

# **Dege's Demeo Setup & Users Guide**

Featuring

The “House Rules” Customization Mod

Version 2.1

June 04, 2023

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## 1. Overview

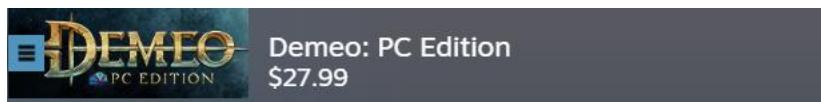
This guide was put together for you the player. It was inspired by my trying to get the utility working and it didn't. Now it's time to streamline your time and setup time so that you can use this wonderful utility called House Rules. You will see a lot of screen captures along the way to make your journey more useful and get the utility installed. Follow the directions carefully and I will be sure to give you little bits of important information along the way.

## 2. Getting Started

Setting up is not hard if you know what you're doing. Let's get started.

Step 1 - Install the Steam application. This program requires Steam to operate properly.

Step 2 - Download and install Demeo software for the PC from Steam.



Step 3 - Download a program called MelonLoader. The purpose of this program is to establish some base folders in your Demeo software folder and work with mods that require it. It is used by Demeo when you boot the program.

- Download MelonLoader from [here](#).
- Make sure you review the instructions as provided by that author from [here](#).

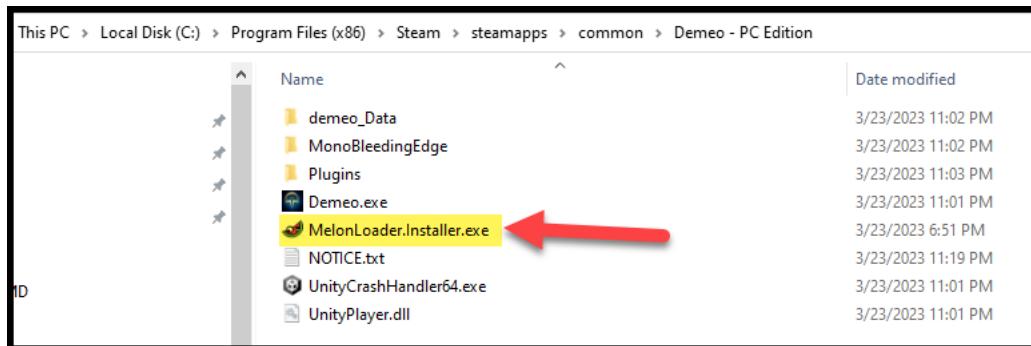
v0.5.7 Open-Beta Latest

See [CHANGELOG](#) for Full Details

▼ Assets 8

<a href="#">MelonLoader_installer.exe</a>	720 KB	Oct 26, 2022
<a href="#">MelonLoader_installer.sha512</a>	128 Bytes	Oct 26, 2022
<a href="#">MelonLoader_x64.sha512</a>	128 Bytes	Oct 26, 2022
<a href="#">MelonLoader_x64.zip</a>	17.4 MB	Oct 26, 2022
<a href="#">MelonLoader_x86.sha512</a>	128 Bytes	Oct 26, 2022
<a href="#">MelonLoader_x86.zip</a>	17.1 MB	Oct 26, 2022
<a href="#">Source code (zip)</a>		Oct 26, 2022
<a href="#">Source code (tar.gz)</a>		Oct 26, 2022

Step 4 - Copy the MelonLoader to the Demeo directory, using this picture as a guide.



Step 5 - Execute the MelonLoader installer from the Demeo directory.



Step 6 - **Important - Execute the Demeo program.** Wait for it to load and after you get to the main menu screen, exit the program. This step creates the UserLibs folder and establish the MelonPreferences.cfg file that you might need to use.

When you're done executing Demeo and then exit the program, the Demeo folder structure will look like this.

Name	Date modified
demeo_Data	3/23/2023 11:02 PM
MelonLoader	3/24/2023 12:11 AM
Mods	3/24/2023 12:11 AM
MonoBleedingEdge	3/23/2023 11:02 PM
Plugins	3/23/2023 11:03 PM
UserData	3/24/2023 12:12 AM
UserLibs	3/24/2023 12:11 AM
Demeo.exe	3/23/2023 11:01 PM
MelonLoader_installer.exe	3/23/2023 6:51 PM
NOTICE.txt	3/24/2023 12:10 AM
UnityCrashHandler64.exe	3/23/2023 11:01 PM
UnityPlayer.dll	3/23/2023 11:01 PM
version.dll	3/24/2023 12:10 AM

Go ahead and delete or remove the MelonLoader from the Demeo folder. You don't need it anymore.

Step 7 - This was written on 5/22/23, The version of House Rules was Version 1.6.2.

- Download House Rules from [Github](#). Click the hyperlink and download the zip file.

▼ Assets 4		
	Demeo.dll	9.5 KB
	HouseRules_1.6.2.zip	329 KB
	Source code (zip)	4 days ago
	Source code (tar.gz)	4 days ago

[Full Changelog](#)

- Step 8 - Open the zip file for House Rules. Extract these folders to the Demeo software folder. The contents of these folders will overwrite the three, same named folders, that already exist and place program files into place.

Name	Date modified	Type
Mods	5/22/2023 2:57 PM	File folder
UserData	5/22/2023 2:57 PM	File folder
UserLibs	5/22/2023 2:57 PM	File folder

The folders you extracted should look like this after you paste them.

Name	Date modified
demeo_Data	3/23/2023 11:02 PM
MelonLoader	3/24/2023 12:11 AM
Mods	3/24/2023 12:20 AM
MonoBleedingEdge	3/23/2023 11:02 PM
Plugins	3/23/2023 11:03 PM
UserData	3/24/2023 12:20 AM
UserLibs	3/24/2023 12:20 AM
Demeo.exe	3/23/2023 11:01 PM
NOTICE.txt	3/24/2023 12:10 AM
UnityCrashHandler64.exe	3/23/2023 11:01 PM
UnityPlayer.dll	3/23/2023 11:01 PM
version.dll	3/24/2023 12:10 AM

The Userdata folder will look similar to this. You do NOT need to touch any files directly at this time.

Program Files (x86) > Steam > steamapps > common > Demeo - PC Edition > UserData >	
Name	Date modified
HouseRules	3/24/2023 12:20 AM
MelonStartScreen	3/24/2023 12:11 AM
MelonPreferences.cfg	3/24/2023 12:12 AM

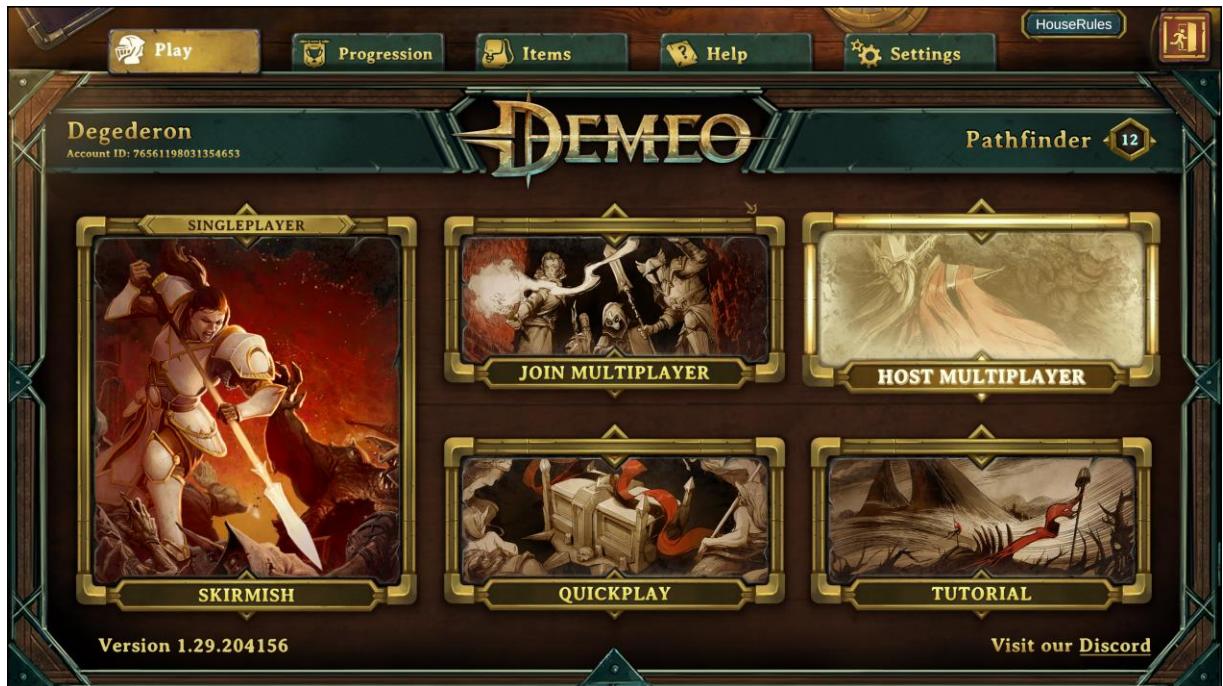
Step 9 - This is the step that made the difference of getting House Rules installed or not.

1. They have a dedicated a very helpful forum found at [House Rules Discord Channel](#) to chat about gameplay, new rule ideas, report bugs or maybe get involved with writing some new rules. Go there and say  'Hi' 
2. In this forum you will find essential files that will get House Rules going. Before you proceed to the next step, connect to the forum now.
3. Now that you are connected to the forum, there are five files to download and replace in your Demeo\House Rules directory structure. It's not hard, you just need to know that it needs to be done. Download the first three files for House Rules first and the optional files should you have those add\ons installed. I will provide you links to those in the add\on section.
  - a. Download the replacement file, HouseRules\_Configuration.dll from [here](#).
  - b. Download the replacement file, HouseRules\_Core.dll from [here](#).
  - c. Download the replacement file, HouseRules\_Essentials.dll from [here](#).
  - d. (Optional) download for the addon RoomCode. RoomCode\_1.2.1.dll from [here](#).
  - e. (Optional) download for the addon RoomFinder, RoomFinder.dll from [here](#).

Step 10 - This is the step that made the difference of getting House Rules installed or not. Here we go. You will use the first three files that you downloaded in the previous step, House Rules configuration, core and essentials, and overwrite an older version of the same named files found in the Mods folder.

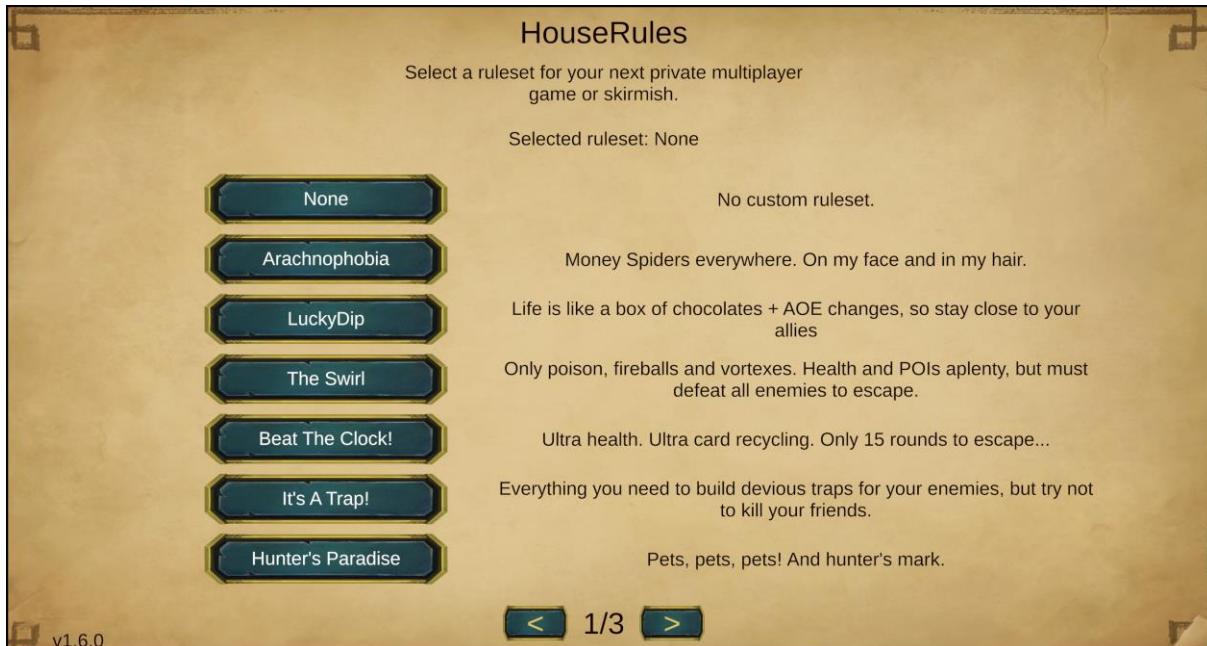
 HouseRules_Configuration.dll	5/21/2023 5:54 AM	Application extension	46 KB
 HouseRules_Core.dll	5/21/2023 5:54 AM	Application extension	23 KB
 HouseRules_Essentials.dll	5/21/2023 5:54 AM	Application extension	103 KB

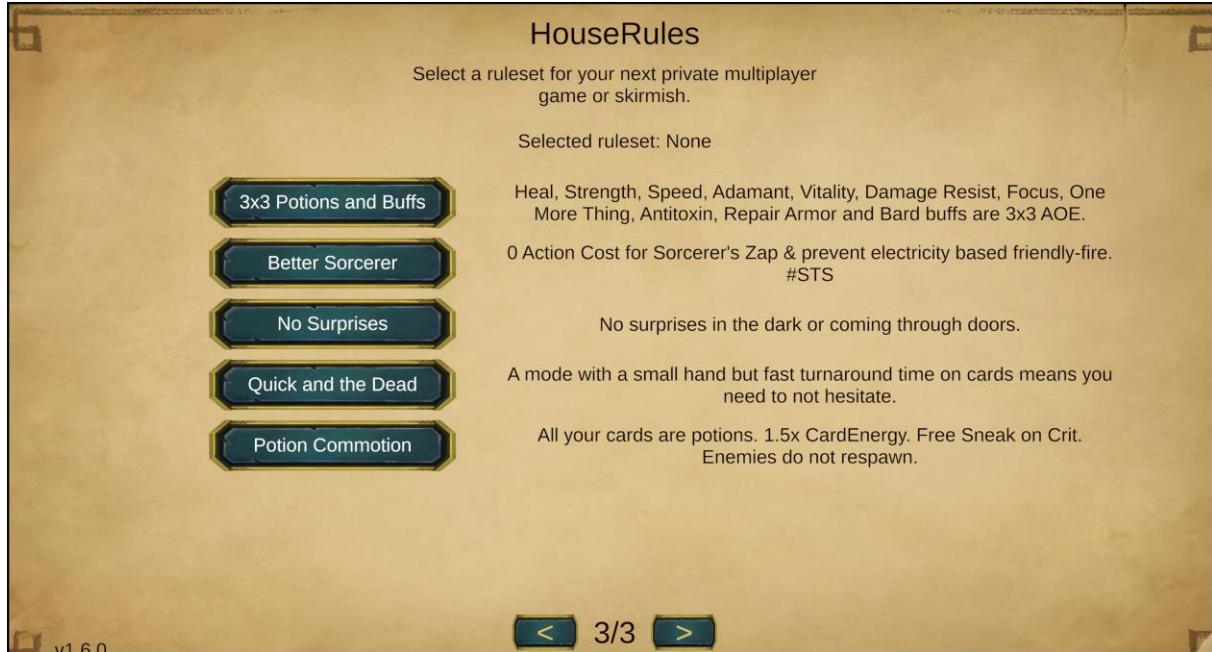
Step 11 - Execute your Demeo \ PC Edition software. After the game boots you should see a screen similar to this. Notice in the upper right\hand corner an added button called House Rules. Go ahead and click it now! Oh, by the way, the button is a toggle on and toggle off menu. This means, when you click the button, you will be provided different game choices. Click it again to turn off the menu and proceed to play Demeo.



