

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 1 zones of control. This ability has a 1 hour cool down.

Dungeons and Delegates/Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Ahiraxon-Gukhasha

Soul Contract

You have the ability to make a contract with a character in exchange for their soul. Verbally agree on the contract and shake hands, then have the character give you their "Soul" item. You may at any time null/void a contract by returning the character's soul to them. You may show other characters souls that you have collected, but they are bound to you the same as your own soul and cannot be stolen/taken, but you may give a soul away as part of a contract (including your own). These contracts are not of the binding magical variety (no mechanic requires you to honor a contract), but people who breach contract are bad for business. *You can only make contracts for items and information. You cannot grant wishes/ new powers/ futures/ etc.*

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Ahiraxon-Gukhasha

Seduce Scout

Up to 3 times in game, you may dispatch a succubus to go seduce a scout. This allows you to modify the reports coming in about army movements. You may make any army (including your own) appear to be in one of the following states: Committed to Monster Army, Committed to Human Army, or Seeking Asylum with the Humans. This effect will last for 15 minutes, after which a new scout will report the true movements of the Army (you may chain uses of this ability to continue obfuscating Army movements). When you activate this ability, tell a GM which Army you want reported in what state.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

We agree to a contract. You must give me your "Soul" item.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

No effect.

Dungeons and Delegates

Oct 1, 2016

Ability Effect

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

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Oct 1, 2016

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/Oct 1, 2016

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, after which you wake up as normal. If anyone uses a wound or killing blow on you that does not involve fire, it appears to the other character that they have succeeded (play dead), but you are in fact only knocked out.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

The wounds seem to be closing up!

Dungeons and Delegates

Oct 1, 2016

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 +10 CR. After this duration, you are fatigued and enter the "Knocked Out" state. Wake up in 5 minutes healthy. This ability has a 30 min cool down.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Yorzelz Chauseater

Betrayal of your own kind

This is a one time use ability granted to you by your God to sow the seeds of war, chaos and destruction. If you accompany another army leader down the Windy Corridor and they show you a missive they are dispatching to commit to the Monster army, you may draw a star on the back of the missive to indicate that this army is imbued with the power of betrayal. Have the leader write the name of the faction they wish to betray next to the star.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Effect

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

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

You may commit your forces to betraying another army. Neither your forces nor theirs will contribute to the Monster army in the battle to come, and the betrayed army will be decimated.

Dungeons and Delegates

Oct 1, 2016

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/Oct 1, 2016

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 for up to 30 minutes, and when you choose, return to game in the spot where you where struck down.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

The Vampire's eyes fill with life as it rises from the dead

Dungeons and Delegates

Oct 1, 2016

Ability Card

Xavier Fizzgig

Phylactery

As long as your phylactery is intact, you cannot be permanently killed. If you would be killed by normal mechanics (bleed out from wound, killing blow, etc) you body disintegrates into nothing, but your spirit endures. Go "Not here" and reform in a separate room of your choice in gamespace. If your phylactery is destroyed, this ability no longer processes and you can be killed as normal.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Xavier Fizzgig

Awareness of Phylactery

You have gone to great lengths to protect your phylactery. You have set up an alarm ward that will notify you if anyone enters the room that your phylactery is hidden in. A GM will tell you if someone approaches your phylactery. You will then have the option to teleport to that room immediately. You run the risk of being attacked, but not acting may result in your phylactery being found.

Dungeons and Delegates/Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Xavier Fizzgig

Raise a Zombie

If you have successfully used Study Monster Soul on a monster such that you have learned how to resurrect that species as a zombie, and you find a dead body of that species, you may spend 2 minutes to raise the corpse as your zombie servant. They will have CR 5 less than they had in life, and must follow your orders. Conveniently, they have very little brains and tend to interpret your orders quite literally.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Xavier Fizzgig

Study Monster Soul

In order to study a monster soul you must have access to it, either by a member of that species showing you willingly, an unconscious target, or a soul that has somehow been separated from its host (Demons are rumored to be able to steal souls). With the help of Ahiraxon-Gukhasha, Maerwynn, or Tayschrenn you may spend 2 minutes examining the soul, after which, you have gained the knowledge of how to resurrect any member of that species as your mindless servant.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

I blink into existence behind you.

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

Dungeons and Delegates

Oct 1, 2016

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

I raise you as my zombie servant. You have a CR equal to 5 less than you had in life. Find a GM.

I am writing a missive to my army.

Dungeons and Delegates

Oct 1, 2016

Dungeons and Delegates

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Ability Card

Not Transferable

Ability Effect

I give you a piercing look that seems to reach to your very soul.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Groznak, God of War

Blood Lust

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 every 5 minutes.

