

Ability Card

Ahiraxon-Gukhasha

Hell Fire

If you would be knocked out or wounded you may immediately make a knock out attack of cr 15 on everyone within 2 zones of control. This ability has a 1 hour cool down.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Ahiraxon-Gukhasha

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

Just as you were about to strike, a blast of dark fire shoot forth

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Today

Ability Card

Strong Branch

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Strong Branch

Regeneration

You can only be killed if you are wounded or killing blowed using fire. If you are wounded with no use of a fire weapon, you enter the "Knocked Out" state and regenerate health for 5 minutes.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

The wounds seem to be closing up!

Dungeons and Delegates

Today

Ability Card

Yorzelz Chauseater

Battle Rage

If you are being wounded by an attack that you cannot normally resist, resist it freely. For the next 1 minute, you get +5 CR. After this duration, you are fatigued and enter the “Knocked Out” state. Wake up in 5 minutes healthy.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

Your attack bounces off and you see my eyes glow red.

Dungeons and Delegates

Today

Ability Card

Count Wilhelm Von Dorburt

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Count Wilhelm Von Dorburt

Blood Bank

Using all the stored blood you have you may return from death once. Pretend to be dead and when you choose you may return to game in the spot where you where struck down. You may only pretend to be dead for a maximum of thirty minutes

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

The Vampires eyes fill with life as it rises from the dead

Dungeons and Delegates

Today

Ability Card

Xavier Fizzgig

Phylactery

If you would be killed: your body disintegrates into nothingness, go “Not Here” and reform in a separate room of your choice in gamespace. You can only be killed when your phylactery has been destroyed.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Xavier Fizzgig

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

An unimpressed expression forms on my face as I disintegrate into the ground.

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Today

Ability Card

Groznak, God of War

Bloodlust

When you point at a player, you can inspire bloodlust in them and they will attack the nearest creature aside from you until either the creature is dead or they are dead or knocked out. You can use this ability once per minute.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

You have an uncontrollable urge to kill the nearest creature other than me. Attack them until they are dead or you are dead or knocked out.

Dungeons and Delegates

Today

Ability Card

Maerwynn

Tear of Magic

You have a +10 defensive CR

Dungeons and Delegates/Today

Not Transferable

Ability Card

Maerwynn

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

This person's form shifts into a small animal,
he/she ignores your attack

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Today

Ability Card

Mortag

Regeneration

You can only be killed if you are wounded or killing blowed using fire. If you are wounded with no use of a fire weapon, you enter the “Knocked Out” state and regenerate health for 5 minutes.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Mortag

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

The wounds seem to be closing up!

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Today

Ability Card

Nyx

Tear of Magic

You have a +10 defensive CR

Dungeons and Delegates/Today

Not Transferable

Ability Card

Nyx

Read Dreams

You are an expert at reading and interpreting the dreams of others. To read someone's dreams, they must be Knocked Out or Wounded. Hold your dreamcatcher over their head for ten seconds then use this ability on them.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Nyx

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Nyx

Control Dreams (Humans only)

You have spent centuries mastering the magic needed to read and control human dreams. You can manifest yourself within their dreams, and even change their dreamscapes entirely. You are working on controlling monster dreams too, but cannot do so yet. To control someone's dreams, you must first use your Read Dream ability. Then describe what they are now dreaming about instead. They will interpret this as an omen.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Nyx

Deep Slumber

You can call upon the forces of the earth to force another character to sleep. Perform a four-second Waylay on another character and exclaim "Somnus!" in a clear voice. They may not be engaged in combat at the time. If you convince someone to willingly fall asleep, you may freely use this ability.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

You must describe what you are dreaming about (you are most likely dreaming about something you loathe or love, or your hopes and fears regarding one of your goals at this council). If you are a human, you must reveal it to me.

This person's form shifts into a small animal, he/she ignores your attack

Dungeons and Delegates

Today

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

You are now experiencing the dream I am describing. If this dream describes past or future events at this council, you believe this is likely the way things did or will happen, unless you have reason to believe otherwise.

I am writing a missive to my army.

Dungeons and Delegates

Today

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

You suddenly feel exhausted and are now Knocked Out. You will not remember what caused you to fall asleep.

Dungeons and Delegates

Today

Ability Card

Onyx

Impenetrable Scales

You can only be killed by use of a specific legendary sword known as the Sword of Ice! If you would be wounded by any other means, instead you go “Not Here” and spend the next 5 minutes regenerating.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Onyx

Fly

This ability allows you to fly

Dungeons and Delegates/Today

Not Transferable

Ability Card

Onyx

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Onyx

Firebreath

You can choose to make your attacks count as flame attacks

Dungeons and Delegates/Today

Not Transferable

Ability Card

Onyx

Healer

You must touch the intended wounded target for three minutes, afterwhich they become knocked out for the remaining time they would be wounded. This ability can be stopped by other players.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

If a mechanic specifically limits access to people who can fly, you have access.