### 3. Using the House Rules Application

Now that you have clicked on the House Rules button, we take the conversation forward. There will be three screens to review. Each feature selection has a subsection to read further on.





### 3.1. Arachnophobia

If you don't love spiders, then this isn't the option to choose. Post your feedback on the forum about this gameplay choice. If it is chosen, your name will be given credit and posted in this guide for others to learn from.



Money Spiders everywhere. On my face and in my hair.

### 3.2. LuckyDip

The explanation for this game play option is “Life is like a box of chocolates + AOE changes, so stay close to your allies.



### 3.3. The Swirl

Only poison, fireballs and vortexes in use. Health and POIs are plentiful. You must defeat all of the enemies to escape this map.



### 3.4. Beat The Clock

You will be provided Ultra health and major recycling of cards. You have only 15 rounds to escape.



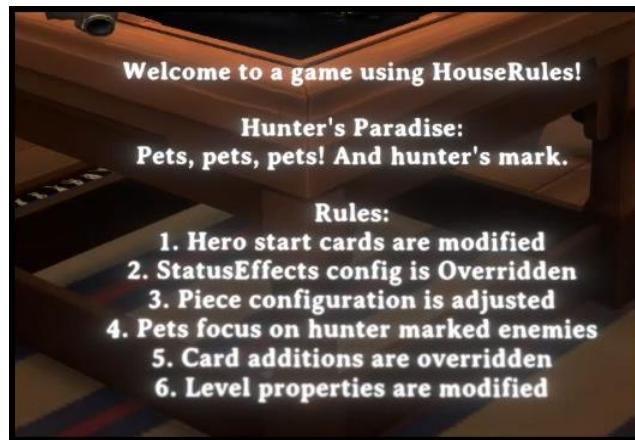
### 3.5. It's A Trap

Like traps, do you? In this game play you will have everything you build devious traps for your enemies. One note of caution, try not to kill your friends.



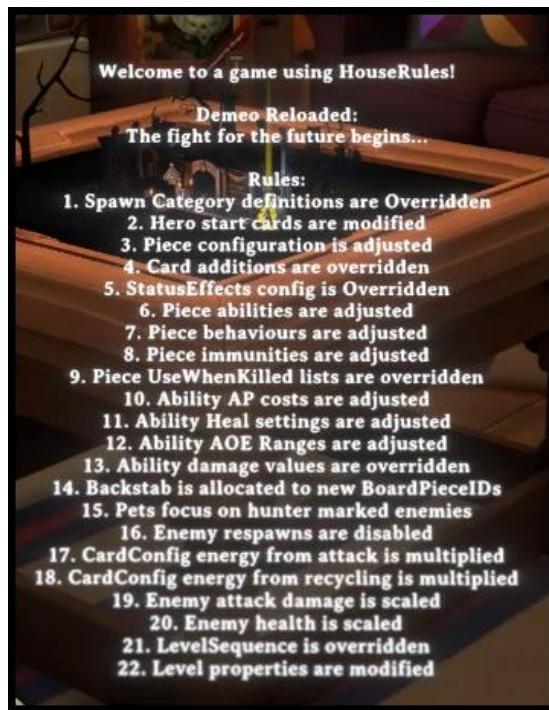
### 3.6. Hunter's Paradise

If you are like my beloved Katia the Hunter, you will love this. Pets, Pets and oh yes, more pets. Of course, there is a hunter's mark!



### 3.7. Demeo Reloaded

The fight for the future begins...



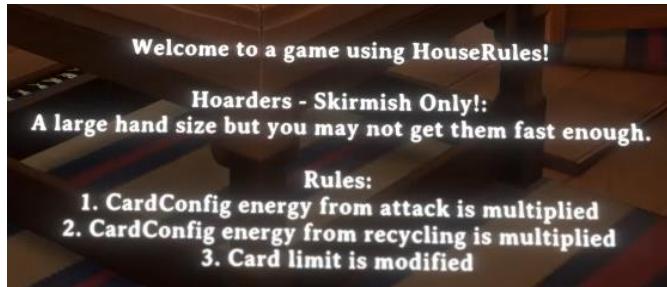
### 3.8. Flipping Out!

Now it's time to flip the coins and only the coins. Will you understand if I say Heads or Tails? BIG ENEMIES are ready to say hello.



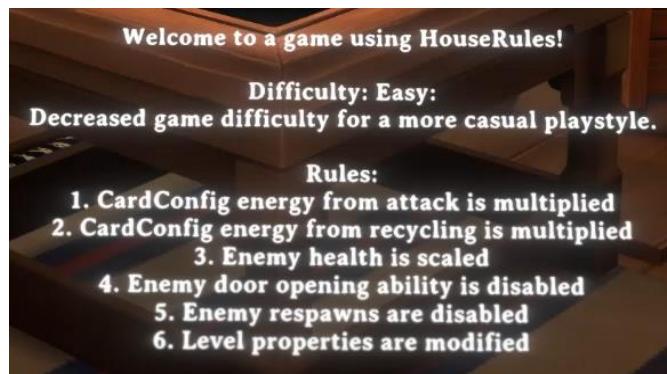
### 3.9. Hoarders \ Skirmish Only

A really big hand awaits you! Will they come fast enough is the question.



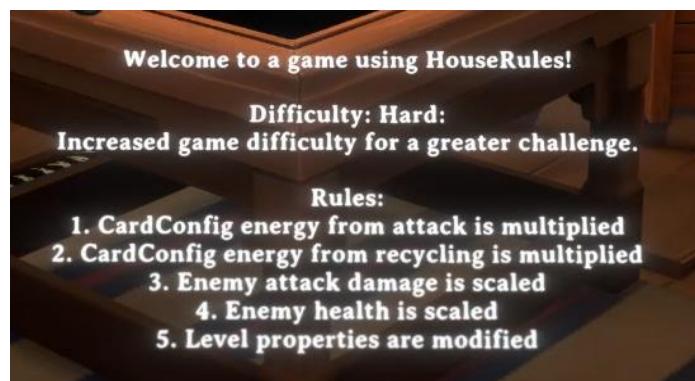
### 3.10. Difficulty: Easy

A decreased game difficulty for the more casual play style.



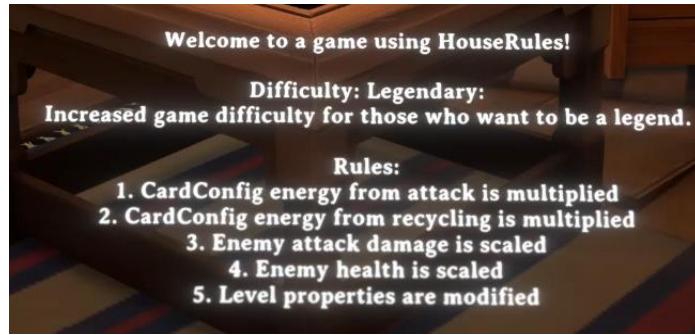
### 3.11. Difficulty: Hard

An increased difficulty option makes for a greater challenge.



### 3.12. Difficulty: Legendary

If the game weren't difficult enough, now you get to terrorize yourself and beat them all! Become the legend!



### 3.13. Earth Wind & Fire

Not the band at all. Remember the lyrics to the song as she sings "Let's get Physical"? This version is "Let's get Elemental".



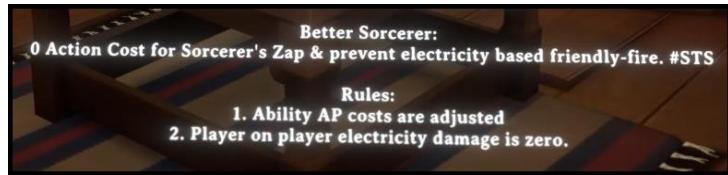
### 3.14. 3x3 Potions and Buffs

Heal, Strength, Speed, Adamant, Vitality, Damage Resist, Focus, One More Thing, Antitoxin, Repair Armor and Bard buffs are 3x3 AOE.



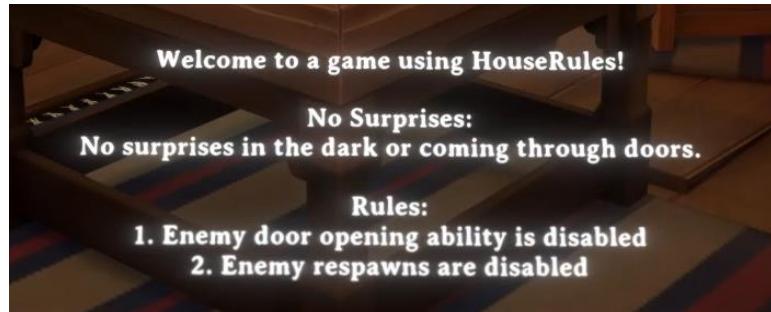
### 3.15. Better Sorcerer

0 Action Cost for Sorcerer's Zap & prevent electricity based friendly-fire.  
#STS



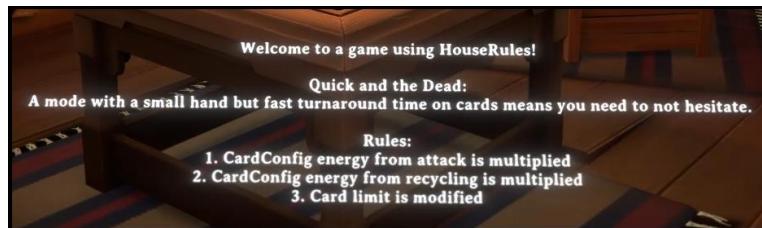
### 3.16. No Surprises

Whether it's in the dark or coming through those doors, there are no surprises.



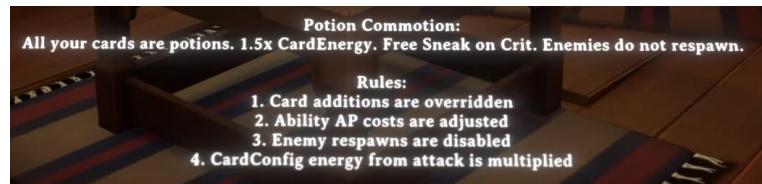
### 3.17. Quick and the Dead

Here's a mode that offers a small hand but very fast turnaround time on cards. Don't hesitate!



### 3.18. Potion Commotion

OK potion lovers your wish has finally come true. All of your cards are potions. 1.5x CardEnergy. Free Sneak on Crit. Enemies do not respawn.



#### 4. Installing RoomFinder

Here is another mod that allows you to locate a public room where others are playing and you might be willing to join. The mod can be downloaded from GitHub, click [here](#) to be transferred to the correct website.

1. Download the latest RoomFinder dll version from [here](#).

Copy the updated Roomfinder.dll file into the mods folder. If one exists, overwrite it.

Name	Date modified	Type	Size
HouseRules_Configuration.dll	5/21/2023 5:54 AM	Application extension	46 KB
HouseRules_Core.dll	5/21/2023 5:54 AM	Application extension	23 KB
HouseRules_Essentials.dll	5/21/2023 5:54 AM	Application extension	103 KB
RoomCode_1.2.1.dll	5/22/2023 3:15 PM	Application extension	7 KB
RoomFinder.dll	5/22/2023 3:09 PM	Application extension	43 KB

#### Checkpoint!

Your browser is likely not to download the file without additional approval. Be sure to provide the approval by you to download.



2. Execute the Demeo \ PC Edition software. In the upper right corner, select RoomFinder.



3. Locate a group and click on the room number to join that public group.

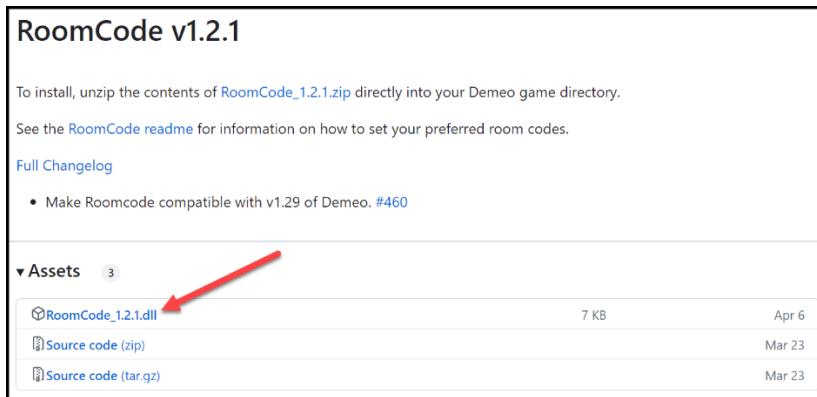
RoomFinder			
<a href="#">Refresh</a>			
Sort by: <a href="#">Game</a> <a href="#">Floor</a> <a href="#">Players</a>			
8900	RatKing	2	3/4
4061	Town	1	3/4
5862	RatKing	2	3/4
6441	Forest	2	2/4
7709	ElvenQueen	2	2/4
0901	RatKing	1	2/4
5747	ElvenQueen	2	2/4
3760	ElvenQueen	1	1/4
4333	ElvenQueen	1	1/4
9172	Town	1	1/4

< 1/1 >

## 5. Installing RoomCode

Here is another mod that allows you to locate a public room where others are playing and you might be willing to join. The mod can be downloaded from GitHub, click [here](#) to be transferred to the correct website.

1. Download the latest RoomCode.dll version from [here](#).



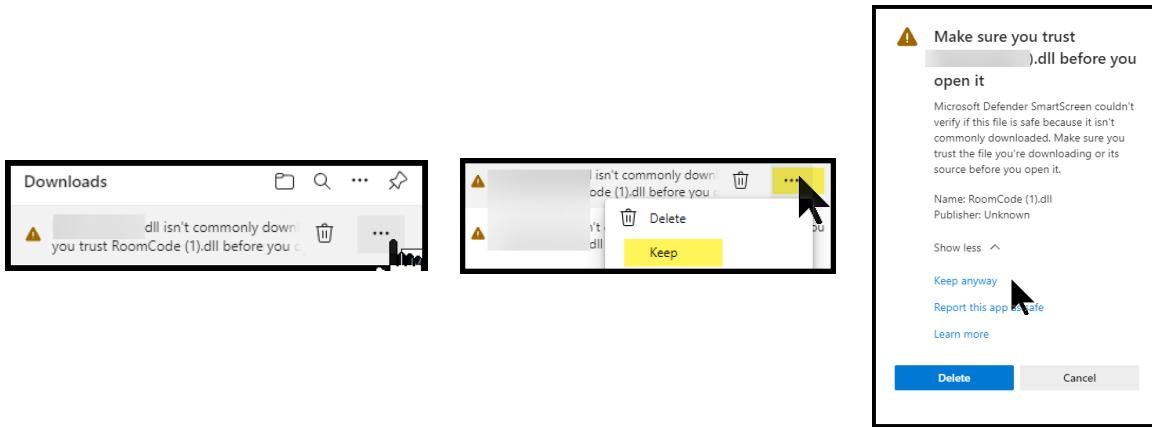
2. Place the dll file into the mods folder. Proceed to the important next step.

Name	Date modified	Type	Size
bak 041423	4/14/2023 2:31 PM	File folder	
HouseRules_Configuration.dll	5/21/2023 5:54 AM	Application extension	46 KB
HouseRules_Core.dll	5/21/2023 5:54 AM	Application extension	23 KB
HouseRules_Essentials.dll	5/21/2023 5:54 AM	Application extension	103 KB
RoomCode_1.2.1.dll	5/22/2023 3:15 PM	Application extension	7 KB
RoomFinder.dll	5/22/2023 3:09 PM	Application extension	43 KB

A red arrow points to the "RoomCode\_1.2.1.dll" file in the list.

## Checkpoint!

Your browser is likely not to download the file without additional approval. Be sure to provide the approval by you to download.



3. Run the Demeo \ PC Edition software.
4. Set your own room code.

After installing the mod, run the game once. A configuration file will be created in your Demeo game directory. Specifically, at: <Demeo\_Game\_Directory>/UserData/MelonPreferences.cfg  
You should see something like the following in that file.

```
[RoomCode]
enabled = true
codes = [ ]
```

enabled: Set to true to enable the mod, or false to disable it.

codes: List all room codes you'd like to use, in order of preference.

