discard
2. Village Deck
3. Defense Deck
4. Defense Discard

Horde Deck

Cards drawn from your Horde deck will eventually go into one of several piles:

1. Horde Discard
2. Attack Deck
3. Attack Discard

Odds & Ends

Six sided dice are needed. Use coins to keep track of Crowns (Money).

Setup

You start with 8 Crowns. Put the 4 Grimthwacker Cards (GC) into your Defense Deck. Put 2 Villagers & 1 Crop card into your Village Deck.

Master Turn Chart

The game has 20 Turns:

Turn	Location:	Season	Attckr	Indigenous:
1	Shimto Plains	S	2	Piranha
2	Shimto Plains	S	2	Piranha
3	Shimto Plains	F	3	Piranha
4	Shimto Plains	W	3	Piranha
5	Fetid Swamps of Buuzal	S	4	Swamp
6	Fetid Swamps of Buuzal	S	4	Swamp
7	Fetid Swamps of Buuzal	F	5	Swamp
8	Fetid Swamps of Buuzal	W	5	Swamp
9	Tree Realm of Alburga	S	6	Forest
10	Tree Realm of Alburga	S	6	Forest
11	Tree Realm of Alburga	F	7	Forest
12	Tree Realm of Alburga	W	7	Forest
13	Kar-Nyar Desert	S	8	Desert
14	Kar-Nyar Desert	S	8	Desert
15	Kar-Nyar Desert	F	9	Desert
16	Kar-Nyar Desert	W	9	Desert
17	Frozen Wastes of Vesh	S	10	Ice
18	Frozen Wastes of Vesh	S	10	Ice
19	Frozen Wastes of Vesh	F	12	Ice
20	Frozen Wastes of Vesh	W	12	Ice

Horde Deck Card List

Card Name:	#	Level
Adolescent	10	1
Shaman	5	3
Juggernaut	5	5
Indigenous	20	Per Indigenous Hordlings Chart

Indigenous Hordlings Chart

Level	Type
2	Piranha
2	Swamp
3	Forest

Level	Type
4	Desert
6	Ice

Turn Sequence

Each turn has 5 Phases:

1. Income Phase
2. Tax Phase
3. Recruit Phase
4. Horde Phase
5. End Phase

Income Phase

Certain Cards in your Village Deck will Produce Crowns: Villagers produce 1 Crown each. Crops produce 2 Crowns each. Cows produce 3 Crowns each.

Tax Phase

Pay Kronus Maelor, the Evil High Chancellor Crowns equal to the Turn Number.

Recruit Phase

Flip over the top 8 cards of your Recruit Deck. You may purchase these cards with your Crowns. Shuffle Village cards you bought into your Village Deck.

Shuffle Defender cards you bought into your Defender Deck. You may pay 1 Crown (Limit = 2) to Flip over an additional Recruit card. Cards you did not buy go into the Recruit Discard.

If the Recruit deck is empty, shuffle the Recruit Discard & draw from it.

Horde Phase

Draw & shuffle together X cards from the Horde Deck.

Recruit Deck Card List

Card Name:	#	Cost	Type	Force
Grimthwacker	4	0	D	4
Villager	10	1	V	-

X the Attacker number of the turn found on the Master Turn Chart.

These cards become the Attack deck. Each card represents a Hordling. Flip over the Top card of your Attack Deck.

Flip over the Top card of your Defender Deck. Roll 1D6 & subtract the level of the Hordling Card & Add the level of the Defender card. This is called the Battle roll.

If the Modified result is 4 or greater the Hordling is killed & sent to the Horde Discard & The Defender card is sent to the Defender Discard. If the Modified result is 3 or less the Defender is killed & sent to the Recruit Discard & The Hordling attacks the top card of the Village Deck. The attacked Village card is sent to the Recruit Discard & the Hordling is sent to the Attack Discard.

Repeat this procedure until the Entire Attack Deck has been sent to the Horde Discard (The Phase Ends), or All Grimthwacker cards are in the Recruit Discard (Game Ends). If the Defender Deck runs out, shuffle the Defender Discard & draw from it. If the Attack Deck runs out, shuffle the Attack Discard & draw from it.

End Phase

Take all Grimthwacker cards out of your Recruit Discard & Put them in your Defender Deck.

Recruit Deck Nomenclature

V Village

D Defender

X Special

Copies of that card in the Deck

Card Name:	#	Cost	Type	Force
Pit	6	2	V	-
Moat	1	6	V	-

Card Name:	#	Cost	Type	Force
Crops	10	2	V	-
Cow	10	3	V	-
Trees	10	0	X	-
Knight	4	4	D	4
Archer	6	2	D	2
Fence	6	1	V	-
Wall	6	3	V	-

Card Name:	#	Cost	Type	Force
Healing Rock	2	2	D	-
Flute	1	4	D	+1
Haunch of Meat	4	1	D	+2
Boots of Boogy	1	5	D	+2
Ring of Teleport	1	5	D	+2
Bomb	4	2	D	-
Flame Thrower	2	4	D	-

Card Notes

Trees: Discard to gain 1 Crown. Walls: If Attacked, put the Wall on the bottom of your Village Deck. Pit: If Attacked, the Hordling goes to the Horde Discard & the Pit goes to the Recruit Discard.

Moat: If Attacked, the Hordling goes to the Horde Discard & put the Moat on the bottom of your Village Deck. Healing Rock: When drawn from the Defender Deck during Horde Phase you may:

1. Put it in your Defender discard or
2. Put it in your Recruit Discard & take a Grimthwacker card (GC) out of your Recruit

Discard & shuffle the GC into your Defender Deck. Immediately Draw another card from the Defender deck to replace it. Flute: When drawn from the Defender Deck during Horde Phase, put it in your Defender discard & Immediately Draw another card from the Defender deck to replace it.

The Final Replacement card gets Force +1 Haunch of Meat: When drawn from the Defender Deck during Horde Phase, put it in your Recruit discard & Immediately Draw another card from the Defender deck to replace it. The Final Replacement card gets Force +2 Boots of Boogy: When drawn from the Defender Deck during Horde Phase, put it in your Defender discard & Immediately Draw another card from the Defender

deck to replace it. The next GC card drawn gets Force +2 Ring of Teleport: When drawn from the Defender Deck during Horde Phase, put it in your Defender discard & Immediately Draw another card from the Defender deck to replace it.

The next GC card drawn gets Force +2 Bomb: When drawn from the Defender Deck during Horde Phase, put it in your Recruit discard. The Attacker is Discarded. Flame Thrower (Dragon Flyby): When drawn from the Defender Deck during Horde Phase, put it in your Recruit discard. The Attacker & the next card in the Attacker Deck is sent to the Horde Discard.

Special Rules

***If you draw 3 Grimthwacker cards in a row in Horde Phase, the Third card has a penalty of -3 Force (Chauncey gets Dizzy).

***Whenever an Archer is defeated in combat roll 1D6:

D6	Result
1-3	Send Archer to Recruit Discard
4-6	Send Archer to Defender Discard (Long Range)

***Whenever a Shaman is defeated in combat roll 1D6:

D6	Result
1-3	Send Shaman to Horde Discard
4-6	Send Shaman to Attack Discard (He Teleports Away)

***Whenever a Shaman wins a Battle Roll Contest, instead of attacking the Village with the Shaman, draw a card from the Horde Deck & put it on the bottom of the Attack deck.

Game Designers Notes

Thanks to Naga Sugara for playtesting!





There Can Be Only One

Introduction

Card Game for 2 Players. Based on the Highlander Movies and TV shows. The game depicts two immortals engaging in a duel.

Disclaimer

Highlander is a protected copyrighted property. This is merely a fan site.

Immortals

Each player picks a premade Immortal or makes one.

Immortal Life Points

Each Immortal starts with a number of Life Points = 15 + Endurance

Killing An Immortal

To kill an Immortal you must first reduce his Life points to zero. Next, you must do extra damage to him with a decapitation card.

Immortal Stats

Each Immortal has 12 basic stats: Wits, Will, Courage, Strength, Skill, Reflexes, Agility, Endurance, Initiative, Experience, Judgement, and Size. The average Immortal will have a score in each between 4 and 9.

Swords

Like Immortals, each player picks 1 Sword.

Sword Stats

Swords have stats too. Each has 5 stats: Sharpness, Impact, Speed, Guard, and Length. These also have scores between 4 and 9.

The Deck

Players share a common deck. The deck has 5 cards types:

- A** Attack
- D** Defense
- B** Both (Can be used for either Attack or Defense)
- S** State
- X** Early Event Card
- Z** Late Event Card

Combat Cards

Attack, Defense, and Both cards are collectively referred to as Combat cards.

Force

Combat cards generate the indicated amount of Force. This will usually be a number between 2 and 9. Some combat cards list their Force as a Stat (Immortal or Sword).

In this case use your Immortals or swords stat value as that of the combat card.

Location

Before combat players must chose a location. They can agree on one or choose randomly. A list of Locations is at the end of the rules.

Most locations will have special rules that modify the combat.

Dice

A six sided die is needed.

Setup

Shuffle the deck. Each player is dealt 5 cards.

Turn Sequence

Each turn has 7 Phases: Draw Phase Initiative Phase Early Event Phase First Combat Phase Last Combat Phase Late Event Phase End Phase

Draw Phase

Each player fills their hand to 5 cards. If one Immortal has more Experience than his opponent, he fills his hand to 6 cards.

Initiative Phase

Players roll one die each and add their Initiative Stat. The higher total wins the Initiative. If tied, roll again.

Early Event Phase

Players take turns playing Early Event cards and State cards in this Phase. The initiative winner chooses whether to go first or last.

First Combat Phase

The Initiative winner (current attacker) may play an Attack card. (Or use a Both card as an attack card) The other player (current defender) may play a Defense (or Both) card. If the Force of the Attack card is higher the defender takes damage equal to the difference.

Last Combat Phase

The Initiative loser (current attacker) may play an Attack card. (Or use a Both card as an attack card) The other player (current defender) may play a Defense (or Both) card. If the Force of the Attack card is higher the defender takes damage equal to the difference.

Late Event Phase

Players take turns playing Late Event cards in this Phase. The initiative winner chooses whether to go first or last.

End Phase

Players may discard down to 2 cards. The player with the higher Judgement score may discard down to

1 card.

State Cards

State cards represent a mental condition affecting the immortal. It remains in play until replaced by a different State card. You may play a State card on your Opponent.

Card List Notation

- A** Attack
- D** Defense
- B** Both (Can be used for either Attack or Defense)
- S** State
- X** Early Event Card
- Z** Late Event Card
- NT** You get this Modifier on your next Attack or Defense
- ONT** Opponent gets this Modifier on his next Attack or Defense
- Decap = This is a Decapitation card
- OD1C** Opponent must immediately discard 1 card

Common Deck Card List

Card:	Type	Force	Notes:
Feint	A	2	ONT -3A and NT +3A
Slash	A	Speed	Decap
Thrust	A	7	-
Cut	A	Sharp	Decap
Lunge	A	8	-
Hunter	A	5	Interference
Punch	A	4	-
Kick	A	5	-
Cleave	A	8	Decap
Overhead Smash	A	Impact	-
Sever	A	9	Decap
Impale	A	9	-
Disarm	A	2	ONT -7A
Wild Swing	A	5	Decap
Trip	A	3	ONT -5A
Swipe	A	5	-
Counterattack	A	6	OD1C
Break	A	3	Negate Penalties
Body Slam	A	Size	-
Slice	A	7	Decap
Hack	A	6	Decap
Block	D	7	-
Parry	D	6	-
Bystander	D	9	Interference
Witness	D	5	Interference
Withdraw	D	8	-
Retreat	D	9	-

Card:	Type	Force	Notes:
Jump	D	6	-
Duck	D	7	-
Dodge	D	7	-
Sidestep	D	6	-
Riposte	D	6	NT +3A
Locked Blades	D	7	ONT -1A
Recover	D	4	Negate Penalties
Catch	D	Guard	-
Sparks Fly	D	6	OD1C
Keep at Bay	D	Length	-
Animal Reflexes	B	Reflexes	-
Speed of the Stag	B	6	-
Sword Master	B	Skill	-
Shoving Match	B	4	ONT -1D
Watcher	B	4	Interference
Trick	B	Wit	-
Force of Will	B	Will	-
Desperate Gambit	B	Courage	-
Outmaneuver	B	Agility	-
Overpower	B	Strength	-
Improvised Weapon	B	5	-
Taunt	X	-	ONT -1A and -3D
En Garde	X	-	Draw 2 Cards
Read Opponent	X	-	Look at Opponent's Hand
Inspired	X	-	Draw 1 card and NT +2B
Rapid Healing	Z	-	Heal 4 Damage
Ignore Wounds	Z	-	Heal 3 Damage
Quickening Energy	Z	-	NT +2B
Enraged	S	-	+4A and -3D
Fearful	S	-	-4A and +2D
Cautious	S	-	-1A and +2D
Aggressive	S	-	+2A and -1D
Confident	S	-	+1B

Premade Immortals

Conner Macleod

- Wits = 8
- Will = 9
- Courage = 9
- Strength = 8
- Skill = 8
- Reflexes = 9
- Agility = 9
- Endurance = 8
- Initiative = 7
- Experience = 7
- Judgement = 8
- Size = 8

The Kurgan

- Wits = 6
- Will = 8
- Courage = 8

- Strength = 9
- Skill = 8
- Reflexes = 8
- Agility = 8
- Endurance = 9
- Initiative = 7
- Experience = 8
- Judgement = 6
- Size = 9

Ramirez

- Wits = 9
- Will = 8
- Courage = 9
- Strength = 6
- Skill = 9
- Reflexes = 7
- Agility = 7
- Endurance = 5
- Initiative = 7

- Experience = 9
- Judgement = 8
- Size = 7

Rules For Making Your Own Immortals

Simply roll 1D6 +3 for each Stat. Or Assign 39+1D6 points to all 12 Stats.

Swords

Sword:	Sharp	Impact	Speed	Guard	Length
Great Sword	4	9	4	6	9
Claymore	4	8	4	6	8
Broadsword	5	7	5	7	7
Long Sword	6	6	6	7	7
Rapier	8	4	9	8	7
Saber	7	4	7	9	6
Scimitar	7	5	6	6	5
Tulwar	6	6	5	6	5
Katana	9	5	8	5	6

Locations

Locale:	Notes:
Alleyway	All Defenses get Force -1
Rooftop	All Attacks get Force +1
Parking Garage	All Attacks get Force -1
Warehouse	All Defenses get Force +1
Clock Tower	Hand Size -1
Battlefield	Interference cards get Force +2
Garden	Hand Size +1
Castle Ruins	Remove Interference cards from Deck

Link: Cardset Available

Cardset





Time Bandits

Introduction

Card game based on the Terry Gilliam Movie. Each player controls a group of diminutive individuals in possession of a stolen Map of all Time & Space. Players race to steal the most treasure from History.

Disclaimer

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Game End

The game ends when a turn starts with no cards left in the deck.

Victory

The player with the most Treasure cards at the end of the game wins. If tied the player with the most characters wins. If still tied, the shortest player wins.

The Deck

Players share a common deck.

Characters

Each player is represented by an abstract group of Time Bandits of Uncertain number. In addition to these abstract individuals, players will recruit Character cards. Character cards represent more concrete individuals with special abilities.

The Time Of Legends Rule

This is the Default Location. If they are not anywhere else, your Time Bandits are here. When traveling, if you don't have a location card, you may Flip the Travel card over, to represent that you have gone to the Time of Legends.

Note that every time you play a Travel card, you must discard your current location card and either play a new location card, or go to the Time of Legends.

Setup

Each player is dealt 4 cards. The shortest player goes first. Play proceeds clockwise.

All players start in the Time of Legends.

Turn Sequence

Players take turns. Each turn has 6 Phases:

- Luck Phase
- Travel Phase
- Tag Along Phase
- Steal Phase
- Danger Phase
- Last Phase

Luck Phase

Draw 2 cards from the deck.

Travel Phase

To travel, you must play (discard) 1 Travel card & 1 Location card. The Location card is left face up in front of you. It remains there until you travel again.

Instead of playing a Location card, you may apply the Time of Legends Rule.

Tag Along Phase

You may put 1 Character card in Play. Character cards are placed face up in front of you. Characters remain until they are removed by some other play mechanism.

Steal Phase

If you played a Location card this turn (Not the Time of Legends) You may steal a Treasure: Take 1 Treasure card from your hand and Put it next to you in a Pile called your Treasure Pile.

Danger Phase

The player to your left may play a Foe, Delay, or God card on you or no card at all. If a Foe card is played, you must play a Travel, Solution, Ally or Talk card to negate it. If you do not negate the Foe, you must discard a Character card, or if you have none, you must discard a Treasure card from your Treasure pile.

If a Delay card is played, you must play a Solution card or you become trapped, and Must miss your next 2 turns. If a God card is played, you must play a Travel card to escape him. If you do not escape, you must discard a Character card, or if you have none, you Must discard a Treasure card from your Treasure pile.

Last Phase

Max hand size is 5. Discard excess cards.

Card List Notation

C Character
T Travel
L Location

X Treasure
F Foes
G God
A Allies
K Talk
D Delays
S Solutions

Card List

Card Name	Type	Notes
Kevin	C	When put in play Draw 3 cards
Fidgit	C	Discard 2 cards to Draw 1 card
Randall	C	Get 2 Steal Phases per Turn
Strutter	C	Discard 2 cards = 1 Solution Card
Og	C	Hand Size +1
Wally	C	Hand Size +1
Vermin	C	Hand Size +1
Horseflesh	C	Hand Size +1
Quixotic Dreamer	C	Discard 3 cards = 1 Travel Card
Unnamed Dwarf	C	No Special Ability
Time Holes	T	
Time Portals	T	
Fantastic Journey	T	
Mad Scheme	T	
Time Travel	T	
Jump Thru Time	T	
Plot Next Jump	T	
Travel Time Line	T	
Map of Creation	T	
Space Time Continuum	T	
Hasty Retreat	T	
Traipse Thru Time	T	
Map of the Universe	T	
Cross Century Crime Spree	T	
Manifestation	G	
The Creator	G	
Supreme Being	G	
Enormous Floating Head	G	
Napoleonic Italy	L	
Sherwood Forest	L	
Mycenaean Greece	L	
The Titanic	L	
Fortress of Ultimate Darkness	L	
The Far Future	L	
The Wild West	L	
Ancient Egypt	L	
Medieval France	L	
Modern London	L	
WWII Europe	L	
Works of Art	X	
Fine Wine	X	
Gold Bullion	X	

Card Name	Type	Notes
Priceless Treasures	X	
Shiny Baubles	X	
Precious Metals	X	
Museum Pieces	X	
Untold Riches	X	
Kings Ransom	X	
Plunder History	X	
Agamemnon	A	
Cowboys	A	
Tank	A	
Spaceship	A	
Knights	A	
Archers	A	
Firefighters	A	
Con Artist	K	
Song & Dance Routine	K	
Gift of Gab	K	
Source of All Evil	F	
Spider Women	F	
Ogres	F	
Forest of Hands	F	
Minotaur	F	
Minions of Evil	F	
Bandits	F	
Soldiers	F	
Pure Evil	F	
Bull Skull Guardians	F	
Agents of Evil	F	
Suppressed Imagination	D	
Hanging Cages	D	
Stone Maze	D	
Lost at Sea	D	
Held Captive	D	
Invisible Wall	D	
Stranded on Giants Head	D	
Freed Imagination	S	
Childs Point of View	S	
Ingenuity	S	
Luck	S	
Wit	S	
Determination	S	





Treasure Hunter

Introduction

Card game. Adventuring parties compete to claim the most treasure.

Object

After going through the deck once, the player with the most treasure points wins the game.

The Cards

Players will have to make the cards, about 140+ in all. The card title is required but text is optional. Players can always refer to the rules for the card text.

Illustrations are highly recommended. Players will also need two six sided dice (2D6).

Setup

Shuffle the deck. Each player draws 7 cards. Roll high on 1D6 to determine turn order.

Turn Sequence

Players take turns. The player whose turn it is, is the active player. Each turn has 5 phases: 1 Draw phase 2 Recruit phase 3 Adventure phase 4 Recovery phase 5 Discard phase

Draw Phase

Active Player draws 3 cards.

Recruit Phase

The player may play any Heroes in his hand to his 'Adventuring Party'. The party may contain up to 4 Heroes. Heroes in the party are placed face up on the table. They are in play.

Magic items may be attached to heroes that can use them. Heroes can receive the benefit of only one weapon at a time. Excess magic items may be carried.

Heroes may exchange magic items but not spells. Spell cards may be attached face down to mages, priests and heroes with spell levels. A Hero can attach a number of spell cards equal to his spell level.

Each player also has a treasure pile separate from the party.

Adventure Phase

The active player may pass or declare that he is going adventuring. To conduct an adventure a player must have a party with at least one hero. All Heroes in the party must go.

The active player plays a Location card face up and 1 Treasure card face down under it. Any opposing player may play one guardian card, face up, on top of the location card. If an opponent does not play a guardian, the active player gets to put the Treasure in his treasure pile.

If a guardian is played determine the Guardian value. The guardian value is equal to: The Guardians CBT (Combat) score + Location bonuses + 2D6. Any opponent may play appropriate event cards to increase the Guardian value. If the Guardian is a mage or priest any opponent may discard a spell card from his hand to give the Guardian +1D6 CBT.

Compare the guardian value to the party value. The party value is equal to: The CBT (Combat) score of all Heroes + special bonuses + 2D6. The active player may play appropriate event cards to increase the Party value. Spell casting heroes may each play one of their attached spells.

Events & Spells are discarded as soon as they are used unless otherwise specified. Some spells and events cause the party to retreat. A retreating party suffers no damage, but the treasure is discarded.

If the Guardian value is greater than the Party value, the treasure is discarded and the party receives 1D6 hits distributed by the active player. Any Hero reduced to 0 (or less) Hits is killed (discarded). A Hero cannot be given more hits than will reduce him to 0 unless the hero has Martyr ability.

If the Guardian value is equal or less than the Party value, the party keeps the treasure and the party receives only (1D6 - 3) hits. After resolution of the adventure discard the Location and guardian cards. Magic items may be recovered from dead heroes by surviving party members only if the party won the adventure.

Recovery Phase

All Heroes in active players party heal one Hit point of Damage.

Discard Phase

From the Party, the player may discard heroes, magic items, and spells. A player must discard down to 7 cards in his hand.

