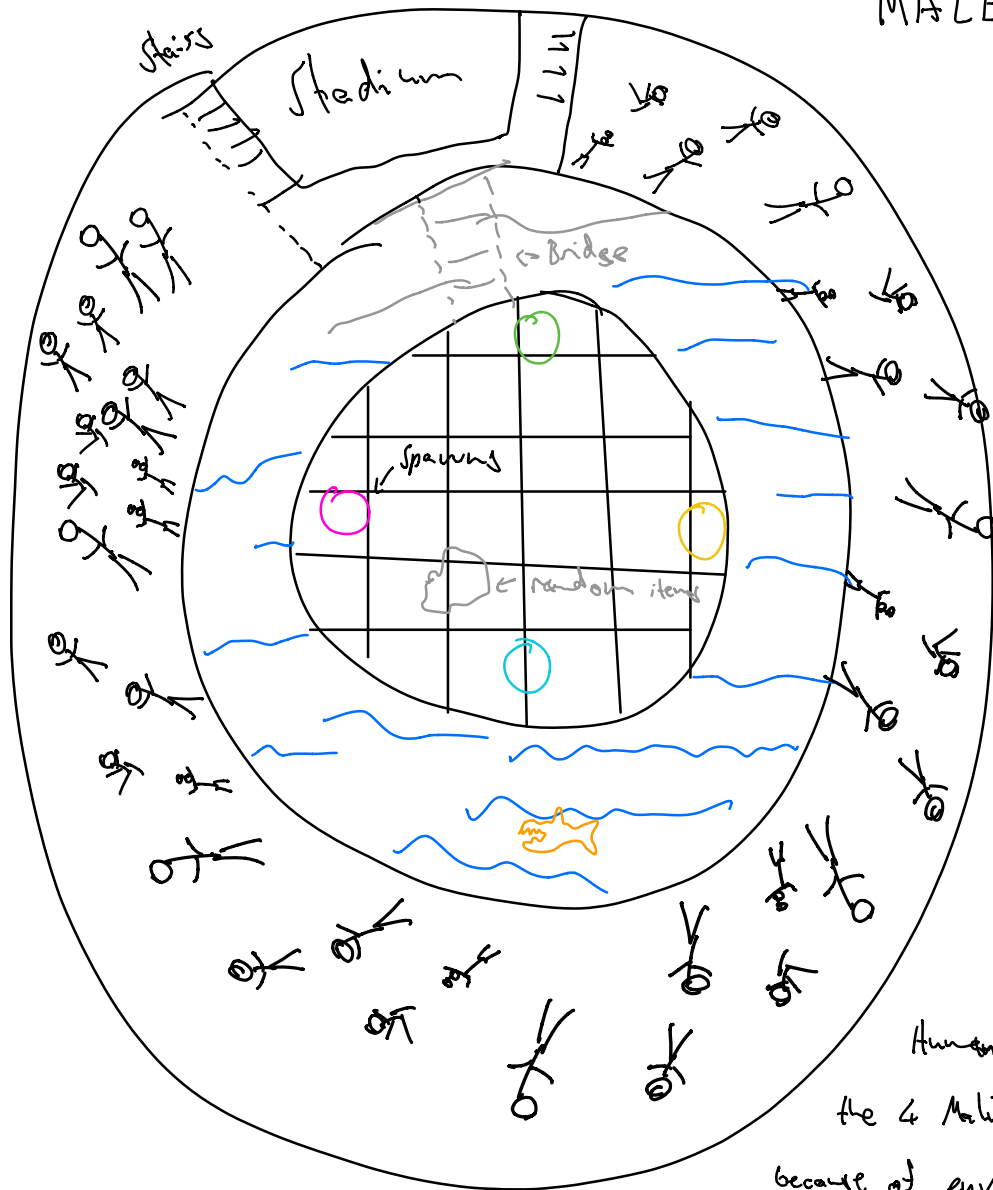


# MALEFICUS



Humans captured  
the 4 Malicious (Friends)

because of envy.