If none of the room codes are available, the mod will fall back to Demeo's random room code generation.

### **Example configuration:**

```
[RoomCode]
enabled = true
codes = ["8888", "7777", "1234"]
```

loadRulesetsFromConfig = true  
  
[RoomCode]  
enabled = true  
codes = [ "0123", "55555" ]"/>

```
*MelonPreferences.cfg - Notepad
File Edit Format View Help
[HouseRules]
defaultRuleset = ""
loadRulesetsFromConfig = true

[RoomCode]
enabled = true
codes = [ "0123", "55555" ]
```

**Note \** List all room codes you'd like to use, in order of preference. If none of the room codes are available, the mod will fall back to Demeo's random room code generation. In this example room 0123 is not available but 55555 is.



Authors Note \ If you hover over the room code, it allows you to copy it to the clipboard.

## 6. Questions and Answers

This section helps you to see the questions that were asked and what was the solution.

Q1: Do you need to use quest software on your PC to get House Rules operating properly?

A1: No, you don't. This will run independently from SteamVR software.

Q2: When I load my custom ruleset it doesn't load according to the melon logger. No Ruleset files were found. This is what you will see if the custom rulesets are not in the correct folder. Where should I look to fix this?

```
Setting breakpad minidump AppID = 1837750
SteamInternal_SetMinidumpSteamID: Caching Steam ID: 76561198031354653 [API loaded no]
[12:34:05.421] [HouseRules:Configuration] Found [0] ruleset files in configuration.
```

A2: I ran into this first hand and did not follow the instructions to a tee. Place your custom .json rulesets in the HouseRules folder NOT the ExampleRulesets folder. See the next section "Custom Build Rulesets" for more details. Your custom rulesets should be detected, as shown.

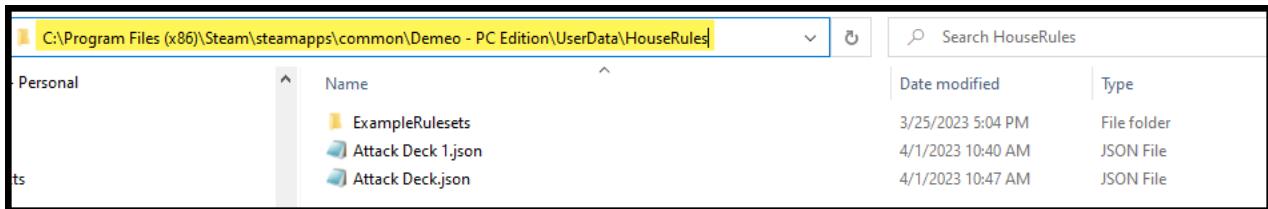
```
[12:16:46.723] [HouseRules:Configuration] Found [2] ruleset files in configuration.
[12:16:52.810] [HouseRules:Configuration] Successfully imported ruleset from: C:\Program Files (x86)\Steam\steamapps\common\Demeo - PC Edition\UserData\HouseRules\Attack Deck.json
[12:16:52.812] [HouseRules:Core] Registering ruleset: Attack Deck Modified (with 22 rules)
[12:16:58.420] [HouseRules:Configuration] Successfully imported ruleset from: C:\Program Files (x86)\Steam\steamapps\common\Demeo - PC Edition\UserData\HouseRules\Attack Deck1.json
```

Q3: I am using PCVR version and not the PC version. I am getting a black screen on install what should I do?

A3: Download the [demeo.dll](#) file from the Github link. **ONLY IF YOU'RE USING PCVR** you need to also download the *Demeo.dll* file and copy it into your \MelonLoader\Dependencies\CompatibilityLayers folder and overwrite the existing file!

## 7. Installing Custom Built Rulesets

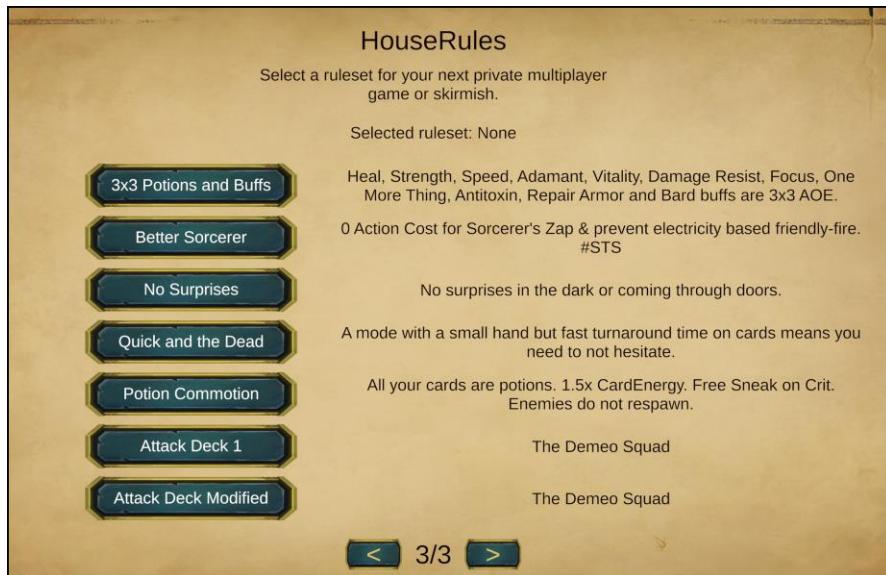
- a) The very first thing to mention is that ANY custom rules that you create will be installed into the UserData>HouseRules folder. Do NOT place your custom rulesets in the ExampleRulesets folder, they will not be loaded and will yield an error upon loading.



- b) The second thing to note is when you open your custom json file. This is the name used in the Ruleset menu, not the name of the file. In this example of the two rules shown above they each have a different name at the top of the ruleset when you open it.

```
{ "Name": "Attack Deck Modified",  
  "Description": "The Demeo Squad",  
  "Rules": [
```

```
{ "Name": "Attack Deck 1",  
  "Description": "The Demeo Squad",  
  "Rules": [
```



## 8. Rules and Configurations

In this section we add to existing and known information provided by the author. According to the source code there are many rules that have some examples and details and some we will try to add here with additional examples to make your custom ruleset journey more thought provoking.

Here is a list of the rules that are documented are highlighted and those that we will explore and expand on. There are currently 48 available ruletypes, 27 are explained (highlighted in yellow) and 21 are not (Shown in white).

```
private static void RegisterRuleTypes()
{
    HR.Rulebook.Register(typeof(AbilityAoeAdjustedRule));
    HR.Rulebook.Register(typeof(AbilityBackstabAdjustedRule));
    HR.Rulebook.Register(typeof(AbilityDamageOverriddenRule));
    HR.Rulebook.Register(typeof(AbilityHealOverriddenRule));
    HR.Rulebook.Register(typeof(AbilityActionCostAdjustedRule));
    HR.Rulebook.Register(typeof(AbilityRandomPieceListRule));
    HR.Rulebook.Register(typeof(AbilityStealthDamageOverriddenRule));
    HR.Rulebook.Register(typeof(ApplyEffectOnHitAdjustedRule));
    HR.Rulebook.Register(typeof(BackstabConfigOverriddenRule));
    HR.Rulebook.Register(typeof(CourageShantyAddsHpRule));
    HR.Rulebook.Register(typeof(CardAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(CardChestAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(CardClassRestrictionOverriddenRule));
    HR.Rulebook.Register(typeof(CardEnergyAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(CardEnergyFromAttackMultipliedRule));
    HR.Rulebook.Register(typeof(CardEnergyFromRecyclingMultipliedRule));
    HR.Rulebook.Register(typeof(CardLimitModifiedRule));
    HR.Rulebook.Register(typeof(CardSellValueMultipliedRule));
    HR.Rulebook.Register(typeof(EnemyAttackScaledRule));
    HR.Rulebook.Register(typeof(EnemyCooldownOverriddenRule));
    HR.Rulebook.Register(typeof(EnemyDoorOpeningDisabledRule));
    HR.Rulebook.Register(typeof(EnemyHealthScaledRule));
    HR.Rulebook.Register(typeof(EnemyRespawnDisabledRule));
    HR.Rulebook.Register(typeof(FreeAbilityOnCritRule));
    HR.Rulebook.Register(typeof(GoldPickedUpMultipliedRule));
    HR.Rulebook.Register(typeof(LampTypesOverriddenRule));
    HR.Rulebook.Register(typeof(LevelExitLockedUntilAllEnemiesDefeatedRule));
    HR.Rulebook.Register(typeof(LevelPropertiesModifiedRule));
    HR.Rulebook.Register(typeof(LevelSequenceOverriddenRule));
    HR.Rulebook.Register(typeof(MonsterDeckOverriddenRule));
    HR.Rulebook.Register(typeof(PartyElectricityDamageOverriddenRule));
    HR.Rulebook.Register(typeof(PetsFocusHunterMarkRule));
    HR.Rulebook.Register(typeof(PieceConfigAdjustedRule));
    HR.Rulebook.Register(typeof(PieceImmunityListAdjustedRule));
    HR.Rulebook.Register(typeof(PieceAbilityListOverriddenRule));
    HR.Rulebook.Register(typeof(PieceBehavioursListOverriddenRule));
    HR.Rulebook.Register(typeof(PiecePieceTypeListOverriddenRule));
    HR.Rulebook.Register(typeof(PieceUseWhenKilledOverriddenRule));
    HR.Rulebook.Register(typeof(PotionAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(RatNestsSpawnGoldRule));
    HR.Rulebook.Register(typeof(RegainAbilityIfMaxxedOutOverriddenRule));
    HR.Rulebook.Register(typeof(RoundCountLimitedRule));
    HR.Rulebook.Register(typeof(SpawnCategoryOverriddenRule));
    HR.Rulebook.Register(typeof(StartCardsModifiedRule));
    HR.Rulebook.Register(typeof(StatModifiersOverridenRule));
    HR.Rulebook.Register(typeof(StatusEffectConfigRule));
    HR.Rulebook.Register(typeof(TileEffectDurationOverriddenRule));
    HR.Rulebook.Register(typeof(TurnOrderOverriddenRule));
}
```

## 8.1. AbilityActionCostAdjusted

This rule adjusts the casting costs for players abilities. I think of it as an override. If you didn't use this rule, you could specify each character desired as a card choice along with **replenishfrequency** (See **replenishfrequency**).

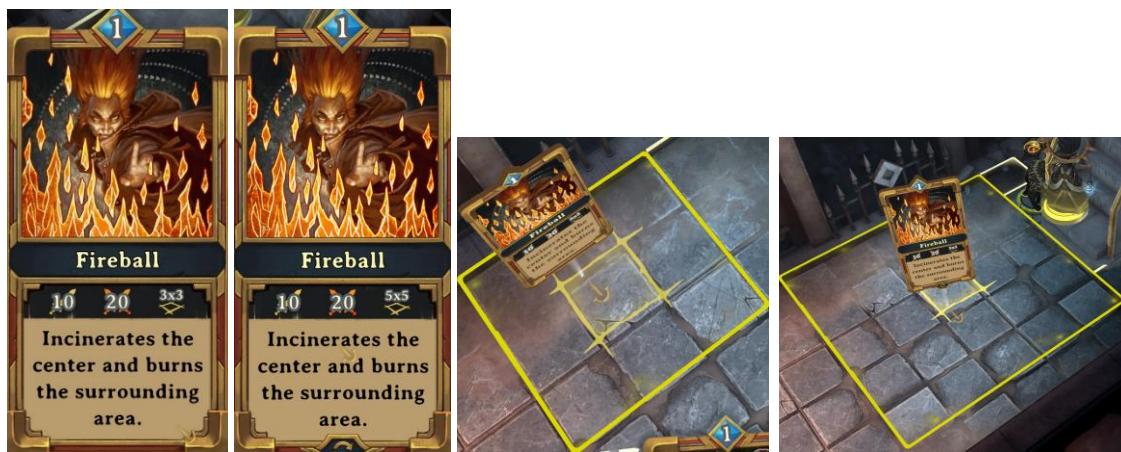
```
{  
  "Rule": "AbilityActionCostAdjusted",  
  "Config": {  
    "Zap": false,  
    "Overcharge": true  
  }
```

If Zap were false and Overcharge was true you would get this. If Zap were true and Overcharge was false you would get this.



## 8.2. AbilityAoeAdjusted

This rule does not operate with all abilities. The best example is if you specify a positive number, it will increase a range, or a negative number to decrease its range. For example, if you executed a fireball card by default it would look something like this:



The Fireball card would produce a field of 3x3 squares where damage will occur. Incrementing the number to 1 will create a 5x5 coverage field.

```
{  
    "Rule": "AbilityAoeAdjusted",  
    "Config": {  
        "Fireball": 1,  
        "StrengthPotion": 1  
    }  
}
```

### 8.3. AbilityBackstabAdjusted

Adjusts the **enableBackstabBonus** setting for abilities. When this ability is set to “true”, the ability should give a backstab bonus. If set to false, no bonus is provided. See **BackstabConfigOverridden**.

```
{  
    "Rule": "AbilityBackstabAdjusted",  
    "Config": {  
        "Zap": true,  
        "Arrow": true,  
        "PiercingArrow": true,  
        "PoisonedTip": true,  
        "Fireball": true,  
        "Freeze": true  
    }  
}
```

### 8.4. ApplyEffectOnHitAdjusted

Here is an interesting rule that lets you adjust an effect on a boardpiece and its attackers. For example, you lay down a barricade and when an attacker strikes the barricade it can be Confused, Diseased, Disoriented, Panic, ExposeEnergy and more. See the [Effect State](#) section.

```
{  
    "Rule": "ApplyEffectOnHitAdjusted",  
    "Config": {  
        "HealingBeacon": "Recovery",  
        "Lure": "Confused",  
        "HeroSorcerer": "CorruptedRage",  
        "HeroWarlock": "ExposeEnergy",  
        "Barricade": "Thorns",  
        "EyeOfAvalon": "Revealed",  
        "IceLamp": "IceImmunity",  
        "OilLamp": "FireImmunity",  
        "VortexLamp": "Invisibility"  
    }  
}
```

## 8.5. AbilityDamageOverridden

The Ability target Damage and critical Hit Damage can be adjusted. Only functions for abilities which do damage. The CriticalHitDamage is adjusted to double normal damage. The first number is normal hit damage and the second number would be if a critical is rolled.

```
{  
"Rule": "AbilityDamageOverridden",  
"Config": {  
"Zap": [ 2, 5 ],  
"Whirlwind": [ 4, 8 ]  
}}
```

The above example demonstrates that "Zap": [ 2, 5 ]` will set Zap targetDamage to 2 and critDamage to 5.