Hero Cards

TYPE	HITS	CBT	SPELLS	SPECIAL
1 Warrior	3	4	0	Fighter
2 Wizard	1	1	4	Mage
3 Wood Elf	2	3	1	Scout & Archer; Infravision
4 Dwarf	3	2	0	Fighter; Infravision, +2 vs Giants, +1 in Underground, Martyr
5 Cleric	2	2	2	Priest; +2 vs Undead; May use armor & blunt weapons
6 Enchantress	1	1	3	Mage, +4 vs Fey
7 Ranger	3	3	0	Scout, Fighter & Archer, +1 vs Humanoids
8 Barbarian	4	5	0	Fighter & Scout; +2 vs Spellcasters, May not use Magic Items or Spells
9 Beastmaster	3	3	1	Fighter; +4 vs Animals, Scout, Cannot use armor
10 Druid	2	2	2	Priest; +3 vs Animals & Plants & Fey, Scout
11 Thief	2	2	0	Thief & Archer; +4 vs Traps
12 Bard	1	1	1	Thief; Fellow adventurers CBT +1 each
13 Paladin	3	3	1	Fighter & Priest; +2 vs Undead, Martyr
14 Knight	3	3	0	Fighter; +4 vs Dragons, +2 vs Monsters
15 Halfling	1	2	0	Thief; +4 vs Traps, +2 vs Giants, +1 vs Humanoids
16 Priestess	1	1	3	Priest; +2 vs Undead, Other heroes in party may be Martyrs
17 High Elf	2	2	2	Fighter & Mage; Infravision

CBT Combat Value; Spells = Spell level; Hits = Hit Points

Scouts

Scouts are +1 CBT in Wilderness locations

Location Cards

TYPE	NOTES
1 Dungeon	Underground; Trap Guardians +3
2 Fairy Circle Ring	Fey Guardians +3
3 Giants Playground	Giant Guardians +3
4 Ruins	Monster Guardians +2
5 Temple	Demon Guardians +4
6 Maze	Singular Guardians +2
7 Caves	Underground; Humanoid Guardians +2
8 Caverns	Underground; Dragon Guardian +3
9 Mine	Underground; Place 2 treasures
10 Graveyard	Undead Guardians +2
11 Forest	Wilderness; Animal & Plant Guardians +2
12 Swamp	Wilderness; Swarm & Plant Guardians +2
13 Crypt	Undead Guardians +2
14 Catacombs	Underground; Undead Guardians +3
15 Tower	Spellcasting Guardians +3
16 Desert	Wilderness; Desert Guardians +3
17 Castle	Weapon Guardians +1
18 Volcano	Fire Guardians +2
19 Ice Formation	Cold Guardians +2
20 Shipwreck	Water Guardians +2

Spell Cards

TYPE	NOTES
1 Darkness	Retreat
2 Scry	Look at opponents hand & discard one of his cards; Play in recruit phase
3 Invisibility	Discard Guardian and claim treasure
4 Fireball	CBT +4; +4 vs Cold & Plants, Fire guardians immune
5 Freeze	CBT +3; +4 vs Fire, Cold guardians immune
6 Heal	Heal 1D6 Hits in Recovery Phase
7 Cure	Negates effects of Poison & disease
8 Ressurrection	Bring back Hero that died this turn with 1 Hit; Cast in Recovery phase
9 Lightning Bolt	CBT +5; +3 vs Singular Guardian
10 Blessings	All your heroes CBT+2
11 Control Animals	CBT +10 vs Animals
12 Polymorph	CBT +10 vs Singular Guardian
13 Haste	Target Hero CBT X 2; Hero suffers 1 Hit
14 Detection	CBT +8 vs Traps & Surprise Guardians
15 Sleep	CBT +6 vs nonswarm Humanoids and animals
16 Deflect Missiles	CBT +6 vs Archers and Ranged Attackers
17 Charm	CBT +8 vs Monsters
18 Fear	CBT +6 vs Humans & Humanoids
19 Illusion	CBT +1D6 vs intelligent guardians
20 Divination	Look at top 15 cards in deck in recovery phase, place them back in same order

Magic Item Cards

#	Name	Type	Effects
1	Spell Book	Mage:	Spells +1
2	Skeletal Lockpicks	Thief:	+3 vs Traps
3	Boots of Speed	Hero:	CBT +2; Thief or Scout: CBT +1
4	Arrows of Slaying	Archer:	CBT +3; Three uses
5	Magic Bow	Archer:	CBT +2
6	Enchanted Armor	Fighter:	Hits +1
7	War Hammer	Fighter:	CBT +1; +3 vs Giants; Dwarf: CBT +4
8	Disrupting Mace	Fighter:	CBT+1; +2 vs Undead & Demons; Cleric: CBT+3
9	Flame Sword	Fighter:	CBT +1; +4 vs Cold, +2 vs Plants;
-	-	-	Negates regeneration bonus
10	Frost Sword	Fighter:	CBT +1; +3 vs Fire, Negates Fire spells vs party
11	Eldritch Sword	Fighter:	CBT +1; Spells = 1; +2 vs Spirits
12	Snake Staff	Priest:	CBT +2
13	Battle Axe	Fighter:	CBT +1; +4 vs Humanoids
14	Gauntlets of Might	Hero:	CBT +1, Hero becomes a fighter
15	Mithril Armor	Fighter:	Hits +2
16	Spell Shield	Fighter:	CBT +1; Immune to guardian spells
17	Potion of Healing	-	Heal 1D6 Hits to party in Recovery Phase; One use
18	Staff of Striking	Priest:	CBT +4; Five uses
19	Potion of Giant Strength	Hero:	CBT +7, One Use
20	Holy Water	Priest:	vs Undead +9; One use
21	Bearskin	Scout:	CBT +2
22	Assassins Dagger	Hero:	CBT +1, Thief: CBT +1

Bonuses are cumulative. For instance a fighter wearing boots of speed would be +3, a thief would be +2.

Guardian Cards

TYPE	CBT	NOTES
1 Skeletons	8	Undead, Regenerate, weapons
2 Kobolds	8	Humanoid, Ambush, weapons
3 Pixies	16	Fey, If they win no damage but discard 1D6
	-	equipment, Flying, Invisible
4 Goblins	10	Humanoid, Archers, weapons
5 Giant Rats	8	Animal, Disease, Swarm
6 Giant Scorpion	8	Poison, Monster, Singular, Desert
7 Dragon	18	Breath Weapon, Fire, Flying, Singular
8 Arrow Trap	12	Poison, Archer
9 Pit Trap	8	If party loses, they cannot adventure next turn
10 Poison Gas Trap	10	Poison
11 Party Encounter	X	This players party becomes the Guardian.
	-	The winning party gets the treasure.
12 Ents	14	Fey, Plant
13 Wraith	14	Undead, Spirit, Singular, Cold
14 Nymphs	6	Fey, Water, Female, vs Human Male Heroes CBT +8
15 Insect Swarm	10	Swarm, Poison, Flying, Regenerate
16 Orcs	12	Humanoid, weapons, Archers
17 Ogres	14	Giant, Humanoid, weapons
18 Drow	14	Humanoid, Mages, Archers, weapons
19 Troglydites	10	Humanoid, Monsters, Surprise, Water, weapons
20 Green Slime	10	Monster, Acid, Regenerates
21 Zombies	10	Undead, Regenerate, Disease
22 Medusa	16	Monster, Petrification Gaze Attack, Female, Singular
23 Minotaur	12	Humanoid, Singular, +2 at Maze Location
24 Doppelganger	16	Surprise, Humanoid, Singular
25 Frost Giant	16	Giant, Cold, Singular, weapons, Throw Boulders
26 Fire Giant	16	Giant, Archer, Fire, Singular, weapons
27 Hell Hounds	12	Monsters, Animals, Demons, Fire, Breath weapon
28 Gargoyles	14	Monsters, Flying, Stone
29 Sorcerer	10	Mage, Singular
30 Chaos Knight	12	Fighter, Singular, Demon, weapons
31 Djinn	14	Flying, Spirit, Mage, Desert

Regenerating guardians must be defeated twice in a row.

from a disease guardian are CBT-2 until they are completely healed.

Poison & Disease

Any hero receiving damage from a poison guardian is automatically killed. Heroes that received damage

Treasure Cards

The treasure must be in the players treasure pile to have effect

TYPE	NOTES
1 Gold & Silver coins	Worth 2 Treasures
2 Golden Goose	Draw +1 card per turn
3 Dragons Hoard	Worth 3 Treasures
4 Cornucopia	Draw +1 card per turn
5 Philosophers Stone	Hand size +1

TYPE	NOTES
6 Living Harp	All your Heroes CBT +1
7 Pandoras Box	May be opened once per game to shuffle discard pile into deck
8 Flawless Gems	Worth 2 Treasures
9 Holy Icon	All your priests +1 Spell
10 Kings Crown	Party may have 5 Heroes
11 Ancient Tome	All your mages +1 Spell
12 Unicorn Horn	Hand size +1
13 Magic Tapestry	Look at opponents hand during your recruit phase
14 Rescue Princess	All your Heroes CBT +1
15 Enchanted Goblet	One Hero in recovery phase may drink from it to be fully healed

Event Cards

TYPE	NOTES
1 Theft	If your party contains a thief, steal one of opponents treasures. Put it in your pile. Play in your recruit phase.
2 Pilfer	If your party contains a thief, steal one of opponents magic items. Play in your recruit phase.
3 Ambush	Guardian +4 CBT.
4 Fight another Day	Your Party retreats.
5 Happy Hunting	Take an extra Adventure phase this turn. Play after first adventure phase.
6 Lost	Your opponent may not adventure this turn. Play in his recruit phase.
7 Spy	If your party contains a thief or scout, Look at opponents

hand & discard one of his cards; Play in recruit phase.

8 Tavern	rest at Inn; All your heroes heal an extra hit. Play in recovery phase.
9 Smite	Fighter +6 CBT vs singular guardian.
10 Double Trouble	Play two guardians at location. They add their values together.
11 Second Guardian	Play a second one that must be defeated to claim the treasure.
12 Disaster	If the party has lost they receive an additional 1D6 damage.
13 Encounter	Play a nontrap guardian against a party that has declared they are not adventuring. There is no location or treasure involved.
14 Trading post	Discard your hand & draw 5 new cards in recruit phase.
15 Tracker	If your party contains a scout, draw 10 cards, keep one, and shuffle the rest back into the deck, during recruit phase.
16 Martyr	One of your heroes may martyr.
17 Ruined	Destroy one target magic item.
18 Monty Haul	Two treasures are placed at location. They are claimed together
19 Rise again	Guardian regenerates.

Multiplayer Rules

All rules the same, however, players must determine who the "Opposing player" is during the action phase. For maximum interaction, each other player going clockwise may pass or oppose. Only one opposer allowed.

Solitaire Rules

Setup: Take event cards out of the deck. Draw a full hand. Discard location, treasure, and guardian cards. Play all Hero cards. Do not attach magic items.

Redraw and discard until you have 4 heroes out and a full hand. Play: Draw one card at a time If it is a Location card, this becomes your new location.

Discard the old one. If it is a Hero, Spell or Magic item, you may put it in your hand.

If it is a Treasure, you may put it directly into your treasure pile. If it is a Guardian, your party must immediately confront it. You loose if at any time you have no heroes in play.

You win if you are able to get all the way through the deck. Rule modifications: Ignore any card instructions that allow you to draw more than one card per turn. Ignore any card instructions that allow you to meddle with an opponents hand or cards.

Treasure Hunter Alternate Rules

Introduction

Board & Movement elements added. 2-4 players.

Object

After All treasures have been claimed, the player with the most Treasure points wins the game.

The Decks

The cards will be divided into 4 decks:

- Location Deck: Location Cards
- Treasure Deck: Magic Items & Treasure cards.
- Guardian Deck: Guardian cards.
- Adventure Deck: Heroes, Spell, And Event cards.

Board & Board Setup

Use a 5 X 5 grid as the board. Each space must be large enough to hold a stack of cards. The 4 corner spaces are empty.

These are home spaces. Each player controls 1 home space. Into the remaining 21 spaces:

- Place 1 random Location card face up.
- Place 1 random Guardian card face down.
- Place 1 random Treasure/Magic Item card face down.

Pawns

The Adventuring parties are represented by pawns. Each player has 1 pawn. An Adventuring party may contain up to 4 Heroes.

Setup

Roll high on 1D6 to determine turn order. Each players pawn starts in its owners home (corner) space.

Turn Sequence

Players take turns. The player whose turn it is, is the active player. Each turn has 6 phases:

1. Draw phase
2. Recruit phase
3. Movement phase
4. Adventure phase
5. Recovery phase

6. Discard phase

Draw Phase

Active Player draws 1 card from the Adventure Deck. If the deck runs out shuffle the discard and draw from it.

Recruit Phase

If a player's pawn is in his home space, that player may play any Heroes in his hand to his 'Adventuring Party'. The party may contain up to 4 Heroes. Heroes in the party are placed face up on the table. They are in play.

Spell cards may be attached face down to mages, priests and heroes with spell levels. A Hero can attach a number of spell cards equal to his spell level. Spell cards may be attached regardless of pawn location.

Heroes may exchange magic items but not spells.

Treasures & Magic Items

Each player has a treasure pile. Treasures go to treasure piles as soon as they are found. Magic items are attached to Heroes as soon as they are found.

Heroes can receive the benefit of only one weapon at a time.

Movement Phase

Move your Pawn (Adventuring Party) 1D6 spaces. Moves must be orthogonal. Alternatively you can automatically move your party back to your home space.

If you enter a space that contains a guardian or an opposing pawn, you must stop. You cannot move your pawn into an opponent's home space. If all Heroes in a party are killed, the pawn is moved back to its home space.

Adventure Phase

This occurs if a party is in the same space as a guardian, or enemy party. Flip the Guardian Face up. Determine the Guardian value. The guardian value is equal to: The Guardians CBT (Combat) score + Location bonuses + 2D6.

Any opponent may play appropriate event cards to increase the Guardian value. If the Guardian is a mage or priest any opponent may play a spell card from his hand. Compare the guardian value to the party value. The party value is equal to: The CBT (Combat) score of all Heroes + special bonuses + 2D6.

The active player may play appropriate event cards to increase the Party value. Spell casting heroes may each play one of their attached spells. Events & Spells are discarded as soon as they are used unless otherwise specified.

Some spells and events cause the party to retreat. A retreating party immediately goes back to its home space. If the Guardian value is greater than the Party value, the party is defeated.

A Defeated party receives 1D6 hits distributed by the active player. A defeated party immediately retreats to its home space. Any Hero reduced to 0 Hits is killed (discarded).

Heroes cannot be given more hits than will reduce them to 0 unless the hero has Martyr ability. If the Guardian value is equal or less than the Party value, the party keeps the Treasure and the party receives only (1D6 - 3) hits. The active player gets to put the Treasure in his treasure pile.

If the treasure is a magic item, it may be attached to a hero present that can use it. Excess magic items may be carried. If the guardian is defeated, discard the Guardian card.

Magic items may be recovered from dead heroes by surviving party members only if the party won the adventure. If two parties occupy the same space they will fight, each determining its Party Value by the process described above. The victorious party suffers (1D6-3) hits.

The defeated party suffers 1D6 hits and must retreat to its home space. If the defeated party is wiped out, the winners may recover their Magic Items. Non-home spaces that do not have Guardians are considered to be empty.

Recovery Phase

All Heroes in the active players party heal one Hit point of Damage. Heroes heal two hit points of Damage if they are in their Home Space.

Discard Phase

The player may move cards from his party into his hand. A player must discard down to 7 cards in his hand.

Card Changes

Do not use the "Party Encounter, Double Trouble, Second Guardian, or Monty Haul cards. Pandoras Box- Discard to place 1D6 unused Guardians from Guardian deck onto target empty spaces. Maximum 1 guardian per space. Happy Hunting- Take an extra Move and Adventure phase.

Lost- Your opponent may not move or adventure this turn. Play in his move phase.

Card Set

Italian Cardset by Zak





Troll Treasures

A game by Jason Newell, for 1-4 players

A band of Elven adventurers have got it into their heads to have a competition, to see who is the most talented Treasure Hunter of the lot. To this end, they decide to infiltrate the nearby troll caves, known for the ample treasures within, and filch the treasures. Completely unaware of the competition, the trolls are obviously surprised by the band of elven intruders swanning about in their caves, and understandably they are a little miffed. It is a race against time to amass enough treasure and get out before the trolls clobber you into oblivion!

Components

- 1 playing piece and stat card for each elf
- 1 playing piece and stat card for each troll
- 1D8
- 49 wound tokens
- 24 arrow tokens
- 24 mana tokens
- 6 wall pieces
- 2 magic door pieces
- 3 sorcerer markers
- 3 quiver of arrows marker
- 3 magic potion markers
- The Search Deck
- The Board (The board should consist of at least 10 irregular sized rooms, a minimum of 4x4 spaces, connected by corridors 1 space wide. Eight of the rooms have a number in them, 1-8, in the centre space of the room, or in a space as near to it as possible. On each board edge there should be an entrance/exit that does not have a clear line of sight to a room. Each space should ideally be 1"x1")

Object To be the first player to find five treasures and get out before the trolls pummel you into a pulp.

Set Up

Each player chooses one of the four elven adventurers: Tanlya, Argis, Lightfingers or Zephyr. They take their elf's stat card, 6 arrow, wound and magic tokens, and put their playing piece at one of the entrances of the board. Then players roll a D8 for each troll, placing them on the number in the rolled room, and take it in turns to place the wall pieces. A wall piece cannot be placed so that it blocks a player's path into a room at the start of the game. Players then roll to determine who goes first (whoever rolls the highest).

The Turn

Each player takes it in turn to move their elf and make their actions, going clockwise around the board. After each player has had a turn, it becomes the Trolls' turn. Once the trolls have acted, then the turn goes back to the first player, and so on.

Each elf has a stat card, which lists their different statistics:

- Wounds: How much damage the elf can take before its player is out of the game.
- Arrows: How many times an elf can shoot its bow
- Mana: How many times an elf can use its magic
- Speed: How many spaces an elf may move in its turn
- Magic: What an elf needs to roll equal to or over to use magic
- Bow: What an elf needs to roll equal to or over to fire its bow
- Find: What an elf needs to roll equal to or over to successfully search a room

An Elf may move any number of spaces in its turn up to its Speed rating. It may fire its bow or use its magic at any point in its move. Searching is the last thing an elf does in its turn. Wall pieces cannot be moved through. You cannot move through a space occupied by a troll or another elf.

Firing A Bow

An elf can shoot its bow at any troll it can draw a clear line of sight to. Corners block line of sight. The bow cannot be used if the elf is in a space adjacent to a troll. The player rolls the dice. If the score is equal or greater than their Bow rating, then they hit the troll, who discards a wound token. If they roll lower, then they have missed. Either way, that player must discard an arrow token. If a player has no arrow tokens, then they cannot use the bow.

Using Magic

Magic can be used in two ways: stunning a troll, or moving a wall piece. Stunning a troll: An elf can use its magic on any troll it can draw a clear line of sight to. Corners block line of sight. The player rolls the dice. If the score is equal or greater than their Magic rating, then they hit the troll, who is stunned (taking no action in the next troll phase). If they roll lower, then nothing happens. Either way, that player must discard a mana token. Moving a wall piece: If the player's elf is adjacent to a wall piece they can use magic to move it. The player rolls the dice. If the score is equal or greater than their Magic rating, then they

can move the wall piece to any other viable space. If they roll lower, then nothing happens. Either way, that player must discard a mana token.

If a player has no mana tokens, then they cannot use magic.

Searching

At the end of their move, an elf may search. Searching can only be done if the elf ends its move in a room, not a corridor, and if there is no troll in a line of sight. An elf cannot search the same room twice in a row, whether they find something or not. The player rolls the dice. If the score is equal or greater than their Find rating, then they draw a card from the search deck. If it is a treasure card, add it to your stack. Otherwise, do what the card says, discarding it afterwards. If there are no cards left in the search deck, reshuffle and re-use the discard pile. If they roll lower, then nothing happens. Once an elf has five treasure cards, they must try to escape by moving to the entrance space they started in.

The Troll Phase

Once every player has had a turn, it becomes the troll phase. The trolls act in this turn order: Grall,

#	Result
1-2:	Move troll away from nearest elf
3-5:	Dawdle: troll does nothing this turn
6-7:	Move troll towards the nearest elf at half their speed, rounding down.
8:	Uses Tunnels: The troll gets bored and uses their secret tunnels.

Roll the dice and place the troll in the space rolled.

If a troll lands in a space adjacent to an elf, at any time, then they will try to thump that elf. If they land next to more than one elf, then they try to thump both of them. Roll once for each elf they are trying to thump. If the score is equal or greater than their Thump rating, then they hit the elf, who must discard 1 wound token and 1 treasure card, if they have any. If they roll lower, then nothing happens.

Once every troll has had a turn, it goes back to the elves turns.

Moving Wall Pieces

Wall pieces are moved by using magic, if they are hit by the mine cart, or by drawing a Move Wall card. A wall piece can be moved to any space so long as there is a wall on either side of the wall piece. Basically, this means that wall pieces cannot be placed in rooms, intersections or corners.

Magic Doors

At a cost of 1 movement, an elf may move on to a magic door and move instantly to the other magic door.

Tibor, Vries, Brion.

Each troll has a stat card which lists their different statistics:

- Wounds: How many wounds a troll can take before being removed from the game
- Thump: What a troll needs to roll equal to or over to hit an elf
- Brains: What a troll needs to roll equal to or over to pass a stupidity test
- Speed: How many spaces a troll can move in their turn

At the beginning of their turn, a troll must make a stupidity test. If they can draw a line of sight to an elf, then they DO NOT take a test, they instead move towards that elf by the most direct route. If there is more than one, then the troll moves towards the closest. If there is more than one the same distance away, then determine randomly which one the troll will move towards.

Roll a dice for the troll. If the score is equal or greater than their Brains rating, then they move towards the nearest elf. If there is more than one the same distance away, then determine randomly which one the troll will move towards. If they roll less, then roll on the Stupidity Table:

An elf cannot end its movement on a magic door. Trolls will not use the magic door, as they are scared of it/too dumb to use it. If the Magic Door card is redrawn, then that player may move the doors to different locations.

Mine Cart

Any troll hit by an elf in the mine cart loses 1 wound. Elves are unaffected by being hit by the cart as they are nimble enough to jump out of the way. The mine cart can move through wall pieces, which are replaced as the player chooses. The mine cart cannot go through the magic door.

Sorcerers, Magic Potions and Quivers of Arrows

If an elf draws a Sorcerer, Magic Potion or Quiver of Arrows card, but has a full supply of the specific token, then place a Sorcerer, Magic Potion or Quiver of Arrows marker in a space adjacent to that elf. Any player who lands on that space can replenish their supply as if they had drawn the appropriate card. Discard the token if this happens.

Elf Stats

Elf	Wounds	Arrows	Mana	Speed	Bow	Magic	Find
Tanlya	6	6	6	6	4	6	5
Argis	6	6	6	6	6	4	5
Lightfingers	6	6	6	6	5	5	4
Zephyr	6	6	6	8	5	5	5

Troll Stats

Search Deck

Troll	Wounds	Thump	Brains	Speed
Grall	6	4	6	5
Tibor	6	5	5	6
Vries	7	5	5	5
Brion	6	6	4	5

Card	#	Text	Rules
Move Wall	6	There is a rumble as the walls shift	Take one wall piece and place it
	-	-	where you wish
Nothing!	5	You find nothing	-
Trap!	4	You have set off one of the troll's traps!	Make a Find test. If you fail, lose 2 wounds.
	-	-	If you succeed, keep this card. If a troll tries to
	-	-	thump you, play this card.
	-	-	The troll does not thump
	-	-	this turn, in addition the troll loses 2
	-	-	wounds and becomes stunned
Magic Potion	3	You find an old bottle full of magic potion	Restore your wounds to its starting amount
Quiver of Arrows	3	You find a quiver full of arrows	Restore your arrows to its starting amount
Sorcerer	3	You stumble across an old sorcerer	Restore your mana to its starting amount
	-	in the caves	-
Move Troll	2	You manage to distract a troll	Move a single troll up to its full movement any
	-	-	way you like
	-	with a thrown rock	
Trapdoor	2	You find a small compartment for	Draw 2 more cards
	-	trollish possessions	
Mine Cart	1	You fall into a rickety old mine	Roll the dice three times. You must move
	-	-	that many spaces
	-	-	in any direction, ignoring obstacles.
	-	cart which flies off	
	-	in a bumpy ride around the mine	-
Magic Door	1	You come across a doorway that	Take a magic door piece and place it
	-	-	adjacent to you.
	-	-	Place the other piece anywhere on the
	-	-	board.
	-	-	By moving on one door, you get transported
	-	-	to the other.
	-	glows with magic	
Treasure	1	You find a solid gold statue	
Treasure	1	You find a gold crown with a large	
	-	ruby in the front	
Treasure	1	You find a silver sceptre with a	
	-	mounted ruby	
Treasure	1	You find a bunch of toadstools that	
	-	glow with magic	
Treasure	1	You find a large sparkling gem	
Treasure	1	You find a large silver urn	
Treasure	1	You find a gold and silver armlet	

Card	#	Text	Rules
Treasure	1	You find a masterfully crafted sword	
Treasure	1	You find a beautiful golden goblet	
Treasure	1	You find a gold necklace	
	-	encrusted with gemstones	
Treasure	1	You find a golden bowl	
Treasure	1	You find a bag full of gold	
Treasure	1	You find a gem studded ring	
Treasure	1	You find an engraved silver harp	
Treasure	1	You find a solid gold candelabra	
Treasure	1	You find a column of	
	-	sparkling green crystal	

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Troll Trouble: Thump, Dwaddle & Drool

by Brian Peterson

Introduction

Rock-hard ugly trolls versus little, naughty house elves. Game for 1 (solo) to 8 players.

Credits

- Based on the following games & stories:
- Jason Newell’s Troll Treasures
 - Lloyd Krasner’s WarpQuest Game System
 - Chutes & Ladders
 - Harry Potter
 - Jack & the Bean Stalk

Victory

The 1st house elf to lay a golden egg in the mine entrance wins.

Artifact

The hen that lays the golden egg is guarded by a giant.