Now they have to fight for  
their survival

## Spells

Attacks: <sup>Push</sup> Fireball / <sup>Freeze</sup> Iceball /

Utility: Flash / Teleport one time usage

AOE: Iceplain / Energy ball (pushed circular), Pow, Tinte

items → thrown from the crowd



Effects all (but you): Pow (Earthquake), Iceplains, Tinte, Thunderstrike



Effects you: pink trinket (makes you smaller), red trinket (makes fireball



more powerfull, green trinket, shield, yellow trinket faster  
energy ball



## rules

3 rounds → 3 min

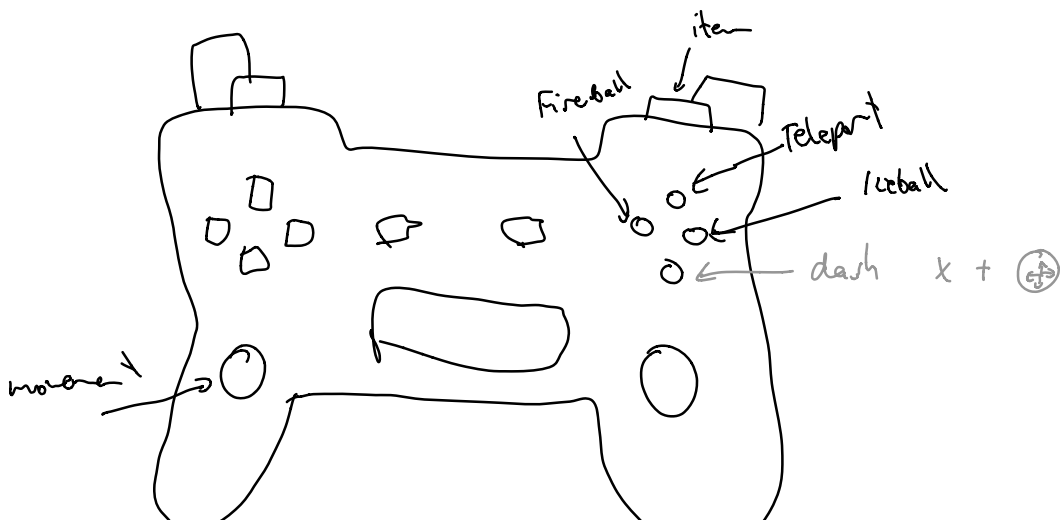
## modes

Deathmode: Falling down → dead

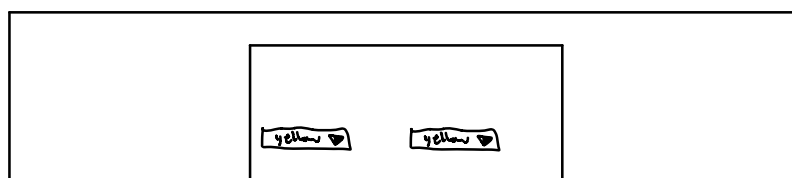
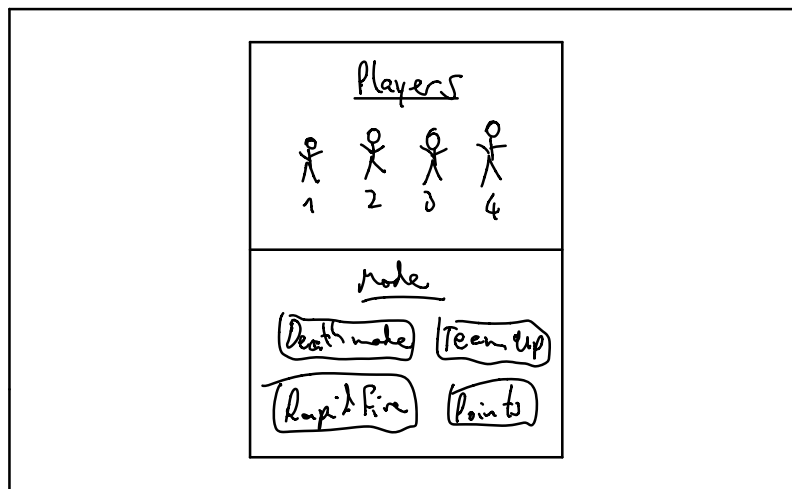
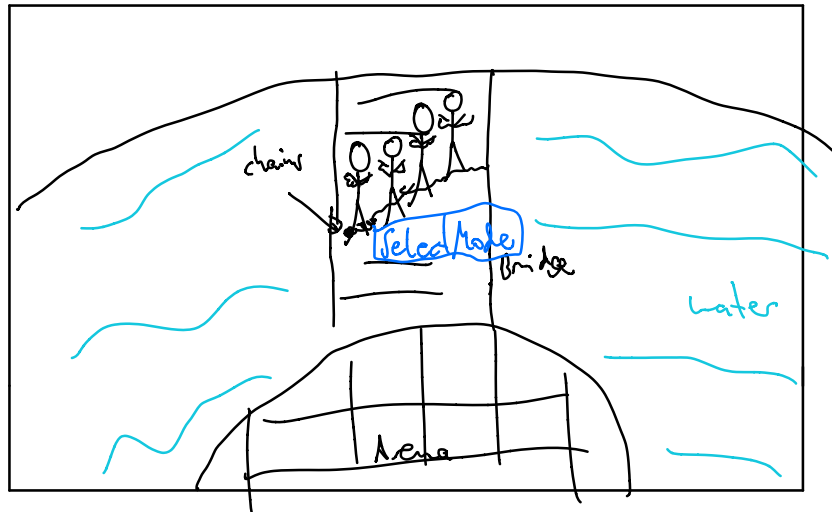
Team up: with or without friendly fire