## 8.6. AbilityHealOverridden

The Ability target Damage and critical Hit Damage can be adjusted. Only functions for abilities which do damage. The CriticalHitDamage is adjusted to double normal damage. The first number is normal hit damage and the second number would be if a critical is rolled.

```
"Rule": "AbilityHealOverridden",  
"Config": {  
"HealingPotion": 10,          (The healing potion in your hand has a value of 10)  
"Rejuvenation": 10,          (The Rejuvenation provides a value of ten to all party members.)  
"AltarHeal": 15,             (The AltarHeal provides a value of fifteen as a heal.)  
}
```

Example shown "HealingPotion": 50,



## 8.7. AbilityRandomPieceList

This ability will allow specified [BoardPieces](#) that could spawn random pieces. This rule allows the list to be replaced with different pieces.

```
{  
  "Rule": "AbilityRandomPieceList",  
  "Config": {  
    "BeastWhisperer": [  
      "ScabRat", //should stop them from spawning nests  
      "Slimeling", //might combine with enemy slimeling's  
      "GoblinRanger",  
      "Slime"  
    ]  
  }  
}
```

## 8.8. CardAdditionOverridden

A list of cards you will receive from opening a chest. For example here is a list for the Guardian.

```
{
  "Rule": "CardAdditionOverridden",
  "Config": {
    "HeroGuardian": [
      "Bone",
      "WebBomb",
      "Regroup",
      "Rejuvenation",
      "OneMoreThing",
      "PanicPowder",
      "Barricade",
      "BottleOfLye",
      "Teleportation",
      "StrengthPotion",
      "SwiftnessPotion",
      "HealingPotion",
      "VigorPotion",
      "ScrollElectricity",
      "ScrollTsunami",
      "LuckPotion",
      "IceImmunePotion",
      "FireImmunePotion",
      "ExtraActionPotion",
      "DamageResistPotion",
      "WaterBottle",
      "HealingWard",
      "AdamantPotion",
      "WhirlwindAttack",
      "WarCry",
      "TheBehemoth",
      "PiercingThrow",
      "Charge",
      "HealingWard",
      "WhirlwindAttack",
      "WarCry",
      "TheBehemoth",
      "PiercingThrow",
      "Charge",
      "HealingWard",
      "WhirlwindAttack",
      "WarCry",
      "TheBehemoth",
      "PiercingThrow",
      "Charge"
    ],
  }
}
```

## 8.9. CardChestAdditionOverridden

Tell the chest what you want it to provision.

```
{
  "Rule": "CardChestAdditionOverridden", //class cards.
  "Config": {

    "HeroGuardian": [ "Rejuvenation", "Rejuvenation", "OneMoreThing", "TheBehemoth"],

    "HeroBarbarian": ["DropChest", "DropChest", "Rejuvenation", "OneMoreThing", "MarkOfVerga"],

    "HeroBard": [ "Portal", "SwiftnessPotion", "SpawnRandomLamp"],

  }
}
```

## 8.10. LevelPropertiesModified

This modification allows for you to declare how many blue diamonds will appear on the map. Here is an example.

```
{  
    "Rule": "LevelPropertiesModified",  
    "Config": {  
        "BigGoldPileChance": 15,  
        "FloorOneHealingFountains": 2,  
        "FloorOnePotionStand": 1,  
        "FloorOneMerchant": 0,  
        "FloorOneLootChests": 10,  
        "FloorOneGoldMaxAmount": 1200,  
        "FloorTwoHealingFountains": 3,  
        "FloorTwoPotionStand": 1,  
        "FloorTwoMerchant": 0,  
        "FloorTwoLootChests": 11,  
        "FloorTwoGoldMaxAmount": 1500,  
        "FloorThreeHealingFountains": 4,  
        "FloorThreePotionStand": 1,  
        "FloorThreeMerchant": 0,  
        "FloorThreeLootChests": 8  
    }  
}
```

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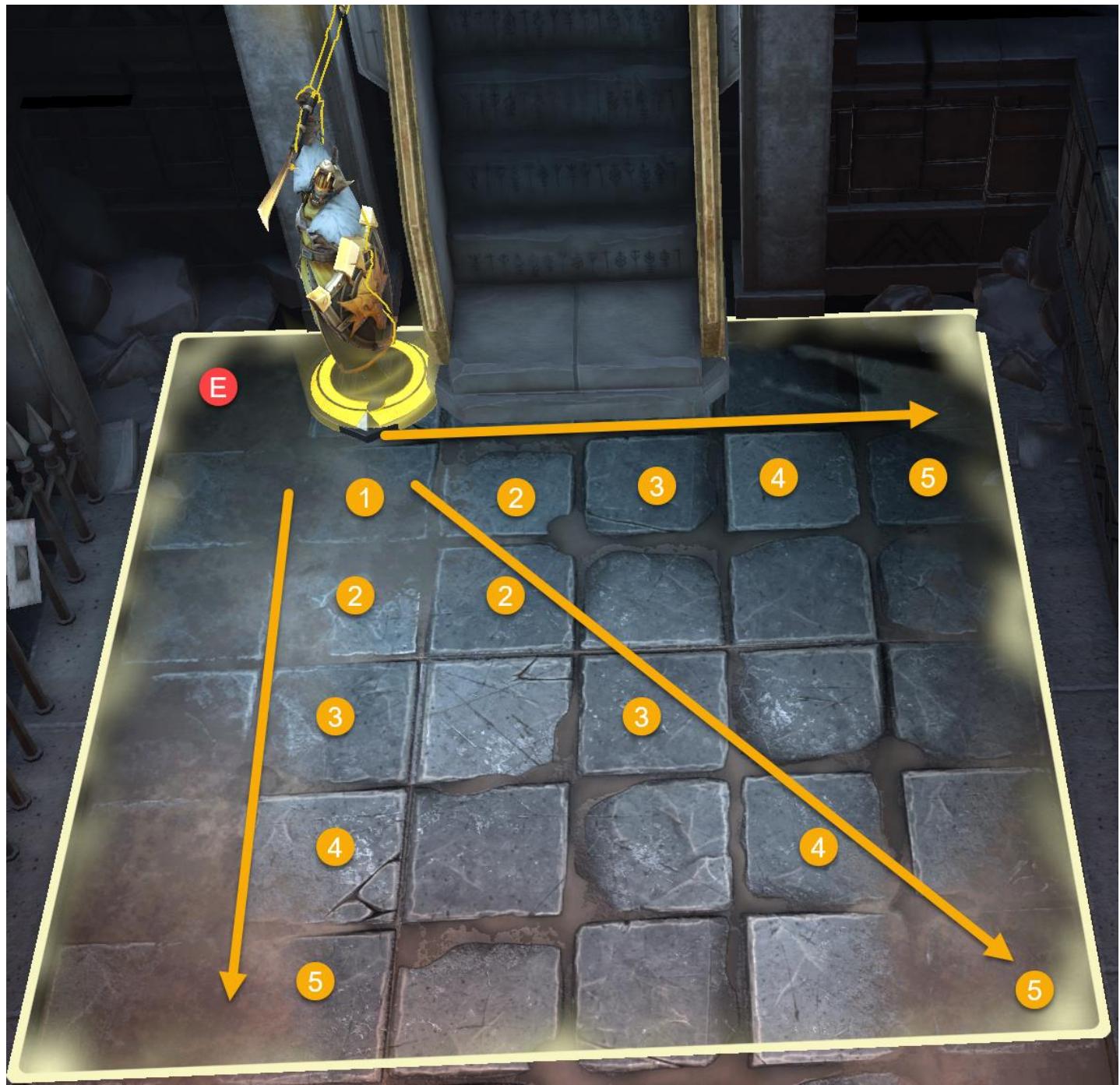


## 8.11. PieceConfigAdjusted

This is where you would list specifics for a given character piece.



- The **starting health** of a character is shown as 15 or a number you configured.
- The **Action Point** is how many turns the character will have. The default is 2. Having three turns allows the player more time to incorporate a turn strategy.
- The **Attack Damage** is the minimal amount of damage (Die shows one sword) that will be dealt to an enemy during a hand-to-hand combat attack.
- The **Critical Hit Damage** is the maximum amount of damage (Die shows two crossed swords) that will be dealt to an enemy during a hand-to-hand combat attack.
- The **Move Range** is how many squares the character can move on each character movement.



Here are some assorted other game pieces you might find interesting.

```
[{"Piece": "HeroSorcerer", "Property": "AttackDamage", "Value": 5.0},  
 {"Piece": "HeroSorcerer", "Property": "CriticalHitDamage", "Value": 12.0},  
 {"Piece": "HeroSorcerer", "Property": "MoveRange", "Value": 5.0},  
 {"Piece": "HeroWarlock", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "HeroWarlock", "Property": "ActionPoint", "Value": 3.0},  
 {"Piece": "HeroWarlock", "Property": "AttackDamage", "Value": 5.0},  
 {"Piece": "HeroWarlock", "Property": "CriticalHitDamage", "Value": 12.0},  
 {"Piece": "HeroWarlock", "Property": "MoveRange", "Value": 5.0},  
 {"Piece": "Mimic", "Property": "BerserkBelowHealth", "Value": 0.99},  
 {"Piece": "Mimic", "Property": "StartArmor", "Value": 1.0},  
 {"Piece": "Mimic", "Property": "StartHealth", "Value": 1.0},  
 {"Piece": "Mimic", "Property": "MoveRange", "Value": 1.0},  
 {"Piece": "Mimic", "Property": "AttackDamage", "Value": 1.0},  
 {"Piece": "ChestGoblin", "Property": "AttackDamage", "Value": 1.0},  
 {"Piece": "ChestGoblin", "Property": "StartHealth", "Value": 5.0},  
 {"Piece": "ChestGoblin", "Property": "MoveRange", "Value": 3.0},  
 {"Piece": "Wyvern", "Property": "BerserkBelowHealth", "Value": 0.65},  
 {"Piece": "Wyvern", "Property": "BarkArmor", "Value": 1.0},  
 {"Piece": "Wyvern", "Property": "MoveRange", "Value": 1.0},  
 {"Piece": "Wyvern", "Property": "AttackDamage", "Value": 1.0},  
 {"Piece": "Wyvern", "Property": "StartHealth", "Value": 1.0},  
 {"Piece": "Bandit", "Property": "WaterTrailChance", "Value": 0.15},  
 {"Piece": "Thug", "Property": "WaterTrailChance", "Value": 0.15},  
 {"Piece": "KillerBee", "Property": "WaterTrailChance", "Value": 0.15},  
 {"Piece": "Rat", "Property": "WaterTrailChance", "Value": 0.15},  
 {"Piece": "Spider", "Property": "WaterTrailChance", "Value": 0.15},  
 {"Piece": "ElvenHound", "Property": "WaterTrailChance", "Value": 0.15},  
 {"Piece": "Verochka", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "WarlockMinion", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "Barricade", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "HealingBeacon", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "Lure", "Property": "StartHealth", "Value": 18.0},  
 {"Piece": "SmiteWard", "Property": "StartHealth", "Value": 12.0},  
 {"Piece": "SwordOfAvalon", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "Verochka", "Property": "AttackDamage", "Value": 5.0},  
 {"Piece": "WarlockMinion", "Property": "AttackDamage", "Value": 5.0},  
 {"Piece": "SmiteWard", "Property": "AttackDamage", "Value": 5.0},  
 {"Piece": "SwordOfAvalon", "Property": "AttackDamage", "Value": 4.0}]
```

The diagram shows two pairs of properties highlighted with yellow and red boxes. A yellow double-headed arrow connects the 'StartHealth' property of 'Verochka' to the 'StartHealth' property of 'WarlockMinion'. A red double-headed arrow connects the 'AttackDamage' property of 'SmiteWard' to the 'AttackDamage' property of 'SwordOfAvalon'.

{

"Rule": "PieceConfigAdjusted",

"Config":

```
[{"Piece": "HeroBarbarian", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "HeroBarbarian", "Property": "ActionPoint", "Value": 3.0},  
 {"Piece": "HeroBarbarian", "Property": "AttackDamage", "Value": 5.0},  
 {"Piece": "HeroBarbarian", "Property": "CriticalHitDamage", "Value": 12.0},  
 {"Piece": "HeroBarbarian", "Property": "MoveRange", "Value": 5.0},  
  
 {"Piece": "HeroBard", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "HeroGuardian", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "HeroHunter", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "HeroRogue", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "HeroSorcerer", "Property": "StartHealth", "Value": 15.0},  
 {"Piece": "HeroWarlock", "Property": "StartHealth", "Value": 15.0},  
  
,
```

Examples above show how to declare different characters.

## 9. Ability Keys

A new update to this grid has been provided. An ability could be a card in a player's hand. For example, the card **Astral Strike** is actually called out as missleswarm. Another example would be that the card **Talakk's Hookstrike** is actually called out in the mod as grappleingsmash. The item shown in blue is the player's card name, NOT the name used in the rule to call that specific item\ability.

Mod Ability \ Real card Name	Mod Ability \ Real card Name	Mod Ability \ Real card Name
<ul style="list-style-type: none"> <li>• AbsorbCorruption</li> <li>• AbsorbMySoul</li> <li>• AcidSpit</li> <li>• AdamantPotion \ <a href="#">Adamant Potion</a></li> <li>• AltarHeal</li> <li>• Antitoxin \ <a href="#">Antitoxin</a></li> <li>• ArbalestierArrow</li> <li>• ArbalestierBarrage</li> <li>• ArbalestierPoisonTip</li> <li>• Arrow \ <a href="#">Arrow</a></li> <li>• Bandage</li> <li>• Banish \ <a href="#">Banish</a></li> <li>• Barrage</li> <li>• Barricade \ <a href="#">Barricade</a></li> <li>• BeastWhisperer \ <a href="#">Beast Whisperer</a></li> <li>• BlindingLight</li> <li>• Blink \ <a href="#">Blink</a></li> <li>• BlockAbilities</li> <li>• Bone \ <a href="#">Bone</a></li> <li>• BoobyTrap \ <a href="#">Booby Trap</a></li> <li>• BossBerserkOnDeath</li> <li>• BossShockwave</li> <li>• BottleOfLye \ <a href="#">Bottle of Lye</a></li> <li>• CallCompanion \ <a href="#">Call Companion</a></li> <li>• Charge \ <a href="#">Charge</a></li> <li>• ChargeBarbarian</li> <li>• ChargeMove</li> <li>• CoinFlip \ <a href="#">Coin Flip</a></li> <li>• Corrupt</li> </ul>	<ul style="list-style-type: none"> <li>• CorruptOneTurn</li> <li>• CorruptedDeathExplode</li> <li>• CorruptionBomb</li> <li>• CourageShanty \ <a href="#">Courage Shanty</a></li> <li>• CourageShanty</li> <li>• CursedDagger \ <a href="#">Cursed Dagger</a></li> <li>• DamageResistPotion \ <a href="#">Alag's Fighting Spirit</a></li> <li>• DeathBeam</li> <li>• DeathDropJeweledScarab</li> <li>• DeathDropJavelin</li> <li>• DeathDropMagicPotion</li> <li>• DeathDropVortexDust</li> <li>• DeathDropWaterBottle</li> <li>• DeathDropWoodBone</li> <li>• DeathFlurry</li> <li>• Deflect \ <a href="#">Astral Barrier</a></li> <li>• DetectEnemies \ <a href="#">Detect Enemies</a></li> <li>• Detox</li> <li>• DigRatsNest</li> <li>• DiseasedBite</li> <li>• DiseasedBiteKnockback</li> <li>• DivineLight</li> <li>• DrainLife</li> <li>• DrainingKiss</li> <li>• DropChest</li> <li>• EarthShatter</li> <li>• Electricity</li> <li>• ElvenKingMeleeWhip</li> <li>• ElvenKingShockwaveChargeup</li> <li>• ElvenSummonerDeflect</li> </ul>	<ul style="list-style-type: none"> <li>• Emerge</li> <li>• EmergencyTeleport</li> <li>• EnemyArrow \ <a href="#">Weak Arrow</a></li> <li>• EnemyArrowSnipe</li> <li>• EnemyBossHandCharge</li> <li>• EnemyBossHandGoToHealingState</li> <li>• EnemyBossHandHeal</li> <li>• EnemyBossHandHealSelf</li> <li>• EnemyBossHandSmash</li> <li>• EnemyBossHandSpawnPiece</li> <li>• EnemyBossHandsIntro</li> <li>• EnemyDropStolenGoods</li> <li>• EnemyFireball</li> <li>• EnemyFlashbang</li> <li>• EnemyFrostball</li> <li>• EnemyHeal</li> <li>• EnemyHealOne</li> <li>• EnemyHumanHeal</li> <li>• EnemyInvulnerability</li> <li>• EnemyJavelin</li> <li>• EnemyKnockbackMelee</li> <li>• EnemyLowerBossHands</li> <li>• EnemyMelee</li> <li>• EnemyMeleeBleed</li> <li>• EnemyPikeMeleeAttack</li> <li>• EnemyRaiseBossHands</li> <li>• EnemySpawnLeftBossHand</li> <li>• EnemySpawnRightBossHand</li> <li>• EnemySplashWater</li> <li>• EnemySplashWaterCorruption</li> <li>• EnemyStealCard</li> </ul>