Setup

- Each player begins the game with 4 cards.
- Each player places an Elf counter in the Mine Entrance.
- Each Elf begins with 3 Arrows.
- Each Elf begins with 3 Pieces of Cheese.
- Each Elf begins with 3 Pinches of Flash Powder.
- Each skill starts at 6 points. Randomly assign 8 additional skill points to each Elf. Place the Hen card in the Giant’s Lair. Randomly place the following counters:
- 3 Dementors
- 3 Boggarts
- 2 Pixies

#	Item
1	Thump, Thump
2	Poke, Poke
3	Tickle, Tickle

The Pixie is removed from the game board. The Pixie can return to play by means of a Pixie card. You may use the magic at any time during the game.

Once you use the magic it is gone.

Trolls

Trolls will try to eat house elves. Trolls have 3 action cards: Thump, Dwaddle & Drool. Trolls can use the Brain card.

Dwaddle negates Thump. Brain negates Dwaddle. Drool results in -3 Sneak (if played by a Troll) Drool results in +3 Squirm (if played by an Elf) An Elf that is Thumped loses all cards.

The Troll moves the Thumped Elf to any adjoining chamber.

Skills

Elves may avoid being thumped by challenging a Troll.

1. oke
2. ickle
3. lash
4. neak
5. queak
6. quirm

Poke requires an Arrow. Flash requires Flash Powder. Squeak requires Cheese.

Rolls 3d6, if the result is less than or equal to your skill you win the challenge.

Boggart

If you land on a Boggart teleport to a random location.

Dementor

+3 against Thump for every Dementor within 3 spaces.

Pixie

If you land on a Pixie roll for magic. The 1st four treat a card as if it were 2 cards. However, each only requires a single item (i.e. 1-Arrow or 1-Cheese).

#	Item
4	Squeak, Squeak
5	Teleport (see Boggart)
6	Speed (move twice this turn)

Turn Sequence

Players take turns:

1. raw a Card
2. andering Monsters
3. erms & Shamen
4. hump an Elf

5. un (Trip, Fumble, Change Levels)
6. ombat: Elves at War
7. teal the Hen or Lay the Golden Egg
8. iscard Excess Cards

Draw

Draw 1 card. Once a card is played it is discarded (except the Germ card).

Wandering Mosters

When you draw a Boggart, Dementor or Pixie card roll for random location. Move any one of the specified creatures to its new location. Pixies may be brought back into play.

Combat (elves At War)

If you end your move in the same square as another elf. An Elf may play a Poke or Tickle card. If you make a successful Skill Roll add a nuisance point.

Repeat until no more cards are played. The Elf with the most nuisance points wins. The winner moves the loser to an adjoining chamber.

The winner steals the hen (if applicable). Elves with more nuisance points can transfer Germs cards to those with fewer points.

Germs

If a Germ card is played against you, your Elf has the Runs. A Shaman can cure the Runs (discard 1 Germ card). Each turn you may roll 3d6, if you roll 6 or less you are cured from 1 Germ.

The Runs affect the following: You can not ride a Mine Cart. Rolls to change levels in the mine are at -1. Sneak is at -3.

Movement is at -2.

Movement

Roll 1d6 to move. Subtract 2 if the Elf has the Runs. If the Giant has the Hen all Elves must move towards the Giant.

If an Elf has the Hen that Elf must move towards the Entrance. All other elves may move in any direction. Elves must move their full movement except in chambers.

Elves must make an exact roll to move into the Giant's Lair or the Mine Entrance.

Trip

Roll another d6 and use the lowest roll for movement.

Cards

Fumble

You lose your grip on the Giant's Hen. If in a chamber the hen ends up in the lower level shaft. Otherwise the hen remains in the same shaft.

Roll to randomly determine section & space to place the hen counter. Elves in the same mine shaft or adjoining chamber may attempt to recover the hen. Move each elf up to 1d6 spaces towards the hen (rules for changing levels apply).

Up For Grabs

If no one recovers the hen leave the Hen counter on the board. The first player to end their turn there will recover it.

Elf Pile

If more than one elf lands in the hen's square conduct combat. Do not move the losers to adjoining chambers. The winner recovers the Hen.

Changing Levels In The Mine

To move down a level you may play a Mine Cart or roll a 6 or less on 3d6. To move up from level 3 you may play a Ladder to enter the Upper-Shaft. To move up from level 3 you may play a Rope to enter the Lower-Shaft.

If an Elf has the Runs they may not play a Mine Cart. If an Elf has the Runs -1 on any roll to change levels.

Stealing The Hen

The only way you can get the Hen is by stealing it from the giant. This is an exception to the rules, you don't need a Sneak card to use the skill. Make a Sneak Skill Roll.

If you fail you may play Sneak cards and try again, If you still fail move back to the previous chamber (retain all cards).

Laying A Golden Egg

To win the game you must command the the Hen to lay a golden egg. This is an exception to the rules, you don't need a Squeak card to use the skill. This requires a piece of Cheese.

Make a Squeak Skill Roll. If you fail you may play Squeak cards and try again, If you fail you can try again next turn.

Discard Excess Cards

At the end of a turn an elf can not have more than 5 cards including Hen & Germ cards.

#	Description	Notes
8	Thump	Troll Thumps an Elf
5	Dwaddle	Negate a Thump
5	Drool	+3 Squirm, -3 Sneak
3	Brain	Negate a Dwaddle
3	Poke	Elven Defense, Requires Arrow
3	Tickle	Elven Defense
3	Flash	Elven Defense, Requires Flash Powder
3	Sneak	Elven Defense, Use to Steal Giant's Hen, -3 with Drool, -3 with Runs
3	Squeak	Elven Defense, Requires Cheese, Command hen to lay egg
3	Squirm	Elven Defense, +3 with Drool
3	Trip	Elf Trips, Roll 1d6, move lowest of 2 rolls
2	Fumble	Elf Trips & Hen gets away
2	Dementor	Teleport a Dementor to a new location, End Turn
2	Boggart	Teleport a Boggart to a new location, End Turn
2	Pixie	Teleport a Pixie to a new location, End Turn
4	Mine Cart	Automatically move down 1 level
3	Ladder	Automatically move up from level 3 to 2 Upper-Shaft or level 2 to 1
2	Rope	Automatically move up from level 3 to 2 Lower-Shaft
2	Germ	Gives Elves the Runs, Unable to use Mine Cart, -1 on Change Level Rolls
3	Shaman	Cures the Runs.
2	Quiver	Restores number of Arrows to 3.
2	Flash Powde	Restores Flash Powder to 3 pinches.
3	Cheese	Restores Cheese to 3 pieces.
1	Hen	The Giant's Hen (Artifact)

Counters

#	Description	Notes
8	House Elves	Numbered 1 through 8
3	Boggarts	
3	Dementors	
2	Pixies	
1	Hen	Used for fumbles to mark the Hen's location

Random Location Chart

For randomly placing/moving counters LEVEL (1d6)

#	Result
1	Level 1
2,3	Level 2, Upper Shaft
4,5	Level 1, Lower Shaft
6	Level 3

SECTION (1d6)

#	Result
1-3	Lower Section
4-6	Upper Section

SPACE (1d6)

Making Counters

The counters are designed so that you can tape a penny to the underside to keep them from blowing away.

Background Information

The dark order of wizards have been bickering over who has the most gifted house elf. They have decided to organize a contest and send their naughty little house elves into an old mine to retrieve the magical golden egg of Eddenburg. The 1st elf to return to the Mine Entrance with the golden egg wins. The hen that lays the golden eggs is protected by a giant and his body guards (a family of rock-hard ugly trolls). The giant and his bodyguards have been living in this same little mine shaft for over 300 years. Now as you can imagine the mine is really disgusting, there are germs everywhere, and not only germs but super germs. These super germs can cause diarrhea in house elves. As you can

imagine it is hard for an elf to ride in the mine carts and sneak around quietly without their Pepto Bismo. As far as combat the trolls certainly have an advantage over the elves in strength, but they are stupid and sometimes completely forget who they are and what they are. They begin to dwaddle and walk around in circles mumbling to themselves. If these trolls had a brain they would be really dangerous. Another interesting aspect of trolls is that when they see an elf they drool, and when I say drool I really mean drool. Because of this it is really difficult for an elf to sneak around because they are tracking mucus around on the bottoms of their boots, not to mention it is really slippery. On the positive side when a troll captures a house elf and drools all over it, it can become very slippery and sometimes it can squirm and slip free. Two other techniques house elves have learned that are effective against trolls. First, trolls can't stand elves that squeak and second, trolls are particularly self conscious when elves flash them. Enough said get on with the game.

About The Game Board

Board starts with a mine entrance. Followed by 3 Levels. Each level has a chamber followed by a shaft.

Each shaft (track) is 12 spaces. Each shaft is divided in 2 sections (upper & lower). Spaces in each section are numbered 1 to 6.

Level 2 has a parallel lower shaft and chambers. Board ends with the Giants Lair.

Rules For Solo Play

- You start with 7 lives.
- Each time you are thumped you lose a life.
- When you draw a Thump card play it against your elf.
- When you draw a Brain card set it aside to play with the next Thump card.
- When you draw a Germ card play it against your elf.





Troy

Introduction

Card game for 2 players. One player is the Achaeans (Greeks). The other player is the Trojans.

Victory

The first player to win 7 hands wins the war.

The Decks

Each player has a unique deck.

Turn Sequence

Each turn is divided into 6 phases:

- Muster Phase
- Summon Aid Phase
- Attack Phase
- Battle Phase
- Victory Phase
- Rally Phase

Muster Phase

Each player fills their hand to 10 cards. If the deck runs out, shuffle the discard & draw from it.

Summon Aid Phase

Each player may discard up to 5 cards and draw new ones.

Attack Phase

Both players play a meld from their hands. A Meld may contain:

- 1 Hero Card
- 1 God Card
- 1 Warrior Card
- 1 Strategy Card
- 1 Arms Card
- 1 Trait Card
- 1 Companion Card
- 1 Honor Card
- 1 Defense Card
- 1 Event Card

Battle Phase

Players take turns (Greek first) doing 1 Action (of the following):

1. Activate 1 special ability of a Meld card. (These abilities can be used only once per turn)
2. Add 1 card from their hand to the Meld. (A card just drawn this phase or to replace 1 lost card, not to exceed Meld Limits)

This continues until both players are done doing all actions they want to and can.

Victory Phase

Players add up the Force value of their Meld. The side with the higher force wins the hand. Ties, remain, just that, ties.

The losing Hero is removed from the game.

Rally Phase

All Meld cards are discarded. Players discard their hands down to 5 cards or less.

Card List Notation

- H** Hero Card
- C** Companion Card
- G** God Card
- W** Warrior Card
- S** Strategy Card
- A** Arms Card
- E** Event Card
- T** Trait Card (Play only if Hero in Meld)
- F** Force
- O** Honor (Play only if you won last hand)
- D** Defenses (Play only if you lost last hand)
 - Summon = Search deck & put this card in your hand
 - Behold = Play an extra card of the indicated type in Meld
 - Remove = Use this card as an Event for the following Effect
 - Spy = Look at opponents Hand in Attack Phase
 - King or Prince = The Meld may contain an extra Warrior card
 - Heroic = Play an extra Trait card in your Meld or...
 - Search deck for a Trait card and put it in your hand
 - Commander = Warrior card gets Force +3
 - Healer = Return Hero removed from the game to your hand
 - Kill or Destroy = Remove Target card from the game
 - Negate = Discard target card in opposing Meld
 - Negotiator or Inspiration = Draw 2 cards
 - Archer = Discard target opposing Hero
 - Ally = This Hero may be used as a companion
 - Prophecy = Look at next 10 cards in either deck
 - Steal = Treat target card in opponents Meld as if it was in your Meld

Greek Deck Card List

Card Name	Type	Force	Notes
Achilles	H	10	Summon: Myrmidons
Agamemnon	H	8	King
Menelaus	H	5	
Aegis of Zeus	A	10	Summon: Honor
Sacrifice	E	2	Inspiration
Great Ajax	H	9	Heroic
Little Ajax	H	6	Heroic
Bravery	T	5	
Vengeance	T	6	
Honor	T	5	
Wrath	T	7	
Fleetfoot	T	4	Hero may Ally
One-Man Army	T	6	Negate: Warriors
Strength	T	5	
Antilochus	H	5	Ally
Automedon	C	3	Summon: Chariot
War Chariot	A	5	
Calchas	C	4	Prophecy
Wooden Horse	S	15	
Diomedes	H	8	King
Euryalus	H	5	Commander
Eurybates	C	2	Summon: Warrior
Eurypylus	H	4	Summon: Warrior
Idomeneus	H	6	King
Machaon	C	2	Healer
Meges	H	3	Commander
Menelaus	H	6	King
Meriones	H	4	Commander
Nestor	C	1	Negotiator
Neoptolemus	H	8	Kill King
Odysseus	H	8	Negotiator
Patroclus	H	5	Ally
Teucer	H	6	Archer
Athena	G	8	Negotiator
Hera	G	8	Negate: Target Action
Poseidon	G	9	
Myrmidons	W	9	
Oathtakers	W	6	
Argosian Shield Bearers	W	5	
Arcadian Spearsmen	W	5	
Athenian Infantry	W	7	
Spartan Hoplites	W	8	
Cretan Archers	W	7	
Ithican Skirmishers	W	5	
Rhodian Chariots	W	5	
Thessalian Troops	W	5	
Mycenaeen Bowmen	W	6	
Pylions	W	5	
Hecatomb	E	2	Negate: God
Plunder	O	1	Steal: Arms

Card Name	Type	Force	Notes
Spoils	O	1	Summon: Arms
Captives	O	1	Summon: Companion
Ransom	O	1	Negotiator
Prize	O	1	Summon: Trait
Glory	O	1	Summon: Trait
Fame	O	1	Summon: Warriors
Funeral	D	5	
Desecrate Body	O	5	
Greek Camp	D	6	
Walls & Ditch	D	7	
Sceptre of Authority	A	7	Play only if King in Meld
Will of the Gods	G	7	Summon: Event
God in Disguise	G	6	
Honored by the Gods	S	5	Summon: God
Armor of Hephaestus	A	8	
Family Squabble	E	2	Negate: God
Return Spear	S	3	Summon: Arms
Healing Herbs	E	2	Healer
Fleet of a 1000 Ships	S	5	Summon: Warriors
Philoctetes	H	6	Archer
Bow of Heracles	A	5	Archer
All Out Attack	S	7	Summon: Warriors
Cunning Plan	S	6	
Rally the Troops	S	5	
Omen	S	7	Prophecy
Attack a God	S	4	Negate: God
Boars Teeth Helmet	A	3	
Raid	S	2	Summon: Honor
Libations	S	2	Summon: God
Shield Wall	S	6	Negate: Archer
Jagged Rock	A	3	
Great Ash Spear	A	5	
Immortal Horses	C	5	
The Fates	E	9	

Trojan Deck Card List

Card Name	Type	Force	Notes
Aeneas	H	9	King
Anchises	H	4	Summon: God
Cassandra	E	2	Prophecy
Dolon	C	2	Spy
Euphorbus	H	7	Ally
Glaucus	H	6	Prince
Hecabe	E	2	Summon: Hero or Companion
Hector	H	10	Heroic
Helenus	C	2	Prophecy
Paris	H	6	Archer
Polydamas	H	5	Ally

Card Name	Type	Force	Notes
Pandarus	H	5	Archer
Polydorus	H	4	Ally
Helen of Troy	C	9	Summon: Hero
Guardian	T	7	
Champion	T	6	Heroic
Duty	T	5	
Gleaming	T	4	
Priam	H	3	King or Negotiator
Sarpedon	H	7	Prince
Plague	S	9	Play only if God in Meld
Apollo	G	8	Kill: Warrior or Hero
Artemis	G	5	
Aphrodite	G	7	Healer
Hermes	G	6	Spy
Ares	G	5	Summon: Event
Trophy	O	1	Inspiration
Strip Armor	O	1	Steal: Arms
Trojan Infantry	W	7	
Dardanian Archers	W	5	
Lycian Shield Bearers	W	5	
Thracian Hoplites	W	6	
Phrygian Javalineers	W	5	
Abydosian Charioteers	W	6	
Paphlagonian Spears	W	5	
Dardanian Troops	W	5	
Scaean Gate	D	8	Summon: Warriors
Strife	E	2	Negate: Hero
Sworn Oath	E	2	Opponent must discard 2 cards
Feast of the Gods	E	2	Negate: God
Zeus	G	10	
Deceptive Dream	S	9	Play only if God in Meld
Obsession	E	2	Negate Hero
Duel	S	5	
Achilles Heel	E	2	Kill Hero
Walls of Troy	D	10	
Forewarned	S	8	Summon: Warriors
Amazons	W	9	
Penthesilea	H	7	Summon: Amazons
Memnon	H	6	Summon: Ethiopians
Ethiopians	W	5	
Tale of Ilium	E	2	Prophecy
Divine Intervention	G	6	Negate: Event
Homer	E	2	Both players draw 5 cards
Test of Valor	S	8	
Ox Hide Shield	A	4	
Breastplate	A	4	
Shattered Sword	E	2	Destroy: Arms
Bronze Tipped Spear	A	4	
Saved by the Gods	G	5	Healer
Break Truce	S	5	
Thunder Bolts	G	6	
Cause Despair	S	7	
Close Formation	S	5	

Card Name	Type	Force	Notes
Four Horse Chariot	A	5	
Breach Wall	S	7	





True Blood

(Spoiler alert for season 3!)

Introduction

Card game for 2-4+ players. True Blood Book/TV Series Theme.

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Game End

The game ends at the end of the turn there are no Cards left in the Character Deck or the Recruitment Track.

Victory

The player with the most Blood Points (BP) at the end of the game wins. Character Cards you control are worth varying amounts of Blood Points. Certain Combinations of Controlled Character Cards earn Bonus BP.

Blood Tokens

These are earned or stolen by players during play. Each Blood Token (BT) is worth 1 Blood Point (BP).

Influence Tokens

These are currency used to determine Initiative and to recruit Characters. These come in Denominations of 1, 2, and 5 (you can make change). A player cannot have less than zero IT.

Influence Tokens (IT) can be saved from turn to turn. You cannot pay or bid more IT than what you have.

Capture Tokens

These are placed on your Character cards to indicate if they have been captured. A Captured Character earns no BP and cannot use Special Abilities. They do not contribute BP in end game scoring.

Injury Tokens

These are placed on your Character cards to indicate if they have been injured. An Injured Character earns no BP and cannot use Special Abilities. Characters that are "Regulars" cannot be killed. However they

can be the target of Kill Attempts. Instead of being killed, they are Injured.

Injured Characters do contribute BP in end game scoring.

Dice

Six sided dice are needed.

Turn Order Track & Pawns

This is used to keep track of which player goes first each turn. It has 6 spaces marked 1 to 6. Each player has a Pawn of a unique color.

Each space holds 1 Pawn. The first space (position) goes first and so on.

Recruitment Track

This track has 5 spaces numbered 1-5. Each is big enough to hold 1 Face-up Character card. As Characters are recruited (paid for with Influence Tokens) slide the cards down from 5 to 1 to fill in the empty spaces.

When the fifth space is empty fill it with the top card of the Character Deck. Cards cost IT equal to their BP value.

- A card in the first space costs 1 less IT.
- A card in the third space costs 1 extra IT.
- A card in the fourth space costs 2 extra IT.
- A card in the fifth space costs 3 extra IT.

The Decks

There are 2 Decks:

1. The Character Deck
2. The Event Deck

The Character Deck

These represent various individuals, groups and locations found in the series. There are a number of Traits that a card can have.

The Event Deck

Most Event cards are played by players on their turn in Event Phase. Some event cards are reactionary and are played in reaction to another Event or aspect of play. Event cards are discarded when played.

In a multi-player game you can play Negate cards to protect the Characters of other players. When you take control of a character it becomes yours: take possession of the card.

Setup

Each player starts with 10 Blood Tokens. Each player starts with 5 Influence Tokens. Remove the Starting Characters and Second Stage Characters from the Character Deck.

Shuffle the Decks. Randomly place the 5 Starting Characters onto the 5 spaces of the Recruitment Track. Shuffle the Second Stage Characters together and place them face down on top of the Character Deck.

Turn Sequence

Each turn has 9 Phases:

1. Influence Phase
2. Initiative Phase
3. Plotting Phase
4. Recruitment Phase
5. Event Phase
6. Action Phase
7. Capture Phase
8. Recovery Phase
9. End Phase

I. Influence Phase

Each player gets 10 Influence Tokens (IT) and 2 BT.

II. Initiative Phase

Determine pawn positions on the Turn Track. Players secretly bid IT. Bids are revealed simultaneously.

High bid gets first position and so on. If tied, players roll high on 1D6. All Bid Tokens are discarded.

III. Plotting Phase

Each player draws 2 Cards from the Event Deck and put them in their hands. For 1 IT you may discard an Event Card and draw another. If the Event Deck runs out, shuffle the discard and draw from it.

IV. Recruitment Phase

In Turn Order as determined in Initiative Phase, Players may buy Character Cards from the Recruitment Track: The track has 5 spaces numbered 1-5. Each is big enough to hold 1 Face-up Character card. As Characters are recruited (paid for with Influence Tokens) slide the cards down from 5 to 1 to fill in the empty spaces.

When the fifth space is empty fill it with the top card of the Character Deck. Cards cost IT equal to their BP value.

- A card in the first space costs 1 less IT.
- A card in the third space costs 1 extra IT.
- A card in the fourth space costs 2 extra IT.
- A card in the fifth space costs 3 extra IT.

V. Event Phase

In Turn Order as determined in Initiative Phase, Players may play Event Cards from their hands. When playing an Event Card roll 1D6. On 1-3 nothing happens. On 4+ the Event goes off as described. You may pay 1 IT once to re-roll if nothing happened. A player plays all his Events and then the next player plays all his Event cards and so on.

Event cards are discarded after being played (Successful or not).

VI. Action Phase

Depending on their Traits most Characters can take an action. If a character has multiple types of Actions available to him he can only pick one. If a Character has been stolen (owner change) this turn, whether in Event Phase or earlier in Action Phase, it can take no action for the remainder of the turn.

In Turn Order, as determined in Initiative Phase, Players may have their Characters attempt one Action each:

Active Trait:	Result after Rolling 1D6:
Telepath or Fairy	On 3+ Look at Opponent's hand.
Servant or Minions	On 6+ Capture Target Character
Ruler	On 4+ Gain 1D6 IT
Law Enforcer	On 5+ Opponent loses 2 IT
Murderer	On 6+ Kill target Character of Indicated type
Sacrifice	On 4+ Kill Character you Control to gain 5 IT
Maenad	On 3+ Capture target Human
Businessman/Business	On 2+ Gain 1 IT
Dealer	On 5 lose 1 BT; On 6 gain 2 IT
Seducer or Obsession	On 5+ Gain Control of Specific Character
Maker	On 4+ Gain Control of Specific Vampire
Pack Leader	On 6+ Gain control of Character of same Racial Type
Informer	On 6+ Look at next 3 cards in Character Deck
Spiritual	On 6+ Look at next 1D6 cards in Event Deck
Abductor	On 6+ Capture Target Character of indicated type

Active Trait:	Result after Rolling 1D6:
Thief	On 5+ Steal 1 IT from Opponent
Healer	On 5+ Remove an Injury Token
Flyer	On 5+ Rescue a Captured Character
Manipulator	On 5+ Steal 1 BT from Opponent
Command Obedience	On 6+ Capture Target Character
Rescuer	On 6+ Rescue a Captured Character
Attacker	On 6+ Injure Target Character
Decadent	On 2+ Convert up to 2 IT into BT
Prize or Pacifist	On 4+ Gain 1 BT
Revenge or Nemesis	On 6+ Kill Specific Character

Some Character Traits are Passive. Always roll Active Trait this Phase:
for all passive Traits even if the Character attempts a

Passive Trait:	Result after rolling 1D6:
Mayhem	On 5+ All players Draw 1 Event Card and you gain 1 IT
Psychopath	On 6+ Draw 1 event Card and lose 1 BT
Young or Stupid	On 5 Lose 1 IT; On 6 gain 1 BT
Addict	On 5 Lose 1 BT; On 6 draw 1 Event Card

Some Character abilities are Reactionary rather than Active or Passive:

Reactionary Trait:	Usage:
Protector	On a roll of 5+ on 1D6 negate a Specific Kill or Capture
Martyr	Can Substitute for another Character on a Kill
Survivor	+1 To Prisoner Rolls
Old	Immune to Sex Events and Seduction

When a player has multiple Characters under their control, ALL of the player's characters perform their actions before moving to the next player.