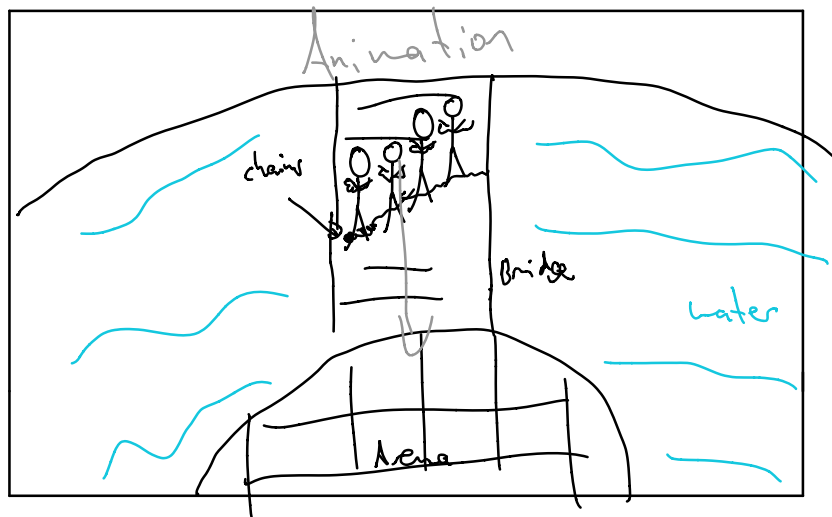
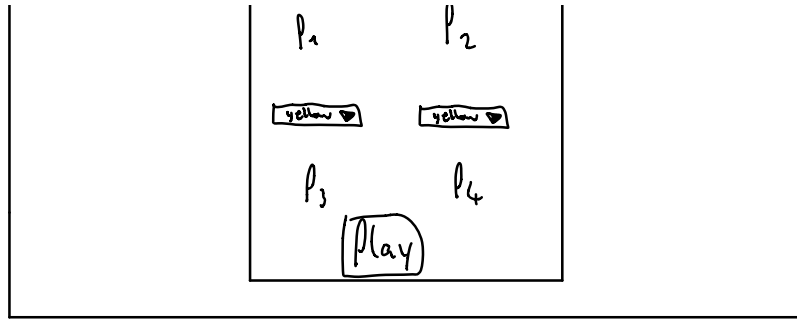
Rapid Fire: faster shooting 1 min rounds

with points: respawn 6 min 1 round 1 point for pushing down  
- 3 points for falling



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## Story:

A very long time ago, when the gates of the magic realms were still open.

The wizards of the 5 districts tried to keep the balance between the simple minded humans and the powerful spirits.

But ONE strived for more.

Aznag, the wizard of the 5<sup>th</sup> district in the western swamplands.

He betrayed the others, spread lies about them and raised a crowd of angry citizens against them.

The 6 wizards were put in chains and brought to the Arena of Faith, where

criminals fight for their freedom.

$$A_{2nag} : \Delta I \approx \Delta C$$