Mod Ability \ Real card Name	Mod Ability \ Real card Name	Mod Ability \ Real card Name
<ul style="list-style-type: none"> <li>EnemyStealGold</li> <li>EnemyTelegraphBossHandCharge</li> <li>EnemyTelegraphBossHandSmash</li> <li>EnemyTownBossHeal</li> <li>EnemyTurretDamageProjectile</li> <li>EnemyWoodBone</li> <li><b>EnergyPotion \ Energy Potion</b></li> <li>Enrage</li> <li>ExplodingGasLamp \ <b>Launch Gas Lamp</b></li> <li>ExplodingIceLamp \ <b>Launch Ice Lamp</b></li> <li>ExplodingLampPlaceholder \ <b>A blank card used to store retrieved lamps</b></li> <li>ExplodingOilLamp \ <b>Launch Oil Lamp</b></li> <li>ExplodingVortexLamp \ <b>Launch Vortex Lamp</b></li> <li>ExplodingWaterLamp \ <b>Launch Water Lamp</b></li> <li>Explosion</li> <li>ExplosiveOrb</li> <li>ExtraAction \ <b>Focus (Potion)</b></li> <li>FireImmunePotion – <b>Fire Resistance</b></li> <li>Fireball \ <b>Fireball</b></li> <li>FlashBomb \ <b>Flash Bomb</b></li> <li>Freeze \ <b>Freeze</b></li> <li>FretsOffFire</li> <li>GasLamp \ <b>Gas Lamp</b></li> <li>GoblinBruteCharge</li> <li>God</li> <li>Grab</li> <li>Grapple \ <b>Grappling Hook</b></li> <li>HealingLight</li> </ul>	<ul style="list-style-type: none"> <li>GrapplingPush \ <b>Barbaric Chainwhip</b></li> <li>GrapplingSmash \ <b>Talakk's Hookstrike</b></li> <li>GrapplingTotem \ <b>The Leviathan</b></li> <li>GrapplingTotemHook</li> <li>GuidingLight \ <b>Guiding Light</b></li> <li>HailOfArrows \ <b>Hail of Arrows</b></li> <li>HealingPotion \ <b>Healing Potion</b></li> <li>HealingPowder \ <b>Healing Powder</b></li> <li>HealingWard \ <b>Healing Ward</b></li> <li>HeavensFury \ <b>Heaven's Fury</b></li> <li>HolyWater</li> <li>HuntersMark \ <b>Hunter's Mark</b></li> <li>HurricaneAnthem \ <b>Hurricane Anthem</b></li> <li>HymnOfBattle \ <b>Hymn of Obstruction</b></li> <li>HymnOfHealing</li> <li>HymnOfIntimidation</li> <li>IceExplosion</li> <li>IcelImmune \ <b>Ice Resistance (Potion)</b></li> <li>IceLamp \ <b>Ice Lamp</b></li> <li>Implode \ <b>Consuming Vortex</b></li> <li>ImplosionExplosionRain</li> <li>InvisibilityPotion – <b>Potion of Invisibility</b></li> <li>LastCrusade</li> <li>LaySpiderEgg</li> <li>Leap</li> <li>LeapHeavy \ <b>Pit Fighters' Leap</b></li> <li>LeechMelee</li> <li>LetItRain</li> <li>LightningBolt \ <b>Lightning Bolt</b></li> <li>LongRangeSpearPoke</li> <li>LuckPotion \ <b>Luck Potion</b></li> <li>Lure \ <b>Lure</b></li> <li>MagicBarrier \ <b>Magic Barrier</b></li> <li>MagicMissile \ <b>Masters Call</b></li> <li><b>MagicPotion \ Magic Potion</b></li> </ul>	<ul style="list-style-type: none"> <li>MagicShield \ <b>Magic Shield</b></li> <li>MarkOfVerga \ <b>Varga's Retribution</b></li> <li>MarkTargetTile \ <b>Mark Target</b></li> <li>MinionCharge \ <b>Feral Charge</b></li> <li>MinionMelee</li> <li>MinionRespawnInitiator</li> <li>MissileSwarm \ <b>Astral Strike</b></li> <li>Net \ <b>Net</b></li> <li>OilLamp \ <b>Oil Lamp</b></li> <li>OneMoreThing \ <b>One More Thing</b></li> <li>Overcharge \ <b>Overcharge</b></li> <li>Overload</li> <li>PVPAdamantPotion</li> <li>PVPBarricade</li> <li>PVPBeastWhisperer</li> <li>PVPBlink</li> <li>PVPCursedDagger</li> <li>PVPGasLamp</li> <li>PVPHuntersMark</li> <li>PVPIceLamp</li> <li>PVPOilLamp</li> <li>PVPScrollOfCharm</li> <li>PVPStealth</li> <li>PVPSummonElemental</li> <li>PVPVortexLamp</li> <li>PanicFlip</li> <li>PanicPowder \ <b>Panic Powder</b></li> <li>PanicPowderArrow</li> <li>Petrify</li> <li>PiercingThrow \ <b>Piercing Throw</b></li> <li>PiercingVoice \ <b>Piercing Voice</b></li> <li>PlayerLeap</li> <li>PlayerMelee</li> <li>PoisonBomb \ <b>Poison Bomb</b></li> <li>PoisonGas</li> <li>PoisonedTip</li> <li>Portal \ <b>Portal of Nozh</b></li> <li>PvPReplenishArmor</li> <li>RaiseRoots</li> </ul>

Mod Ability \ Real card Name	Mod Ability \ Real card Name	Mod Ability \ Real card Name
<ul style="list-style-type: none"> <li>Rally</li> <li>RalmasRevenge \ <b>Ralma's Reckoning</b></li> <li>RatBomb</li> <li>RatFrenzy</li> <li>RatWhisperer</li> <li>RatsNest</li> <li><b>Regroup \ Regroup</b></li> <li><b>Rejuvenation \ Rejuvenation</b></li> <li>ReleaseEnergy</li> <li>RemoveCorruption</li> <li>RemoveScorpionFrenzy</li> <li>RepeatingBallista \ <b>Repeating Ballista</b></li> <li><b>ReplenishArmor \ Replenish Armor</b></li> <li>ReplenishBarkArmor</li> <li><b>RevealPath \ Reveal Path</b></li> <li>Revive</li> <li>RootWall</li> <li>ScabRat</li> <li><b>ScrollElectricity \ Scroll of Lightning</b></li> <li><b>ScrollOfCharm \ Scroll of Charm</b></li> <li><b>ScrollTsunami \ Scroll of Tsunami</b></li> <li>SecondWind</li> <li><b>ShatteringVoice \ Shattering Voice</b></li> <li>Shockwave</li> <li>Shuffle</li> <li>SigataurianJavelin \ <b>Sigataurian Javelin</b></li> <li>SnakeBossLongRange</li> <li>SnakeBossMeteorRain</li> <li>SnakeBossOneshot</li> <li>SnakeBossShortRange</li> <li>Sneak \ <b>Sneak</b></li> <li><b>SongOfRecovery \ Song of Recovery</b></li> <li><b>SongOfResilience \ Song of Resilience</b></li> <li>SpawnCorruptionNode</li> <li>SpawnCultists</li> <li>SpawnElvenSummonerDefenders</li> </ul>	<ul style="list-style-type: none"> <li>SpawnEnemyTurret</li> <li>SpawnExplodingBarrel</li> <li>SpawnGiantRat</li> <li>SpawnGiantSlime</li> <li>SpawnGoblinBrute</li> <li>SpawnGoblinRanger</li> <li>SpawnGoldPile</li> <li>SpawnJeweledScarab \ <b>Jewelled Scarab</b></li> <li>SpawnLargeSpider</li> <li>SpawnMarauder</li> <li>SpawnMoreUnseenOnDeath</li> <li>SpawnMushrooms</li> <li>SpawnRandomLamp</li> <li>SpawnRat</li> <li>SpawnScarabSandPile</li> <li>SpawnSlime</li> <li>SpawnSnakeBossAgain</li> <li>SpawnSnakeTailBossAgain</li> <li>SpawnSpiderlings</li> <li>SpawnSummoningGreaterRift</li> <li>SpawnSummoningLesserRift</li> <li>SpawnSummoningMediumRift</li> <li>SpawnTombstoneSpellPowerPoti on</li> <li>SpiderWebshot</li> <li>SplittingArrow</li> <li><b>StrengthPotion \ Strength Potion</b></li> <li>StrengthenMinion</li> <li>SummonBossMinions</li> <li><b>SummonElemental \ Summon Elemental</b></li> <li>SummonGreaterMonster</li> <li>SummonLesserMonster</li> <li>SummonMediumMonster</li> <li>SummonMinion</li> <li>SummoningRiftFusion</li> <li><b>SwiftnessPotion \ Swiftness Potion</b></li> <li>SyncEmerge</li> <li><b>TauntingScream \ Howl of the Ancients</b></li> <li>Telekinesis</li> <li>TelekineticBurst</li> </ul>	<ul style="list-style-type: none"> <li>TeleportEnemy</li> <li>TeleportLamp</li> <li>TeleportRotateSit</li> <li>TeleportToBattle</li> <li><b>Teleportation \ Teleportation</b></li> <li><b>TheBehemoth \ The Behemoth</b></li> <li>ThornPowder</li> <li>TileBlock</li> <li>TileUnblock</li> <li><b>Torch \ Torch</b></li> <li>TornadoCharge</li> <li>TownBossAddXWalls</li> <li>TownBossWallAbility</li> <li>Tsunami</li> <li>TurretDamageProjectile</li> <li>TurretHealProjectile</li> <li>TurretHighDamageProjectile</li> <li>VenomousSting</li> <li>VerminFrenzy</li> <li><b>VigorPotion \ Vitality Potion</b></li> <li><b>Vortex \ Vortex</b></li> <li><b>VortexDust \ Vortex Dust</b></li> <li><b>VortexLamp \ Vortex Lamp</b></li> <li>WallDestroy</li> <li><b>WarCry \ War Cry</b></li> <li><b>WaterBottle \ Water Flask</b></li> <li>WaterDive</li> <li>WaterExplosion</li> <li><b>WaterLamp \ Water Lamp</b></li> <li>Weaken</li> <li>WeakeningShout</li> <li><b>WebBomb \ Web Bomb</b></li> <li>Whip</li> <li>WhipSmall</li> <li><b>WhirlwindAttack \ Whirlwind Attack</b></li> <li>WizardBossFocusFire</li> <li>WizardBossShowHint</li> <li>WizardBossShuffle</li> <li>WizardBossSpawnDoppelgangers</li> <li>WizardBossSqueeze</li> <li>WizardBossZap</li> <li><b>WoodenBone \ Wooden Bone</b></li> <li><b>Zap \ Zap</b></li> </ul>

## 10. Behaviors

<ul style="list-style-type: none"><li>• AbilityBuildUp</li><li>• AbsorbCorruptionBehaviour</li><li>• AttackAndRetreat</li><li>• AttackAndRetreatToOwner</li><li>• AttackPlayer</li><li>• AttackRandomTile</li><li>• AvoidElvenKingAttacks</li><li>• BurrowBehaviour</li><li>• CastOnSelf</li><li>• CastOnTeam</li><li>• ChargeMove</li><li>• ChargeToSafety</li><li>• Charging</li><li>• ConfusedTeleportEnemy</li><li>• CorruptionBehaviour</li><li>• Downed</li><li>• EarthShatter</li><li>• ElvenSummonerBehaviour</li><li>• ExplosiveOrb</li><li>• Flee</li><li>• FleeAndHeal</li><li>• FleeToFOW</li><li>• FleeToFOWAndBurrow</li><li>• FollowCloseToPlayerMeleeAttacker</li><li>• FollowPlayerMeleeAttacker</li><li>• FollowPlayerRangedAttacker</li><li>• GuardPost</li><li>• GuardTile</li><li>• GuidingLightBehaviour</li><li>• Heal</li><li>• HealAOE</li><li>• HealFromFOW</li><li>• HostileTowardsEntangled</li></ul>	<ul style="list-style-type: none"><li>• Invalid</li><li>• Javelin</li><li>• KeepDistance</li><li>• LeechMelee</li><li>• MadElvenKingHandBehaviour</li><li>• MotherCyBossBehaviour</li><li>• Patrol</li><li>• PikeAttack</li><li>• RangedAttackHighPrio</li><li>• RangedSpellCaster</li><li>• ReptileArcherBehaviour</li><li>• RootHoundMasterBehaviour</li><li>• RootLordBehaviour</li><li>• RootWall</li><li>• SandPileBehaviour</li><li>• SlimeFusion</li><li>• SnakeBossBehaviour</li><li>• SpawnBuildUp</li><li>• SpawnPiece</li><li>• StationaryAbilityBehaviour</li><li>• StrengthenNodeBehaviour</li><li>• SummoningRiftFusionBehaviour</li><li>• SupportUnit</li><li>• Swarm</li><li>• TornadoCharge</li><li>• TownBossBehaviour</li><li>• TsunamiRanged</li><li>• Turret</li><li>• UseBuildUpAbilityBehaviour</li><li>• VerminFrenzy</li><li>• VortexAbilityBehaviour</li></ul>	<ul style="list-style-type: none"><li>• WaterDiveRanged</li><li>• WaterDiveRetreat</li><li>• WizardBossBehaviour</li></ul>
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## 11. Board Pieces

• AltarOfBlessing	• FireElemental	• LevelEntranceForestPortal
• Bandit	• ForestEndLevelChest	• LevelEntranceInvisible
• Barricade	• GasLamp	• LevelEntranceTown
• BeggarTown	• GeneralRonthian	• LevelExit
• BigBoiMutant	• GiantSlime	• LevelExitDesert
• BossTown	• GiantSpider	• LevelExitForestPortal
• BotBoxHead	• GoblinChieftan	• LevelExitInvisible
• Brookmare	• GoblinFighter	• LevelExitTown
• Cavetroll	• GoblinMadUn	• LocustSwarmCloud
• CavetrollBoss	• GoblinRanger	• Lure
• ChestGoblin	• GoldPile	• MadElvenKingHandLeft
• CultMemberElder	• GoldSandPile	• MadElvenKingHandRight
• Door1x1Tile	• Gorgon	• MagicWall
• Door1x2Tile	• GrapplingTotem	• MerchantDesert
• Door1x3Tile	• GuidingLight	• Mimic
• DruidArcher	• HealingBeacon	• MotherCy
• DruidHoundMaster	• HeroBarbarian	• None
• EarthElemental	• HeroBard	• OilLamp
• ElvenArcher	• HeroBot	• OnboardingRat
• ElvenCultist	• HeroGuardian	• PoisonousRat
• ElvenHound	• HeroHunter	• Portal
• ElvenMarauder	• HeroRogue	• PotionStand
• ElvenMystic	• HeroSorcerer	• ProximityMine
• ElvenPriest	• HeroWarlock	• Ralma
• ElvenQueen	• IceElemental	• Rat
• ElvenSkirmisher	• IceLamp	• RatKing
• ElvenSpearman	• JeweledScarab	• RatNest
• ElvenSummoner	• KillerBee	• ReptileArcher
• EmptySandPile	• KillerBeeHive	• ReptileMutantWizard
• EndLevelChest	• LargeCorruption	• RootBeast
• EnemyTurret	• LevelEntrance	• RootCreeper
• EyeOfAvalon	• LevelEntranceDesert	• RootGolem

<ul style="list-style-type: none"> <li>• RootHound</li> <li>• RootLord</li> <li>• RootMage</li> <li>• RootVine</li> <li>• SandScorpion</li> <li>• ScabRat</li> <li>• ScarabSandPile</li> <li>• ScorpionSandPile</li> <li>• Seeker</li> <li>• SellswordArbalestier</li> <li>• SellswordArbalestierActive</li> <li>• SellswordMelee</li> <li>• SellswordMeleeActive</li> <li>• ServantOfAlfaragh</li> <li>• Sigataur</li> <li>• SilentSentinel</li> <li>• Slimeling</li> <li>• SmallCorruption</li> <li>• SmiteWard</li> <li>• SnakeBoss</li> <li>• SnakeTailBoss</li> <li>• Spider</li> <li>• SpiderEgg</li> <li>• SporeFungus</li> <li>• SubHeroRatOverseer</li> <li>• SummoningRiftBig</li> <li>• SummoningRiftMedium</li> <li>• SummoningRiftSmall</li> <li>• SwordOfAvalon</li> </ul>	<ul style="list-style-type: none"> <li>• TheUnheard</li> <li>• TheUnseen</li> <li>• TheUnspoken</li> <li>• Thug</li> <li>• Tombstone</li> <li>• Torch</li> <li>• Tornado</li> <li>• TownBreakableWall</li> <li>• TownEndLevelChestInvisible</li> <li>• TreasureChest</li> <li>• TreasureChestGold</li> <li>• Verochka</li> <li>• VillagerFemaleTown</li> <li>• VillagerMaleTown</li> <li>• VortexLamp</li> <li>• WarlockMinion (<b>This is Cana</b>)</li> <li>• WaterBottleChest</li> <li>• WaterLamp</li> <li>• WizardBoss</li> <li>• Wyvern</li> </ul>	
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## 12. Effect State Types