You cannot defeat me! I fly away with anger in my eyes.

Dungeons and Delegates

Today

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

You breath fire on your target. This does standard CR damage as a fire attack. You can also use this as a light source.

I am writing a missive to my army.

Dungeons and Delegates

Today

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

This person is applying first aid though magic. This ability can be stopped by other players.

Dungeons and Delegates

Today

Ability Card

Gulfim Rozghar

Battle Rage

If you are being wounded by an attack that you cannot normally resist, resist it freely. For the next 1 minute, you get +5 CR. After this duration, you are fatigued and enter the “Knocked Out” state. Wake up in 5 minutes healthy.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Gulfim Rozghar

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

Your attack bounces off and you see my eyes glow red.

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Today

Ability Card

Ruby

Impenetrable Scales

You can only be killed by use of a specific legendary sword known as the Sword of Ice! If you would be wounded by any other means, instead you go “Not Here” and spend the next 5 minutes regenerating.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Ruby

Healer

You must touch the intended wounded target for three minutes, afterwhich they become knocked out for the remaining time they would be wounded. This abilty can be stopped by other players.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Ruby

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Ruby

Firebreath

You can choose to make your attacks count as flame attacks

Dungeons and Delegates/Today

Not Transferable

Ability Card

Ruby

Fly

This ability allows you to fly

Dungeons and Delegates/Today

Not Transferable

Ability Card

Ruby

Forge

You can reforge broken weapons in the Golem Lab

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

This person is applying first aid though magic.
This ability can be stopped by other players.

You cannot defeat me! I fly away with anger in
my eyes.

Dungeons and Delegates

Today

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

You breath fire on your target. This does
standard CR damage as a fire attack. You can
also use this as a light source.

I am writing a missive to my army.

Dungeons and Delegates

Today

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

If you have all four pieces of the Vorpall Sword of
Wonder, you may reforge it by getting a level 3
hand in decking in the Golem Lab. If you do so,
tell a GM

If a mechanic specifically limits access to people
who can fly, you have access.

Dungeons and Delegates

Today

Dungeons and Delegates

Today

Ability Card

Serpentis

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Today

Ability Card

Sphinx

Riddle Me This!

You have a +10 defensive CR

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

It's eyes they are so hypnotic

Dungeons and Delegates

Today

Ability Card

Tayschrenn

Teleport

If you would be attacked you may dimensionally teleport to the teleporter Room. Upon arrival in the Teleporter Room you are knocked out for 5 minutes. This ability cannot be used while wounded or knocked out, or if you hear the word "Somnus!" before blinking.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Tayschrenn

Influence with Humans

If you accompany another army leader down The Windy Corridor and they show you a missive they are dispatching to make peace with the humans, you can use your influence to help or hurt their case. Draw a circle on the back of a missive to make the asylum request more likely to succeed. Draw a triangle on the back of a missive to make the asylum request more likely to fail.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Tayschrenn

Astral Illusion

You can create an illusion on the astral plane where the Djinni live. To the untrained eye, it will look like the Djinni forces have been dispatched (the monster army is unable to easily survey the Djinni's home on the astral plane). To do this, write a missive to the Djinni army at the end of The Windy Corridor.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

Just as you were about to strike, your foe vanishes!

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

I can influence missives dispatched to humans.

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

I am meditating.

Dungeons and Delegates

Today

Ability Card

Tunmal Underbite

Now You See Me

If you would be attacked you may throw a Smoke Bomb, this consumes it, tear up the item card. You spend the next 5 minutes “Not Here”, reenter game in any room you have already visited.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Tunmal Underbite

Dispatch Forces or Request Asylum

You command a great army. By going to The Windy Corridor, you can choose to either dispatch them to assist the other monster forces arranging to oppose the human army, or sneak around the monster army and request asylum from the humans. All commitments are final unless you know otherwise.

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

Cough Where did your enemy go?! *Cough*
And why is there so much smoke?!

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Today

Ability Card

GM

Tear of Magic

You have a +10 defensive CR

Dungeons and Delegates/Today

Not Transferable

Ability Card

GM

Tear of Magic

You have a +10 defensive CR

Dungeons and Delegates/Today

Not Transferable

Ability Card

Not Transferable

Ability Effect

This person's form shifts into a small animal,
he/she ignores your attack

Dungeons and Delegates

Today

Ability Card

Not Transferable

Ability Effect

This person's form shifts into a small animal,
he/she ignores your attack

Dungeons and Delegates

Today