Dungeons and Delegates/Oct 1, 2016

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.

Ability Card

Maerwynn

Tear of Magic

You have a +10 defensive CR as long as you possess a Tear of Magic (303). If you lose the item, this ability does not process, but if you acquire a new Tear, you may once again use this ability.

Dungeons and Delegates/Oct 1, 2016

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/Oct 1, 2016

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

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Oct 1, 2016

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, after which you wake up as normal. If anyone uses a wound or killing blow on you that does not involve fire, it appears to the other character that they have succeeded (play dead), but you are in fact only knocked out.

Dungeons and Delegates/Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Mortag

Forge

You can reforge broken weapons in the Golem Lab

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Effect

The wounds seem to be closing up!

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

If you have four pieces of a broken weapon (Sword fragment (123)), you may reforge it by getting a level 3 hand in decking in the Golem Lab. If you do so, tell a GM to receive the reforged weapon.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Nyx

Tear of Magic

You have a +10 defensive CR as long as you possess a Tear of Magic (303). If you lose the item, this ability does not process, but if you acquire a new Tear, you may once again use this ability.

Dungeons and Delegates/Oct 1, 2016

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/Oct 1, 2016

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/Oct 1, 2016

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/Oct 1, 2016

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/Oct 1, 2016

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

Oct 1, 2016

Dungeons and Delegates

Oct 1, 2016

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

Oct 1, 2016

Dungeons and Delegates

Oct 1, 2016

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

Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Onyx

Fly

This ability allows you to fly

Dungeons and Delegates/Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Onyx

Firebreath

You can choose to make your attacks count as flame attacks

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Onyx

Healer

You must touch (OOC ask permission first, or just pretend) the intended wounded target for three minutes (this stops their bleed out timer), after which they become knocked out for the remaining time they would be wounded. This ability can be interrupted.

Dungeons and Delegates/Oct 1, 2016

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

Oct 1, 2016

Dungeons and Delegates

Oct 1, 2016

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

Oct 1, 2016

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

This person is applying first aid though magic. This ability can be interrupted.

Dungeons and Delegates

Oct 1, 2016

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 +10 CR. After this duration, you are fatigued and enter the "Knocked Out" state. Wake up in 5 minutes healthy. This ability has a 30 min cool down.

Dungeons and Delegates/Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Gulfim Rozghar

Forge

You can reforge broken weapons in the Golem Lab

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Effect

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

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

If you have four pieces of a broken weapon (Sword fragment (123)), you may reforge it by getting a level 3 hand in decking in the Golem Lab. If you do so, tell a GM to receive the reforged weapon.

Dungeons and Delegates

Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Ruby

Healer

You must touch (OOC ask permission first, or just pretend) the intended wounded target for three minutes (this stops their bleed out timer), after which they become knocked out for the remaining time they would be wounded. This ability can be interrupted.

Dungeons and Delegates/Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Ruby

Firebreath

You can choose to make your attacks count as flame attacks

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Ruby

Fly

This ability allows you to fly

Dungeons and Delegates/Oct 1, 2016

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 interrupted.

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

Dungeons and Delegates

Oct 1, 2016

Dungeons and Delegates

Oct 1, 2016

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

Oct 1, 2016

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

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

Dungeons and Delegates

Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Serpentis

Stone Gaze

When you make a dark water attack, instead of “knock out” or “wound”, you may turn someone to stone for 5 minutes instead. The target is invulnerable to further attacks, searches ,or killing blows for this time. You cannot be assisted when using this ability.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

You are turn to stone for 5 minutes. You are now a statue and cannot be targeted by attacks, killing blows, or searches.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Sphinx

Riddle Me This!

You have a +10 defensive CR

Dungeons and Delegates/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Effect

It's eyes they are so hypnotic

Dungeons and Delegates

Oct 1, 2016

Ability Card

Tayschrenn

Teleport

If you are attacked, you may go “Not Here” instead of being hit. Any time in the next 5 minutes, you may come back into game at any location in gamespace by switching your badge back. If you are waylaid, you cannot use this ability.

Dungeons and Delegates/Oct 1, 2016

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/Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Not Transferable

Ability Effect

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

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

I can influence missives dispatched to humans.
Instead of seeking asylum, you also have the
option to commit your forces to help the human
army.

Dungeons and Delegates

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

I am meditating.

Dungeons and Delegates

Oct 1, 2016

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/Oct 1, 2016

Not Transferable

Ability Card

Tunmal Underbite

Dispatch Forces or Request Asylum

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Dungeons and Delegates/Oct 1, 2016

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

Oct 1, 2016

Ability Card

Not Transferable

Ability Effect

I am writing a missive to my army.

Dungeons and Delegates

Oct 1, 2016