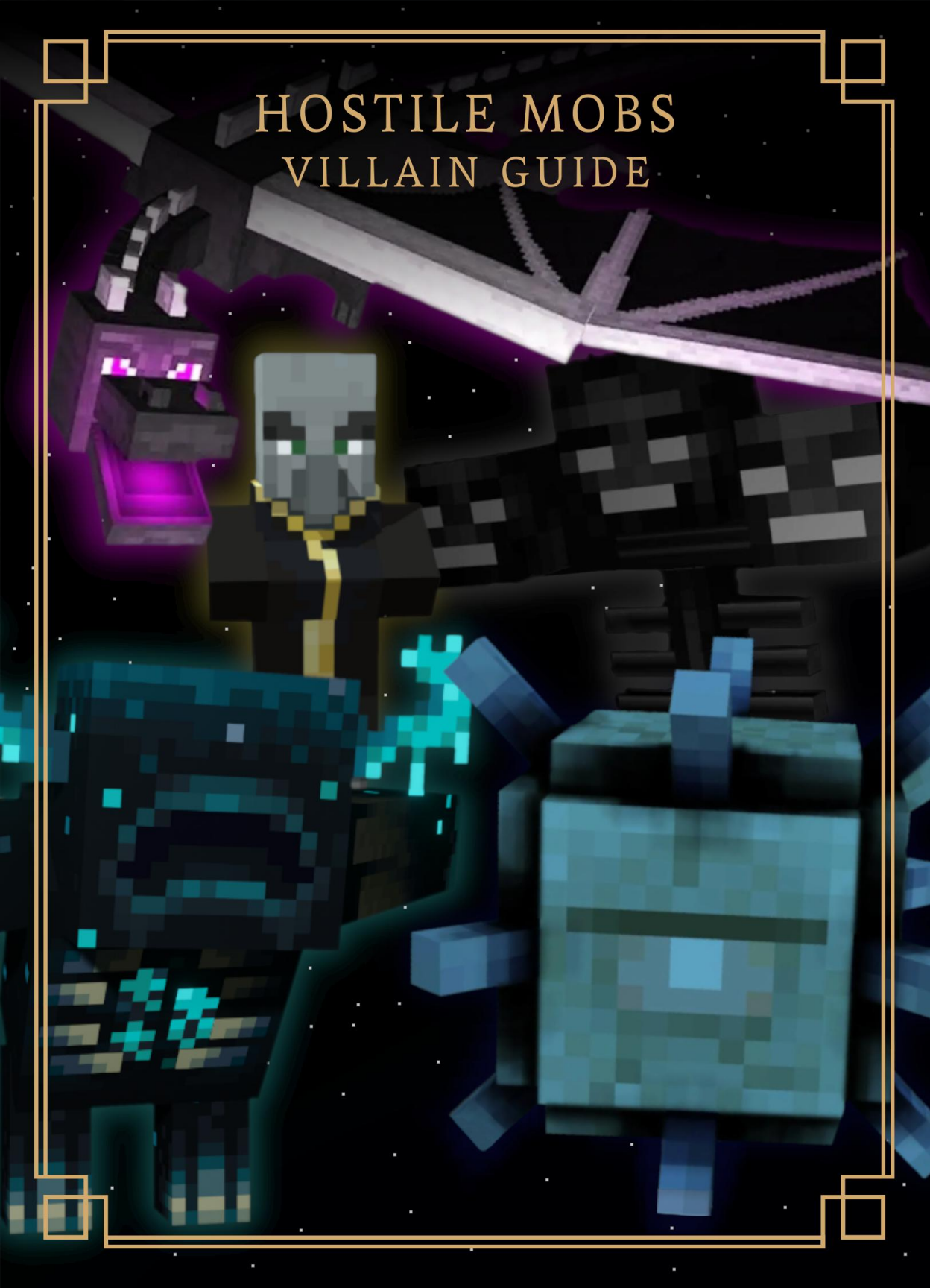


# HOSTILE MOBS

## VILLAIN GUIDE



# Hostile Mobs' Objective

Start your turn with 3 Power on each Talent.

Hostile Mobs is a collection of *Minecraft*'s most well-known, biggest mobs—mobile entities—all in one place! Each one—the Ender Dragon, the Wither, the Elder Guardian, the Evoker, and the Warden—has a totally different play style, and a separate objective to complete! Mix and match to your heart's content!

## Special Setup

At the start of the game, choose two of the Talent tiles provided, and their associated 15-card decks. Shuffle the two decks together and put the Talent tiles near your deck. They will display your Objectives for the game.



# Build-a-Deck

Each of the Hostile Mobs has a unique Talent and play style.



The Ender Dragon is an aggressive bully, and its Objective of defeating Heroes pairs perfectly with its high Strength Allies and additional Vanquish opportunities.

The Wither uses its necromantic Allies that shuffle themselves into your deck to deal with Heroes, while the sometimes-passive Piglins barter your other Allies away for unique Items.



The Elder Guardian can sense the Heroes in the Fate deck, and its various abilities can help you avoid the ones you don't want to see.



The Evoker swarms the Realm with as many weak Allies as it can, then sacrifices those weak Allies to enhance the brutish Ravager and Vindicator, all while maintaining its supply of Power.

The Warden, newest of the crew, features the classic monsters you've come to know and love, supporting its fellow mobs with extra draw and Power gain.



Each pair of decks offers a unique gameplay experience with different synergies, and you're welcome to experiment and see which combination suits you the most! There's a little bit of everything here, so every shuffle is a new world!

**Note:** A Talent may never have more than 3 Power on it.



# Miners and Crafters

Of course, life would be only too simple if there weren't inventive—or *invented*—Heroes floating around, looking for achievements.



Steve and Alex pose the most direct threat to your Talents' progress, both by stopping it altogether and resetting any progress you've made. They're both tricky to avoid, so better not get *too* comfortable until you've seen them.

**Note:** If you defeat Steve with Ender Dragon as one of your Talents, you may put Power on Ender Dragon. Steve is no longer in your Realm by the time the Vanquish action resolves.



The Iron Golem doesn't directly harm your progress (usually), but its huge size and immunity to Items makes it a challenge to dispose of.

Steve and Alex might bring some pets along too, and they cost more resources in Allies to deal with, something that the Hostile Mobs don't always like to lose.



Other cards in the Fate deck can also remove your progress or limit your ability to start your engine in the first place. Deal with the Heroes as quickly as you can and hope that Steve and Alex forget to turn on Creative Mode.