Vii. Capture Phase

For each Captured Character roll 1D6: This is called the Prisoner Roll:

- On a roll of 1 the Character comes under the control of the player that Captured him.
- On a roll of 2 the Character Reveals Secrets: The Capturer steals 1 IT.
- On a roll of 3 the Character is Tortured: The Owner loses 1 BT.
- On a roll of 4-5 Nothing Happens.
- On a roll of 6 the Character escapes Capture: Remove the Capture Token.

Character Deck Card List

Name:	Notes
Sookie Stackhouse:	10BT. Regular. Human Fairy. Telepath. Rescuer. Seduce Bill. +5 BT if you control Bill. Nemesis Lorena. Starting Character.
Bill Compton:	10BT. Regular. Male Vampire. Seduce Sookie. +5 BT if you control Sookie. Rescuer. Protector. Maker of Jessica. Starting Character.

Viii. Recovery Phase

For each Injured Character roll 1D6: This is called the Recovery Roll: On a roll of 1-4 the Character remains incapacitated. On a roll of 5+ the Character is Healed: Remove the Injury Token. Add 1 to the roll if the Character is a Vampire.

Ix. End Phase

Max hand size is 5 Event Cards. Discard excess cards.

End Game Scoring

At the end of the game add up the BT value of all your characters. Most Characters also give bonus BT if you control certain other Characters. Also add to this total Blood Tokens you have collected/stolen during play.

Name:	Notes
Jason Stackhouse:	9BT. Regular. Male Human. Seduce Human Females. Rescuer. Stupid. Starting Character. +1 BT per Female Character you control.
Eric Northman:	9BT. Regular. Male Vampire. Seduce Sookie. Manipulator. Maker of Pam. Revenge Russell or Talbot. Businessman. +2 BT if you control Sookie, Godric, Pam. Second Stage. Command Obedience. Flyer.
Sam Merlotte:	9BT. Regular Male Shapeshifter. Businessman. Rescuer. Nemesis Maryanne. Rescuer. +2 BT if you control Tara, Daphne, Tommy. Starting Character
Tara Thornton:	9BT. Regular Human Female. Rescuer. Starting Character. Survivor. +2 BT if you control Eggs, Sam, Lafayette, Lettie Mae

Godric: 6BT. Male Vampire. Pacifist. +3 BT if you control Eric. Gain 10 BT if you play the Suicide Card

successfully on Godric. Rescuer. Maker of Eric. Command Obedience.

The Magister:	4BT. Male Vampire. Immune to Sexual Events. +5 BT if you control the Authority. Law Enforcer. Command Obedience.
Franklin Mott:	4BT. Male Vampire. Servant. Psychopath. Obsession for Tara. +5 BT if you control or capture Tara.
Maryanne Forrester:	6BT. Female. Maenad. +5 BT if you control Sam. Old. Mayhem. Sacrifice of Human or Shifter. Can only be killed if killer controls a Shapeshifter. +5 BT if you control Sam.
Sophie Ann the Queen:	6BT. Regular Female Vampire. Ruler. Prize. Decadent. Command Obedience. +3 BT if you control Hadley.
Rene Lanier:	3BT. Male Human. Murderer of Human Females. Psychopath. +5 if you control Arlene.
Lafayette Reynolds:	7BT. Regular. Human Male. Second Stage. Dealer. Prize. +2 BT if you control Tara, Jesus, or Eric.
The Authority:	6BT. Group. Regulars. Rulers. Manipulators. Minions +1 BT for each Vampire you control.
Hot Shot: 2BT. Location.	+3 BT for each Werepanther you control.
Werewolf Pack:	3BT. Group. Servants. +2 BT for each Werewolf you control.
Talbot:	4BT. Male Vampire. Decadent. Prize. +5 BT if you control Russell.
Eggs Benedict:	3BT. Male Human. +3 BT if you control Tara, Maryanne.
Merlotte Waitress:	1 BT. Female Human. Martyr. +3 BT if you Control Sam, Merlotte's Bar
Fellowship of the Sun:	2BT. Group. +2 BT for each Church Character you control.
Andy Bellefleur:	4BT. Law Enforcer. Regular. Second Stage. +1 BT for each Human you Control
Adele Stackhouse:	4BT. Old Human Female. Second Stage. +3 BT if you control Sookie, Jason.
Amy Burlee:	3BT. Human Female. Addict. Abductor of Vampires. +5 BT if you control Jason.
Hoyt Fortenberry:	4BT. Regular. Male Human. Second Stage. +5 BT if you control Jessica. Seduce Jessica.
Jessica Hamby:	6BT. Regular. Female Vampire. Second Stage. Young. +3 BT if you control Hoyt, Bill.
Arlene Fowler:	4BT. Regular. Human Female. Second Stage. +2 BT if you control Terry, Sam, Merlotte's Bar
Terry Bellefleur:	4BT. Regular. Human Male. Second Stage. +2 BT if you control Arlene, Sam, Merlotte's Bar
Lettie Mae:	2BT. Old Human Female. Second Stage. +3 BT if you control Tara, Lafayette.
Merlotte's Bar:	4BT. Location. Business. +5 BT if you control Sam
Fangtasia:	4BT. Location. Business. +5 BT if you control Eric. Decadent.
Pam: 4BT:	Regular Female Vampire. Servant. +5 BT if you control Eric.
Nan Flannigan:	5BT. Regular Female Vampire. Minions. Command Obedience. Law Enforcer. +5 BT if you Control the Authority.
Lorena:	6BT. Female Vampire. Second Stage. Maker of Bill. +5 BT if you Control or Capture Bill.

The Magister:	4BT. Male Vampire. Immune to Sexual Events. +5 BT if you control the
Reverend Steve Newlin:	3BT. Human Male. Minions. Church. Manipulator. +2 BT if you control Sarah, Jason, Godric
Sarah Newlin:	3 BT. Human Female. Church. Seduce for Jason. +3 BT if you control Steve, Jason.
King Russell Edgington:	7BT. Male Vampire. Ruler. Minions. Command Obedience. +3 BT if you control Talbot, The Queen.
Rednecks:	1 BT. Human Males. Stupid. Murderers of Vampires
Thug in Disguise:	1 BT. Human Male. Servant.
Alcide:	5 BT. Male Werewolf. Regular. Servant. Protector. Rescuer. +2 BT if you control Sookie, Eric, Debbie.
Vampire Nest:	2 BT. Group. Mayhem.
Police Officer:	1 BT. Law Enforcer.
Blood Drainer Gang:	1 BT. Humans. Murderers of Vampires. Dealers.
Jesus:	4 BT. Human Male. Spiritual. Seducer of Lafayette. +5 if you control Lafayette.
Dallas Vampires:	3 BT. Group. Vampires. Minions.
Fay Colony:	4 BT. Faeries. Group. Regulars. Protectors of Sookie.
Barry the Bellhop:	3 BT. Human Male. Telepath.
Longshadow:	2 BT. Male Vampire. Thief.
Girl Fangbanger:	1 BT. Female Human. Martyr.
Boy Fangbanger:	1 BT. Male Human. Martyr.
Tommy Mickens:	4 BT. Regular. Male Shapeshifter. Young. +5 BT if you control Sam.
Debbie:	3 BT. Female Werewolf. Stupid. Attacker. Addict. +3 BT if you control Alcide, Cooter
Cooter:	2 BT. Male Werewolf. Stupid. Servant. +3 BT if you control Russell, Debbie.
Claudine:	5 BT. Regular. Female Fairy. Informer. +5 BT if you control Sookie.
Crystal Norris:	4 BT. Regular. Female Werepanther. Survivor. Seducer of Jason. +5 if you control Jason.
Sheriff Bud Deerborn:	3 BT. Old Male Human. Law Enforcer.
Miss Jeanette:	2 BT. Human Female. Voodoo Priestess. Thief. Healer.
Hadley. 3 BT. Human	Female. Informer. +3 BT if you control Sookie, the Queen.
Daphne Landry:	3 BT. Female Shapeshifter. Seducer of Sam. +3 BT if you Control Sam, Maryanne.
Holly the Wiccan:	2 BT. Human Female. Witch. Spiritual. +2 BT if you control Tara, Arlene, Sam.
Eddie:	2 BT. Male Vampire. Dealer. +5 BT if you control Lafayette.
Street Prostitute:	1 BT. Human Male. Businessman. Martyr.
Bar Hussy:	1 BT. Human Female. Seduce Jason. Martyr.

Event Deck Card List

Name:	Notes:
Kidnapping	Capture Character
Staked	Kill Vampire
Wooden Bullet	Kill Vampire
Dirty Vampire Sex	Control Character

Name:	Notes:
Silver Chains	Capture Vampire
Vampire Hotel	Gain 2D6 IT
Compton Residence	Gain 2D6 IT
Stackhouse Residence	Gain 1D6 BT
Graveyard	Gain 2D6 IT
Mainstreaming	Spend 2X IT Gain X BT
Leverage	Control Character
Vampire Sex Dreams	Control Human
Threats	Control Character
Suicide	Kill Character
Vampire Politics	Control Character
Prisoner	Capture Character
All Tied Up	Capture Character
Fight	Injure Character
Tortured	Capture Character
Rape	Injure Human Female
Beheaded	Kill Vampire
Supernatural	Remove Capture Token
Vampire Blood	Negate Kill or Remove Injury Token
The True Death	Kill Vampire
Daylight Escape	Remove Capture Token
Tru-Blood	Gain 2D6 IT
Immortal	Remove Injury Token from Vampire
Missing Persons	Kill or Capture Character
Maker	Gain 2D6 IT
Revenge	Kill Vampire
Silver Door	Capture Vampire
Manhunt	Steal 1D6 IT from Opponent
Madness	Injure Character
Tear Out Heart	Kill Character
V High	Control Human
Loyalty	Negate Control Event
Healing Powers	Negate Kill
Murder	Kill Character
Daylight Escape	Remove Capture Counter
Mind Control	Control Human
Voodoo Ritual	Control Human
Out of the Coffin	Gain 2D6 IT
God Hates Fangs	Opponent Loses 1D6 IT
Vampire Law	Opponent Loses 1D6 IT
Marriage Proposal	Control Female Character
Gay Sex	Control Male Character
Go To Ground	Negate Vampire Kill
Arson	Kill Vampire or Location
Ritual Sacrifice	Kill Character
Transformation	Negate Kill Event vs. Super
Slaughter	Kill Group
Massacre	Kill Group
Poisoned Wound	Kill Human
Learn Secret	Look at next 4 cards in Character Deck
Sucked Dry	Kill Character
Hepatitis	Vampire is Injured
Light of Day	Kill Vampire

Name:	Notes:
Colloidal Silver	Injure Vampire
Vampiric Speed	Retarget Event Card
Leadership	Control Group
Investigate	Use as 5 IT in Initiative Phase
Bad Press	Capture Group
Fresh Blood	Gain Control of Character on Recruit Track
Glamour	Control Human
Mutiny	Control Group
Disappear	Shuffle target Character back into Deck
Bon Temps	Gain 1 BT per 2 Characters you Control
Makeup Sex	Gain 1D6 BT
Wild, Naked, & Free	Gain 3 BT per Shapeshifter you Control
Howl at the Moon	Gain 3 BT per Were you Control
Kings Mansion	Gain 1 BT per Vampire you Control
Queens Palace	Gain 1 BT per Vampire you Control
The Hunger	Control Injured Vampire
Dungeon	Capture Character
Mayhem	Control Character
Blood Tie	Control Human or Vampire
Seduction	Control Character
Sex in the Woods	Control Character
Vampire Rights	Gain 2D6 IT
Make a Deal	Control Character
Intrigue	Draw 2 Event Cards
Sell V	Gain 2D6 IT

Basic Game

Skip the Action Phase.





Twelve Brothers

Introduction

Card game for 2-6+ players. Fantasy World Setting. King Jaspar the Just is Dying.

Only one of his 12 sons can ascend to the Throne. This can only mean that 11 sons must first die.

Players, Brothers, & Favorites

Each player is betting on up to 4 of the 12 Brothers to win the Crown. The 4 Brothers that a player is betting on are his Favorites.

Victory

If one of your Favorites is the last left alive, you win. More than one player can win. It is also possible that all players loose.

The Decks

There are 2 Decks: The Action Deck and The Brothers Deck. Note the Brothers deck is used to make the Fate Deck. Decks are kept face down, and discards face-up.

Cardset Available

Thanks Ron!!! [Click Here](#)

Action Deck

The action deck contains 4 types of cards: Kill, Plot, Save, Event

The Brothers Deck

There are 4 copies of each card: Charles the Cruel William the Bold Archibald the Brave Gregory the Great Wolfgang the Wise Rothgar the Ruthless Stephan the Strong Ivan the Terrible Morgan the Merciless Victor the Vile Fredrick the Fierce Robert the Black

Setup

First take 1 copy of each Brother from the Brother deck and Set it aside in a mini 12 card deck called the Fate Deck. From the remains of the Brother Deck, each player is Dealt 4 cards which are to be his Favorites (These are kept hidden). Each player starts the game with a hand of 2 Action cards.

The most Treacherous player goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Plot Phase
2. Fate Phase
3. Event Phase
4. Kill Phase
5. Save Phase
6. End Phase

Plot Phase

Draw 1 Action Card. If the Deck runs out, shuffle the discard and draw from it.

Fate Phase

Draw 2 Brothers from the Fate Deck. They are put face up on the Table. These are known as the Active Brothers.

If the Deck runs out, shuffle the discard and draw from it.

Event Phase

You may play (discard) an Event card.

Kill Phase

You may play 1 Plot card and 1 Kill card to cause One Active Brother (your choice) to kill the other (target) Active Brother. This is referred to as an Assassination Attempt (AA). You may choose not to make an AA.

Save Phase

Any player (starting from your left going clockwise) may Play a Save card to cause an Assassination Attempt to Fail. If no one plays a Save card, the AA Succeeds. If killed, the Target Brother is put into the Dead Pile.

All cards played this turn are discarded.

End Phase

Max hand size is 5 cards. Discard excess cards.

Action Deck Card Notation

- K** Kill
- P** Plot
- S** Save
- E** Event

Action Deck Card List

Card Name:	Type:	Notes:
Intrigue	E	Steal 1 Random card from Opponent
Accomplice	E	Use as either a Plot card or a Kill card
Subterfuge	E	Look at 1 Random Favorite of target Opponent
Miraculous Recovery	E	Put target Brother from Dead pile back in play
Mislead	E	Target Opponent must discard 2 Random cards
Not the Time	E	Discard Active Brothers and Draw 2 New ones
Spies	E	Look at target Opponent's Hand
Fortune Teller	E	Look at next 7 cards in Action Deck
Conjuration	E	Draw 3 Action cards and discard 2 of them
Conspiracy	E	Gain another turn after this one
Royal Sister	E	Draw 2 Action cards
Divination	E	Look at the remaining cards in the Fate Deck
Change Fate	E	Discard a Favorite Card and draw a new one
Fooled Again	E	Negate a Save card just played
Manipulation	E	Draw 2 more Brothers and discard any 2 of the 4
Bludgeoned	K	
Dagger	K	
Poison Drink	K	
Strangled	K	
Fall from Window	K	
Burned Alive	K	
Drowned	K	
Duel	K	
Crushed	K	
Arrow	K	
Snake Bite	K	
Beheading	K	
Magical Curse	K	
Transformation	K	
Foul Sorcery	K	
Trickery	P	
Betrayal	P	
Treachery	P	
Cold-Blooded Murder	P	
Well-Crafted Trap	P	
Fortuitous Accident	P	
Opportunity	P	
Delicate Plan	P	
Stealth	P	
Skullduggery	P	
Complicated Scheme	P	
Hatch Plot	P	
Secrecy	P	
Execution	P	
Assassination	P	
Instinct	S	
Tipped-Off	S	
Near Miss	S	
Narrow Escape	S	
Tough	S	
Luck	S	
Ill-Timing	S	

Card Name:	Type:	Notes:
Armor	S	
Reflexes	S	
Magical Protection	S	
Body Guard	S	
Survive	S	
King's Intervention	S	
Security	S	
See it Coming	S	





Twelve Labors Of Hercules

Introduction

Card game for 2-4 players. Theme Greek Mythology. The Adventures of the Demi-God Hercules (Hercules is Romanized. It is Heracles in Greek) Each player tries to complete the most Labors and Adventures.

Victory

The game ends when all 12 Labors have been completed. Once one player has completed a Labor it is

finished and is no longer available to other players to complete. The player with the most Labor Points at the end of the game wins.

The Board

The Board is a circular track divided into 12 spaces.

#	Space:	Instructions:
1.	Greece	Draw 1 Card or take top card of Discard
2.	Mycenae	Next turn move to any empty Space
3.	Delphi	Look at top 7 cards of the Hero Deck
4.	Mount Olympus	Draw 2 Cards
5.	Thrace	Draw 1 Card or go to Anatolia next turn
6.	Black Sea	Discard 1 Card and Draw 2
7.	Anatolia	Draw 1 Card or Go to Greece next turn
8.	Mediterranean	You may Complete Top Adventure Card
9.	Italy	Evander: Draw 3 Cards and Keep 1
10.	Spain	Draw 1 Card or go to Africa next turn
11.	Crete	Next turn roll 2 Dice to move and pick 1
12.	Africa	Draw 1 Card or go to Mediterranean next turn

The Decks

There are 3 Decks:

1. The Labors Deck
2. The Hero Deck
3. The Adventure Deck

The Labors Deck

This deck has 12 Cards: The 12 Labors. Each has 3 to 6 requirements to complete.

The Hero Deck

Each card provides 1 or 2 Requirements needed to complete Labors & Adventures.

The Adventure Deck

Like Labors but easier. Each has 1 to 2 requirements to complete. The Adventure Deck is kept Face-up.

Victory Piles

Each player has a pile where he keeps his completed Labor and Adventure Cards.

Pawns

Each player gets a pawn of a unique color to represent his version of Hercules.

Dice

Dice are used for movement.

Setup

Players place their pawns on the Mycenae space. Each player draws 2 Hero Cards. Shuffle the 3-4 Requirement Labors together.

Shuffle the 5-6 Requirement Labors together. Place the 3-4 Labors on top of the 5-6 Labors. Flip over the top 4 cards of the Labor Deck.

These are called Revealed Labors. Every time a Labor is completed flip over the next card in the deck as a replacement. The Strongest Player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Move Phase
2. Action Phase
3. Labor Phase
4. End Phase

Move Phase

Roll 1D6 and move that many spaces in either direction. If you land on an opposing player steal 1 random Hero card from his hand and skip Action & Labor Phase. (If you land on 2 or more players steal from just one of your choice.)

Action Phase

If you did not land on another player, follow the instructions on the Board Space you entered. If you

Labor:	Location:
Lion of Nemea	Greece
Hydra of Lerna	Greece
Golden Hind of Ceryneia	Greece
Wild Boar of Erymanthus	Greece
Augean Stables	Greece
Birds of the Stymphalian Marsh	Greece

End Phase

Max hand size is 7 cards. Discard excess cards.

Labor Deck Card List

Labor:	LP	Requirements:
Lion of Nemea	4	Net, Wrestle, Club, Bow
Hydra of Lerna	4	Sword, Bow, Fire, Companion
Golden Hind of Ceryneia	3	Bow, Track, Agreement
Wild Boar of Erymanthus	4	Track, Club, Wit, Bow
Augean Stables	3	Water, Wit, Strength
Birds of the Stymphalian Marsh	3	Wit, Bow, Gift of the Gods
White Bull of Crete	5	Wrestle, Reflexes, Rope, Agreement, Journey
Wild Mares of Diomedes	6	Companion, Stealth, Sword, Water, Rope, Journey
Hippolyte's Golden Belt	5	Agreement, Companions, Sword, Wits, Journey
King Greyon's Cattle	5	Gift of the Gods, Strength, Bow, Wits, Journey
Golden Apples of Hesperides	6	Wrestle, Agreement, Poison, Bow, Wits, Journey
Cerebus the Hound of Hades	6	Adventure, Agreement, Wrestle, Net, Strength, Reflexes

Hero Deck Card List

#	Requirements:
4	Net or Rope
4	Club
8	Adventure or Journey
4	Poison or Fire
8	Bow
8	Sword
4	Reflexes or Stealth
8	Companion or Companions

#	Requirements:
8	Wits
4	Track
4	Gift of the Gods or Divine Intervention
8	Wrestle
4	Strength
6	Agreement
4	Water

land on the Mediterranean you may complete the top face up Adventure card by discarding Hero cards with the necessary requirements. If completed place the Adventure card in your Victory Pile.

Labor Phase

You may complete a revealed Labor by discarding Hero cards with the necessary requirements. When completed place the Labor card in your Victory Pile. Each Labor can only be completed if your pawn is in a specific Space:

Labor:	Location:
White Bull of Crete	Crete
Wild Mares of Diomedes	Thrace
Hippolyte's Golden Belt	Anatolia
King Greyon's Cattle	Spain
Golden Apples of Hesperides	Africa
Cerebus the Hound of Hades	Greece

Card List Notation

LP Labor Points earned by completing this Labor or Adventure

Copies of this card in the Deck

Adventure Deck Card List

Adventure:	LP	Requirements:
Battle Centaurs	1	Bow
Argonauts & Golden Fleece	2	Journey & Companions
Fight Giants	1	Strength
Battle Sons of Poseidon	2	Strength & Gift of the Gods
Archery Contest	1	Bow
Rescue Prometheus	2	Bow & Strength
Sack Troy	2	Sword & Companions
Wood Spirits Steal Weapon	1	Club
Abduct Princess	1	Strength
Tasks of Eurystheus	1	Agreement
Madness of Hera	1	Companions
Accept Servitude	1	Agreement
Slay King Amyntor	1	Sword
Learn Music from Linus	1	Wit
Rescue Heroine	1	Stealth
Battle Son of Ares	2	Sword & Divine Intervention
Revenge Killings	1	Sword
Slay Sea Monster	1	Poison
Marriage	1	Agreement
Atonement	1	Agreement
Children of Hercules	1	Companions
Scalding Hot Sea	1	Gift of the Gods
Slay Robber Giant	1	Track
Harvest Contest	1	Strength
Boxing Match	1	Wrestle
Nymphs Steal Lover	1	Companion
Found City of Tarentum	1	Agreement
Found Scythia	2	Track & Agreement
Kill Thief	1	Wrestle
Ambush Generals	1	Companions
Fight Death	1	Wrestle
Travel to the Underworld	2	Journey & Wit
Shield of Hercules	1	Gift of the Gods
Pillars of Hercules	2	Strength & Water
Crush Huge Crabs	1	Strength
Old Man of the Sea	2	Wrestle & Strength
Nereids	1	Agreement
Hundred Headed Dragon	2	Poison & Bow
Fates	1	Journey
Furies	1	Journey
Charon & the River Styx	1	Wit
Visit Hades	1	Agreement

Links

Heracles 12 Labors





War Born

Introduction

Fantasy Theme card game for 2+ players.

Victory

Be the first to win 5 Hands.

The Deck

Players share a common deck.

Card Types

There are 8 Card types: Heroes, Weapons, Armor, Mounts Armies, Actions, Traits, and Spells

Turn Sequence

Each turn is divided into 5 Phases:

- Fate Phase
- Destiny Phase
- March Phase
- Battle Phase
- Victory Phase

Fate Phase

Each player draws 12 cards.

Mulligan Rule

If a player draws no Hero in Fate Phase he must reveal his hand, discard it and draw 12 new cards.

Destiny Phase

Each player may discard up to 6 cards and draw replacements.

March Phase

Each player plays a Meld. A Meld must contain exactly 1 Hero and up to 1 card from each of the other 7 card types. Melds are placed face up on the table visible to all players.

Card List

Card Name	Type	Force	Notes:
Lich King	H	10	Put a Spell from the Discard into your hand
Necromancer	H	10	Put an Army from the Discard into your hand
Grandmaster Monk	H	10	Play an extra Action

Battle Phase

Players take turns. Players cut the deck. The cut with highest Force value goes first. On your turn you may activate one card in your Meld or pass.