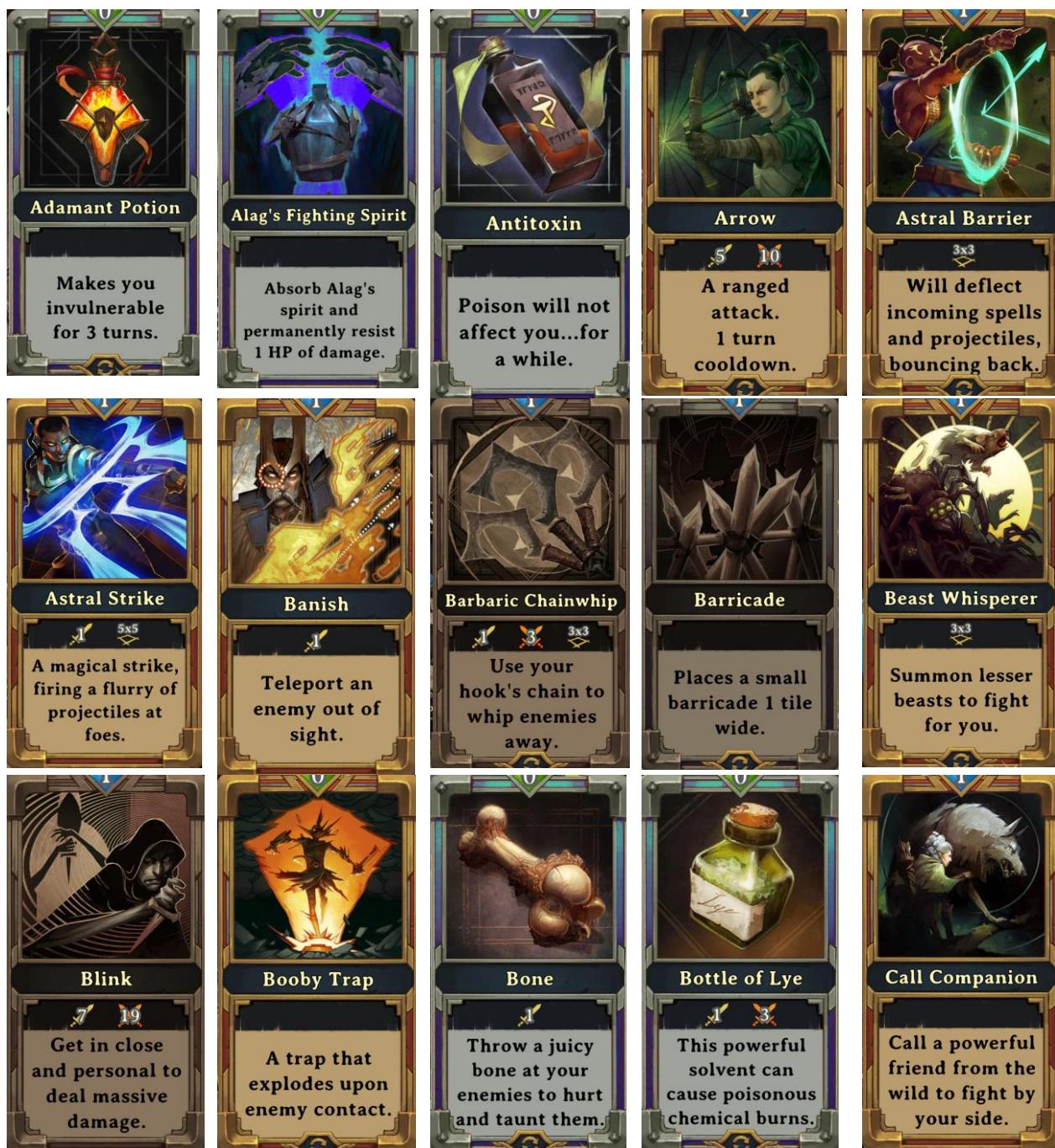
<ul style="list-style-type: none"> <li>• AIDirectorAmbientEnemy</li> <li>• AbilityBlocked</li> <li>• AbilityBuildUp</li> <li>• ActionPreventedInfinite</li> <li>• Aggroed</li> <li>• Antidote</li> <li>• BattleSong</li> <li>• Berserk</li> <li>• BerserkHandsActivated</li> <li>• Bleeding1</li> <li>• Bleeding2</li> <li>• Bleeding3</li> <li>• Blinded</li> <li>• BossHandChargeState</li> <li>• BossHandHealState</li> <li>• BossHandIdleState</li> <li>• BossHandOnGroundState</li> <li>• BossHandSmashState</li> <li>• BossHandSpawnableTarget</li> <li>• BossHandsDeathCooldown</li> <li>• CanaHunting</li> <li>• CanaStay</li> <li>• ChargeUp</li> <li>• Charging</li> <li>• Confused</li> <li>• ConfusedPermanentVisualOnly</li> <li>• CorruptedRage</li> <li>• Corruption</li> <li>• Courageous</li> </ul>	<ul style="list-style-type: none"> <li>• DefeatNearbyEnemiesExit</li> <li>• DefeatNearbyEnemy</li> <li>• Deflect</li> <li>• DeflectionBarrier</li> <li>• Discharge</li> <li>• Diseased</li> <li>• Disoriented</li> <li>• Downed</li> <li>• ElvenHand1RespawnCooldown</li> <li>• ElvenHand2RespawnCooldown</li> <li>• ElvenHand3RespawnCooldown</li> <li>• ElvenHand4RespawnCooldown</li> <li>• ElvenSummonerCycleCounter</li> <li>• ElvenSummonerEscapeTimer</li> <li>• Enraged</li> <li>• ExposeEnergy</li> <li>• ExtraAction</li> <li>• ExtraEnergy</li> <li>• Fearless</li> <li>• FireImmunity</li> <li>• Flying</li> <li>• ForestEndLevelChestHalfOpened</li> <li>• Frenzy</li> <li>• FrenzyTarget</li> </ul>	<ul style="list-style-type: none"> <li>• Frozen</li> <li>• God</li> <li>• GrappledByTotem</li> <li>• HandsActivated</li> <li>• HasExplodingLamp</li> <li>• Heal</li> <li>• HealingPowder</li> <li>• HealingSong</li> <li>• Heroic</li> <li>• IcelImmunity</li> <li>• Invisibility</li> <li>• Invisible</li> <li>• Invulnerable1</li> <li>• Invulnerable3</li> <li>• It</li> <li>• Key</li> <li>• KeyEndChest</li> <li>• KingShockwaveCharge</li> <li>• Locked</li> <li>• Luck</li> <li>• MagicShield</li> <li>• MagicShield1</li> <li>• MarkOfAvalon</li> <li>• MarkOfVerga</li> <li>• MinionLevel1</li> <li>• MinionLevel2</li> <li>• MinionLevel3</li> <li>• MinionLevelBoost</li> <li>• MinionSummoned</li> </ul>
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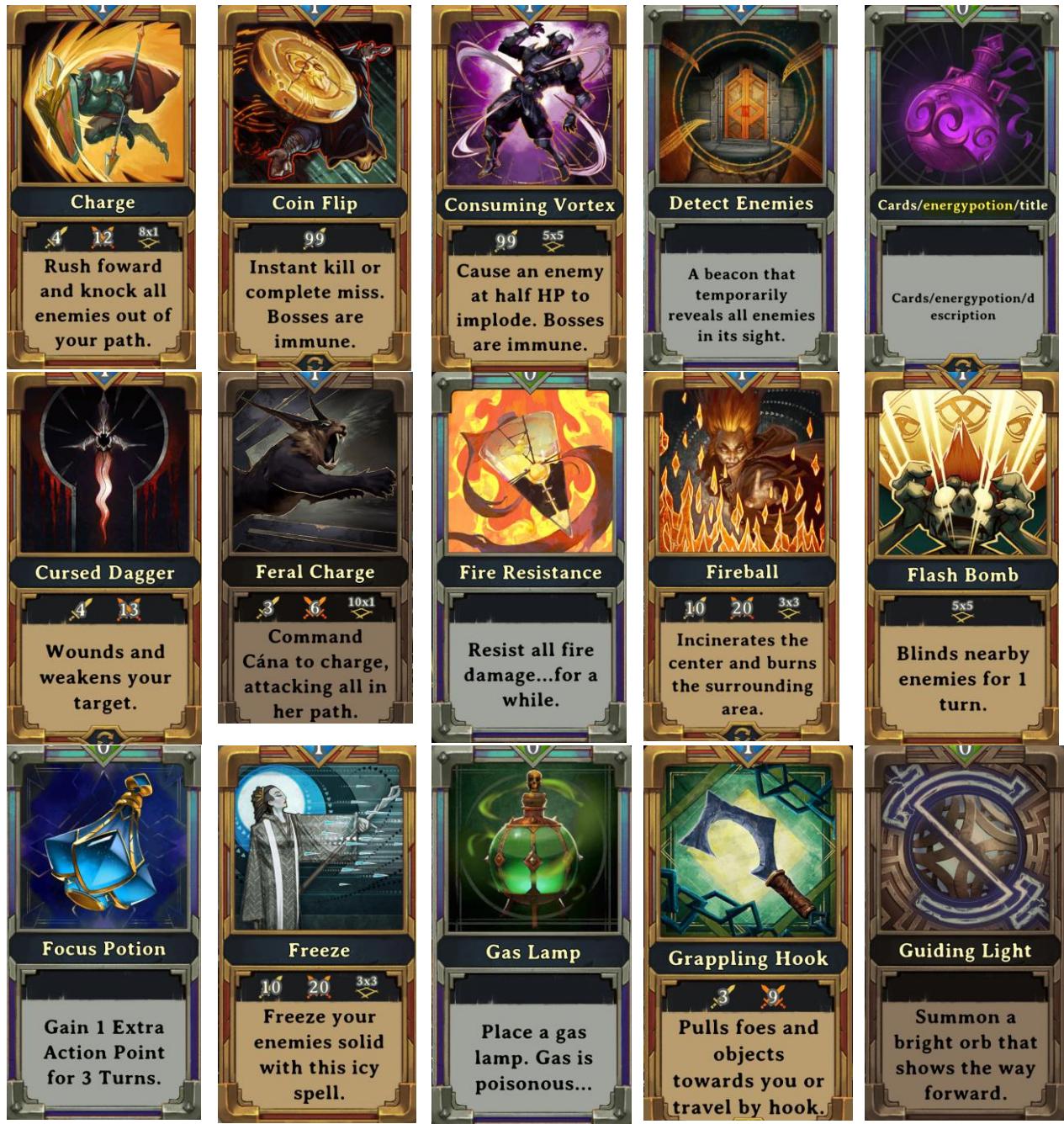
<ul style="list-style-type: none"> <li>• Netted</li> <li>• Overcharge</li> <li>• PVPConfused</li> <li>• PVPHuntersMark</li> <li>• PVPStealthed</li> <li>• Panic</li> <li>• Petrified</li> <li>• PlayerBerserk</li> <li>• PlayerPanic</li> <li>• Portal</li> <li>• Rally</li> <li>• Recovery</li> <li>• Resilience</li> <li>• RespawnCounter</li> <li>• RessurectAfterTurns</li> <li>• Revealed</li> <li>• ScorpionFrenzyTarget</li> <li>• SelfDestruct</li> <li>• SpawnBuildUp</li> <li>• SpawndFromSummoningRift</li> <li>• SpellPower</li> <li>• Stealthed</li> <li>• StolenCard</li> <li>• StolenGold</li> <li>• StrengthInNumbers</li> <li>• StunSelf</li> <li>• Stunned</li> <li>• SuddenDeath</li> <li>• SummoningRiftSpawn</li> <li>• SummoningSickness</li> <li>• Tangled</li> </ul>	<ul style="list-style-type: none"> <li>• TangledEnemy</li> <li>• Thorns</li> <li>• Torch</li> <li>• TorchPlayer</li> <li>• TownBossEngaging</li> <li>• TownBossHP20</li> <li>• TownBossHP40</li> <li>• TownBossHP50</li> <li>• TownBossHP60</li> <li>• TownBossHP80</li> <li>• TownBossThrone</li> <li>• UnitLeader</li> <li>• UnitSpawnCounter</li> <li>• Untargetable</li> <li>• UsedHookThisTurn</li> <li>• Venom</li> <li>• Weaken1Turn</li> <li>• Weaken2Turns</li> <li>• Wet</li> <li>• WizardDoppelganger</li> </ul>	
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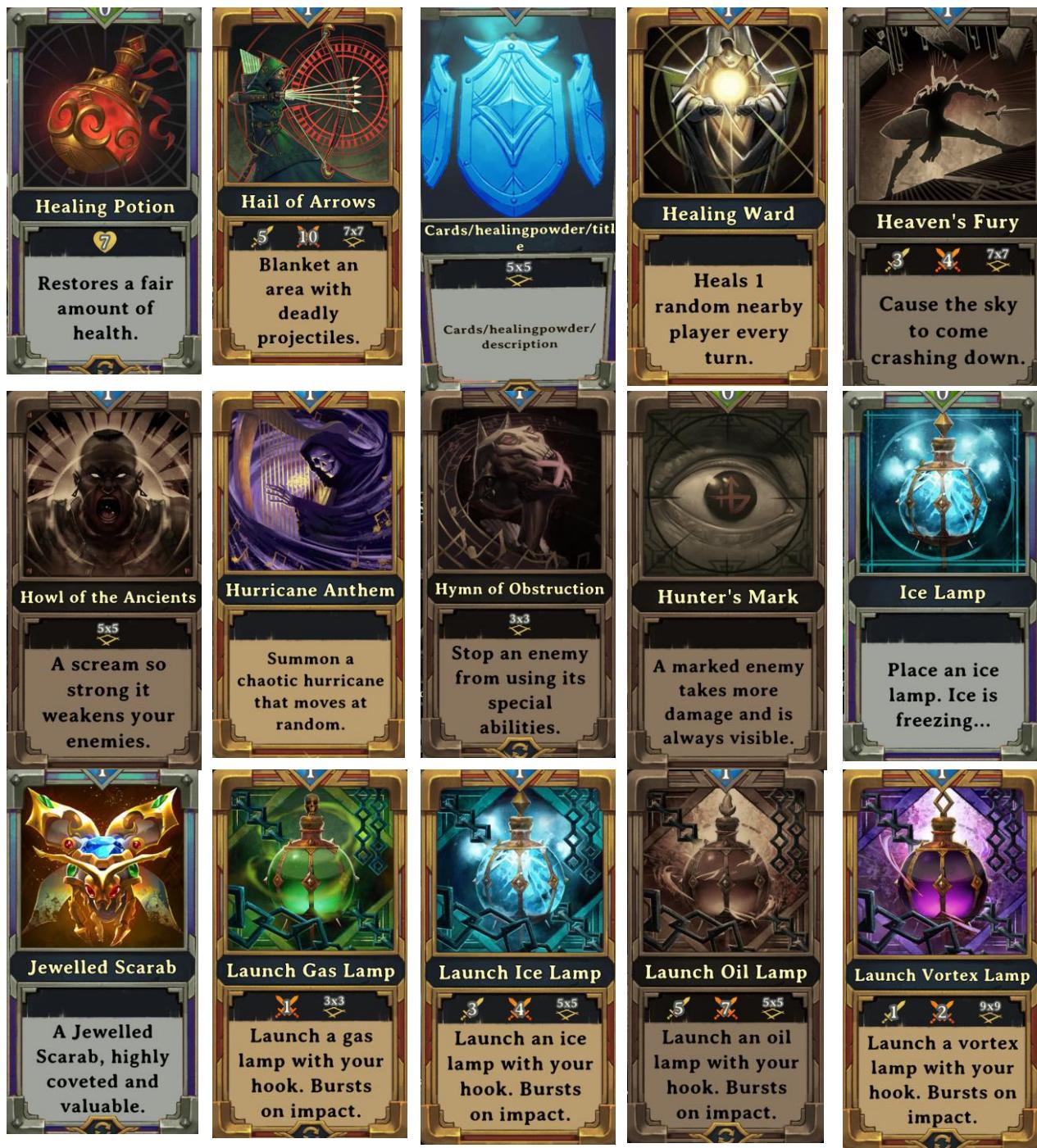
## 13. Piece Types