Each card in your Meld can only be activated once. When activated, the special effect of the card takes effect. Special effects are of 5 types:

1. Cause an opponents target card to be discarded
2. Allow you to add an extra card to your meld from your hand
3. Draw an extra card from the deck and put it into your meld if it is the only card in your meld of that type.
4. Steal card from opponent's hand
5. Put a card into your hand from the discard and put it into your meld if it is the only card in your meld of that type.

(Force Bonuses do not require Activation) When all players have consecutively passed, the Phase ends.

Victory Phase

All cards have a Force Value. Add up the Force value of all the cards in your meld including bonuses. The player with the highest Force value wins the Hand.

Discard all cards in play. Players may discard any cards in their hand they don't want.

Card List Notation

- H** Hero
- W** Weapon
- D** Armor
- M** Mount
- X** Army
- E** Action
- T** Trait
- S** Spell

Card Name	Type	Force	Notes:
Beast Master	H	10	Play an extra Mount
Swashbuckling Rogue	H	10	Actions get +5
Orc Chieftain	H	10	Mounts and Armies get +3
Chaos Warlord	H	10	Play an extra Army
Arch Druid	H	10	Play an extra Spell
Elven Ranger	H	10	Mounts, Weapons and Spells get +2
Warrior	H	10	Play an extra Weapon
Black Knight	H	10	Weapons and Armor get +3
Sword Master	H	10	Weapons get +5
Arcane Wizard	H	10	Spells get +5
Barbarian King	H	10	Armies get +5
Dwarf Lord	H	10	Armor gets +5
Defender Blade	W	5	Immune to Discard Effects
Sacred Lance	W	5	Mounts get +5
Eldritch Blade	W	5	Play an extra Spell
Vorpall Blade	W	5	Discard opposing Army card
Rune Sword	W	5	Discard opposing Trait card
Great Spear	W	5	Play extra Trait
Mace of Disruption	W	5	Discard opposing Armor card
Flame Tongue Sword	W	5	Draw an extra card
Ent Wood Bow	W	5	Discard opposing Mount
Staff of Power	W	5	Spells get +5
Iron Battle Axe	W	5	Discard opposing Weapon card
Thunder Hammer	W	5	Discard opposing Action card
Banner of Might	W	5	Armies get +5
Dancing Sword	W	5	Play extra Weapon
Horn of Valhalla	W	5	Play extra Army
Bracers of Defense	D	4	Play extra Trait
Assassins Cloak	D	4	Weapons get +5
Mystic Torc	D	4	Spells get +5
Amulet of the Magi	D	4	Play extra Spell
Gauntlets of Strength	D	4	Play extra Weapon
Great Horned Helm	D	4	Play extra Army
Mithril Hauberk	D	4	Traits get +5
Dragon Scale	D	4	Mounts get +5
Ring of Invisibility	D	4	Discard opposing Action card
Helm of Far Seeing	D	4	Draw an extra card
Spell Shield	D	4	Discard opposing Spell card
Invincible Breastplate	D	4	Discard opposing Weapon card
Seven League Boots	D	4	Play extra Action
Elven Chain Mail	D	4	Actions get +5
Great Tower Shield	D	4	Armies get +5
Pirate Fleet	X	9	Steal card from opponent's hand
Undead Legion	X	9	Immune to Discard Effects
Goblin Tribes	X	9	Discard opposing Weapon card
Desert Nomads	X	9	Actions get +5
Dwarf Clans	X	9	Play extra Armor
Elf Archers	X	9	Discard opposing Army card
Barbarian Host	X	9	Traits get +5
Orc Warband	X	9	Play extra Army
Naga Warriors	X	9	Play extra Spell
Amazonians	X	9	Discard opposing Action card
Beast Men	X	9	Play extra Mount

Card Name	Type	Force	Notes:
Myrmidons	X	9	Play extra Trait
Hawkmen	X	9	Play extra Action
Hoplite Phalanx	X	9	Armors get +5
Demon Hordes	X	9	Spells get +5
Behemoth	M	6	Immune to Discard Effects
Sphinx	M	6	Steal card from opponent's hand
Dragon	M	6	Discard opposing Mount card
Nightmare	M	6	Play extra Spell
Unicorn	M	6	Spells get +5
Giant Boar	M	6	Traits get +5
Flaming Chariot	M	6	Weapons get +5
War Machine	M	6	Play extra Armor
Giant Eagle	M	6	Play extra Trait
Wyvern	M	6	Actions get +5
Hippogryph	M	6	Discard opposing Action card
Griffon	M	6	Draw an extra card
Pegasus	M	6	Play extra Action
Manticore	M	6	Armies get +5
Basilisk	M	6	Discard opposing Army card
Maneuver	E	7	Mounts get +5
Crushing Blow	E	7	Traits get +5
Sword Breaker	E	7	Discard opposing Weapon card
Block	E	7	Armors get +5
Smite	E	7	Weapons get +5
Slay Beast	E	7	Discard opposing Mount card
Tactics	E	7	Armies get +5
Strategy	E	7	Discard opposing Army card
Surprise	E	7	Play extra Trait
Secret Weapon	E	7	Play extra Weapon
Feint	E	7	Discard opposing Action card
Escape	E	7	Immune to Discard Effects
Find Weak Point	E	7	Discard opposing Armor card
Reinforcements	E	7	Play extra Army
Trick	E	7	Draw an extra card
Strength	T	3	Weapons get +5
Endurance	T	3	Immune to Discard Effects
Charisma	T	3	Play extra Army
Leadership	T	3	Armies get +5
Wisdom	T	3	Draw an extra card
Intelligence	T	3	Play extra Trait
Power	T	3	Spells get +5
Knowledge	T	3	Play extra Spell
Skill	T	3	Play extra Weapon
Agility	T	3	Play extra Action
Stealth	T	3	Actions get +5
Berserk	T	3	Discard opposing Armor card
Stalwart	T	3	Armors get +5
Fearsome	T	3	Discard opposing Trait card
Cunning	T	3	Discard opposing Action card
Summon	S	8	Put a Mount from the Discard into your hand
Shatter	S	8	Discard opposing Weapon card
Inferno	S	8	Discard opposing Army card
Counterspell	S	8	Discard opposing Spell card

Card Name	Type	Force	Notes:
Blizzard	S	8	Discard opposing Trait card
Raise Dead	S	8	Put an Army from the Discard into your hand
Petrification	S	8	Discard opposing Action card
Enchantment	S	8	Play extra Armor
Illusions	S	8	Play extra Action
Blessing	S	8	Traits get +5
Bloodlust	S	8	Armies get +5
Plague	S	8	Discard all Armies in play
Planar Gate	S	8	Play extra Army
Force Field	S	8	Armors get +5
Legend Lore	S	8	Draw an extra card

Variants

Personalized Decks

These must contain exactly 40 cards. These must contain 5 cards from each of the 8 card types.





Warp Dungeons

by Jason Newell 2004.

This is a modifiable dungeon-crawling game for 2-4 players

Set Up

Each player has a deck of 60 cards. 1 player is the dungeon master and has a DM deck, while the others are heroes and have a Hero Deck, along with the appropriate hero stat card. There is also a 30 card Dungeon deck. To set up the Dungeon Deck: take the stairway and objective room cards from the deck. Place the stairway face up in the playing area, this is the entrance to the dungeon and all the heroes place their hero marker on it. If 2 heroes are playing, place a t-junction connected to the entrance. If 3 heroes are playing, place an intersection next to the entrance. Put the objective room to one side, then shuffle the remaining dungeon cards and deal 9 cards onto the objective room. Shuffle this smaller pile, then shuffle the remainder and place them directly onto the small pile with the objective room. This ensures that the objective room is not found until well into the game. The dungeon Deck is ready for play. Deck construction will be dealt with later.

Decks, once the run out, are reshuffled and reused. The DM must specify what faction their deck is before play, as there are cards that depend on a faction. Markers for the heroes and a number of counters will also be needed.

Play

Each player draws a hand of 7 cards, and then the hero players determine who goes first and the order of play. The player whose turn it is is called the active player. Play is broken down into 4 phases in each player's turn: Exploration, Move, Resolution and Refresh

Exploration

The active player may draw 1 Dungeon card and place it next to the card they are currently on, only if there is a viable opening as listed on the card. In the event of drawing a T-junction, intersection, or a multi exit room card, the dungeon deck remaining on that particular path is dealt into the respective number of piles, dealing from the bottom of the deck (eg: after a few rooms a player encounters a t-junction. The DM then deals out the remaining Dungeon Deck into 2 piles, placing them next to either path of the junction). Any exploration along one of these paths must be drawn from the respective deck. Once this reduced

deck is exhausted, then no further exploration can be carried out along that path. A player can only reveal one dungeon card in this phase.

A dungeon path cannot go over another path. Dungeon cards are either Rooms or Passages.

Move

The active player may move their hero 1 dungeon card along a path, unless an ability allows them to do otherwise.

Resolution

If the dungeon card a player ends their move on is a Room, then they can attempt to resolve the room. They may take 1 treasure card from their hand and place it face down in front of them. The DM has the option of playing a Monster Card to try and stop them. If no monster is played, then the active player may apply the effects of the treasure card, and place it next to their hero stat card. If a monster is played, then a battle ensues.

Battle

Both the DM and the active player may place 1 attack card face down in front of them. Attack cards are work as such: each one has a value of 1, 2 or 3 and one of five symbols; a sword (battle), a flame (magic), an arrow (Agility), an axe (strength) or a shield (courage). Some heroes, cards or events give bonuses to particular symbol cards in battle, i.e.: a treasure card attached to a hero may add +1 to the value of all sword cards played.

The side with the highest total wins the battle and the other side suffers a wound. The symbols add another factor to battles. Each symbol is dominant over two other symbols: Battle beats Strength and Magic Magic beats Courage and Strength Agility beats Battle and Magic Strength beats Agility and Courage Courage beats Battle and Agility If one side's attack has symbol dominance over the other, then they cause a wound on that side, even if they lost the actual battle. If the score is a draw, then the dominating symbol wins.

If the score is a draw and the symbols are the same, then neither side wins, and the battle is over. If the DM's side wins then the battle is over. If the DM's side has wounds remaining after the player wins a round of battle, then repeat the procedure until the monster has no wounds left, or the active player calls off the attack. If the active player has no attack cards to play then they MUST call off the attack.

If the active player loses, draws or calls off the attack, then their played treasure card is discarded. If they win, then they may attach the treasure card to their hero, who benefits from the card's effects. Any monster that suffered wounds, but not killed, is restored to full wounds the next time it is fought.

A token is placed on the room to show it has been resolved. Once a room is resolved, no more monsters can be played there

Refresh

The active player and the DM may draw cards up to their maximum hand allowance (7).

Winning

Once the Objective room card is revealed and resolved, the game is over. Players then add up their points for treasure, monsters and other sources, the highest score wins. The DM wins by killing all the heroes before the objective room is resolved.

Card Types

Attack Cards

These have one of the 5 symbols and a value of 1-3. In a Hero or DM deck, there must be 30 attack cards.

- 15 +1 cards, 3 of each symbol
- 10 +2 cards, 2 of each symbol
- and 5 +3 cards, 1 of each symbol.

Hero Cards

* Heroic Action

These cards allow the active player to use the ability listed on their hero stat card for their heroic ability. A Heroic action may be played at any time and its effects, unless instantaneous, last for the remainder of the turn. (eg: Heroic Ability: Deadly- Causes 1 extra wound in battle)

* Secret Door Cards

A player can play these cards to do one of two things: Divide the remaining dungeon cards on that path, as listed for junctions in the exploration section, or to avoid the monsters in a room; the monsters remain, the room is unresolved, but the player does not have to fight them and can move on as normal next turn.

* Treasure

Are played at the beginning of a battle, and are won by a successful battle. There are four types of treasure: Point bonus, attack bonus, experience advancement or healing.

* Point Bonus Treasure

Winning this treasure will add to your points at the end of the game. They have a value of 1-5

* Attack Bonus Treasures

These treasures add to the attack score in battle. They only add to certain symbol attack cards. They

have a value of +1 or +2. They do not stack, so the hero must use the highest value of attack bonus.

* Experience Advancement

Winning these cards increases the hero's level by 1. All heroes start as level 1 characters. The maximum level a hero can be is 3. For each level a hero has, they may play 1 attack card in each round of the battle phase.

* Healing Treasure

These treasures may be attached to a hero as normal. They do not add to points or battle, but may be discarded at any time to heal the listed number of wounds as stated on the card.

Dm Cards

* Monster Cards

These represent the monsters encountered by the heroes. Each card has a listed point value, which is added to the defeating hero's score, a faction for determining bonuses for events and special rooms, a number of wounds (from 1-3), and their battle bonuses. There are several types of monster card, with a varying number of bonuses. The different sorts of bonuses are as follows:

- +1
- +1, +1
- +2
- +2, +1
- +2, +2
- +3
- +3, +2, +1

Each bonus on a card corresponds to a different symbol (eg: a card may have +2 Strength, +1 Battle, or be +3 Magic, +2 Agility and +1 Courage)

Some monster cards may have special rules

* Event Cards

These cards effect the bonuses in battles, or cancel other cards and similar

* Trap Cards

The DM may play Trap cards at any time during the active player's move phase. The player must discard the listed value of attack cards of the corresponding symbol on the card, or play a heroic action card. (eg: a trap has a listed value of 2 Strength. The active player must discard a total value of 2 in strength cards or play a heroic action card to avoid the trap). If the active player does neither of these, then they suffer the result listed on the trap, the most common of which is to take wounds. The DM can only play one trap card during a player's move phase.

Deck Construction

The Hero Deck must consist of the standard 30 attack cards, with the remaining 30 cards being any combination of treasure cards, heroic action cards and secret door cards.

The DM Deck also must consist of the standard 30 attack cards, as well as 3 +1 monsters, 3 +1/+1 monsters, 3 +2 monsters, 2 +2/+1 monsters, 2 +2/+2

monsters, 2 +3 monsters, and 1 +3/+2/+1 monster.
The remaining 14 cards can be any combination of

traps and events.
The Dungeon Deck consists of the following:

#	Name	Exits	Special
1	Stairway	1	Starting area
5	Passage	1	
2	Intersection	3	
3	T-junction	2	
4	Room	1	
2	Chamber	2	
2	Lair	1	Faction monsters are +1 attack in this room
1	Crypt	1	
2	Dungeon	1	All monsters +1 attack in this room
1	Throne Room	2	
1	Temple	1	
1	Chasm	3	
1	Caves	1	
1	Vault	1	
1	Objective Room	0	Faction monsters +2 attack in this room

The number of exits does not include the entrance card (eg: a passage connects to a T-junction. It does not count as one of the junctions 2 exits.).

Example Cards
Here are some examples of the sort of cards that make for a balanced game. Feel free to come up with your own cards and combinations.

Treasure Cards

Name	Description
Copper Pieces	+1 to final score
Silver Pieces	+2 to final score
Gold Pieces	+3 to final score
Gems and Jewels	+4 to final score
Treasure Chest	+5 to final score
Magic Blade	+1 Battle Attribute
Wand	+1 Magic Attribute
Boots of Speed	+1 Agility Attribute
Bracers of Strength	+1 Strength Attribute
Amulet of Bravery	+1 Courage Attribute
Dragonsbane	+2 Battle Attribute
Staff of Power	+2 Magic Attribute
Bow of Ages	+2 Agility Attribute
Hammer of Thor	+2 Strength Attribute
Armour of Purity	+2 Courage Attribute
Ring of Accuracy	Causes an extra wound in battle. Does not stack with other Rings of Accuracy.
Healing potion	Healing Item: Heals 2 wounds when used
Life potion	Healing Item: Heals 4 wounds when used
Rejuvenation Potion	Healing Item: Heals all wounds when used
Experience Advancement	Hero gains a level of experience.

Trap Cards

Trap	Details
Spear Trap	Take 1 wound. Cost: 2 Agility
Pit	Take 1 wound, miss next turn. Cost: 2 Strength
Poison Gas	Take 1 wound, -1 attack value in next fight. Cost: 2 Magic
Pendulum Blade	Take 2 wounds. Cost: 3 Courage
Portcullis	Miss next turn. Cost: 1 Strength
Net	Miss next turn. Cost: 1 Battle

Event Cards

Event	Details
Ambush	+1 attack value to target monster
Outnumber	DM can play 1 additional attack card this battle
Collapse	Negate a secret door card
Reinforcements	Play once a battle has been resolved. Active player must fight this battle again before they can count this room as resolved. They receive no additional treasure or points for fighting again.
Vicious	Play during battle. Active player suffers an extra wound
Defences	Play during battle. Hero at -1 attack value this battle
Sorcerer	Change attack card's symbol to Magic
Driven	Change attack card's symbol to Courage
Battle Hardened	Change attack card's symbol to Battle
Brutes	Change attack card's symbol to Strength
Snipers	Change attack card's symbol to Agility

Monster Cards

Monster	Attributes	Wounds	Points	Faction
Orc Grunts	+1S	1	1	Orc Horde
Orc Hunters	+1S/+1A	1	1	Orc Horde
Orc Thugs	+2S	1	2	Orc Horde
Orc Shaman	+2M	1	2	Orc Horde
Goblin Sneaks	+1B/+1A	1	1	Orc Horde
Orc Berserkers	+2S/+2C	2	3	Orc Horde
Orc Warlord	+3S/+2C/+1B	3	5	Orc Horde
Giant Spiders	+2B/+1M	2	2	-
Goblin Elites	+2C/+1B	1	2	Orc Horde
Ogre	+3S	2	3	-
Dark Elf Warriors	+1A/+1M	1	1	Dark Elf Raiders
Dark Elf Sorcerer	+3M	2	3	Dark Elf Raiders
Imps	+1M	1	1	Demonspawn
Golem	+2S/+2B	2	3	The Mad Alchemist
Dragon	+3M/+2S/+1C	3	5	Dragonkin
Giant Rats	+1B	1	1	-
Mushroom Men	+1C/+1M	1	1	The Fungus Kingdom
Myconid Knight	+2B/+1M	2	2	The Fungus Kingdom
Giant Bats	+1A	1	1	-
Hydra	+3M	2	3	Dragonkin
Troll	+3C	3	4	Orc Horde
Fungusaur	+2S/+2C	3	4	The Fungus Kingdom

- B** Battle
- M** Magic
- C** Courage
- S** Strength
- A** Agility

Pre-generated Decks

Here are some decks all ready for play

Orc Horde Faction DM Deck

- 30 standard attack cards
- 3 Orc Grunts
- 1 Orc Hunters
- 2 Goblin Sneaks
- 1 Orc Shaman
- 2 Orc Thugs
- 1 Giant Spiders
- 1 Goblin Elites

- 2 Orc Berserkers
- 1 Troll
- 1 Orc Warlord
- 2 Spear Traps
- 2 Pit Traps
- 1 Pendulum Blade
- 1 Portcullis
- 2 Ambush
- 2 Vicious
- 1 Collapse
- 2 Outnumber
- 2 Reinforcements

Hero Decks

Sir Lamderock
Stat Card

B	M	C	S	A	Wounds	Heroic Action
+2	-	+1	+1	-	6	Defender: Reduce damage suffered in battle by 1

Deck

- 30 standard attack cards
- 3 Secret Door
- 5 Heroic Action
- 3 Copper Pieces
- 2 Silver Pieces
- 1 Gold Pieces
- 1 Gems and Jewels
- 3 Experience Advancement

- 1 Bracers of Strength
 - 2 Magic Blade
 - 1 Hammer of Thor
 - 1 Dragonsbane
 - 2 Healing Potion
 - 2 Life Potion
 - 2 Ring of Accuracy
- Magus Sogarth
Stat Card

B	M	C	S	A	Wounds	Heroic Action
-	+2	+1	-	+1	4	Invoke: Double the value of Magic attack cards player this turn.

Deck

- 30 standard attack cards
- 3 Secret Door
- 5 Heroic Action
- 3 Copper Pieces
- 2 Silver Pieces
- 1 Gold Pieces
- 1 Gems and Jewels

- 3 Experience Advancement
 - 2 Boots of Speed
 - 2 Wand
 - 4 Life Potions
 - 2 Staff of Power
 - 1 Ring of Accuracy
- Anwar al'Wasir
Stat Card

B	M	C	S	A	Wounds	Heroic Action
+2	+1	-	-	+1	5	Deadly: Cause 1 extra wound in battle

Deck

- 30 standard attack cards
- 3 Secret Door
- 5 Heroic Action
- 3 Copper Pieces
- 2 Silver Pieces
- 1 Gold Pieces
- 1 Gems and Jewels
- 3 Experience Advancement
- 2 Boots of Speed

- 1 Magic Blade
 - 1 Wand
 - 2 Healing Potion
 - 2 Life Potion
 - 1 Dragonsbane
 - 1 Bow of Ages
 - 1 Ring of accuracy
- Feel free to come up with your own heroes and cards, after all, this is just the starting point!
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Warp Spawn Role Playing

Introduction

Jethro the Reptilian Cowboy from Pluto drew his Sonic Shock Laser Torch from its holster. "Hey Ma!" he lisped "Dem Vampiric Space Beavers is suckin on ol' Bessie again!"

Charcter Generation

Roll 1D6 times on the Master Attribute Table #0 to get the concept for your character.

Master Attribute Table #0

1D6	Result:
1-2	Roll on Master Attribute Table #1
3-4	Roll on Master Attribute Table #2
5-6	Roll on Master Attribute Table #3

Master Attribute Table #1

1D100	Attribute:
1	Mutant
2	Troll
3	Radioactive
4	Soldier
5	Mercenary
6	Assassin
7	Wizard
8	Rogue
9	Thief
10	Rock Star
11	Doctor
12	Healer
13	Elf
14	Dark
15	Gamma
16	Enforcer
17	Guard
18	Super
19	Mad
20	Master
21	Lord
22	Noble
23	Slave
24	Champion
25	Orc
26	Teenage
27	Robot
28	Droid
29	Android
30	Machine
31	Clockwork
32	Virtual
33	Holographic

1D100	Attribute:
51	Unholy
52	Death
53	Ninja
54	Samurai
55	Goblin
56	Bunny
57	Dinosaur
58	Alien
59	Elemental
60	Space
61	Fungoid
62	Black
63	Shapeshifting
64	Parasitic
65	Insect
66	Drone
67	Secret
68	Spy
69	Ranger
70	Ultimate
71	Eccentric
72	Demon
73	Devil
74	Four Armed
75	Cop
76	Kung Fu
77	Commando
78	Angel
79	Scientist
80	Tattooed
81	Captain
82	Undead
83	Zombie

1D100	Attribute:	1D100	Attribute:
34	Knight	84	Vampire
35	Cyborg	85	Biker
36	Pit	86	Mummy
37	Cybernetic	87	Lost
38	Green	88	Transgenic
39	Crystal	89	Martian
40	Robotic	90	Venusian
41	Hero	91	Plutonian
42	Arch-	92	Imperial
43	Temporal	93	Warrior
44	Pirate	94	Federation
45	Bandit	95	Slayer
46	Dwarf	96	Fairy
47	Feline	97	Sorcerer
48	Canine	98	King
49	Dragon	99	Outlaw
50	Holy	100	Hunter

Master Attribute Table #2

1D100	Attribute:	1D100	Attribute:
1	Bounty Hunter	51	Debutante
2	Hawkman	52	Playboy
3	Rebel	53	Criminal
4	Fighter	54	Primitive
5	Atomic	55	Advanced
6	Power	56	Bionic
7	Universal	57	Exo-
8	General	58	Sub-
9	Prince	59	Pacifist
10	Babe	60	Aqua
11	Chaos	61	Elder
12	Fool	62	Barbarian
13	Mage	63	Savage
14	Techno	64	Smuggler
15	Ancient	65	Cowboy
16	Psychic	66	Mountie
17	Psionic	67	Rider
18	Spirit	68	Private Eye
19	Berserker	69	American
20	Cosmic	70	Heroine
21	Viral	71	Solar
22	Killer	72	Stellar
23	Fanatic	73	Jockey
24	Cultist	74	Mega
25	Humanoid	75	Ace
26	Cannibalistic	76	Baron
27	Avenger	77	Pagan
28	Honorable	78	Shadow
29	Free	79	Beast

1D100	Attribute:	1D100	Attribute:
30	Pilot	80	Scout
31	Astro	81	Omega
32	Combat	82	Side kick
33	Sacred	83	Toxic
34	Masked	84	Elite
35	Battle	85	Buccaneer
36	Armored	86	Veteran
37	Amazon	87	Runaway
38	Trooper	88	Rocketeer
39	Agent	89	Legionnaire
40	Mentalist	90	Telepathic
41	Raider	91	Reptilian
42	Force	92	Hybrid
43	Meta	93	Condemned
44	Wild	94	Loner
45	Moon	95	Rich
46	Bio	96	Professor
47	Duelist	97	Kid
48	Explorer	98	Radar
49	Adventurer	99	Sky
50	Con Artist	100	Air

Master Attribute Table #3

1D100	Attribute:
1	War
2	Acrobatic
3	Mystic
4	Detective
5	Indian
6	Sexy
7	Colonel
8	Commander
9	Intrepid
10	Cunning
11	Cadet
12	Famous
13	Xeno
14	Mark X
15	Renegade
16	Ronin
17	Freelance
18	Operative
19	Facist
20	Pig
21	Monk
22+	You fill in the rest or roll on the Master Attribute Table #0

Designing Scenarios

For a single evening: The game master must roll 20 times on the Master Attribute Table #0. The GM must incorporate all those terms into the evenings

adventuring session.