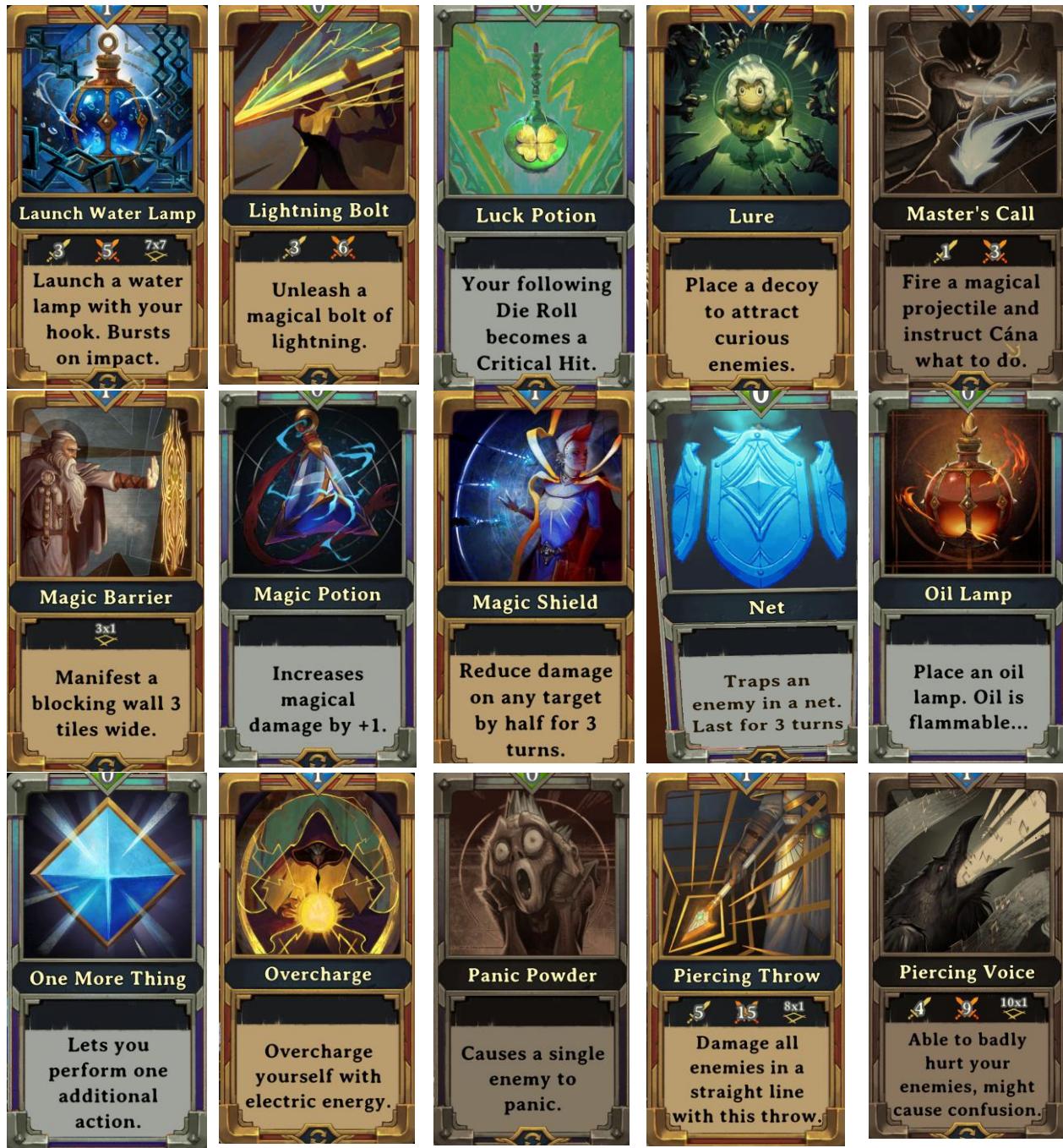
<ul style="list-style-type: none"><li>• Beggar</li><li>• Boss</li><li>• Bot</li><li>• Brittle</li><li>• Canine</li><li>• Corruption</li><li>• Creature</li><li>• DesertCreature</li><li>• Downable</li><li>• EndLevelChest</li><li>• ExplodingLamp</li><li>• Flying</li><li>• ForestCreature</li><li>• GiantSlime</li><li>• Goblin</li><li>• GrabbableInteractive</li><li>• HasMinionPowder</li><li>• IgnoreWhenCharmed</li><li>• Immovable</li><li>• ImmuneToMarkOfVarga</li><li>• Interactive</li><li>• LevelEntrance</li><li>• LevelExit</li><li>• LevelMerchant</li><li>• Lure</li><li>• MadElvenKingHand</li><li>• MagicWall</li><li>• MiniBarricade</li><li>• NPC</li></ul>	<ul style="list-style-type: none"><li>• NonAttackable</li><li>• NonGrabbable</li><li>• NonTeleportable</li><li>• Pickup</li><li>• Player</li><li>• Portal</li><li>• PreserveBetweenLevels</li><li>• Prop</li><li>• ProximityMine</li><li>• Rat</li><li>• RatNest</li><li>• RefillPotionsOnLevelTransition</li><li>• Reptile</li><li>• Rootling</li><li>• Sellsword</li><li>• ShowHealthbar</li><li>• ShowNameplate</li><li>• SmallSlime</li><li>• SummoningRift</li><li>• Thief</li><li>• TooHeavyToGrapple</li><li>• UNUSED_REMOVE_ME</li><li>• Undefined</li><li>• UpdateFogOfWar</li><li>• UseLevelSequenceVisionRange</li><li>• ValidCorruptionTarget</li><li>• Villager</li></ul>	
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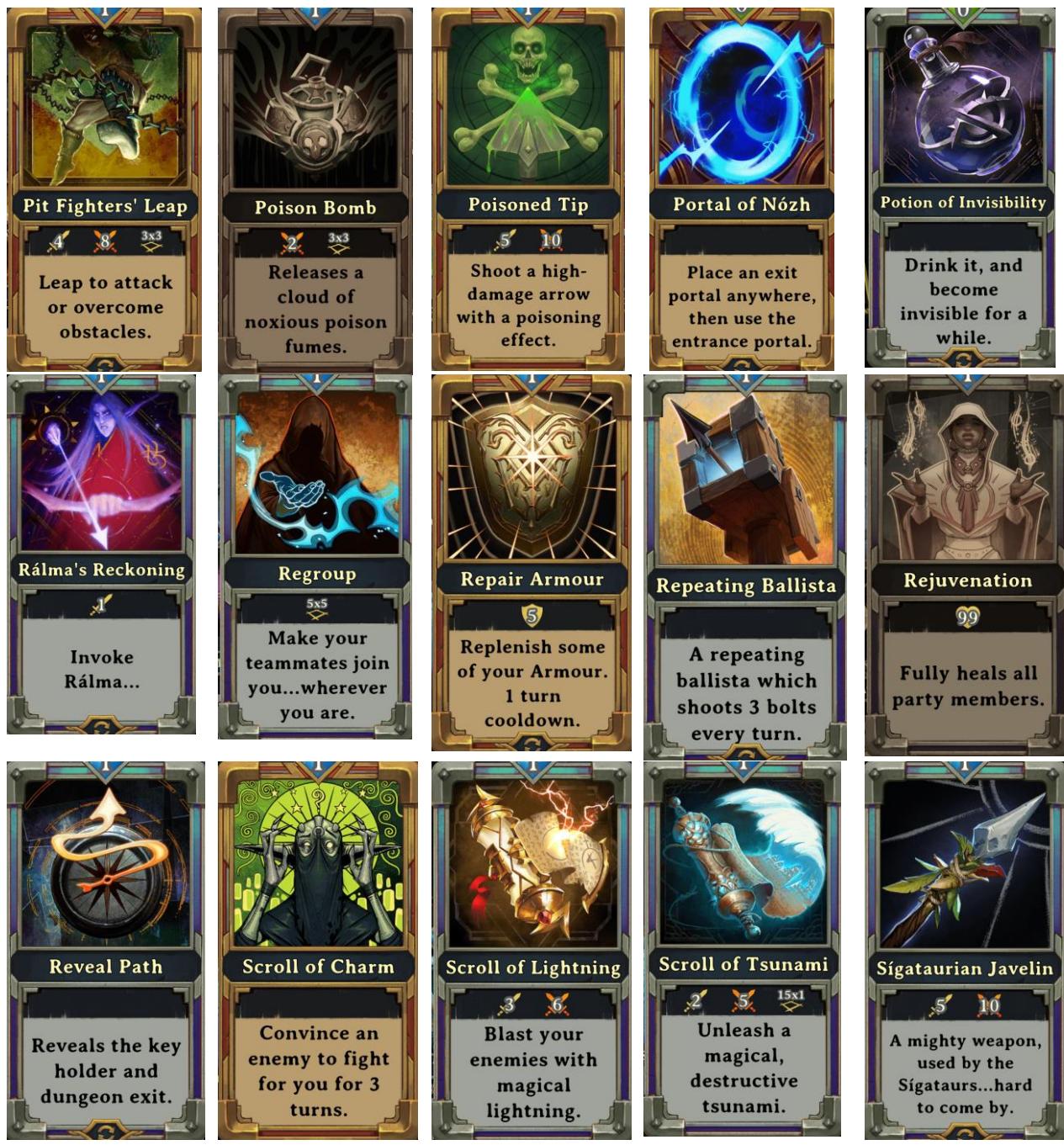
14. Cards (Pictures of player cards)

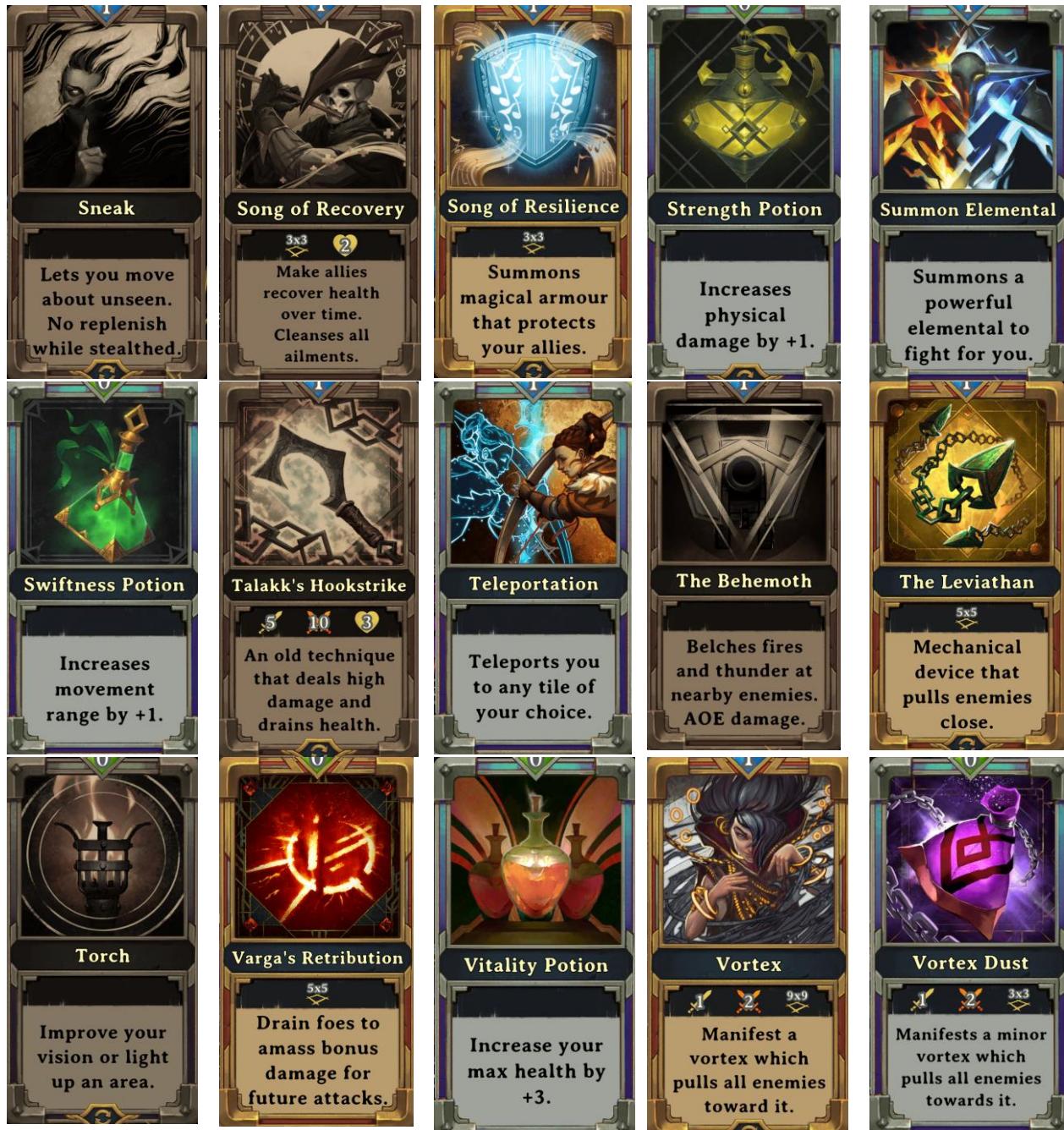


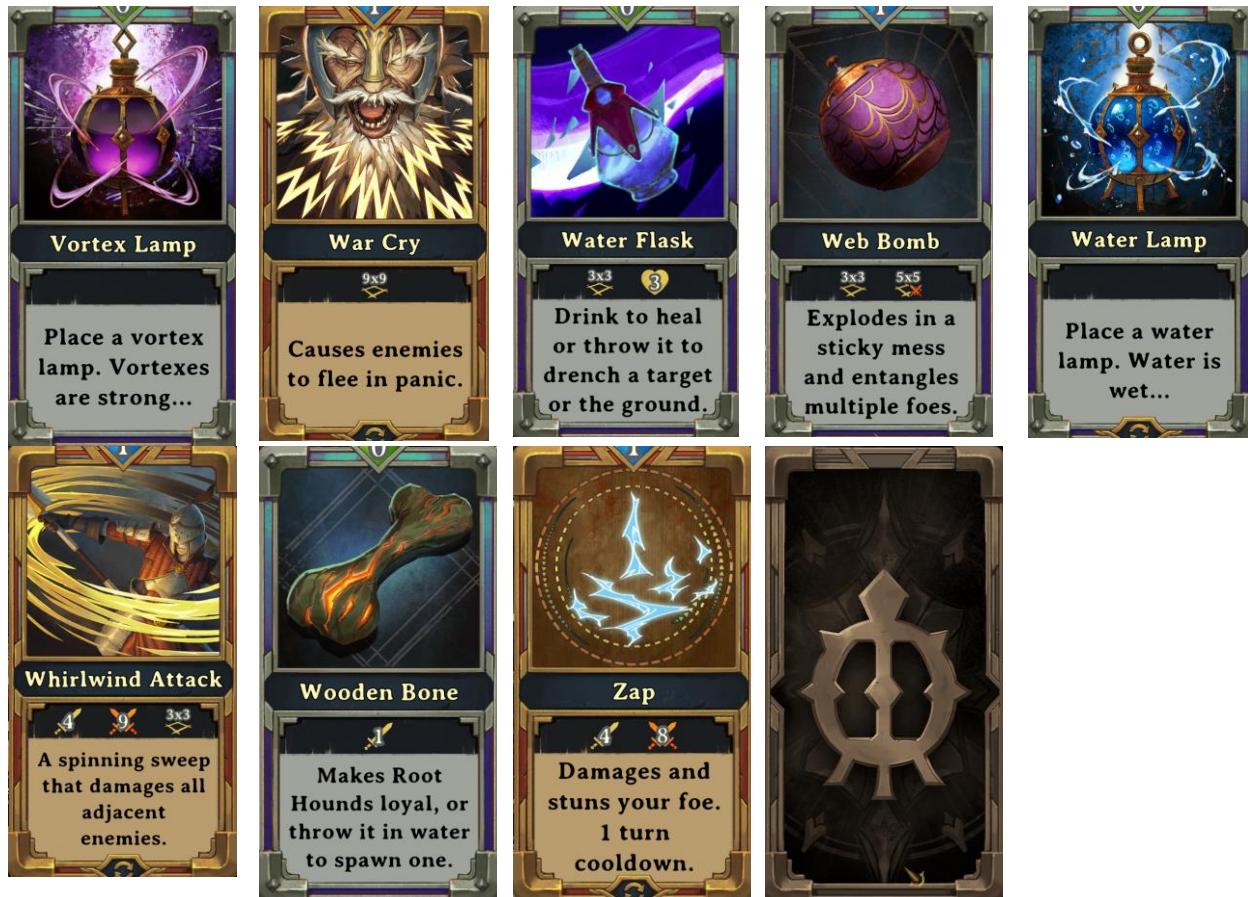












## 15. Character Selection

There are seven character you can select from.