Game Designers Notes

Work in progress. This is fun just to make characters. . . One of my favorites is the Toxic Aqua Orc Pacifist. Plan more tables for weapons, ships, devices,

alien body parts, encounters, adventures, landscapes, etc.

Have fun with it. Meant to be as campy as possible.
Game Mechanics: Imagination!





Wizard School

Introduction

Players are young apprentices at their first semester of Wizards school.

The Deck

Players share a common deck.

Fields Of Study

There are 6 fields of study that adepts accumulate lesson points in:

1. Divination
2. Conjunction
3. Alchemy
4. Transformation
5. Invocation
6. Extra Curricular Activities

End Of Game

The semester lasts 17 weeks. The game ends at the end of turn 17.

Winning

The player who, at the end of the game, has accumulated the most lesson points in the most Fields of Study is the winner. If there is a tie, then the tied player with the most lesson points wins.

Setup

Roll high on 1D6 to see who goes first. Players start with 2 cards in their hands.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fates Phase
2. Study Phase
3. Cram Phase
4. Distractions Phase
5. Lessons Phase

Common Deck Card List

Fates Phase

Draw 2 cards. Max hand size is 9 cards. Discard excess cards. Spells that allow you to draw extra cards are played in this phase.

Study Phase

Roll 2D6. This is the Study roll: Gain that many Study points.

Cram Phase

You may play up to two cards that allow you to gain more study or lesson points. A Study card adds 1D6 Study Points. A Lesson card adds 1D6 Lesson Points to the indicated Field of Study.

You may play Experience cards on yourself. An experience card will cause you to gain 1D6 experience points but lose 1D6 Study Points.

Distractions Phase

The opponent to your right may play a card that causes you to lose study points. A Distraction card causes you to lose 1D6 Study Points. You play an Event card that negates the Distraction card.

Your opponent may play Experience cards on you. An experience card will cause you to gain 1D6 experience points but lose 1D6 Study Points.

Lessons Phase

Distribute Study points acquired this turn as evenly as possible to the: Divination, Conjunction, Alchemy, Transformation, and Invocation Fields of Study. Study points are converted into Lesson Points when they are distributed. Experience points are always applied to the Extra Curricular Activities Field of Study.

Keep a running total of your accumulated points for each Field of study.

Card Type Notation

- S** Study
- D** Distraction
- L** Lesson
- E** Event
- X** Experience

Card Name:	Type:	Description:
Burn the Midnight Oil	S	Item
Enchanted Sleep	D	Spell
Wish Spell	E	Spell: Draw 3 cards
Unfriendly Competition	D	Enemy
Turn into Frog	D	Spell: Must have 20 points in Transformation
Inspiration	S	Smart
Read Magic	S	Spell
Breakthrough	E	Smart: Negate a Stupid Card & Draw a card
Trapped by Demon	D	Creature
Eureka!	E	Smart: Negate a Challenge Card & Draw a card
Forget Spell	D	Spell
Manual of the Planes	L	Item: Book: Conjuraton Lesson
Recitation	S	Effort
Tome of Knowledge	S	Item: Book
Library Card	E	Search the Deck for a Book card & put it in your hand
Cram for Test	S	Effort
Study Partner	S	Help
Study Group	S	Help
Wise Old Owl	L	Creature: Lesson in any Field
Magic Mirror	D	Item
All Nighter	S	Effort
Favorite Professor	L	Help: Lesson in any Field
Find Familiar	E	Draw 3 cards
Turn Undead	E	Spell: Negate a Demon or Undead Distraction
Holy Water	E	Item: Negate a Demon or Undead Distraction
Speak in Tongues	D	Spell
Curse	D	Spell
Memory Drills	S	Effort
Silence	E	Spell: Negate a Noise Distraction
Fraternity Test Bank	S	Help
Teachers Pet	E	Negate a Punnishment Card
Memory Potion	S	Item
Brain Food	S	Item
Explore the Castle	X	Adventure
Stop Time	S	Spell
Crystal Ball	S	Item
Caught	E	Negate an Adventure card
Elixir	E	Item: Negate a Sickness Distraction
Balm	E	Item: Negate a Skin Distraction
Will o' Wisp	E	Undead: Negate a Darkness Distraction
Discovery	X	Adventure
Confusing Material	D	Stupid
Mental Brick Wall	D	Stupid
Flickering candles	D	Darkness
Wailing Cats	D	Creatures: Noise
Fever	D	Sickness
Legend Lore	E	Spell: Draw 3 cards
Gossip	E	Negate an Effort Card
Flu	D	Sickness
Undead Poets Society	X	

Card Name:	Type:	Description:
Cooties	D	Skin
Befriend Castle Ghost	E	Undead: Draw 2 Cards
Heebie Jeebies	D	Skin
Bookworms	E	Creatures: Negate a Book Card
Howling Wolves	D	Creatures: Noise
Bats in the Belfry	D	Creatures: Noise
Tommy Knockers	D	Creatures: Noise
Chores	D	Drudgery
Enchanted Broomstick	E	Spell: Item: Negate a Drudgery card
Visit Home	D	
Mail Call	E	Draw 2 Cards
Trick Question	D	Challenge
Paradox	D	Challenge
Impossible Puzzle	D	Challenge
Little Devil	D	Creatures: Demon
Skeleton in the Closet	D	Undead
Banshee	D	Undead: Noise
Strange Brew	X	Drug
Never Ending Story	D	Item: Book
Dirty Glassware	E	Opponent loses 1D6 Alchemy Lesson Points
Gremlins	D	Creatures
Relatives Visit	D	
Active Social Life	X	
Dungeon Detention	D	Punishment
Sneak off Schoolgrounds	X	Adventure
Suspension	D	Punishment
Dust to Dust	S	Spell: Negate an Item Card
Pool Hall	X	
DisturbanceintheForce	D	
Spell Backfires	E	Negate a Spell Card
Blow up Laboratory	E	Opponent loses 1D6 Alchemy Lesson Points
Faulty Memory	E	Opponent must discard 2 random cards
Dunce Cap	D	Item
Demerits	E	Negate an Experience Card
Hazing	D	Target gains 1 Experience point
Busy Work	D	Drudgery
Teacher dislikes you	D	Enemy: Punishment
Illusions	D	Spell: Must have 5 points in Evocation
Magical Pipeweed	X	Drugs
Magic Mushrooms	X	Drugs
Dragon Ale	X	Drugs
Wood Nymphs	X	Creatures
Cauldron Coffee	E	Negate a Drugs Card
Wards	E	Spell: Negate a Spell
The Hermetic arts	E	Distribute your Study points how you like this turn
Star Charts	L	Item: Book: Divination Lesson
Deans Inspection	D	Target must discard X cards in his hand
Ritual Sacrifice	E	Spell: Discard X cards & Draw X+1 cards
Banish Spell	E	Negate any Creature card
Potion Recipe Book	L	Item: Book: Alchemy Lesson
Demonic Tutor	S	Must have 20 points in Conjunction
Possession	D	Must have 10 points in Conjunction
Metaphysics	L	Evocation Lesson

Card Name:	Type:	Description:
Troll Dissection	L	Transformation Lesson
Smelling Salts	E	Negate a Drugs Card
Levitation Workshop	L	Evocation Lesson
Sorcery 101	S	
Witchcraft 101	S	
Herbalists Bible	L	Item: Book: Alchemy Lesson
Young Love	X	Romance
Endless Stairwell	D	Challenge
Lost in the stacks	D	Challenge
Wizardry 101	S	
Mysticism 101	L	Divination Lesson
Soothsaying	E	Look at next 10 cards in Deck
Wand Technique 101	S	
Coed Dorm	X	Romance
Love Philter	X	Romance: Item
Bad Attitude	E	Negate a Smart Card
Wizard Duel	X	Enemy: Challenge
Practical Jokes	E	Switch Hands with Opponent
Philosophic Congelation	S	
Pentagram Art Class	L	Conjuration Lesson
Class Officer Duties	X	
Work Study	D	Drudgery
Hocus Pocus	E	Spell: Draw 2 Cards
Mage Ball Practice	X	
Teleportation Accident	D	Spell: Injury
Pixie Dust	X	Drugs
Grimore:Mythical Beasts	L	Item: Book: Transformation Lesson
Spell Book	S	Item: Book
Thesis Defense	D	
Tardy again	D	Punnishment
Play by the Rules	E	Negate an Experience card and draw a card
Kobolds ate my Hmwork	D	Creatures
Fireball Practice	L	Evocation Lesson
Spirit Guide	S	Undead
Thinking Cap	S	Item
Natural Ability	S	Smart
Magical Adventures	X	Adventure
Raw Talent	S	Smart
Visit Infirmary	E	Negate a Sickness, Injury, or Skin card
Practice makes Perfect	S	Effort
Celebrity Family	D	
Thinking out of the Box	S	Smart
Navel Contemplation	D	
Tarot Readings	L	Divination Lesson
Flying Lessons	L	Evocation Lesson
Artificing class	L	Transformation or Alchemy Lesson
History of Magic	S	
Snipe Hunting	X	Adventure
Magical Glue Incident	D	Stupid: Skin
Abre Qad Habra	E	Spell: Draw 2 Cards
Dead Language Recital	S	Effort





Wizardly

Introduction

Each player controls a Covenant of Wizards. Players try to build up the prestige of their Covenant by Accumulating Victory Points.

Victory

The first player to have 25 victory points is the Winner.

Victory Points

Every Wizard you control is worth 1 VP (victory point). Every Resource you control is worth 1 VP (victory point). Other cards will also be worth a stated number of VP if you control them.

Completed Quests are worth 5 VP each.

The Deck

Players share a common deck.

Cards

There are 7 card types:

- W** Wizards
- S** Spells
- F** Followers
- Q** Quests
- E** Events
- I** Items
- D** Duel

Dice

Six sided dice are needed.

Setup

Players start with a hand of 7 cards each. The oldest player goes first.

Turn Sequence

Players take turns. Each turn has 5 phases: Research Phase Event Phase Duel Phase Summon Phase Adventure Phase

Research Phase

Draw 1 card. If the deck runs out, shuffle the discard & draw from it. Max hand is 8 cards.

Discard excess cards.

Event Phase

Conduct Wizard actions in this Phase. A Wizard only gets one action per turn.

Duel Phase

You must play a Wizard Duel card to start a Duel. Choose which of your Wizards will fight. Your opponent chooses one of his Wizards to fight.

Both of you roll 3D6. The Higher Duel roll wins. The Lower Duel roll is slain.

Certain spells, Items will add to the roll.

Summon Phase

Put 1 Wizard or Item or Follower or Resource card into play. Cards in play stay in play until they are slain, destroyed, etc. Items must be attached to a Wizard you control.

Adventure Phase

You may go on a Quest. Play a Quest card. Decide which of your Wizards & Followers are going.

Wizards that dueled or performed an action this turn cannot go on a Quest. Roll 3D6 to get the Danger Level. Roll 2D6 to get the Quest Level Add 1 to the Quest level for each participating Wizard/follower.

If the Danger level is higher, that many Wizards/followers are slain. If you still have Wizards/followers left, roll again: Roll 3D6 to get the Danger Level. Roll 2D6 to get the Quest Level Add 1 to the Quest level for each participating Wizard/follower.

If the Quest Level is equal or higher, you complete the Quest. Put the completed Quest into your Quest Pile. Some Items and Spells can increase your Quest Level.

Discard slain Wizards/followers, spells, and uncompleted Quests.

Wizard Type Abilities

Conjurer = Use an action to draw a card (on a roll of 4-6 on 1D6) Adventurer = Gain +2 to Quest rolls. Play an extra Wizard on your turn. Dueler = Gain +2 to Duel rolls

Scry Use an action to Look at opponents hand or next 5 cards in deck. Max hand size +1.

Nature = Gain +1 to Duel & Quest rolls. Play an extra Follower on your turn. Stealth = Use an action to steal an Item (on a roll of 6 on 1D6) Maker = Use an action to Search deck for Item & put it in your Hand (on a roll of 6 on 1D6) Maker = Play an extra Item on your turn.

Card List

Card Name:	Type	Notes:
Magician	W	Adventurer
Artificer	W	Maker
Sorcerer	W	Conjuror
Arcanist	W	Adventurer
Seer	W	Scry
Shapechanger	W	Nature
Illusionist	W	Stealth
Elementalist	W	Dueler
Necromancer	W	Conjuror
Mentalist	W	Dueler
Battle Mage	W	Dueler
Druid	W	Nature
Warlock	W	Conjuror
Enchanter	W	Maker
Alchemist	W	Maker
Mystic	W	Scry
Animist	W	Nature
Shadow Mage	W	Stealth
Rune Master	W	Adventurer
Sage	W	Scry
Slay the Dragon	Q	Quest Level +2. Worth 7 VP
Defeat the Giant	Q	Quest Level -1. Worth 4 VP
Banish the Demon	Q	If completed draw 2 cards
Rescue the Mage	Q	If completed Search deck for Wizard & put it in your Hand
Seal the Portal	Q	If completed opponent misses his next turn
Destroy the Artifact	Q	If completed destroy target Item
Kill the Lich King	Q	Quest Level +2. Worth 7 VP
Save the Village	Q	If completed Search deck for follower & put it in your Hand
Find the Treasure	Q	If completed Search deck for Item & put it in your Hand
Explore the Ruins	Q	If completed Search deck for Item & put it in your Hand
Flying Ship	I	Quest +2
Ancient Grimore	I	Worth 2 VP. Draw 2 cards when put into play
Spell Forge	I	Draw extra card in Research phase. Discard if not a Spell
Deck of Many Things	I	Wizard gains Conjuror Ability
Staff of Power	I	Dueling +2
Wand of Wonder	I	Gain +1 to Duel & Quest rolls
Black Cauldron	I	Wizard gains Maker Ability
Orb of Seeing	I	Wizard gains Scry Ability
Crown of Command	I	Worth 2 VP. Steal a Follower when put into play
Magic Ring	I	Wizard gains Stealth Ability
Ranger	F	+1 to Destroy the Artifact
Apprentice	F	Attach to Wizard (gains Dueling +1)
Slew of Fighters	F	+1 to Save the Village
Champion	F	+1 to Slay the Dragon
Hero	F	+1 to Defeat the Giant
Elves	F	+1 to Seal the Portal
Dwarves	F	+1 to Explore the Ruins
Faeries	F	+1 to Rescue the Mage
Imp Familiar	F	Attach to Wizard (gains Dueling +1)
Guardian Beast	F	Discard to prevent Item from being Stolen

Card Name:	Type	Notes:
Wizard Hunter	E	Kill target Wizard
Tricks & Traps	E	Danger Level +2
Treachery	E	Steal target Wizard
Theft	E	Steal target Item
Explosion	E	Destroy target Resource
Magical Vortex	E	All players must discard all cards
Wizards Duel	D	5 copies of this card in deck
Library	R	Give 1 Wizard Adventurer ability on your turn
Laboratory	R	Give 1 Wizard Maker ability on your turn
Observatory	R	Give 1 Wizard Scry ability on your turn
Menagerie	R	Worth 2 VP
Greenhouse	R	Worth 2 VP
Planar Gateway	R	Give 1 Wizard Stealth ability on your turn
Monolith Arena	R	Give 1 Wizard Dueller ability on your turn
Magic Pool	R	Give 1 Wizard Conjure ability on your turn
Crystal Mine	R	Worth 2 VP
Enchanted Grove	R	Give 1 Wizard Nature ability on your turn
Dimension Door	S	Steal Target Item
Shatter	S	Destroy Target Item
Meteor Swarm	S	Destroy Target Resource
Divination	S	Look at opponents hand
Prophecy	S	Look at next 7 cards in deck
Legend Lore	S	Search deck for Quest & put it in your Hand
Healing	S	Prevent Wizard/Follower from getting killed
Reincarnation	S	Put Wizard in Discard into your Hand
Invisibility	S	Steal Target Item
Planar Shift	S	Steal Target Resource
Fireball	S	Gain +1 to Duel or Quest roll
Lightning Bolt	S	Gain +1 to Duel or Quest roll
Circle of Protection	S	Gain +1 to Duel or Quest roll
Feeblemind	S	Gain +2 to Duel
Control Monster	S	Gain +2 to Quest
Charm	S	Steal Target Follower
Poison Potion	S	Slay target Wizard
Dispell	S	Negate target Spell
Alter Reality	S	Negate target Action, Event or Duel
Probability Shift	S	Reroll target Dieroll





Wizards Game

Introduction

Card game between rival Wizards.

Victory

The first player to accumulate 25+ Fate points is the winner.

The Deck

Players share a common deck.

Tokens & Points

There are three types of points players must keep track of: Lore Points: Used for Bidding to acquire cards. Heka Points: Used to play Spell cards. Fate Points: Used to determine the winner at the end of the game.

Points are represented by tokens (Counters, markers, stones) Use Blue stones for Lore. Use Red stones for Heka. Use Yellow stones for Fate.

Individual cards may specify other additional Token types.

Setup

Each player starts with a hand of 7 cards. Place 5 cards face up in the center of the Table. These are the Bid cards.

Turn Sequence

Each turn is divided into 4 Phases: Research Phase Mysteries Phase Bid Phase Magic Phase

Research Phase

Each player generates Lore Tokens. Each player automatically gets 7 Lore Tokens. Certain cards generate additional Tokens.

Mysteries Phase

There will be 5 or less cards face up in the center of the Table. These are the Bid cards. If there are fewer cards, draw replacement cards from the deck.

Bid Phase

Using Lore points, players bid on the five Bid cards. A player may bid with some, none, or all of his lore tokens. Lore tokens may be saved from turn to turn.

A player may bid on some, none, or all of the Bid cards. If you win a bid, keep the card (it goes to your

hand) and discard the tokens you bid. If you lose a bid, you get back the tokens you bid.

In a tie, all bidders have their bid returned. At the end of the phase put a time token on all remaining Bid cards. A Bid card with 3+ time tokens is discarded.

Maximum hand size is 12 cards. Discard excess cards.

Magics Phase

You may play cards from your hand. Cards are played face up one the table near you. Certain cards you have in play will generate Heka or Fate tokens for you.

Fate tokens are saved from turn to turn. Heka tokens are lost at the end of this phase if they are not used. Cards that have the trait 'permanent' remain in play.

Non-permanent cards are discarded at the end of this phase. To play some cards requires a specific amount of Heka to be used up. To play some cards requires the presence of other cards with certain traits.

An Interrupt card can be played to negate a Spell card just played.

Scrying

If a Scry card is played in Magics phase, you may look at an Opponents' hand, or the next 7 cards in the deck.

Limitations

- A Wizard can only have one Wand.
- A Wizard can only have one Knife or Sword.
- A Wizard can only have one Location.
- A Wizard can only have one Familiar.
- A Wizard can only have one Body Type.
- A Wizard can only use one card with the Time trait per turn.

Wizards that have used evil cards cannot use good cards.

Card Trait Notation

- P** Permanent
- O** Object
- S** Spell
- F** Fire
- E** Earth
- A** Air
- W** Water
- R** Spirit
- D** Divination

N Nature**HX** Card generates X Heka points in Magics Phase**KX** Card uses up X Heka to be played in Magics Phase

{...} = To be played, this Card requires another card with this trait to be in play.

L1 Card generates 1 Lore point in Research Phase**FX** Card generates X Fate points in Magics Phase**F(X)** Card is worth X Fate points at end of game**Q** Enchantment**Y** Alchemy**L** Location**V** Event**B** Symbol**M** System of Magic**G** Grimore (Book)**Z** Organization (Allies, Secret Societies)**T** Time

Card List

Card Name:	Notes:
Oak Wand	P, O, H1, F, {Q}
Rowan Wand	P, O, H1, F, {Q}
Yew Wand	P, O, H1, F, {Q}
Ash Wand	P, O, H1, F, {Q}
Hawthorn Wand	P, O, H1, F, {Q}
Divinatory Meditation	S, F2, K3, {D} (Scry)
Oak Tree Grove	P, L, H1
Crystal Ball	P, O, D
Athame (Knife)	P, O, Q
Boline (Knife)	P, O, Q
Double Edged Knife	P, O, Q
Ceremonial Sword	P, O, Q
Obsidian Knife	P, O, Q
Candle	P, O, H1, F (3 uses)
Tablet	P, O, H1, E
Stone Disc	P, O, H1, E
Elemental Balance	P, K9, E, A, W, F, H1
Chalice	P, O, H1, W
Incense Burner	P, O, H1, A
Sweet Music	S, F2, H2, {A}
Dedication	Q, H2
Consecration	Q, H2
Runes	{Q} H2
Symbols	{Q} H2
Carvings	{Q} H2
Amethyst Stone	P, O, H1
Quartz Crystal	P, O, H1
Inscription	Q, H2
Copper Wire	P, O, H1
Empower	Q, H2
Pledge	Q, H2
Disconnected	V, Interrupt
Unfriendly Spirits	R, V, Interrupt
Magic Carpet	P, O, F(5), K5 {Q, A}
Love Potion	O, F4, K4 {Y, F}
Satyrion Root	O, Y, H1
Mandrake Root	O, Y, H1
Ritual Magic	S, H7
Blight	P, S, F(4), H4 {N} (evil)
Break Enchantment	S, F6, H6 (Discard target Permanent spell)
Tarot Cards	P, O, D

Card Name:	Notes:
The Philosophers Stone	O, K10, F12, {Y, E, W}
Kabbalah	P, M, L1, N
Druid Lore	P, M, L1, N
Egyptian Magic	P, M, L1, N
Witchcraft	P, M, L1, N
Pact with the Devil	P, V, F10, L-2 {R} (evil)
Consort w/Malevolent Spirits	S, R, H3 (evil)
Herbalism	P, M, Y, L1
Alchemy	P, M, Y, L1
Astrology	P, M, D, L1
Reverence of Nature	P, M, N, L1
Evil Eye	P, S, F, K2 (evil)
Blood Sacrifice	S, H6 (evil)
Manipulate Others	V, K2, F2 (evil)
The Key of Solomon	P, G, L1, R
Great Leader	P, V, K6, F(5)
Ring of Solomon	P, O, R, H2 {Q}
Wisdom	P, M, L1
Teachings of an Angel	V, L10, K3, {R}(Good)
Oracle	P, M, D, L1
Build Wonders	P, K7, F(8)
Levitations	S, F4, H4 {A}
Predictions	S, F4, H5 {D} (Scry)
Arrange Events	V, F5, K5 {D}
Guardian & Guide	V, F4, K4
Prophecy	S, F7, H8 {D} (Scry)
Breathe Life into Objects	S, F3, K4, Q
Study with Famous Sorcerer	V, K2, L6, N
Learn Magic from Devils	V, K2, L6, R (evil)
Magic Guardians	P, O, K5, F(4) {Y}
Important Patrons	P, K2, F(2)
Amass Wealth	P, K2, F(2)
Escape Lynch Mobs	K4, F2
Summon Ghosts	S, R, H5
Magic Drawing	S, H4
Escape Prison	K4, F2
End Plague	K4, F4 {N}
Establish Wizards School	P, K6, F(6)
Summon Djinn	S, H8
Found City	P, K5, F(5)
Summon Relic	S, P, F(7), K7
Transmute Metals	S, F(6), K6
Low Magic	F2, K2
High Magic	F5, K5 {M}
Write Scholarly Text	P, F(4), K4, G
Magical Marvels	P, F(6), K6
De Occulta Philosophia	P, G, L1
Malleus Maleficarum	P, G, L1
Numerology	P, M, L1, D
Illusions	S, K2, F2
Necromancy	P, M, S, L1 (evil)
Black Magic	P, M, L1 (evil)
White Magic	P, M, L1 (good)