### 15.1. Guardian (Sigrun)



**Sigrun**  
**Guardian of the Realm**

**Sigrun is a champion of the Royal Guard, and she has deftly wielded her keen spear and mighty shield in countless battles. In combat, she is a stalwart companion, always ready to step into the fray and draw the enemy's ire to protect her allies.**

### 15.2. Sorcerer (Zedokar)



**Zedokar**  
**Sorcerer of the Spheres**

**Zedokar is a true seeker of knowledge and widely travelled. He is no stranger to combat, having had to defend himself numerous times during his long journeys, and he employs elemental magic to corral and destroy his enemies with devastating effect.**

### 15.3. Hunter (Ailin)



## Ailín

### Hunter of the Woods

**Ailín has lived all her life in communion with nature, and as the daughter of the royal gamekeeper she learned to shoot a bow almost before she was weaned. In combat she prefers to stay back and pick off her enemies at a distance.**

### 15.4. Assassin(Kai)



## Kai

### Assassin of the Shadows

**Kai is an enigma begging to be solved, and they keep their gender and age well concealed behind the mask they always wear. In combat Kai is rarely seen, only marked by the enemies falling left and right, blood still spurting from cut arteries.**

## 15.5. Bard (Molthas)



**Molthas**

### **Molthas**

#### **Singer of the Mortal Sonnets**

**Molthas is not to be underestimated; being a bard, one might just see his flair and quirks tainted with poetic gestures and words. But do not be deceived as he is a combatant to fear and a singer of once lost songs that leave enemies ravaged.**

## 15.6. Warlock (Oana)



**Oana**

### **Oana**

#### **Warlock of the Ancients**

**Oana is a steadfast warlock and a mighty warrior - always accompanied by her Astacat, Cána. Few conjurers measure up to Oana's spellcasting prowess, and she will not hesitate to employ her ever-sharp weapon, Aehna, if the situation turns dire.**

## 15.7. Warlock (Oana)



### **Uhrak**

#### **Champion of the Arena**

**Uhrak is an indestructible force of pure rage. Being a former pit fighter, he has learned the violent rawness of combat, one punch at a time. He takes on foes with brutality, resolve, and the infamous Hook of Varga - a weapon feared far and wide.**

## 16. User \ Feedback Tips and Tricks

The following feedback was observed on some user forums. None of these have been verified and for that reason it is one player's opinion. It might provide you some interesting insight as to the mechanics for items or how to make your playing experience more valuable and enjoyable!

1. Fire does extra damage on poison tiles (good combos possible with gas lamp + fireball, poison bomb+fire lamp, proximity mine+ gas lamp) CAREFUL, poison spreads and having your character stand on a poison tile when the fire hits.... Is no fun
2. If your character DOESNT move and the poison spreads underneath, it won't poison you (tile must be clean when your 1st move into it)
3. Electricity does extra damage to wet target (including your character so be careful with sorcerer's lightning attack)
4. frozen target skips a turn and receive extra damage (I love throwing Ice lamps with Barbarian)
5. Elemental enemies explode when they die, make sure you kill them from range
6. If your character is 2 tiles or less away from a lamp, an enemy archer will hit the lamp to damage you
7. Enemies that are entangled by the Web bombs, will make spiders attack these enemies in priority
8. Never open a door at the end of a turn
9. Barbarian's hook can grab enemies, lamps, party members, downed party members, ballista's, healing well, (barbarian is my favorite class)
10. Mini bosses, big spiders and final bosses enrage at 50% HP so plan your turn accordingly cause enraged monsters can wreak havoc on your party
11. You can drag cards you don't like to the far right in the blue mana pool... gives you mana points. 100 mana points give each character a class specific card
12. When playing solo in skirmish, try different classes, it will help you a lot to understand what is going on, or what can be done when playing with others based on each class strength and weaknesses
13. Potions are your friend, they cost no action, can be given to other players. And as mentioned, they last till the end. It's max +3 for one attribute. (Having 3 potions + bard buff makes your characters pretty strong)
14. On your archer\hunter if you have pet cards (call companion or the other one I forget) make sure you use the card before changing floor. Pets will follow to next floor and it frees card space.
15. When doing melee attack, try to position your characters in a way you won't hit them if you roll a miss (learned that the hard way in a game I got really unlucky on my dice rolls)
16. Give swiftness potion to the bard,
17. charm enemies get healed when you hit a fountain
18. If a Charm Spider drops eggs, check the eggs they should be charmed too... if that's the case, hit the egg... those spiders will be charmed
19. Charming an enemy and hitting it once to make it go berserk can help. Make sure you kill it before the end of the charm.
20. Friendly elemental also explodes when they die.... Or after a few turns. Keep an eye on the countdown.
21. Blocking door is helpful (barricades, sorcerer wall, stealth assassin) and can save you from a lot of damage.
22. I would add that you can block a small opening by dropping a lamp in the doorway.
23. When you're surrounded by enemies, placing a barricade, cannon, ballista, healing ward or friendly between you and the heaviest hitter will cause that enemy to attack that instead of you.
24. If you're standing against a wall, the fire or ice elemental will hit you instead of freeze/burn you.
25. The best way to kill the elven summoner is to attack and then move more than 5 spaces away. It will cause him to stay put, and he won't throw any new rifts out.
26. Certain enemies will always go for the guardian, so he should be placed in between the enemy and the hero he's guarding. Also, if the guardian uses the whirlwind attack card to kill multiple enemies, the lesser

enemies that didn't die will panic and run away. The guardian can also use the charge card to escape a bad situation.

27. The wizard can stun an enemy that's about to attack, by zapping them with a bolt of lightning.
28. If you use a panic card on an enemy, to keep them from attacking, make sure you attack them while they're still panicked.
29. If you want to use a regroup card, ask your teammates if they agree it should be used.
30. The beggar takes 7 cards and trades you a different card.
  - Bone = Detect Enemies
  - Oil Lamp = Luck Potion
  - Repeating Ballista = Reveal Path
  - Strength Potion = Alag's Fighting Spirit
  - Teleportation = Jeweled Scarab
  - Water Flask = Swiftness Potion
  - Rejuvenation = Ralma's Reckoning (must have card)
31. If gold is next to a monster, you can attack the monster from the pile to pick up while attacking. Take the moment to carefully do it, it's very annoying to mess up and miss an attack like this. But picking up cash and attacking at the same time is baller
32. Upgrade potions (speed, damage, etc) last the whole dungeon. Drink on floor 1, still active on floor 3. Should be noted tho, while you can give em to some pets (like Cana, the warlocks cat) they are much less permanent when you do. If Cana dies, the potion wears off. Give potions to people, not pets.
33. **Dege Tip** – Lower right-hand corner is the Mana Pool. Drag unwanted cards into the man pool. When you exceed 100, everybody will get another card. Make sure to announce to your friends if they have room!
34. **Dege Tip** - Look at the base of the enemy miniature piece on the board. There is a little arrow that shows which way the character is facing.

## 17. All Cards with Descriptions

In Section 9 we listed most abilities. In this section we will take the long path for documenting each card. Not all cards have pretty pictures or graphics but do have some interesting things to offer. If the card isn't listed it is because we didn't test all of them or it was redundant to another card that is already mentioned.

Ability Mod Name	Card Name	Card Description
AbsorbCorruption	Absorb Wake Corruption 3x3	Spend 1 turn absorbing corruption – aborts upon damage
AcidSpit	Acid Spit	Spits a large glob of acidic slime
AdamantPotion	Adamant Potion	Makes you invulnerable for three turns
AltarHeal	Healing Potion	Restores a fair amount of health.
Antitoxin	Antitoxin	Poison will not affect you...for a while
ArbalestierArrow	Arrow	Stats same as Arrow card
ArbalestierBarrage	Barrage	Stats same as Barrage card
ArbalestierPoisonTip	Poisoned Tip	An arrow dipped in poison. Will cause poison.
Arrow	Arrow	A ranged attack. 1 turn cooldown.
Barrage	Barrage 3x3	Unleashes a hail of arrows (3).
Bandage	Healing Potion	Restores a fair amount of health.
Banish	Banish	Teleport an enemy out of sight
Barricade	Barricade	Place a barricade 1 tile wide
BeastWhisperer	Beast Whisperer 3x3	Summon lesser beasts to fight for you
BlindingLight	Blinding Light 5x5	Blinding Light
Blink	Blink	Get in close and personal to deal massive damage
BlockAbilities	Hymn of Obstruction 3x3	Stop an enemy from using its special abilities
Bone	Bone	Throw a juicy bone at your enemies to hurt and taunt them.
BoobyTrap	Booby Trap	A trap that explodes on enemy contact.
BossShockwave	The Grand Rupture 41x4	A royal technique causing high damage
BottleOfLye	Bottle of Lye	This powerful solvent can cause poisonous chemical burns
CallCompanion	Call Companion	Call a powerful friend from the wild to fight by your side
Charge	Charge 8x1	Rush forward and knock all enemies out of your path
ChargeBarbarian		
ChargeMove	Charge 8x1	Rush forward and knock all enemies out of your path
CoinFlip	Coin Flip	
CourageShanty	Courage Shanty	Strengthen the courage of an ally in 3 phases.
DeathDropJavelin	Drop Stolen Loot	When killed, stolen loot is dropped.
CursedDagger	Cursed Dagger	Wounds and weakens your target
DeathBeam	Rift Beam 10x1	
Detox	Detox 5x5	
DigRatsNest	Dig Rat's Nest	Dig's a rat's nest that will continuously spawn rats
DivineLight	5x5	
DrainLife	Drain Life 5x5	
DrainingKiss	Draining Kiss 13x1	Transfer health from an Enemy to an Ally.
DropChest	Drop Chest	Drops a chest.
EarthShatter	Earth Shatter 7x7	Powerful ground pound causing rocks to fall.
Electricity	Overcharge	Overcharge yourself with energy.
ElvenKingMeleeWhip	King's Bash	A melee attack with knockback
ElvenSummonerDeflect	Deflect Barrier	Spells and projectiles will bounce back.

Emerge	Synchronized Emerge 9x9	As a Scorpion emerges, others within range will follow.
EnemyArrow	Arrow	Shoots an arrow dealing weak damage
EmergencyTransport	Teleportation	Teleports you to any tile of your choice.
EnemyArrowSnipe	Heavy Arrow	Powerful arrow that causes knockback.
EnemyBossHandCharge	Rush 10x1	Rushes forwards, ploughing the board and causing damage.
EnemyInvulnerability	Invulnerability	Makes the receiver invulnerable (1 Turn)
EnemyStealCard	Steal Card	Steals cards upon attack.
EnemyStealGold	Steal Gold	Steals gold upon attack.
HymnofHealing	13x1	
HymnofIntimidation	9x9	
LetitRain	Downpour 41x4	Heals Rootling's and turn Root Vines into Root Creepers.
Petrify	Turns you to stone.	
PanicFlip	Coin Flip	Instant kill or complete miss. Bosses are immune.
Panicpowderarrow	Panic Powder	Panic powder arrow
Petrify	Petrify	Turns you to stone.
Ratbomb	Rat Bomb	Cluster of vermin that inflicts damage and spawns rats
RatFrenzy	Vermin Frenzy	Coordinate a rat attack, targeting one Champion.
ReplenishBarkArmor	Bark Armour	Protective armour that limits the damage
Rootwall	Root Wall 5x1	
ScabRat	Scab Rat	Make a friend!
SecondWind	Second Wind	Second Wind Description
Shockwave	Shockwave	Pounds the ground, creating a powerful shockwave.
Shuffle	Shuffle 201x201	Swap place with all players in line of sight.
SnakeBossMeteorRain	Rain of Ends	Creates a root wall
SpawnEnemyTurret	Spawn Turret	Places a fixed defense that fires at players every turn
SpawnGiantRat	Spawn Giant Rat	Make a friend!
SpawnGiantSlime	Spawn Giant Slime	Make a friend!
StrengthenMinion	Riftwalk	Summons enemies.
spawncorruptionnode	Planting Wake	Spreads corruption across the ground
SpawnCultists	Summon Cultists	Summons three devoted Allies
SpawnElvenSummonerDefenders	Summon Defense Rifts	Will spawn several Summoning Rifts as a defense.
syncemerge	Synchronized Emerge 7x7	As a Scorpion emerges, others within range will follow.
Telekinesis	Telekinesis	Moves/teleports groups of enemies around
Telekineticburst	Telekinetic Push 5x5	A massive push, causing knockback and damage.
teleportenemy	Teleport Ally	Teleports an ally closer to the threat
teleportlamp	Lamp Teleport	Pick up and drops lamps on the player using telekinesis
Turrethighdamageprojectile	Cannonball 3x3	Shoots an explosive cannonball
Waterdive		
waterexplosion	Water Explosion 7x7	
walldestroy	Wall Destroy	
Waterdive	Puddle Teleport 3x3	Teleports from one wet tile to another.
weakeningshout	Weakening Shout 10x1	
wizardbossfocusfire	Focus Fire	Synchronized doppelganger attack
wizardbossshuffle	Doppelganger Shuffle	Shuffles doppelgangers around
wizardbosspawndoppelgangers	Spawn Doppelgangers	Spawning Umbal doppelgangers
wizardbosssqueeze	Squeeze	A doppelganger squeeze attack pinching a player.
wizardbosszap	Salvo Corrupto	A magical attack stemming from Rackarns corruption.

18. History			
032323	Degederon	Version 1.0	Create this user guide.
040123	Degederon	Version 1.2	Building out Section 8 and added numerous reference sections
041223	Degederon	Version 1.3	Build out ability descriptions
041423	Degederon	Version 1.4	Update links and add new Card section.
041623	Degederon	Version 1.5	Added user tips and tricks section.
041923	Degederon	Version 1.6	Added master cross reference w descriptions. This section is not complete but makes a dent in declared ability table.
060423	Degederon	Version 2.1	Minor adjustments to formatting. Building out Section 8 Rules and Configurations section. Illustrated examples added. Added Character Section and more.

Thanks to the following for their contribution through direct feedback or through user forums.

- Coucoumcfly
- Alt\_Pythia
- Clamroll

Thank you to **The Gray Alien** for commiserating with me on the installation issues. Please send contributions, corrections and recommendations to demeo@epomd.com.