Card Name:	Notes:
Doctor of Medicine	P, M, L1, N
Cure Diseases	K4, F4, N
Catholicon	O, F4, K4 {Y} (Magical Elixir)
Theories & Discoveries	P, M, F(4), K4, G
Die grosse Wundartzney	P, G, L1
Occult Arts	P, M, L1
The Magus	P, G, L1
Crystal Mirror	P, O, D
Sigils	B, H4
Incantations	V, H5
Magic Squares	B, H4, D (Planetary Numerology)
Pentagram	B, H5, R
Pentacle	B, H5, E
Enochian Magic	P, M, L1, R (Language of Angels)
Monas Hieroglyphica	P, G, L1, R
Rosicrucian Brotherhood	P, Z, L1
Hermetic Philosophy	P, M, L1
Metaphysics	P, M, L1
Ultiusque Cosmi Maloris	P, G, L1, D
Harmony with the Cosmos	V, H7 (good)
Tap the Power of Nature	S, H6, N
Immortality	P, F7, K8 {Y}
Clairvoyance	S, F2, K2 (Scry)
Telepathy	S, F2, K2 (Scry)
The History of Magic	P, G, L1
Transcendental Magic	P, M, L1
Healer	S, K3, F3, {N}
Vanish	S, K3, F3
Order of the Golden Dawn	P, Z, L1
Conjuration	S, F2, K2
Faith & Reason	H6
Macrocosm & Microcosm	H8 D
Channel Spirits	H7, S, R
Law of Thelema	P, M, L1
Ordo Templi Orientis	P, Z, L1
Ritual Sex	H7 N
Skyclad Ritual	H6 N
Book of Shadows	P, G, L1
Wicca Coven	P, Z, L1
Goddess Worship	P, M, L1, N
Shamanism	P, M, L1, N
Pagan Rituals	H6 N
The Great Rite	H9 N
Initiation Ritual	H7
Fellowship of Isis	P, Z, L1
Church of All Worlds	P, Z, L1
Blessings	S, F3, K3, Q
Curses	S, F3, K3 (Evil)
Exorcisms	S, F4, K4, R
Rural Wizard	P, F(3) K3
Theology of Deep Ecology	P, M, L1, N
Freemasons	P, Z, L1
The Book of the Dead	P, G, L1

Card Name:	Notes:
True Names	H8 {G} R
Reincarnation	F7, K7 {R}
Words of Power	H7 {M, G}
Part Waters	F5, K5 {W}
Control Supernatural Entity	F4 K4{R}
Astral Projection	P, S, K7, F(4), L1 {R}
Visualization	P, M, H1
Omens	V, K4, F4 {D} (Scry)
Shapeshifting	S, K3, F3 {N}
Summer Solstice	T, H6, Y
Winter Solstice	T, H6, D
Spring Equinox	T, H5, N
Fall Equinox	T, H5, R
Power of Invisibility	S, F2, K2, {A}
Circle of Protection	P, S, F2, K2, Negate Interrupts by Spirits
Transformation	S, F3, K3 {N}
Truthsayer	S, F1, K2, {D} (Scry)
Weather Control	S, F4, K4 {A, W}
Blood Sacrifice	H9 (Evil)
Salmon of Knowledge	P, L1, K(6), F7
Supernatural Sight	S, F2, K3, {D} (Scry)
Spirit Guide	P, H1 (Familiar) R
Totem Animal	P, H1 (Familiar) N
Power Animal	P, H1 (Familiar) N
Bird or Reptile	P, H1 (Familiar)
Demon or Imp	P, H1 (Familiar) (Evil)
Visions	V, K3, F3 {D} (Scry)
Dreamcatcher	P, O, H1
North	B, H3, E
South	B, H3, F
East	B, H3, A
West	B, H3, W
Secrets of the Universe	P, L1, K(6), F7
Psychic Warfare	S, Interrupt
Body	H2, E
Intellect	H2, A
Will	H2, F
Emotions	H2, W
Archangel Raphael	H4, A
Archangel Michael	H4, F
Archangel Uriel	H4, E
Archangel Gabriel	H4, W
Materia Medica	P, G, L1, Y
Purity of Purpose	H5
Magic Talismans	P, O, K4, F(3) {G}
Ankh	B, H4
Like Attracts Like	M, H4
Seal of Solomon	B, H6
As Above, So Below	M, H4
Magic Amulets	P, O, K3, F(2) {N}
Bilocation Magic	S, K4, F3 (Two Places at the Same Time)
Name of God	H12 (Good)
Reanimate the Dead	K4, F3, {R} (Evil)

Card Name:	Notes:
Ceremonial Magic	S, H5
Flying	S, K3, F3 {A}
Riddles & Clear Thinking	M, L1
Perfect the Mind	M, L1
Focus the Will	M, L1
Celestial Bodies	H5, D
Precious Metals	H4, Y
Purification	S, Q, K2, F
Ether	R, H5
Choleric Body Type	P, F, H1
Sanguine Body Type	P, A, H1
Melancholic Body Type	P, E, H1
Phlegmatic Body Type	P, W, H1
Wheel of the Year	B, H6 {M}
Chanting	H4
Intuition	H4
Full Moon	T, H5, N
New Moon	T, H5, N
Zodiac	B, H6, D
Spells of Attraction	S, F2, K2
Spells of Enhancement	S, F2, K2
Spells of Success	S, F2, K2
Spells of Protection	S, F2, K2
Spells of Healing	S, F2, K2
Spells of Harmony	S, F2, K2
Spells of Insight	S, F2, K2
Major Arcana	H4, D
Minor Arcana	H2, D
Negative Energy Rebound	Interrupt (only vs Wizard that has used evil cards)
Hallucinogenics	H7 {N}
Lemegeton	P, G, L1, W, A, R
Grimorium Verum	P, G, L1
Power of the Divine	H8, R (Good)
Invocation	H4, Q
Correspondences	H6
Magic Circle	H6 {Q}
The Sun	B, H6, F
Male Energies	H5
Female Energies	H5
Charm	F1 K1
Charge	H4 {O} Q
Ley Line	P, L, H1
Ley Node	P, L, H2
Ley Center	P, L, H3
Dowsing	H5, W, E (Scry)
Pendulum	P, O, D, H1 {Q}
Halloween	T, H7
Imbole	T, H7
May Day	T, H7
Lammas	T, H7
Music of the Spheres	H9, N
Rule of Three	H3
Tabula Smaragdina	P, G, L1 (The Emerald Tablet)

Card Name:	Notes:
Distilled Quintessence	H8, Y
Calcination	H4, Y
Torture of the Metals	H6, Y

Wizards

Before play, each player takes the identity of one (random) Wizard. Each Wizard described in the Wizard Card List has Special Abilities.

Wizards Card List

- * King Solomon Cannot use Evil cards. Gets +1 to bids for Spirit cards. Spirit cards cost 2 less Heka to play.
- * Merlin Cannot use Evil cards. Gets one extra Lore token per turn.
- * Virgil Cards cost one less Heka token to play.
- * Faust Starts game owning the "Pact with the Devil" card in play.
- * Agrippa Gets +1 to bids for 'Systems of Magic' cards.
- * Paracelsus Gets +1 to bids for Alchemy, Medical & Healing cards.
- * Dr John Dee Gains one extra Fate point every time he plays a Spirit card.

- * Robert Fludd Starts with the traits of: Alchemy, Divination, Spirit, and Nature.
- * Count Saint-Germaine Gains one extra Fate point every time he plays a Spell card.
- * Eliphas Levi Gets +1 to bids for Nature cards.
- * Aleister Crowley Gains one extra Fate point every time he gains a Book or an Organization.
- * Gerald Gardner Cards that generate Heka generate one extra Heka point for him.
- * Alexander Sanders Gains one extra Fate point every time he gains a 'Systems of Magic' card.
- * Oberon Zell-Ravenheart Gains one extra Fate point every time he plays a Nature card.

Bidding Technique

Each player should have a tray with 5 compartments corresponding to the 5 available cards up for bid. Distribute your Lore tokens to the compartments. Use a barrier to keep other players from seeing your Bid. Players take down their barriers all at once.





Wuxia

Introduction

Card Game for 2+ Players. Chinese Sword & Sorcery. Each Player is a Secret Society recruiting Sword-fighters with Mystical Powers.

Victory

Control at least 4 Fighters & Kill all your Opponents Fighters.

The Decks

Players share 2 common decks: The Recruit Deck & the Action Deck The Recruit Deck has 4 Card types:

- Fighters, Weapons, Events, Enhancements

The Action Deck has 6 Card Types:

- Locales, Specials, Attack, Move, Defend, Minions

Each player keeps a recruit hand & an Action hand.

Fighters

- Each Fighter has a Skill Rating.
- Most Fighters will have some type of Special Ability.
- Each Fighter can use one Weapon card attached.
- Each Fighter can have up to 5 Enhancements attached.

Setup

Shuffle the Decks. Each player draws 7 cards for his recruit hand & action hand. Flip a coin to determine who goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases.

- Destiny Phase
- Recruit Phase
- Fate Phase
- Duel Phase
- Encounter Phase
- End Phase

Destiny Phase

Draw 2 cards from the Recruit Deck. If the deck runs out, shuffle the discard & Draw from it.

Recruit Phase

You may put one Fighter card into play. You may put one Weapon card into play attached to a Fighter. You may put one Enhancement card into play attached to a Fighter.

Fate Phase

All players fill their Action hands to 7 cards.

Duel Phase

(You may skip this Phase) Select one of your Fighters (Attacker) and one Target Opponents Fighter (Defender). Both will Fight against each other in a Duel. Calculate the total Skill Level for each Fighter.

The Higher Level Fighter kills the Lower Level Fighter. (In a Tie, neither are killed & the Phase Ends) Weapon & Enhancement cards increase a Fighters Skill Both Players may play Action cards to further increase their Fighters skill. A Fighter can only use one Attack, one Move, one Defend, and one Minion card.

At the End of the Phase discard the killed Fighter & all Attached cards, also Discard all played Action cards (& Locale cards). Some action cards allow for multiple combatants (= Fray) In a Fray the losing side has one Combatant killed.

Encounter Phase

You may play a Locale card to play another Fate & Duel Phase.

End Phase

All Players may discard any unwanted cards from their hands. Maximum hand size is 7 cards for both Recruit & Action Hands. Discard excess cards.

Card List Notation

- F** Fighters
- W** Weapons
- L** Locales
- E** Enhancements
- S** Style Enhancement
- V** Event
- A** Attack Actions
- M** Move Actions
- D** Defend Actions
- X** Special
- ST** Sword Technique
- N** Minions

Recruit Deck Card List

Card Name:	Type	Skill	Notes:
Sword Master	F	9	Attached Sword Card gets +2
Sword Saint	F	9	Opponent in Duel cannot use Defense card
Wanderer	F	6	Gets +2 when a Locale is in play
Sword for Hire	F	5	Discard a Recruit card to get Extra Fate & Duel Phase
Bandit	F	4	When recruited Steals Weapon from Fighter
Knight Errant	F	5	Discard an Action Card to get +1
Pirate	F	6	Recruit Hand size of opponents -1
Militia Leader	F	4	Play an extra Fighter when Recruited
Secret Society Member	F	5	Recruit Hand Size +1
Warlord	F	3	May use an extra Minion card in Duel
Witchy Woman	F	4	Spell Cards used with get +3
Prince	F	8	Draw 2 Recruit cards when Played
Commoner	F	3	Attached Enhancements get +2 each
Shaolin Monk	F	6	Style Enhancement gets +2
Police Chief	F	3	Gets +1 per Fighter you control
Imperial Agent	F	7	Discard a Recruit card to draw a Recruit card once/turn
Bounty Hunter	F	7	Get 1 Extra Fate & Duel Phase per turn
Young Prodigy	F	3	May take Enhancements from other fighters you control
Barbarian	F	6	Fury cards used with get +2
Fighting Monk	F	6	Attached Non-Sword Weapon gets +3
Champion	F	7	Gets +5 if he is your only Fighter
Gentleman	F	7	Draw 3 Recruit cards when Played
Roving Knight	F	6	Discard Action card to look at opponents hand
Enforcer	F	3	Gets +1 per Fighter opponents control
Vagabound	F	3	Discard Vagabound to draw 3 Action cards
Woman Warrior	F	6	Grace cards used with get +2
General	F	6	Minion cards used with get +2
Old Man	F	5	Put back in hand to give Fighter +2
Wise Man	F	6	Play one extra Enhancement per turn
Disciple	F	4	May attach an extra Enhancement
Bodyguard	F	6	Can use 2 Defend cards in a Duel
Hermit	F	3	Put back in hand to give Fighter +2
Rebel	F	6	Opponent must discard a Fighter when Rebel recruited
Village Protector	F	4	Gets +5 when Defender
Sect Leader	F	5	Play an extra Fighter when Recruited
Scholar	F	3	Recruit Hand Size +1
Assassin	F	9	Gets +2 when Attacker
Avenger	F	8	Gets +4 vs Fighter that has won a Duel this game
Legendary Archer	F	4	Missile cards used with get +3
Sorcerer	F	4	May use an extra Spell card in Duel
Cult Leader	F	5	Gets +1 per Fighter you control
Adventurer	F	6	Steals Enhancement from Fighter when recruited
Warrior	F	7	May attach 2 Weapons
Soldier of Fortune	F	6	Get 1 Extra Fate & Duel Phase per turn
Duelist	F	7	Opponent discards 1 random Action card at start of Duel
Vigilante	F	5	Can use Weapon cards as Attack cards
Outlaw	F	4	Steal 1 random Recruit card from opponent when recruited
One-Armed Swordsman	F	8	Sword Technique cards used with get +4
Magician	F	3	Action Cards used with get +2
Patriot	F	6	All your other Fighters get +1

Card Name:	Type	Skill	Notes:
Triad Leader	F	6	Action Hand Size +1
Supreme Swordsman	F	8	Attached Sword gets +4
Mysterious Killer	F	9	Can use 2 Attack cards in a Duel
Too Much Blood	V	-	Discard target Fighter
Tired of Killing	V	-	Discard target Fighter
Betrayal	V	-	Take control of Target Fighter
Strange Allies	V	-	Take control of Target Fighter
Change of Heart	V	-	Take control of Target Fighter
Lightning Reflexes	E	+2	Attack cards get +2
Palm Power	E	+2	Spell cards get +2
Cunning	E	+2	Discard action card to look at opponents hand
Mystic Aura	E	+2	Spell cards get +2
Secret Powers	E	+1	In Duel this Fighter draws an extra action card
Great Conviction	E	+2	Fury cards get +2
Unfailing Loyalty	E	+1	Other Fighters you control get +1
Great Courage	E	+1	Discard a card to get +1
Righteousness	E	+2	Fury cards get +2
Calligraphy Master	E	+2	Action cards get +1
Superior Poise	E	+2	Move cards get +2
Unnatural Grace	E	+2	Grace cards get +2
Superhuman Quickness	E	+2	Defend cards get +2
Heroic Compassion	E	+2	Recruit Hand Size +1
Skill in Arms	E	+2	Weapon card gets +2
Supernatural Powers	E	+2	Spell cards get +2
Infallible Balance	E	+2	Grace cards get +2
Supreme Skill	E	+2	Can attach a second Weapon
Lifting Breath	E	+2	Move cards get +2
Iron Skin	E	+2	Defend cards get +2
Secret Training Manual	E	+2	Sword Techniques get +2
Wushu Master	E	+2	Fighter may attach an extra enhancement
Kung Fu Master	E	+2	Style card gets +2
Eagle Claw Style	S	+2	Attack Cards get +2
Praying Mantis Style	S	+2	Attack Cards get +2
Dragon Style	S	+2	Fury Cards get +3
Drunken Style	S	+2	Can play 1 extra Defend card
Heron Style	S	+2	Defend Cards get +2
Crane Style	S	+2	Defend Cards get +2
Leopard Style	S	+2	Can play 1 extra Move card
Lion Roar Style	S	+2	Attack Cards get +2
Monkey Style	S	+2	Move Cards get +2
Eight Trigram Style	S	+2	Grace Cards get +3
Snake Style	S	+2	Move Cards get +2
White Tiger Style	S	+2	Can play 1 extra Attack card
Flying Guillotine	W	+3	
Butterfly Knives	W	+2	
Heavy Broad Sword	W	+3	
San War Fan	W	+2	
Double Hook Sword	W	+3	
Wind Fire Wheel	W	+3	
Fighting Hoop	W	+2	
Long Spear	W	+2	
Short Spear	W	+2	
Monk Spade	W	+2	

Card Name:	Type	Skill	Notes:
Glaive	W	+3	
Jiang Short Sword	W	+2	
Dau Saber	W	+2	
Jen Long Sword	W	+3	
Short Staff	W	+2	
Fighting Sticks	W	+2	
Fighting Chain	W	+3	
Steel Chain Whip	W	+2	
Three Section Staff	W	+2	
Short Dagger	W	+2	
Three Pronged Halberd	W	+3	
Kwan-do Sword Staff	W	+3	
Chi Hook Spear	W	+3	
Tuan Hand Axe	W	+2	
Long Rod	W	+2	
Hook Sword	W	+3	
Iron Bar	W	+2	
Trident	W	+2	
Tiger Fork	W	+2	
Ball Hammer	W	+2	
Long Handled Claw	W	+2	
Double Edged Sword	W	+3	
Lian Sickle	W	+2	
Mattock	W	+2	
Sleeve Sword	W	+3	
Tao Sword	W	+3	
Yue Crescent	W	+2	
Rake	W	+2	
Ritual Sword	W	+3	
Barbed Pole	W	+3	
Shuo Tapered Rod	W	+2	
Tieh Tzu Iron Ruler	W	+2	
Snake Spear	W	+3	
Monkey Staff	W	+2	
Fighting Shield	W	+1	Does not count vs Weapon Limit

Action Deck Card List

Card Name:	Type	Skill	Notes:
Tea House	L	-	Skip Fate Phase
Temple	L	-	Fighters cannot use Attack cards
Shrine	L	-	Fighters cannot use Spell cards
Graveyard	L	-	Fighters can use 2 Attack cards
Crossroads	L	-	Defending player picks defender
Open Road	L	-	Move cards are -2
Docks	L	-	Winner of fight draws 3 cards
Bridge	L	-	Fighters can only play 1 Action card
Palace	L	-	Figters can use 2 Defend cards
Marketplace	L	-	Move Cards get +2

Card Name:	Type	Skill	Notes:
Scaffolding	L	-	Grace Cards get +2
Bamboo Grove	L	-	Defend cards are +2
Peaceful Garden	L	-	Fighters cannot use Weapons
Rooftops	L	-	Fighters can use 2 Move cards
Crowded Tavern	L	-	Fighters cannot use Move cards
Courtyard	L	-	Attack cards are +2
Desert	L	-	Move cards are -2
River Boat	L	-	Fighters cannot use Defend cards
Fortress	L	-	Weapons can be used as Attack cards
City Streets	L	-	Both players draw an extra Action card
Ravine	L	-	Both players discard an Action card
Contest	X	-	Loser of Duel not killed; winner draws 3 Recruit cards
Disguise	X	-	When defending, you pick the Defender
Secret Identity	X	-	Discard Fighter you own & Play a Fighter
Infiltration	X	-	Steal 1 random recruit card from opponent
Seek Revenge	X	-	Target Fighter must Attack
Accept Challenge	X	-	Target Fighter must Attack
Desire for Glory	X	-	Target Fighter must Attack
Disarm	X	-	Discard target Weapon
Break Weapon	X	-	Discard target Weapon
Seek Aid	X	-	Play extra Fighter this Turn
Read Omens	X	-	Look at next 10 cards in recruit deck
Spare his Life	X	-	Negate Duel
Show Mercy	X	-	Negate Duel
Chinese Medicine	X	-	Put Fighter in discard into your hand
Barely Alive	X	-	Put Fighter in discard into your hand
Fake Death	X	-	Put Fighter in Discard into your hand
Two on Two	X	-	Each player picks 2 Fighters for Duel
Two on One	X	-	Pick an extra Fighter to join Duel
Three on One	X	-	Pick 2 extra Fighters to join Duel
Three on Two	X	-	You pick 3 Fighters. Opponent Picks 2 for Duel
Boomerang Blade	A	+5	ST
Thousand Cuts	A	+7	ST
Flaming Sword	A	+5	ST
Blade Flurry	A	+2X	ST: X = Action cards you discard
Flashing Steel	A	+5	ST
Swift Sword	A	+7	ST
Thunder Sword	A	+5	ST
Flexible Blade	A	+4	ST
Whirlwind Strike	A	+6	ST
Lightning Attack	A	+5	ST
Spinning Blade Block	D	+5	ST
Master Stroke	A	+7	ST
Ultimate Sacrifice	A	+9	Discard this Hero at end of Phase
Flying Flip	M	+4	Grace
Flying Leap	M	+4	Grace
Balance on Sword	D	+3	Grace: Negate Sword Technique Attack
Endless Jump	M	+4	Grace
Hyper Acrobatics	M	+4	Grace
Flying Sleeves	A	+5	Grace
Move Without a Trace	M	+4	Grace
Shadow Stealth	M	+5	Grace
Stunning Moves	A	+3	Grace: Opponent Discard 1 Random Action card

Card Name:	Type	Skill	Notes:
Trickery	M	+5	Grace
Parry Missiles	D	+2	Grace: Negate Missile Attack
Ying Defense	D	+4	Grace
Shadow Kick	A	+5	Grace
Walk on Water	D	+6	Grace
Weightless Leap	M	+4	Grace
Somersaults	D	+5	Grace
Back Flips	D	+4	Grace
Soaring Leap	M	+4	Grace
Disappear	D	+6	Grace
Blinding Leaves	D	+5	Grace
Wall of Wind	D	+6	Grace
Instant Strike	A	+6	Fury
Invincible Defense	D	+7	Fury
Invulnerable Defense	D	+7	Fury
Death Strike	A	+6	Fury
Storm Attack	A	+6	Fury
Nerve Strike	A	+5	Fury
Flying Attack	M	+5	Fury
Fists of Fury	A	+4	Fury: Additional +4 if Fighter has no Weapon
Great Leap	M	+5	Fury
Flying Masonry	A	+4	Fury
Chi Strike	A	+6	Fury
Yang Attack	A	+4	Fury
Open Palm	D	+3	Fury: Negate Fury Attack
Power Surge	M	+5	Fury
Spirit Fist	A	+6	Fury
Burst of Speed	M	+3	Fury: Negate Grace Card
Blood Magic	A	+2X	Spell: X = Action cards you discard
Force Field	D	+6	Spell
Poison Attack	A	+7	Spell
Elemental Bolt	A	+5	Spell
Energy Bolt	A	+5	Spell
Mystical Wards	D	+3	Spell: Negate spell
Slow Time	A	+7	Spell
Sleeping Powder	A	+6	Spell
Force Bolt	A	+4	Spell
Telekinetics	A	+6	Spell
Invisibility	D	+6	Spell
Paralyze	A	+7	Spell
Protection Charm	D	+5	Spell
Invisible Chains	D	+5	Spell
Mystic Bolt	A	+4	Spell
Hurl Fire Balls	A	+5	Spell
Throwing Darts	A	+3	Missile
Bow & Arrows	A	+4	Missile
Crossbow	A	+4	Missile
Thousand Knives	A	+2X	Missile: X = Action cards you discard
Flying Claw	A	+3	Missile
Caltrops	A	+3	Missile
Throwing Knives	A	+3	Missile
Blowgun	A	+3	Missile
Rope Dart	A	+3	Missile

Card Name:	Type	Skill	Notes:
Throwing Needles	A	+3	Missile
Warriors	N	+3	
Guards	N	+3	
Soldiers	N	+3	
Mercenaries	N	+2X	X = Action cards you discard
Thugs	N	+3	
Honor Guard	N	+3	
Monks	N	+3	
Cultists	N	+3	
Sect Members	N	+3	
Hopping Zombies	N	+3	
Clan Members	N	+3	
Bandits	N	+3	
Pirates	N	+3	
Assassins	N	+3	

Secret Societies

Each player picks one at the start of the game:

Secret Society:	Special Ability:
Righteous Fists	They may Recruit 1 Extra Fighter on their Recruit Phase
Society of Red Spears	Fighters with Weapons get +2 Skill
White Lotus Society	Draw 1 extra Recruit card per turn
Yellow Turbans	They may take an extra Fate & Duel Phase on their Turn





Xanth Quest

Introduction

Board and Card game for 2+ players. Based on the Xanth series by Piers Anthony. If you are unfamiliar with the series, check out the links first.

It is light hearted fantasy filled with lots of Magic, puns, clichés, titillation, Mysteries, moral dilemmas, likeable characters, and just good romping fun.

Disclaimer

Xanth is a copyrighted property. This is merely a fan site.

Victory

Be the first player to get your pawn to the end space and then back to the Starting space. (It's a race game) This represents a quest involving a trek across the dangerous wilderness of Xanth.

Pawns

Each player has a pawn of a unique color. The Pawn represents the players main Character and any Companions.

The Board

- The Board is a Track 63 spaces long.
- The first space is the Starting space.
- The last space is the End space.
- Space # 32 is the Gap Chasm.
- Each space must be big enough to contain one face-up card

Dice

Six and Ten sided dice are needed.

Character

Each player starts with one Main Character of their choice. This can be any adventuring character from any of the Books. Every Main Character has a Power Level = 3.

An example of a Main Character would be Bink or Trent.

The Deck

Players share a Common Deck. There are 10 card types:

- C** Companion
- E** Event

- D** Delay Challenge
- L** Lethal Challenge
- Q** Quest Challenge
- X** Location
- A** Aid
- H** Healing
- N** Divination
- M** Move
- S** Safe

Setup

Players put their pawns on the starting space. The best looking player goes first.

Turn Sequence

Players take turns. On your turn roll 1D6 and move that many spaces forward. Once you have reached the end space, you turn around and head back.

If you land on an empty space draw one card and reveal it to all players.

Challenge Cards

If you draw a Challenge card, you must resolve it immediately. Roll 1D10 and add the Power of your Character and all Companions. This is the Hero roll.

Roll 1D10 and add the Power of the Challenge card. This is the Foe roll. Hero and Foe rolls are called Challenge rolls.

- If the Hero roll is equal or greater, the Challenge is defeated.
- If the Foe roll is greater, the Character is defeated.
- If a Character loses against a Delay Challenge, the Character misses his next turn.
- If a Character loses against a Lethal Challenge, the Character must discard a Companion.
- If the player has no Companions, he misses his next turn.
- If you win a Quest Challenge, move your Pawn forward 1D6 spaces.
- If you fail a Quest Challenge, move your Pawn backward 1D6 spaces.

The player may play Aid cards to raise his Hero roll total. Discard all played Challenge cards and Aid cards.

Locations

If a Location card is drawn, it is placed into the space. The location card stays there for the rest of the game and must Be encountered by whomever lands on it. Some locations are challenges, some are safe,

some require you to roll on Special Tables such as the Settlement Table.

Note: You must stop upon entering the Gap Chasm Space. You cannot leave the Gap Chasm until you find a Way across.

Settlement Table

1D10	Result:
1	Magical Transport: Move Forward 1D6 Spaces
2	Hospitality: Nothing Happens
3	Intrigue: Miss next Turn
4	Legal Dispute: Miss next Turn
5	Gain Companion: Flip cards & take next Companion in Deck. Reshuffle
6	Receive Aid: Flip cards & take next Aid card in Deck. Reshuffle
7	Information: Look at next 7 cards in Deck
8	Perform Service: Quest Challenge of Power = 6
9	Difficulties: Flip cards & Face next Challenge card in Deck. Reshuffle
10	Safe Passage: Move Forward 1D6 Spaces

Gap Chasm Table

1D6	Result:
1-2	Find Way Across: You may move next turn
3-4	No Way Across: Roll again next turn
5-6	Gap Dragon: Lethal Challenge of Power = 9

Aid Cards

If you draw an Aid card, put it in your hand. Max hand size is 4 cards. Discard excess cards.

Companions

If you draw a Companion card, put into play face up in front of you. The Companion is "attached" to your Character. It stays in play until you lose a Lethal Challenge, or some other misfortune.

You can have a maximum of 3 companions. Discard excess Companions.

Move, Event, Divination, Safe, & Healing

If you draw an Event, Move, Divination, or Healing card, it must be resolved immediately. Effects of Events vary.

- For a Move card, immediately move 1D6 spaces forward.
- For a Divination card, look at the next 7 cards in the deck.
- For a Healing card, put a Companion in the discard back into play attached to your Character.
- For a Safe card, nothing happens.

Discard the Move, Safe, Event, Divination, or Healing card after it is resolved.

Confrontations

If you land on another player's pawn, there will be a duel. (Do not draw a card, and ignore locations) Resolve the Duel like a Challenge. A tie means nothing happens.

The higher total is the winner. The loser must miss his next turn.

Common Deck Card List

Card Name:	Type	Power	Notes:
Pranksters	D	2	Humans with Heat & Shield Spells
Ruffians	D	3	Humans with Sword, Gas, & Hole Spells
Justin	N	-	Talking Tree that Gives Advice
Sabrina	C	1	Smart, Pretty woman with Holograph Spell
Repulsion Spell	A	3	Protects Villages
North Village	X	-	Roll once on the Settlement Table
Gap Village	X	-	Roll once on the Settlement Table
Omen	N	-	They always come true
Lookout Rock	X	-	Treat as Divination card when landed on

Card Name:	Type	Power	Notes:
Chameleon	C	2	Woman. Genius or Beautiful. Monthly cycle.
Basilisk	L	4	Lizard with Gaze of Death
Fanchon	A	3	Highly Intelligent Woman
Dee	A	2	Average Woman
Wynne	A	1	Very Beautiful Woman
Fiery Salamander	L	4	Starts strong Fires
Stench Puffer	D	2	Olfactory Nuisance
Castle Roogna	X	-	Roll twice on the Settlement Table
Isle of Illusion	X	-	Treat as Delay Power = 5 when landed on
Coral Sponge	H	-	Heals wounds
Bianca	C	2	Woman with Replay Spell
Roland	C	3	Man with Stunning Spell
Wild Oats	D	5	Home of a Beautiful Nymph
Beerbarrel Tree	D	1	Don't drink too much!
Locoberry Bush	D	2	Don't eat too much!
Restoration Spell	H	-	Heals wounds
Will o' the Wisp	D	3	Leads one into danger
Spectre	L	3	Type of Ghost
Shade	L	1	Weak Ghost
Protected Trail	M	-	Near Settlements
Short Cut	M	-	Through the Woods
Guide	M	-	Local Inhabitant
Griffin Steed	Q	-	Hard to Handle
Map	M	-	A recent Map
Needle Cactus	L	2	Shoots Barbs
Village Elders	E	-	Roll once on the Settlement Table
Roc	D	4	Hide from Giant Stone Bird
Ghoul	L	2	Walking Dead
Ogre	L	4	Man Eating Giant
Young Bull Centaur	L	4	Looking for a fight
Chester	C	3	Male Centaur
Cherie	C	3	Lovely Female Centaur
Kings Path	M	-	Protected by the Covenant
Nicklepedes	L	2	Nickel size bites
Unicorn	L	4	Horn & Hooves
Ride Centaur	M	-	Preferably a Female Centaur
Tangle Willow	L	4	Carnivorous Tree
Peace Pines	X	-	Peace Spell: Lethal Power = 4
Lightning Bugs	L	1	Semi-Dangerous
Winged Cows	S	-	Domesticated
Wiggle Swarm	L	9	Deadly Flying Worms
Breadfruit Tree	S	-	Food
Stone Doves	S	-	Harmless
Confidence Spell	A	2	False Courage
Fish River	L	5	Converts drinkers into Fish
Drowning Lake	L	5	Drowning Spell
Werewolf	L	4	
Farm House	X	-	Roll once on the Settlement Table
Lyrebird	D	1	Stay and listen to Music
Clutchroot	L	2	Carnivorous Plant
Medicinal Spell	H	-	
Help a Shade	Q	3	Help ghost with unfinished business
Magic Woods	D	3	Ignorance, Fear, and Aversion Spells

Card Name:	Type	Power	Notes:
Sea Monster	L	6	
Illusionary Terrain	D	5	
Sorceress Iris	D	7	Powerful Illusionist
Helpful Plants	S	-	Blanket Tree, Hotsoup Gourd, Pillbox Bush
Dryads Grove	E	-	Roll once on the Settlement Table
The Spring of Life	X	-	Treat as a Heal card when landed on
Chimera	L	5	Lion, Goat, and Serpent Heads
Corporal Crombie	C	3	Soldier with Direction Finding Spell
Harpy	L	2	Foul Mouthed Flying Scavenger
Technicolor Hailstorm	D	5	Hail stones the size of Fists
Mind Reading Spell	A	3	Don't marry the girl with this power
Evade	A	3	The better part of Valor
Run Away	A	2	To fight again another day
Escape	A	3	Narrow
Hide	A	2	Survival Skill
Angry Hippocampus	L	3	Man sized Seahorse
Hidden Door	D	2	You have to find it
Manticora	L	5	Winged, Scorpion tailed, Man faced Lion
Bottle Demon	N	-	
Truth Spell	N	-	Answers Yes or No questions
Spell Abate	A	2	
Invisible Giant	L	6	Don't get Stepped on
Interference Magic	A	2	Self Preservation Spell
Enchanted Forest	D	4	Misdirection & Repellant Spells
Countermagic	A	3	
Invisible Bridge	M	-	
Love Spring	D	6	Explains existence of most Half-breeds
Opening Spell	M	-	
Whirlpool	D	6	Sucked In
Kraken Weed	L	6	Carnivorous Seaweed
Mermaids	D	4	With Perky Breasts
Tritons	L	3	Boyfriends of the Mermaids
Underwater Caves	Q	5	Difficult to navigate
Acid Crabs	L	2	
Catoblepas	L	3	Whatever it is, it's Ugly as sin
Argus	L	3	Large Fish Headed Pig
Honorable Action	Q	4	Difficult Decision
History Lesson	N	-	Human Immigration & Evolution
Hypnogourd	D	3	Peephole Spell
Demon Weed	L	3	Carnivorous grass with Stasis Spell
Magic Sniffer	N	-	
Vine Tree	L	4	Carnivorous
Forest Trap	D	4	Lure Spells & One way Path
Vampire Bats	L	2	Blood Suckers
Cling Rats	L	3	Attraction Spell
Zombie Reptiles	L	2	Crocs & Snakes
Human Zombies	L	2	Slow
Sword	A	2	Hand to Hand Weapon
Bow & Arrows	A	2	Ranged Weapon
Questing Rope	A	3	
Magic Fountain	X	-	Treat as a Heal card when landed on
Cherry Bombs	A	3	
Ancient Spells	A	3	

Card Name:	Type	Power	Notes:
Moral Dilemma	Q	6	
Ethical Dilemma	Q	6	
Choke Bees	L	2	
Dragon	L	8	Flying, Fire Breathing Variety
Petrification Spell	A	3	Paralyzation
Direction Spell	M	-	
Sphinx Riddle	L	5	
Stun Spell	A	3	
Truce	A	2	
Wyvern	L	4	Winged, Poisonous Dragon
Land Serpent	L	5	
Troll	L	3	
Goblins	L	2	Hard Heads
Faeries	D	5	
Herman the Hermit	C	3	Magic using Centaur
Exiled	E	-	Opponent must go back 1D6 spaces
Blackmail	E	-	Opponent must go back 1D6 spaces
Genie	L	4	
Magic Spotter	N	-	
Noose Loop Bush	L	2	Carnivorous Bush
Ant Lions	L	1	Colony
Set Trap	A	3	
Retreat	A	2	
Phoenix Form	M	-	Fiery Bird
Blinding Fog	D	3	
Magical Storm	D	4	
Flying Carpet	M	-	
Travel Conjuror	M	-	
Wolf Head	L	2	
2 Headed Serpent	L	2	
Practical Decision	A	3	
Calculated Risk	A	3	
Truth Revealed	N	-	

Game Designers Notes

I read the first 9 books of the series in my teens. I just reread the first book, "A Spell for Chameleon". This game is based 98% on the material in that book.

I recommend the book. Its fun, cute, clever, and thought provoking. Piers Anthony is one of my personal favorites, along with Asimov, Heinlen, and Clarke.





Zelda Wind Walker

Introduction

Card game for 2-4+ players. Based on the Video Game: Zelda the Wind Waker.

Disclaimer

Zelda is a trademarked, copyrighted property. This is merely a fan site.

Victory

The first player to acquire 100+ Quest Points is the winner.

Quest Points

Use poker chips to keep track of Quest Points.

The Deck And Card Types

Players share a common deck. All cards are of 2 basic types: Quest Cards and Hero Cards. There are 7 types of Hero Cards: Weapons, Items, Defense, Actions, Friends, Special, Tricks There are 7 types of Quest Cards: Location, Treasure, Enemy, Boss, Monster, Obstacle, Objectives Each card has a Point value ranging from 1 to 10.

Tableau

The area in front of a player is referred to as his or her Tableau. This is where the player places all of his cards in play (face up).

Hand

Players also maintain a hand of cards.

Setup

Shuffle the deck. Each player is dealt 5 cards to form their hand. The youngest player goes first.

Play proceeds clockwise.

Turn Sequence

Each turn has 5 Phases:

1. Destiny Phase
2. Adventure Phase
3. Option Phase
4. Quest Phase
5. End Phase

Destiny Phase

Draw 2 cards and place them in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Adventure Phase

First, Play 1 card to your own Tableau or discard 1 card. Second, Play 1 card to an opponent's Tableau or discard 1 card. There are 14 types of cards. A Tableau can contain a max of 14 cards, 1 of each type.

A card may be placed so as to replace a card of the same type already in play in a Tableau. (Discard the replaced card)

Option Phase

You may do one of the following 4 Options:

1. Side Quest: Gain 1 Upgrade
2. Mini Game: Draw 1 Card
3. Picto Box: Gain 1 Quest Point
4. Missing Link: Gain 2 Exploration Points

Quest Phase

You may complete a Quest. To do this, you must have at least 5 Hero cards of different types present in your Tableau. You must also have at least 5 Quest cards of different types present in your Tableau.

Also, the total score of your Hero cards must equal or exceed that of the Quest cards. Score Quest Points equal to the total value of the Quest cards played (Not Hero cards). After a Quest is scored, discard your Tableau and take an extra turn immediately.

End Phase

Max hand size is 5 cards. Discard extras.

Upgrades

For every 2 Upgrades you get, your Total Hero Score is permanently +1.

Exploration Points

Discard 5 accumulated Exploration Points to play an extra card to your Tableau.

Searches

When you search the deck for a card, you cannot take another card that also Lets you search for a card.

Card List Notation

W Weapons (Hero)
I Items (Hero)
D Defense (Hero)
A Actions (Hero)
F Friends (Hero)
S Special (Hero)
K Trick (Hero)
L Location (Quest)
T Treasure (Quest)
E Enemy (Quest)
B Boss (Quest)

M Monster (Quest)
O Obstacle (Quest)
J Objective (Quest)
WP When Played
SD When Played Search Deck for indicated card type and play it to Self or Opponent's Tableau
DD When Played Search Discard for indicated card type and play it to Self or Opponent's Tableau
 Steal = When played you may take card from opponent's tableau and put it in your Tableau
 Destroy = Cause target card in opponents Tableau to be discarded
 Grab Loot = Take random card from opponents hand and put it in your hand

Common Deck Card List

Name:	Type	Score	Notes:
Skull Hammer	W	8	+4 vs Chu Chus, Miniblins, and Helmaroc
Bomb	W	7	+4 vs Cannon Boats, Gates, and Gohdan
Boomerang	W	2	+7 vs Keese and Kalle Demos
Hero's Bow	W	9	+5 vs Cyclone and Seahats and Kargoroc
Enemy Weapon	W	1	SD Enemy
Hookshot	W	4	+5 vs Switches and Molgera
Master Sword	W	10	WP Destroy Boss; +5 vs Archfiend Gannon
Power Bracelet	W	6	+5 with Carved Rocks
Hero's Sword	W	5	WP Destroy Monster; +5 with Orca
Light Arrows	W	3	WP Destroy Enemy; +7 vs Puppet Gannon

Compass and Clock	I	10	WP Gain 1 Exploration Point
Big Key	I	7	+5 with Locked Door
Dungeon Map	I	6	SD Dungeon
Deku Leaf	I	5	+7 vs Fatal Fall and Mothulas
Cabana Deed	I	3	+7 at Oasis
Grappling Hook	I	4	+7 vs Gohma
All Purpose Bait	I	1	SD Monster
Delivery Bag	I	2	+7 with Mail
Telescope	I	9	WP Look at next 7 cards in Deck
Boat's Sail	I	8	+5 with King of Red Lions and Great Sea

Hearts	D	1	If discarded from hand Draw 1 card
Fairy	D	6	Can be used as a Friend
Magic Vial	D	4	WP draw 1 card
Hero's Shield	D	9	If discarded from hand, Draw 1 card
Hero's Charm	D	5	SD Action
Magic Armor	D	10	If discarded from hand, Draw 1 card
Mirror Shield	D	8	+5 vs Beamoses and Jalhalla
Potion	D	3	+7 with Boko Baba Seed
Iron Boots	D	7	+5 with Springboards
Pirate's Charm	D	2	+7 with Tetra

Windblast	A	10	Deku Leaf gets +5
Hurricane Spin Attack	A	9	+5 with Orca
Parry Attack	A	8	+5 vs Phantom Gannon and Darknut
Switches & Springboards	A	7	+3 if at Dungeon
Beam of Light	A	6	Mirror Shield gets +5
Warp Jar	A	5	DD Dungeon
Dungeon Clearing	A	4	SD Boss
Empty Bottle	A	1	+7 with Hearts and Fairy and Chu Jelly
Wind's Requiem	A	2	+5 with Sail or King of Red Lions
Climbing	A	3	DD Objective

King of Red Lions	F	9	Talking Boat; WP Gain 1 Exploration Point
Beedle's Shop Ship	F	5	+5 with Rupees
Princess Zelda	F	10	Hero's Bow gets +5
Tetra the Pirate	F	7	WP Grab Loot
Tingle	F	6	Charts get +5
King of Hyrule	F	8	+5 with Triforce Shards
Grandma and Aryll	F	2	+7 at Outset Island
Orca	F	4	+5 with Knights Crest or Hero's Sword
Deku Tree	F	3	Korok get +7
Rito Bird Folk	F	1	+7 at Dragon Roost Island

Link's Oasis	S	6	WP gain 1 Quest Point
Wind Walker Song	S	8	+5 with Puzzle
Charts	S	10	WP play 1 extra card to Self or Opponent
Great Fairy	S	9	WP Upgrades +1
Sea Platforms	S	2	SD Treasure
Submarine	S	3	WP Gain 1 Exploration Point
Ring of Light	S	1	+7 with Sunken Chest
Merman	S	7	WP Look at next 5 cards in Deck
Korok Forest Spirits	S	5	+5 at Forbidden Woods
Mail	S	4	SD Friend

Hide in Barrel	K	8	+5 at Forsaken Fortress
Rope Swinging	K	7	SD Objective
Sneak Past Guards	K	2	+7 in Dungeon
Sidle along Narrow Ledge	K	9	WP Draw 1 card
Bomb Plant	K	1	WP Destroy Obstacle
Shortcut	K	4	WP Gain 1 Exploration Point
Create Bridge	K	10	Bombs or Bomb Plant gets +5
Light Torches	K	6	WP Look at next 5 cards in Deck
Push and Pull Blocks	K	5	+7 with Carved Rocks
Swimming	K	3	+3 with Dungeon or Obstacle

Outset Island	L	1	WP on Self Draw 1 card
Earth Temple	L	6	Dungeon; DD Monster
Windfall Island	L	2	WP Look at Opponents Hand
Great Sea	L	3	WP Gain 1 Exploration Point
Ghost Ship	L	4	WP Gain 1 Quest Point

Outset Island	L	1	WP on Self Draw 1 card
Tower of the Gods	L	7	Dungeon; Gohdan gets +3
Dragon Roost Island	L	9	Dungeon; Gohma gets +3
Forbidden Woods	L	8	Dungeon; WP Steal Monster
Forsaken Fortress	L	5	Dungeon; WP Steal Enemy
Gannon's Tower	L	10	WP Steal Boss

Boko Baba Plants	E	3	+5 at the Forbidden Woods
Armos Statue	E	5	+5 at the Tower of the Gods
Cannon Boat	E	5	+5 in Great Sea
Bokoblin Pirate	E	2	+7 at Sea Platforms
Darknut Knight	E	4	+4 at Dungeons
Miniblin Swarm	E	2	Your Swords are +5
Moblin Guards	E	3	+5 at Forsaken Fortress
ReDead Zombies	E	3	+5 at the Earth Temple
Stalfos Giant	E	6	+5 at Gannon's Tower
Wizzrobe Sorcerers	E	4	+5 with Chaos Wizzrobe

Big Octo	M	7	May be used as Obstacle
Beamoses Statue	M	6	+7 with Carved Rocks
Chu Chu Slimes	M	1	+7 with Chu Jelly
Poe Possessor Ghosts	M	2	+7 with Jalhalla
Gyorg Shark	M	6	+5 in Great Sea
Seahat Rammer	M	5	+5 in Great Sea
Fire Keese Bats	M	1	+7 at Dragon Roost Island
Octorok Shooters	M	4	Your Shields get +5
Peahat Flyers	M	1	WP Opponent discards 1 card from hand
Kargoroc Swooper	M	7	+4 with Moblins and Bokoblins

Archfiend Gannon	B	10	Commands Legions; DD Enemy
Gohdan	B	9	Disembodied Head
Gohma	B	10	Magma Dragon
Helmaroc King	B	8	Giant Bird
Jalhalla	B	8	Giant Poe Spirit
Molgera	B	9	Giant Sandworm
Phantom Gannon	B	9	Shadowy Avatar
Puppet Gannon	B	10	Massive Marionette
Chaos Wizzrobe	B	7	Powerful Summoner
Kalle Demos	B	8	Giant Boko Baba

Sunken Chest	T	5	WP Grab Loot
Rupees	T	1	SD Item
Boko Baba Seed	T	3	Boko Baba plants get +5
Knights Crest	T	7	Darknuts get +5
Chu Jelly	T	2	Potions get +7
Joy Pendant	T	4	Windfall Island gets +7
Magic Pearl	T	9	WP gain 1 Exploration Point
Triforce Shards	T	10	WP gain 1 Quest Point
Pieces of Heart	T	8	WP gain Upgrades +1

Sunken Chest	T	5	WP Grab Loot
Golden Feathers	T	6	+4 with Peahat or Kargaroc

Whirlpool	O	7	WP Shuffle Discard into Deck
Cyclone	O	8	WP Opponent discards 1 card from Hand
Paralyzing Fog	O	6	WP Opponent discards 1 card from Hand
Lava	O	10	+5 at Dragon Roost Island
Gates and Locked Doors	O	2	+7 at Dungeon
Secret Cavern	O	5	WP Gain 1 Exploration Point
Carved Rocks	O	3	+5 at Dungeon
Easter Egg	O	1	WP Gain 1 Quest Point
Puzzle	O	4	WP on Self draw 1 card
Fatal Fall	O	9	WP Opponent discards 1 card from Hand

Destroy Searchlights	J	8	SD Obstacle
Escape Imprisonment	J	7	DD Action
Post Box	J	2	+7 with Mail
Rescue Maiden	J	9	+7 with Grandma and Aryll or Tetra
Restore Sanity to Valoo	J	1	Rito Bird Folk get +7
Complete Ceremony	J	4	Deku Tree gets +7
Free Jabun	J	10	SD Magic Pearl
Visit Wind Shrine	J	6	WP Gain 1 Exploration Point
Save Game	J	5	WP Discard hand and Draw 5 Cards
Catch the Killer Bees	J	3	Windfall Island gets +7



Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

Mike Marinos

Ian Milnes

Tom Higgins Tom features Warpspawn games in his zine Countermoves. tomwhore@wsmf.org
Warpspawn Rules

Rabbidgerbal

David Ashton

Michael Callahan

Peter Schutze

Brian Train

Peter L. de Rosa

Frederic Moll

Ronald Pehr

Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawn