

TAILFEATHERS ACADEMY OF MAGIC



Kazzam: A Magical Sport,
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Kazzam

Kazzam is a sport of wizardly battles with a capture-the-flag element. These battle-sports are played with N athletes per side, where N is normally the number of other players you have at your table. Each athlete on each team has a specific Role in the game, and there may be no more than one athlete of each Role per team.

In Kazzam, players take turns. On your turn, you typically do three things: move, use a power from your Role, and use a power to attack. When you attack, you usually have to roll one die to see both if you hit and how well you hit. Your attack can deal damage, have another effect, or both, depending on how well you roll. Every attack roll uses the same chart to tell you how well you did. Role powers are even simpler, since you don't have to roll for them: they just happen. Once you have done your three things, your turn is done and the next character goes.

Every character has Hit Points. When you reach 0 HP, you are Taken Out. In Kazzam, being Taken Out does not mean you're out of the match—you will have the opportunity to return. That's the very high level view. Read on for the details.

Kazzam Format

The Orbs

Each team begins with three pedestals and an orb of their own colour on each. There are also three orbs in neutral territory guarded by magical beasts. Pedestals count as Low Cover (see "Cover" on page 9). Retrieving orbs that are not your own and returning them to your team's pedestals scores points for your team.

- Picking up an orb from a pedestal or the ground in your square or an adjacent square costs a Move Action.
- You cannot move or interact with your own team's orbs.
- Each orb requires a separate hand to carry. Using an implement only requires one hand, so you can carry one orb without impediment. If you wish to carry two orbs at once, you must stow your implement (see "Stowing Implements" on page 10).
- Placing an orb on your own pedestal to score it (we call it "dunking") takes a Move Action and you must be adjacent.
- You can spend a Move Action to hand an orb to an adjacent ally, or to take an orb from a willing adjacent ally.
- You may drop an orb in your own square or an adjacent square as a Free Action on your turn.
- If you are Taken Out while holding an orb, it stays behind in your square.

The Dungeon

Players who are Taken Out during the match appear in the Dungeon and can later return to the game. Within the Dungeon also lies one of the neutral orbs along with its guardians.

When any character is reduced to 0 HP or below, they are Taken Out. They start their next turn in one of their team's spawn squares in the Dungeon. They remove all statuses and Wards, both positive and negative. They restore any Wards they started the match with. They refresh 1 encounter power. If they were Taken Out while outside the Dungeon, they restore their HP to its maximum. If they were Taken Out while inside the Dungeon, they reduce their maximum HP by 1 for the remainder of the match, and restore their HP to the new (lower) maximum. Maximum HP can never go below 1.

To leave the Dungeon, players move adjacent to an exit and use an Attack Action to exit (we say "hit the button"). They do not disappear immediately, but when they start their next turn, they may start it outside the Dungeon in any unoccupied square adjacent to that exit.

- If there are no unoccupied squares adjacent, they choose the nearest unoccupied square.
- A player who has "hit the button" can choose later to cancel that and remain in the Dungeon when they start their next turn.
- When a character "hits the button" while holding the Dungeon's neutral orb, then if they start their next turn still holding the orb, they can start anywhere on the map.
- If a player is Taken Out after they "hit the button," but before they've exited the Dungeon, they reduce their maximum HP by 1 (because they were Taken Out while in the Dungeon) and when they start their next turn they may choose to start in the Dungeon or outside the exit.
- Characters leaving the Dungeon keep any statuses they gained while in it. If they leave the Dungeon while Grabbed (see the Glossary section "Statuses" on page 11) by another player, the other player comes with them.

Creeps

Each neutral orb is guarded by a group of enemies called "Creeps," who guard their orbs against both teams. These are not real creatures—that would be animal cruelty—but rather they are magical illusions or constructs created for the game, made to represent real monsters and threats that wizards might face. Teams can score points by Taking Out these Creeps. Creeps will defend their orbs and themselves.

Scoring

- You score one point per opponent Taken Out. Sending them to the Dungeon via other means does not score a point, nor do you score if they go to the Dungeon at the hands of a neutral enemy or self-inflicted damage. You do score if they are reduced to 0 HP by ongoing damage you gave them or dangerous terrain you created.
- When you place an orb that is not your colour on one of your pedestals, score 1 point for each orb on the pedestal including the new one, then change it to your colour. Placing an orb on a pedestal to score it costs a Move Action.
- Each Creep group is worth up to 3 points. You get credit for taking out a group of standard, elite, or champion Creeps if you take out all of them. For goons, you must take out all but 1 to get full credit; for stooges, all but 2 (you score these points as soon as you get credit). If no team gets full credit for a Creep group, then when the last one is Taken Out, whichever team took out more scores 2 points and the other scores 1 point. In a draw, each team takes 1 point.

Strikes

- Take a Strike when you roll a 1 on an attack roll. (When you make an attack with multiple targets, only the first attack you roll can give you a Strike.)
- Take a Strike if you Take Out yourself or a teammate.

Game end

The match end is triggered as soon as one team reaches 10 points. The rest of the round may be played if either team thinks they have a chance to alter the outcome. Otherwise, it is proper for the losing side to concede immediately. At the end of the match, reduce each team's points by 1 for every 3 Strikes they took.

Kazzam Seasons

The players, having all failed to make their own house team for one reason or another, come together to revive a forgotten tradition and form Team Jetsam. In the laws of the school, these cast-offs from each house have the right to form their own team and challenge the other houses.

In the first half of the school year, the players, as Team Jetsam, play intramural games against the other houses, and then play one final match for the school championship. This is usually 5 games in total. In the second half of the school year, the school champions play against teams from other schools for the Kazzam Cup. Usually also 5 games, but you can add in a couple more if you like.

What if the player characters are not the school champions? Then by some contrivance—illness, disqualification, disappearance—the champions are unable to compete, and team Jetsam steps up to fill that role.

Note: With 3 or 4 players, the school has 4 houses and the players play one game against each house followed by a rematch against one of them in the championship game. If there are 5 player char-

acters, and each makes their own house, then you have a few options: insert an extra match against a 5th team, extending the season by one session; or come up with a reason why one of the games is cancelled or why one of the houses cannot field a Kazzam team this year. In this document, 4 teams are provided and 5 maps, so if you want a 5th, you must make your own. Find additional Kazzam resources including more teams, more maps, and more Creeps in the GM's supplement, available on jimbozig.itch.io.

Player Jobs

Controlling the opposing team is already a large mental load for the GM, so players will take on other jobs to help out. One player is **the scorekeeper**: they keep track of points and strikes for each team, and they help remind everyone of what statuses each character has and track their durations. Another player is **the creepmaster**: they are in charge of rolling for the Creeps, tracking HP and status effects on the Creeps, interpreting the Creep AI, and telling everyone what happens on the Creeps' turn. A third player is the **referee**: they are in charge of looking up rules, flipping pages or searching the PDF when a rules question arises, and making a fair decision if there is any ambiguity. Those are the three main jobs that need to be done, but if you like, another player can be **the announcer**: they can give a brief play-by-play or commentary, especially when something cool happens. If one player wants to take on multiple jobs and no other players want those jobs, they may do so—the goal is simply to keep things running smoothly.

You will make mistakes!

This game has a lot of moving parts, and everyone will make mistakes. The Creepmaster will mess up a Creep's priorities, the referee will misread a rule, the scorekeeper will forget to write down a strike, the GM will mess up the NPC team's actions, and players will misplay abilities. The thing you need to know is this: it's okay! It's not a big deal at all, and everyone is in it to help each other out. As you play more, you'll make fewer mistakes, but it will always be okay to mess up and to ask the other players for help. If the mistake is easy to correct, just correct it. If it's too difficult to unravel, just play on. After the match, your characters can talk about it! "Can you believe the umpire missed that call?"

Strike!

Kazzam is based on *Strike!*, a game of tactical combat and heedless adventure. If you are familiar with *Strike!*, you may want to know how to bring enemies from there into Kazzam, or how to use characters from Kazzam in your *Strike!* game. The balance between the two games is close enough that you can go back and forth. Characters in each game are cross-compatible. If you like what you find in Kazzam and would like to see more like it, check out *Strike!*

In *Strike!* all characters can use the new Roles and Specializations found here in Kazzam (don't use the Hunter, unless you plan to add Creeps to every fight). When using Kazzam characters in *Strike!*, give them 10 HP instead of 8. The most important rules difference to note is about ranged attacks and opportunities: in *Strike!*, all ranged attacks granted Opportunities to adjacent enemies. When using Kazzam characters in *Strike!*, wand users do not grant Opportunities and Staff users do. When using *Strike!* characters in Kazzam, all their ranged attacks grant Opportunities as though they were using a staff.

Kazzam Rules

The Grid

Kazzam takes place on a grid. Each square represents three meters. A typical maximum range in the heat of battle is 5 or 6 squares, with some specialized characters getting more.

Setting Up

In Kazzam, almost everything is public knowledge. As part of your team practices, you will have scouted and prepared for the match. To start the match, the GM should tell everyone:

- A brief description of the map, including any Special Terrain or other special rules.
- A brief description of each Creep group.
- The Class, Role, and Implement of each enemy.

If you have any questions about any of these things, the GM will answer, or may even pass you the book to read for yourself. You may also hold your questions until later, and the GM will answer you then. (E.g. the GM will say how much HP an enemy has left.)

After the GM's overview, place your character's token on your side of the map. There are lines on each Kazzam Map that indicate the appropriate starting areas for each team. While you do this, the GM will place the other team. If you prefer to wait for the GM to place the opposing team before you place your token, you may.

Initiative

At the start of combat, we roll Initiative. Roll a die. That's your Initiative, and everyone takes turns from highest to lowest. In the case of a tie, opposition players go before player characters, and tied player characters go in whichever order they wish (but once they have decided on an order, they cannot change it in future rounds). Write it down so everyone can see—it is public knowledge. Creeps go at the end of the round and do not roll initiative.

On Your Turn

When you start your turn, the following happen in order.

1. **Start Phase:** Resolve any effects that end or trigger at the start of this turn, including taking Ongoing Damage (see the Glossary). Resolve these in any order you choose.
2. **Action Phase:** This is the bulk of your turn. The next heading describes your actions in more detail.
3. **Saving Throw Phase:** Roll Saving Throws. For each Status you have that is denoted "save ends," you roll a die. 1 – 3 is a failure, 4 – 6 is a success. On a success, you end the Status. On a failure, it continues. Statuses denoted "save sustains" are the opposite of "save ends" effects: you continue the Status on a success and end it on a failure.
4. **End Phase:** Resolve any effects that end or trigger at the end of this turn. Resolve these in any order you choose.

Action Economy

On your turn you have an Attack Action, a Move Action, a Role Action, and as many Free Actions as you need within the bounds of common sense. You can trade your Attack Action for a second Move Action. You cannot trade for a Role Action.

Many actions (closing a door, for instance) are Free. Free Actions are only taken on your turn, during the Action Phase. Some things, like speaking, do not cost an action at all and can be taken at any time. Attack Actions are, unsurprisingly, mostly attacks—the way you damage and apply effects to Team Monster. Most of your Attack Actions will come from your Class, but some are common to all characters. When a rule tells you to "make an attack," it means that you can use an Attack Action the same way you would if it was your turn. Depending on your implement, using an attack action might end your turn. Move Actions are how you move across the battlefield or do things like stand up or escape being Grabbed. Role Actions are mostly reserved for powers coming from your character's Role, and help you perform that Role—things like healing or putting down a wall of Blocking Terrain.

Some powers are listed as Interrupts or Reactions. These can occur at any time in response to a specific trigger. Interrupts are resolved before the triggering event while Reactions are resolved after.

No attack chains: If another character grants you an attack, you may not use a power that grants another character an attack. This rule prevents infinite action chains.

Movement

You can spend a Move Action to move a number of squares equal to your speed (most characters have a speed of 6). You can also spend a Move Action to Shift 1 square—that is, you can move 1 square without granting an Opportunity to adjacent enemies (see "Opportunity" below). You can also spend a Move Action to stand up from Prone or to attempt to escape from a Grab. To escape a Grab, spend a Move Action to roll a Saving Throw (i.e. you roll a die: 1 – 3 is a failure, 4 – 6 is a success), and if you succeed you escape. The escape attempt consumes the Move Action whether successful or not. If you escape a Grab or stand up in a square you are unable to legally occupy or which would cause you to fall or take damage, pick an adjacent legal square instead.

Opportunity

Certain actions cause you to grant your opponents an Opportunity. When you provoke an Opportunity, your opponent takes the chance to strike at you, and you take damage. When you are granted an Opportunity, you may deal 2 damage to the enemy who granted it. This damage happens as an Interrupt, i.e. before the triggering action is resolved. You can only take advantage of Opportunities within your implement range.

- When you leave your square without shifting (see "Movement" above) you grant an Opportunity to every adjacent enemy.
- When a staff-user makes an attack that has the implement icon (🔪), they grant Opportunities to every adjacent enemy.

Some characters have special abilities which let them use Opportunities in a different way or gain Opportunities at different times. Such abilities are always explained in the specific rules for that creature or character. Some characters have abilities that allow them to avoid Opportunities. For instance, the Nimble status means that a character does not grant Opportunities with their movement.

How to Read a Power

In this section you will find a few powers, with many more to come in the Class sections that follow. They are formatted to be fairly condensed while being fast to read and use in play. There are a few things you should know about how they work.

Action Types

First, the icon in the top-left corner tells you what type of action they use.

- ⚔ indicates that it uses an Attack Action. You get one of these per turn.
- ⚡ indicates that it is triggered and does not use an action.
- indicates a Free Action that can be used any time on your turn.
- 👤 indicates a Role Action. You also get one of these per turn, but they are not attacks.
- ➡ indicates a Move Action.

Target

The possible targets of an attack are indicated in the top row.

- ⚔ means implement, targeting based on the range of your implement. These powers use your implement and gain any benefits or penalties that provides.
- 🎯 means ranged, targeting one enemy in that range.
- 👤 means melee, targeting one adjacent enemy.
- 🌀 means Burst, and targets everyone except yourself within a certain range. Area of effect powers like this make a separate attack roll for each target.

Roll or No Roll

If a power has ♠ in the top line and “Effect:” below, that means you make an Attack Roll. The ♠ tells you the damage while the “Effect:” tells you the effect.

No ♠ means you do not need to roll. The power “just works.”

Other Symbols

- 👤 is a symbol for multi-target. It is used to indicate which powers may not be used with specific Advanced Implements (see “Advanced Implements” on page 41)
- ♥, 🛡, and ➡ symbolize HP, Ward, and Speed, respectively.

The Attack Roll

Your Attack Action is often the core of your turn, and most Attack Powers require an Attack Roll on the following table to see the result. means damage. For instance, you might have a power that has 2 and Effect: Target is knocked Prone. The result of your roll will tell you whether you dealt 2 damage, knocked the target Prone, both, or neither.

Attack Rolls	
6	Critical Hit: Effect and 2 times ♠
4-5	Solid Hit: ♠ and Effect
3	Glancing Hit: ♠ or Effect (player's choice)
2	Miss: Gain a Miss Token (see below)
1	Miss: Gain a Miss Token and a Strike (see below)

Whenever you get a Strike, make sure the scorekeeper takes note. They'll be counting how many you get, and at the end of the combat having a lot can reduce your score.

When you Miss a Creep, Creeps have special abilities called Miss Triggers to take advantage of your blunder.

On the other hand, when you Miss with an attack, you take a Miss Token. You may spend any number of Miss Tokens after any future attack roll in the same combat to get +1 to the roll per token spent, so long as the roll was not a 1. If the roll was a 1 and you spend a Miss Token, you still take a Strike, but the first token spent bumps the roll up to a 3: a Glancing Hit. Unused Miss Tokens at the end of a match are gone. **Only player characters earn Miss Tokens. The NPCs and enemies they face do not.**

When you make an attack with multiple targets, or when you use a power that allows you to make multiple attacks, you can never get more than one Miss Token, Strike, Role Boost, or Miss Trigger. Only the first attack you roll counts for Miss Tokens, Strikes, and Role Boosts, and you can roll in any order. For Miss Triggers, only the roll against the strongest Creep counts—whichever you roll against first if there are multiple equally strong Creeps. (Champions are stronger than Elites, which are stronger than Standards, etc.)

When you hit, you might get to do an Effect along with or instead of dealing damage. To see what I mean by Effects, look at the examples that follow or take a look at the section on Classes. There is a lot of variety! The Glossary near the end of this chapter explains any terms you don't understand.

Behind Miss Tokens and Strikes

Miss Tokens are simply a mechanism to make sure nobody has a terrible time by always missing. They do not exist in the game world. Strikes, on the other hand, absolutely do. When a player casts a spell in an illegal manner, umpires call a Strike and undo the spell's effects. When a player rolls a Strike, they get to describe whatever they like: an amazing shot that sadly gets called back on a technicality or a weird miscast that does something strange.

Attack Order of Operations

When a player hits with an attack, they decide the order of operations: they can apply the ♠ damage, the Effect, their Role Boost, and any other bonuses they have in any order they like, unless a power specifically says otherwise.

Basic Attacks

Every player character has two Basic Attacks. They look like this.

✂ Basic Physical Attack At-Will ⚔ ♠2

Effect: None.

✂ Basic Implement Attack At-Will ⚔ ♠2

Effect: None.

So what does that mean? Well, they each cost your Attack Action to use. *Basic Physical Attack* attacks an adjacent target, while *Basic Implement Attack* attacks a target within your implement range and gains any benefits or penalties that your implement gives. Both have ♠2, so they can each do 2 damage and have no other effect, and require an Attack Roll.

More Example Powers

✂ Grasping Blade At-Will ⚔ ♠2

Effect: Target is Grabbed. If the target was already Grabbed by you, 2 extra damage.

✂ Petrov's Petrification Encounter ⚔ ♠3

Effect: Target is Dazed until the end of their next turn.

✂ Swap Places At-Will

Swap places with one ally or enemy within 5 squares.

○ Reversal of Fortune Encounter Free Action

On your next roll of any kind, subtract the result from 7 and use that as the result instead.

⚡ Contingency Jump Encounter Interrupt

Trigger: You would be hit by an attack.

Teleport 2 squares and the attack misses.

In these examples, the ✂ indicates that each of the first three powers are Attack Actions, meaning you can use these on your turn by spending your Attack Action, or when an ally's power tells you to "make an attack" or "spend an Attack Action." Reversal of Fortune is a Free Action, as indicated by the ○ icon, and as noted in the top line. It can be used on your turn without spending an action. Contingency Jump is a Triggered power, as indicated by the ⚡ icon—you don't spend an action, but you may only use it when the listed "Trigger" occurs.

If an attack has damage in the top line, indicated by a ♠ followed by a number, then it requires an Attack Roll and the next line represents the Effect, indicated by the presence of "Effect:" in the second line. In the examples, Grasping Blade and Petrov's Petrification require Attack Rolls. For Grasping Blade, whether you get to grab your target depends on your roll, as does whether or not

you deal 2 damage. The final three powers do not require you to roll the dice. For instance, when you use Swap Places, you get to swap places with one ally or enemy within 5 squares.

Color

The colour of the power indicates how often you can use it. Green powers are At-Will and can be used without limit unless otherwise noted, while Encounter Powers are purple and each one can only be used once per combat. Whether a power is Encounter or At-Will is also noted in the top line. Some Classes have yellow powers—these are neither Encounter nor At-Will, but follow their own rules that depend on the Class. Role Actions have the same At-Will/Encounter dichotomy, but their colours are blue and red. Move Actions as well, with the colours orange and light blue.

What Makes Sense

If the rules are genuinely unclear on a particular point, or when the table cannot find the rule to figure out what to do, the GM in consultation with the rules reader will make the decision based on what makes the most sense given the fiction, avoiding any obviously unfair outcomes.

Hit Points and Taken Out

You always start each combat with your maximum Hit Points (for players, that is 8 by default). These go down as you take damage, and can be restored by a variety of means depending on the genre. They represent a combination of your will and ability to fight on.

Your Bloodied value is equal to half your Hit Points (rounded down). When you have this many HP or fewer, you are considered Bloodied, which has special effects with certain powers.

When you reach 0 HP, you are Taken Out. You are removed from the map. When you start your next turn, you start in the Dungeon. There are special squares of your team's colour that indicate where you may start. (If they are somehow all occupied, start as close as possible.) You remove any statuses on you, drop anything you were holding, both positive and negative, and start essentially completely fresh, as if you were starting the match for the first time, except that you only recharge one spent Encounter power.

Advantage and Disadvantage

If you and an ally are flanking a target, i.e. you are both adjacent to the target and on opposite sides or opposite diagonals of the target, you both have Advantage on melee attacks against it.

Any melee attacks against a Prone target have Advantage.

If you are Hidden from your target when you attack or Charge, you have Advantage on that attack.

Cover

When you have cover, attacks against you have Disadvantage. Terrain that grants cover should be called out by the GM when the map is brought out or when it is created.

Burst attacks judge cover from their center. To get cover against a ranged attack, you need to use terrain via the following rules.

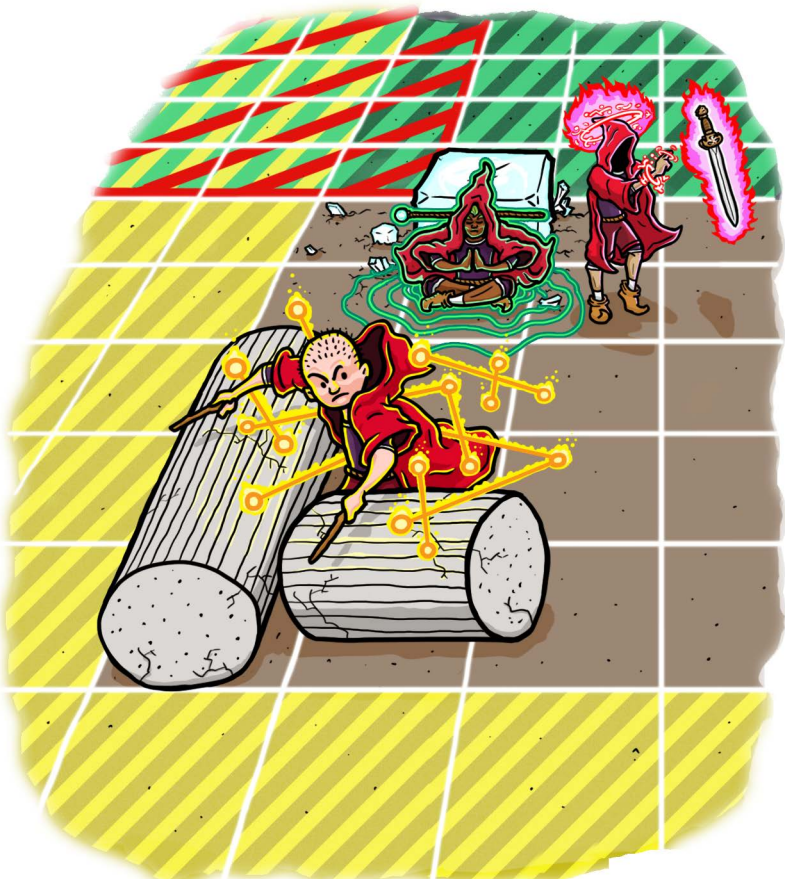
Take Cover

When you are right up against an object, you can press up against it to get more protection than you get from simply having the object nearby (see Intervening Cover below). For these purposes there are two kinds of cover, Low and Full. Low Cover represents things like boxes, piles of sandbags, and chest-high walls. Full Cover represents things you can stand behind and remain safe, like large trees, pillars, and walls. The type of cover only matters if you are right next to it—your character needs to get down and press up against it to take advantage. When you aren't adjacent, use the rules for Intervening Cover below. Low Cover counts as Difficult Terrain to move over.

The diagram above on the right explains how Low Cover works geometrically. If I were to write it out it would seem complicated, but when you see it it's absolutely simple. Taking cover against Low Cover (this does not cost an action) grants you cover in a half-plane if you are non-diagonally adjacent. Taking cover diagonally only grants you a quarter-plane of cover.

Full Cover, pictured below on the right, grants you cover in the same region as Low Cover. On top of that, Full Cover blocks line of sight, granting you full immunity to attack from some squares. Taking cover against a pillar non-diagonally gives you one row or column of protection. Taking cover diagonally gives you protection along that diagonal. Standing behind a wall with two or more squares of Full Cover is more advantageous than standing behind a pillar: you get protection not just along the row and diagonal but everything in between too.

You cannot generally take cover against other creatures. However, relative size is important and the situation can change things. If you take cover against the brachiosaur's leg, then by all means treat it as Full Cover.



Intervening Cover

Intervening Cover is the set of rules you use to determine how an object or piece of terrain might impair your shot against an enemy if the enemy is not taking cover against it.

1. If you can draw an unobstructed line from any point on your square to the center of theirs, you have a clear shot.
2. If you can't do that, but you can draw a line from a point on your square to a point on theirs, they have cover against you.
3. If you can't do either of the above, i.e. you cannot draw any lines from your square to theirs, then you have no shot.

Note: When drawing lines past cover, you may not "cut the corner," nor may your line run along an edge of the cover. Cover is considered to block all its edges and corners.

Low Cover does not count for Intervening Cover unless the GM decides that the circumstances demand it.

Cover and Large Creatures

A creature large enough to occupy more than one square can only take cover by standing next to an object large enough to block one entire side of its body.

Concealment, Sight and Targeting

When a target is Concealed, all Ranged and Melee attacks against it have Disadvantage. Hidden simply means that your enemies do not know where you are. They cannot target you with Melee or Ranged attacks, they cannot take advantage of Opportunities you would grant, and you have Advantage on attacks against them. Sometimes you will be Hidden until you attack, in which case you are still considered Hidden until the action is fully resolved.

Order of Operations

If multiple actions seem to resolve at the same time, the general rule is that the user of the abilities may pick the order in which to resolve them. If more than one character is involved, it should be clear if there is an Interrupt or a Reaction at play.

Damaging Zones

Damaging zones only deal damage once per round per target, regardless of how many squares the target enters or how many times. It doesn't injure you more to be waved back and forth through a fire than it does to be held in the fire. This resets at the end of a target's turn, at the end of the round if the target does not have a turn, or at the end of their final turn of each round if they take multiple turns per round. (So if you have already been pushed into a damaging zone and taken damage from it, you can run through it safely on your turn. But you can take the damage from it again afterwards.) This includes wording such as "When a creature enters an adjacent square it takes 1 damage". It includes zones arising from terrain, powers, or anything. It is broad and any exceptions must be specifically called out, such as "Creatures take 1 damage for each adjacent square they enter."

Creative Use

You may spend your Attack Action to apply the Effect line of one of your attack powers to a willing ally or yourself without needing to deal damage or make an attack roll. If the power is not At-Will, this expends the power. You may also choose to actually attack your allies—this requires an attack roll, but they may choose to grant you Advantage if they wish.

Failing Saving Throws

When asked to make a Saving Throw, you may choose to fail the roll instead of rolling.

Stowing Implements

You can hold your implement and one other object without penalty. To hold a second object, you must stow your implement, leaving yourself very vulnerable. When you do so, you may not make any attacks and you are Vulnerable 2 to attacks and Opportunities. Stowing and retrieving your implement does not cost an action.

Fair Play

Kazzam is a sport, and fair play is essential to competition. Anyone who competes knows that sometimes you lose, sometimes you win, sometimes you get crushed by a superior opponent, sometimes you make a glorious play, and sometimes you get bad luck and lose what should have been yours. This can all happen in Kazzam, too, and it should. For that reason, there can be no "fudging" your dice—pretending you rolled something you didn't. Neither players nor GM are allowed to do this. GMs should of course be fans of the players, but that does not mean cheating to help them win a match. In Kazzam, fudging dice is cheating.

Kazzam has enough powers that interact in fun and complex ways that sometimes you are the only one in your group to notice, remember, or understand something important that affects how a power is resolved. If you notice something that works out in your favor, of course you will naturally say something. But if you're the only one who notices something that works against your interests, you may feel inclined to stay quiet. That's not sporting—it is everyone's responsibility to help the referee ensure that the rules are being applied fairly. Instead, speak up and point out what the others have forgotten.

Compliment your teammates and your opponents on their play. Allow new players to make mistakes, and give them responsibility so they can learn and improve. Offer advice when asked. Pay attention even when it is not your turn. Help keep the game moving and don't slow things down for everyone else. Be generous when anyone makes a rules mistake or when there is a misunderstanding or dispute, and defer to the referee when a consensus cannot be found.

In these and in all other ways, **be sporting.**

Glossary

This is a list of terms that are used elsewhere. Whenever you see a term that you don't understand, look here.

Targets

Creatures – All of the players on both teams, Creeps, Automata and Summoned Creatures.

Non-Creeps – Any creature that is not a Creep.

Allies and Enemies – Allies and enemies are essentially whoever you want them to be. If you have a power that says you deal damage to all enemies in a zone, that power allows you to pick and choose who takes damage in the zone. So you could deem one of your teammates to be an “enemy” if you want them to take the damage for some reason. The same applies to allies, except that allies must be willing. You may deem an enemy to be your “ally” for the purposes of a power only if they allow it. If you are Dominated, whoever is dominating you gets to determine who you consider an ally for the duration.

Teammates and Opposing Team Members – Your teammates are only the other players on your team, not any of their traps or Summoned Creatures or anything else. Similarly, opposing team members means only the people on the other team opposing you and not their traps or Summoned Creatures, and not neutral creatures. These categories are more restrictive than allies and enemies.

Traps – Traps can be targeted by any attack or power that can target creatures, non-Creeps, or enemies, but they are not allies to anyone. Traps are immune to all Status.

No Funny Business

You can generally decide who your enemies and allies are, but you cannot use this to evade effects. If you are hit by a power telling you to attack one of your allies, you can't get out of it by declaring that you temporarily have no allies.

Statuses

Blinded – A Blinded creature cannot see clearly, but it has not necessarily been rendered fully blind. Thus all of its attacks have Disadvantage. All melee attacks against it are made with Advantage. A Blinded creature cannot take advantage of Opportunities granted to it, nor use Miss Triggers.

Bloodied – A Bloodied creature has half its Hit Points or fewer remaining.

Dazed – A Dazed creature does not get its full complement of actions on its turn. It may only take one action: Attack or Move. It is also Distracted.

Disarmed – You may not take advantage of Opportunities and you may take no actions with the Implement icon (🔪).

Distracted – A Distracted creature may not use Miss Triggers or Role Actions or take advantage of Opportunities. They also have Disadvantage on Saving Throws. You cannot end the Distracted status or attempt to save against it at the end of your turn until you have finished all your other Saving Throws.

Dominated – A Dominated creature may not take advantage of Opportunities granted to it, nor use Miss Triggers. When it starts its turn, the creature dominating it gives it a very brief command. It must attempt to follow those directions to the best of its abilities. When a player character is Dominated, it is up to the player how to go about achieving the GM's command. They must make the attempt in good faith. Be a good sport. Dominated characters do not grant Opportunities.

Alternate (less fuzzy) version: A Dominated creature is Dazed. Its one action is chosen and targeted by whoever is dominating it. Only At-Will actions may be chosen.

Fierce – Fierce creatures treat 3s as 4s and treat 5s as 6s on their attack rolls. Fierce applies after attack roll bonuses: an attacker can boost their 4 up to a 5 (using a Miss Token, for instance), and Fierce will bump that up to a 6. Fierce and Guarded cancel out.

Flying – Flying creatures are Hovering. Like Hovering creatures, they are still blocked by Blocking Terrain (e.g. walls).

- A Flying creature may not interact with things on the ground and vice versa, except with ranged powers. For example, they may not be the target of melee attacks from non-Flying creatures and they may not make melee attacks against non-Flying targets. Flying and non-Flying creatures do not count against one another for Flanking. Non-Flying and Flying creatures do not grant one another Opportunities for moving.
- However, gaining the Flying Status counts as leaving your square, so it does grant Opportunities to any adjacent creatures as you take off.
- They may occupy the same square as non-Flying creatures.
- Unless a power forces you to fly, you can generally choose to stop Flying as a Free Action.
- If a Flying character would be knocked Prone, they lose the Flying Status and fall to the ground, but do not fall Prone. If they would fall onto a square that is not legal for them to occupy, they choose the nearest legal square.

Frenzied – When Frenzied on your turn, roll a die. On a 1, it is as though you were dominated but you can only make melee attacks; on a 2, make a basic melee attack against the source of the frenzy with Disadvantage, moving if necessary to do so; on a 3 or 4, same as a 2 but without the Disadvantage; On a 5 or 6, take your turn normally but you may only use melee attacks. After this roll and actions have been resolved, end your turn.

Grabbed – A Grabbed creature is Immobilized and cannot take advantage of Opportunities nor Miss Triggers. To escape a Grab, you must spend a Move Action to roll a Saving Throw and if you succeed you escape. Most creatures cannot Grab more than two other creatures at a time. You automatically escape from any Grab if the creature Grabbing you is Incapacitated.

While Grabbing an enemy, you may try to move, dragging it with you, moving as though Slowed.

Forced movement that moves the Grabber out of reach from their victim or that would move the Grabbed creature out of reach gives the Grabbed creature a free escape attempt. If it succeeds, complete the forced Movement. If the Grabber was moved and the escape attempt fails, the Grabbed creature is dragged along with them. If the Grabbed creature was moved and the escape attempt fails, then the forced movement fails.

Guarded – When a creature is Guarded, attacks against the creature that roll a 6 are treated as 5's, and 4's are treated as 3's. Guarded applies after attack roll bonuses: an attacker can boost their roll up to a 6 (using a Miss Token, for instance), but Guarded will bump it right back down to a 5. Guarded and Fierce cancel out.

Hidden – Hidden creatures cannot be targeted by attacks or any powers, except by powers that target all creatures or all non-Creeps in an area. Hidden creatures do not grant Opportunities. A power might make a creature Hidden from some enemies but not others. A creature is never Hidden from itself.

Hovering – Hovering creatures ignore Difficult Terrain and Damaging Terrain, and cannot use Low Cover. They are still affected by Special Terrain unless specified. They are still blocked by Blocking Terrain (e.g. walls). While Prone, a creature cannot be Hovering.

Immobilized – An Immobilized creature cannot move except by teleporting.

Incapacitated – When you are Incapacitated, you fall Prone and are Stunned. Marks, Grabs, and other Statuses you are actively maintaining end.

Marked by X – If you make an attack with an attack roll that does not include X as a target, you grant X an Opportunity, so long as you are within range of their implement (or their longest-ranged attack, for creatures without implements). If X has a melee implement (or if they have no implement but are primarily a melee attacker) and you shift out of a square within X's reach (usually any adjacent square), you grant X an Opportunity unless your shift moved you closer to X. If the creature Marking you is Incapacitated, the Mark ends.

Nimble – Nimble creatures do not grant Opportunities with any of their movement.

Ongoing Damage – When you have Ongoing X Damage, you take X damage at the start of your turn. There is one exception: if taking the damage would bring you down to 0 HP or less, you

may take one final action (of any sort) before taking the damage. If that action removes the Status or recovers enough HP that the Ongoing Damage will not reduce you to 0 HP, you are saved and may continue your turn. Multiple instances of Ongoing Damage are cumulative, unless they are from the same source (the same power or trait). If a creature gains ongoing damage during its turn, it immediately takes that damage.

Panicked – When Panicked on your turn, roll a die. On a 1, it is as though you were dominated but can only make basic implement attacks; on a 2, make a basic implement attack against the source of the panic with Disadvantage if it is within range (this implement attack does not end your turn and does not grant it an Opportunity, although it might grant others an Opportunity), then you must run away from whatever panicked you into cover from it or directly away from it; on a 3 or 4, same as a 2 but without the Disadvantage; On a 5 or 6, take your turn normally but you may only use basic implement attacks. After this roll and actions have been resolved, end your turn.

Phasing – Phasing creatures can move through obstacles, terrain, and other creatures, but may not end their turn in any square they would not normally be allowed to occupy.

Prone – All melee attacks against you while you are Prone have Advantage. You cannot take advantage of Opportunities nor Miss Triggers. You may not move nor shift normally. You must crawl or stand up as a Move Action. When you crawl, you move as though you were Slowed. Attacking while Prone grants Opportunities to all adjacent creatures. While Prone, treat Low Cover as Full Cover. Being knocked Prone during movement ends that movement. You may choose to drop Prone as a Free Action if you are not Grabbed or Restrained.

Reach N – When a creature has Reach N, it may make melee attacks against any creature within N squares. Leaving any square within a creature's reach without shifting grants it an Opportunity, unless your movement brings you closer to it. You don't give the thug a chance when you approach, but you do when you run away.

Regenerate N – A creature with this Status Regenerates N Hit Points at the start of each of its turns, as long as it has at least 1 HP. Regeneration generally does not combine with things that add to or subtract from the effectiveness of healing or regaining HP.

Revealed – Revealed targets cannot be Hidden, and can always be seen by everyone from anywhere. Attacks against Revealed targets ignore Concealment and Cover.

Resist All – This works the same way that Resist N works, but subtracts all damage. Usually this is limited to certain damage sources, or can only be used a limited number of times.

Resist N – A creature that resists N damage totals all the damage it receives at any one time and subtracts N before reducing its Hit Points. So an attack that does damage on its damage line, more damage immediately as an effect, additional damage because of a Class or Role feature, and also pushes the target into Damaging Terrain, only has N subtracted from the total once, not four times. By contrast, an attack that does damage on its damage line and more damage later as an effect is resisted on both occasions. Resistances from multiple sources are cumulative, but not those from the same source. Resist is applied after Vulnerable.

Restrained – A Restrained creature is Immobilized and has Disadvantage on all its attacks. It may not take advantage of Opportunities nor Miss Triggers.

Retaliate N – When hit or missed by an attack, deal N damage to the attacker. This is often limited to certain types of attacks, such as “Retaliate 2 against ranged attacks” or “Retaliate 1 against adjacent attackers.”

Slowed – A Slowed creature has its speed halved and cannot spend a Move Action to shift.

Stunned – A Stunned creature may not take actions except those labeled “No Action” nor take advantage of Opportunities, nor use Miss Triggers. It cannot flank.

Vulnerable N – A creature that has Vulnerable N damage totals all the damage it receives at any one time and adds N before reducing its Hit Points. So an attack that does damage on its damage line, more damage immediately as an effect, additional damage because of a Class or Role feature, and also pushes the target into Damaging Terrain, only has N added from the total once, not four times. By contrast, an attack that does damage on its damage line and more damage later as an effect does the extra damage on both occasions. Vulnerabilities from multiple sources are cumulative, but not those from the same source. Usually creatures are only Vulnerable to certain types of attacks, such as being Vulnerable 2 to melee attacks. When any attack gives the target Vulnerability as an Effect, the Vulnerability does not apply to damage from that attack, but only to future damage.

Weakened – When a Weakened creature attacks and does damage, it sums up all its damage resulting from its attack and halves it, rounding down, before reducing its target’s Hit Points.

If you are Weakened and your victim is Vulnerable to or Resists your damage, the Vulnerability or Resistance are added on after halving the damage.

Ward – When you take damage, remove HP from your Ward first. When you have a Ward and are attacked, if the attack only removes HP from your Ward and fails to remove any of your HP, you do not suffer any Effects from the attack, only the damage. If you gain a Ward when you already have a Ward, they do stack.

Types of Terrain

Blocking Terrain – Blocking Terrain means things like walls. You cannot move through them unless you have the Phasing status. It counts as Full Cover.

Damaging Terrain – Damaging Terrain deals damage to anyone who enters or starts their turn in it. It only deals damage once per round per target, regardless of how many squares the target enters or how many times. (This resets at the end of a target’s turn, at the end of the round if the target does not have a turn, or at the end of their final turn of each round if they take multiple turns per round.) Damaging Terrain also deals damage when it is created.

Difficult Terrain – Difficult Terrain takes 2 squares of movement to enter. This applies to any form of movement, so if you are only shifting 1 square, you may not shift into Difficult Terrain. Flying and Hovering creatures ignore Difficult Terrain, unless otherwise specified.

Portal – When you enter a portal, re-appear in a square adjacent to the other end. Passing through a portal does not end your movement. You may not occupy the portal’s square. One-way portals can only be entered from one end. Some portals can only be used by one team.

Special Terrain – Special Terrain is just map-specific terrain with special rules.

Water – Non-aquatic creatures treat water as Difficult Terrain and have Disadvantage to all attacks while in the water.

Other Definitions

Attack – An attack is any Attack Action or any power that would normally cost an Attack Action, even if you are using it without spending one. It also includes any powers that have an Attack Roll, even if they do not cost an Attack Action.

When a power or ability tells you to “make an attack,” you may use an Attack Action just as though you had spent one on your turn. If a power tells you to “make an attack” against a specific target, then the Attack Action you use must be able to target the specified target.

Distance – The number of squares separating two characters, counted by the shortest route, and ignoring terrain and obstacles. For example, adjacent creatures are a distance of 1 apart.

Escape – Some Statuses are listed as “escape ends.” These can be ended by attempting to escape, exactly as you would from being Grabbed. That is, you must spend a Move Action to roll a Saving Throw. If you succeed, the Status ends. You automatically escape from any Grab or similar Status if the creature Grabbing you is Incapacitated.

Flanking – When you and an ally are both adjacent to the same creature and on opposite sides or opposite diagonals of that creature, then you are flanking it. You both have Advantage on melee attacks against it.

Forced Movement – This includes throws, pushes, pulls, slides, involuntary teleports, and involuntarily gaining the Flying status. Forced movement does not grant Opportunities. When using Forced Movement, you may elect to move the target fewer spaces than specified. If any Forced Movement would bring the creature into Damaging Terrain or into a zone that deals damage or applies a negative effect, it may elect to roll a Saving Throw to roll to safety. If it succeeds, it falls Prone at the edge of the Zone. If it fails, the Forced Movement continues but it falls Prone anyway. You cannot Push, Pull, or Slide a creature through another creature's square.

Pull – When you pull a creature, you move it the specified number of squares. Each square must bring it closer to you (i.e. reduce the distance between you). See Forced Movement.

Push – When you push a creature, you move it the specified number of squares. Each square must move it farther from you (i.e. increase the distance between you). See Forced Movement.

Slide – When you slide a creature, you move it the specified number of squares in any direction or combination of directions you like. See Forced Movement.

Teleport – A Teleport counts as a Shift (if you do it) or a Slide (if you do it to another creature) except that it ignores all intervening terrain and creatures. Teleporting never grants Opportunities. Teleporting automatically escapes Grabs. Essentially, teleporting allows you to ignore terrain and all the usual consequences of leaving a square. If you teleport an enemy into dangerous terrain, they may not attempt to fall Prone to avoid the forced movement.

Throw – Throw is identical to Push except that it ignores most terrain and creatures between the start and end of the Push, and that if you throw an enemy into dangerous terrain, they may not attempt to fall Prone to avoid the forced movement.

Interrupt – An Interrupt is an action that is triggered. It is resolved before the triggering event.

Pseudo-Attack Roll – A Pseudo-Attack Roll counts as an Attack Roll for the purposes of any power that affects those.

Reaction – A Reaction is an action that is triggered. It is resolved after the triggering event.

Recharge – When a spent Encounter Power is recharged, it no longer counts as spent and can be used again.

Save Ends and Save Sustains – At the end of your turn, you attempt Saving Throws to end statuses that are “save ends.” If you succeed, the status ends, and if you fail then it continues. “Save sustains” is the opposite—if you succeed, the status continues, and if you fail then it ends.

Zone – A Zone is simply a region of the battlefield with an ongoing effect. Zones apply their effect or damage to a given target no more than once per round (i.e. once it has experienced the effect, it cannot experience it again until after its turn, assuming it only has one turn per round). So moving in and out and in again is no different than moving in once. If a creature is forced into a Zone that deals damage or applies a negative effect, it may choose to attempt a Saving Throw to roll to safety. If it succeeds, it falls Prone at the edge of the Zone. If it fails, the Forced Movement continues but it falls Prone anyway.

Types of Creeps

Champion – A Champion automatically succeeds on each Saving Throw. Champions are strong Creeps and usually make multiple attacks on their turn.

Elite – Elite Creeps are stronger than standard Creeps, but have no special rules.

Goon – Goons are more fragile than Standard Creeps. They have an HP threshold, and if the first damage they take does more than that value, they are Taken Out. Otherwise, they are considered Bloodied and are Taken Out the next time they take damage regardless of the amount. A wounded Goon is considered to have 1 HP.

Stooge – A Stooge has only 1 Hit Point, automatically fails all Saving Throws, and only deals 1 damage on Opportunities.

Team – A group of Creeps is called a team when they each have their own distinct actions. Instead of rolling to see what the group does, each member of the team simply does its own action. These are always resolved from top to bottom.

Mob – Any Burst or other area attack that can target multiple squares of the mob does double its base damage. A mob can occupy the same space as other creatures. Mobs neither grant nor take advantage of Opportunities normally. The mob deals its attack damage against any enemy starting its turn in the mob, entering a square of the mob, or ending its turn in the mob. If an enemy is reduced to 0 HP at the start of their turn, they get one final action before they are Taken Out. If they use that action to Take Out the mob or to heal themselves enough to survive, they are not Taken Out. Mobs cannot be flanked.

Kazzam Character Creation

To create a Kazzam character, select a Role, a Class, and an Implement. Your Role is your position on the team: Striker, Defender, Leader, Controller, or Specialist. Your Class is what type of magic you use. Your Role and Class will tell you what to select next: Role specializations, Class powers, etc. No two players may share the same Role, and no two players may share the same Class.

This document should allow you to play up to at least level 6 for every Role and Class. That is 3 full school years, or 30 Kazzam matches.

Kazzam Implements

Kazzam matches are played with special enchanted implements designed to help beginners cast spells they cannot necessarily cast outside of the match with their own implements. So your character will have some powers in Kazzam that they do not have outside of Kazzam, but they will have a chance to learn those powers during downtime. (See Kazzam Class Spells on page 71 of the Tailfeathers document for descriptions.) These special implements are on loan to the players from the school, and using them outside of the confines of the Kazzam court is strictly prohibited. If your players get into a combat off the court, they may have to justify their use to the school authorities.

Implements: Staves, Wands, and Swords

If you have a **wand**, your implement range is 5. If you hit an enemy with an implement attack from your wand on your turn, they may not take advantage of Opportunities against you for the rest of your turn. Using an Attack Action implement power does not end your turn.

If you have a **staff**, your implement range is 6, and you deal 1 extra damage when you apply the damage line on an implement attack at range 3 or more. When you make an implement attack with your staff, you grant an Opportunity to everyone adjacent. Using an Attack Action implement power ends your turn.

If you have a **sword**, your range is your reach (1 by default). Unless the target also has a sword, you deal 1 extra damage when you apply the damage line on an implement attack, or when you deal Opportunity damage. Gain the *Charge* power. Using an Attack Action implement power ends your turn.

⚔ Charge At-Will

Move up to your speed to a square adjacent to an enemy and make a basic attack against it with your sword. Each square of movement must bring you closer to the target and you may not Charge through Difficult Terrain.

Swords?! Like real swords?

Kazzam swords are real swords the way paintball guns are real guns. In Kazzam, sword-wielding characters are not slicing their opponents to pieces. Kazzam swords are specially enchanted: being hit with one stings and might even leave a bit of a mark, but doesn't really hurt. Injuries happen in any contact sport, but Kazzam is no more dangerous than most.

Minor Retcons

Because attacking with a sword or staff ends your turn, often players who are getting used to these rules will say “Oh, I forgot to use my Role Action. I would have marked her before attacking.” This sort of minor revision is perfectly okay and normal, and should be allowed for players and the GM alike. GMs make little stumbles, too! Just use your honest judgement to decide what you would have done. “Oh, I would have Weakened him before attacking. I wasn’t expecting to roll a 6 and take him out like that.” Neither the players nor GM should use this to try to gain an unfair advantage. If you’re unsure who to use your Role Action on because you don’t know if your attack will take out your target, it would be cheating to intentionally wait until after the attack and then claim you just forgot.

This section applies broadly to all kinds of minor revisions, although the details of what specifically is “minor” is left up to your group to decide. Minor revisions are allowed because they are quick—avoid making revisions that would have complicated consequences to unravel. Nobody wants to hear “Oh, but if I did that, then I would have done this, but then I wouldn’t have had Disadvantage, so we need to re-roll...” When in doubt, the Referee (see “Player Jobs” on page 5) can make a decision to keep things moving.

Basic Attacks and Powers

All characters have basic implement attacks and when all else fails they can hit their opponents with a Basic Physical Attack, such as a punch or a shove.

⚔ Basic Physical Attack	At-Will	✎	💧2
Effect: None.			

⚔ Basic Implement Attack	At-Will	✎	💧2
Effect: None.			

All characters also have an ability to try to spot and reveal Hidden enemies as a Move Action.

🔍 Reveal	At-Will	Move Action
Reveal all Hidden creatures or objects within 2 squares.		

Reskinning

Reskinning is a core concept in *Strike!* and it is also applicable here in Kazzam. The idea is that if you keep the mechanics the same, you can change the narrative description to fit your character. So you might really like the Tinker class, but you might also want your character to be into Charms and Translocation outside of Kazzam, and not very good at Tinkering. You can just pick powers that work well with your ideas and change the justification. If you pick Sword Trap, you can say that the sword zipping around and attacking people isn't because you enchanted it, but because you are controlling it with kinemancy. Voko's Lariat is easily explained as either a hex or as lifting the enemy by the uniform using kinemancy. So do not feel limited by the names of the classes or the names of the powers—the names imply a certain thing, but you can come up with your own interpretation of how the mechanics fit into the story.

Reskinning can also apply to a lesser extent away from the Kazzam court. Being Skilled in Duel often implies that the character is good at throwing hexes accurately and dodging their opponents' hexes, but this is not the only way to be good at dueling. There are several ways you could describe what being Skilled means for your character—duellists have their own distinct style! You could also be an expert at charms and counter-charms. Or you could be a skilled diviner, allowing you to anticipate your opponent's attacks and intuit where the best place is to make your counterplay. The same applies to just about any Skill, as there is more than one way to be good at studying, moving, detecting, and so on.

Progression

Here is a table of your character's progression, describing what they get at each level.

Lvl	Year	Progression
1	1	Implement + Role + Role Specialization + Class with Class Powers
2	1.5	Role Encounter Power
3	2	Advanced Implement + Class Encounter Power
4	2.5	Improved Role Boost + Improved Role At-Will
5	3	Improved or New Class Features
6	3.5	Role Encounter Power

Motivations

Everyone has their own motivation for playing team sports. You should pick one of these or make up their own. There are no associated mechanics, but it is a useful thing to think about.

- **Education:** If you play well enough, you might secure a scholarship to a prestigious wizarding college like Brombart or Wandsley.
- **Rivalry and pride:** It feels great to beat those horrible Stoats, and even better to finally beat Foxmeadow School for the first time in a century.
- **Personal excellence:** You want to be the best Kazzam player you can be and help your team in every way you can.
- **Fame:** You want everyone in the school to know who you are and admire you. Getting to spread your fame to other schools is better still.
- **Trained from birth:** Your parents spent thousands of hours turning you into a great Kazzam player and you're not going to let them down... are you?

Resetting Mistakes

If you picked a power or ability and later come to regret it, you can just change it. Nobody wants you to be unhappy with your character, so if you feel like you need to change something, you can just let the group know and then do it.

Kazzam Classes

There are currently 10 classes, each going up to 5th level in this document. Your Class will give you access to various powers you'll use in Kazzam. You cannot use these powers off the court: when children are learning Kazzam, they use specially enchanted implements that allow them to cast spells they may not otherwise be able to cast yet. However, using these powers in Kazzam does give you the practice needed to train them outside of Kazzam. See the Downtime rules and the Kazzam Spells in the Tailfeathers document.



Hexer



At **Level 1**, pick one of the following class features, pick 3 At-Wills, and 1 Encounter Power.



Duelist: When you have only one enemy within 5 squares, count 2s as 5s on attack rolls.


Brawler: When you have more than one enemy within 3 squares, count 2s as 5s on attack rolls.


Team-Up: When an ally is adjacent to your target, count 2s as 5s on attack rolls.


✂ Filov's Flare **At-Will**  
Effect: The projectile attaches to the target and illuminates the area. The target is Revealed while the projectile is attached. The projectile can be removed by the target as an Attack Action, but otherwise lasts until the end of the encounter.



✂ Lesser Confusion **At-Will**  
Effect: Slide the target 2 squares. Until the end of its next turn, the target does not take Opportunities against its enemies, but does take them against its allies.



✂ Margul's Toxic Missile **At-Will**  
Special: If the target has a Ward, reduce it by 1 first on a hit.
Effect: Target takes 1 Ongoing damage and loses 1 point of Resist if it has any (save ends).


✂ Homard's Patient Shot **At-Will** 
Make a basic implement attack with Advantage as an interrupt against any one enemy that moves within your implement range before the start of your next turn.

✂ Patient Gaze **At-Will** 
Target one enemy within implement range. If that enemy leaves any square within your implement range or makes an attack within your implement range before your next turn, make a basic implement attack. If you hit, the enemy has Disadvantage if it is attacking, and is Slowed for this action if it is moving.



✂ Beginner's Amalgam **At-Will** 
Effect 1: 2 damage.
Effect 2: Slide the target 2 squares.
Effect 3: Target is Slowed until the end of its next turn.
Effect 4: Target is Distracted until the end of its next turn.
Special: On a 3, the target is subject to one of the above four lines. On a 4, two lines. On a 5, three lines. On a 6, three lines plus 2 damage.


✂ Greater Confusion **Encounter**  
Effect: Target immediately makes a basic implement attack against a target of your choice.


✂ Bura's Traveling Fire **Encounter**  
Effect: Ongoing 2 damage (save ends). Also apply this same status to anyone who starts their turn adjacent or moves adjacent to anyone with the status.

✂ Salorn's Patient Surprise **Encounter** 
Make a Basic Implement Attack as an interrupt against one enemy that moves within your implement range before the start of your next turn. If you hit, choose one: that enemy drops an item, or they are Disarmed until the end of their turn.

At **Level 3**, choose one power from the list below:

✂ Victimize **Encounter**  
Effect: Target is Vulnerable 1 to your attacks until the end of the encounter.

✂ Foyle's Patient Porcupine **Encounter** 
Make a basic implement attack as an interrupt against every enemy that moves within your implement range until the start of your next turn.

✂ Binder's Amalgam **Encounter** 
Effect 1: 3 damage.
Effect 2: Slide the target 3 squares.
Effect 3: Target is knocked Prone.
Effect 4: Target is Grabbed.
Special: On a 3, the target is subject to one of the above four lines. On a 4, two lines. On a 5, three lines. On a 6, three lines plus 3 damage.

At **level 5**, pick one of the following:

Sentinel: When using a Patient power, you may use At-Wills instead of basic attacks.

Jinxer: Your effects that would end at the end of the opponent's next turn do not. Instead, you chant a jinx and the effect ends when your chant does. Your chant ends when the target is over 10 squares from you, you are hit by an attack with a roll of 4+, or when you spend another Attack Action (trading down an Attack Action for a Move Action does not end the chant). "Save ends" effects cannot be saved against until the chant ends, and one free save attempt is given when it ends.

Terror: When you roll a 6 on an attack, your target is Panicked on its next turn.

Wandslinger

The Wandslinger must use a wand. They focus on agility and have options for making multiple weaker attacks.

At Level 1, choose one:

Piercing Shot: Ignore Wards and Resist for basic implement attacks.

Ricochet Shot: Ignore cover and line of sight for basic implement attacks.

Seeking Shot: Ignore Concealment and Hidden for basic implement attacks.

At Level 1, choose 1 of the following movement powers (1 is an Attack Action, but it's still about movement):

Quickdraw	At-Will	Move Action
Make a basic implement attack, and do not apply your Role Boost.		

Focus	At-Will	Move Action
Increase your implement range to 10 until the end of your turn. Gain Advantage on the first implement attack you make on your turn, and deal 1 extra damage if it was a basic implement attack.		

Running Shot	At-Will
Move your speed and make a basic implement attack at any point in the movement.	

At Level 1, pick 2 of the following At-Will powers and 1 Encounter Power

Rapid Fire	At-Will	⚔️	💧2
Effect: Repeat this attack with no Role Boost against an enemy you haven't hit this turn.			

Trick Shot	At-Will	⚔️	💧2
Special: You have Disadvantage on this attack.			
Effect: Deal 2 extra damage and Choose one: Target is Disarmed until the end of their next turn, or target drops an object they are carrying.			

Follow-Up	At-Will	⚔️	💧2
Effect: Make a basic implement attack with no Role Boost against the target, or against a different target in range if the initial target was Taken Out by the first attack.			

Echoing Shot	At-Will	⚔️	💧2
Effect: Ongoing 1 damage (save ends). While suffering this Status, every time you hit them with an attack, they immediately take the ongoing damage then attempt to save against it.			

Recover and Shoot	At-Will
Regain 2 HP if you are Bloodied. Make a Saving Throw to attempt to end a Status. Then make a basic implement attack.	

Ward and Shoot	At-Will
Gain 1 Ward. Then make a basic implement attack.	

Favored Target	Encounter
Make a basic implement attack against a target. Until you are Taken Out, whenever you start your turn with that same target in range, make a basic implement attack against them with no Role Boost.	

Filov's Fusillade	Encounter
Make a basic implement attack against every enemy in range.	

Petrov's Petrification	Encounter	⚔️	💧3
Effect: Target is Dazed until the end of their next turn.			

At Level 3, choose one of the following powers:

Forking Bolt	Encounter	⚔️	💧3
Effect: Select 2 enemies within 4 squares of the target. Deal each 2 damage, then select 2 additional enemies within 4 squares of each of those. Deal each 1 damage.			

Perfect Shot	Encounter	⚔️	💧0
Effect: The target makes a Saving Throw. If their Saving Throw is lower than your Attack Roll, they are Taken Out.			
Special: Although 0 damage is the base, you can deal extra damage with this power based on your implement, your Role Boost, etc.			

Adigwe's Stunner	Encounter	⚔️	💧3
Effect: Target is Blinded until the end of their next turn.			

At Level 5, choose one:

Revenge Fire: When an enemy in range hits you with an attack, make a basic implement attack against them as a Reaction with no Role Boost. You cannot use this again until you end your next turn.

Defensive Fire: When an enemy in range hits you with an attack, make an Attack Roll against them as an Interrupt. On a hit, they must re-roll the attack and use the worse result. You cannot use this again until you end your next turn.

Reposition: When an enemy hits you with an attack, spend a Move Action as a Reaction. If the attacking enemy is adjacent, you may push them 1 square first. You cannot use this again until you end your next turn. Restriction: This Move Action may not be the Quickdraw power. If you want to do that, choose Revenge Fire instead.

Wardmaster

The Wardmaster is an enchanter with a focus on Wards. Many of their powers are personal or area Wards, but some are just enchantments.

At the end of each of your turns, choose yourself or one ally you can see to gain 1 Special Ward. Your Special Ward stacks with and sits atop any other Wards, always being reduced first before those.















At **Level 1**, choose one Class Feature:


Motile Ward: Anyone with your Special Ward gains +2 speed.


Reflective Ward: When an enemy misses an attack against anyone with your Special Ward, they take 1 damage. This does not apply if any power turns a hit into a miss.


Capacitive Ward: Whenever an ally loses your Special Ward to damage, gain a Charge Token. You may spend 3 Charge Tokens to add 1 damage when you hit with any attack. You may spend 2 Charge Tokens to increase the size of your Special Ward by 1 point when you grant it.

At **Level 1**, choose 3 At-Will Powers and 1 Encounter Power.





 Costly Ward	At-Will		
Choose yourself or one ally to take 1 un-reduced damage, then gain Resist 1 until the end of their next turn. Then make a Basic Implement Attack.			
 Toxic Ward	At-Will		
Effect: Target may gain 1 Ward. It takes Ongoing 2 damage (save ends).			
 Power Transference	At-Will		
Effect: Target is Weakened until the end of its next turn. You or one ally you can see becomes Fierce until the end of their next turn.			
 Shrinking Robes	At-Will		
Effect: The target is Slowed (save ends).			
 Ward Boost	At-Will		
Increase the amount of Special Ward you grant at the end of your turn by 1. Then make a Basic Implement Attack.			
 Ward Bash	At-Will		
Effect: Deal 1 extra damage if you have any Ward.			
Special: If you hit, you may remove points from your Special Ward (not your allies') to deal extra damage with this power 1-for-1.			


 Ward Wall	Encounter	Free Action
Create a 3x1 wall of Full Cover within 5 squares. The wall can be attacked and has 2 HP.		


 Sight Ward	Encounter	Free Action
Create a 5x5 zone centered within 5 squares, lasting until the end of your next turn. All creatures are Concealed while in the zone.		

 Entry Ward	Encounter	Free Action
Create a 5x5 zone centered within 5 squares, lasting until the end of your next turn. Any creature entering the zone takes 2 damage.		

At **Level 3**, choose one of the following powers:

 Ward Burst 	Encounter	 2  3
Area: Target all creatures in the area.		
Effect: Deal 1 extra damage if you have any Ward.		
Special: You may remove points from your Special Ward to deal extra damage to all targets you hit with this power 1-for-1.		

 Death Ward	Encounter	
Choose one ally within 5 squares. If they are Taken Out by an attack before the end of your next turn, the attacking enemy is also Taken Out.		

 Shields Up	Encounter	
You and each ally within 3 squares gain 2 Ward.		

At **Level 5**, your Special Ward you grant at the end of each turn increases to 2 points. Your class feature improves:

Motile Ward: Anyone with your Special Ward gains +3 speed.

Reflective Ward: When an enemy misses an attack against anyone with your Special Ward, they take 2 damage. This does not apply if any power turns a hit into a miss.

Capacitive Ward: Whenever an ally loses your Special Ward, gain a Charge Token. You may spend 2 Charge Tokens to add 1 damage when you hit with any attack. You may spend 1 Charge Token to increase the size of your Special Ward by 1 point when you grant it.

Porter

Choose one of the following class features. Gain an At-Will Move Action and 3 At-Will attack powers, at least one of which must be a Warp power. Warps last until you create another warp, even if you are Taken Out. Warps give Line of Sight—you can see through your Warp from anywhere.

Spellwarp Sniper: When you hit an enemy 5 or more squares away you may teleport them two squares. Your wand or staff has Range 10 (you may not pick this with a sword).

Portal Brawler: When you hit an enemy within 3 squares, you may switch places with them.

Self-Lift: You are Hovering and may make a Saving Throw to avoid traps. You may spend a Move Action to gain the Flying status until the start of your next turn.



At Level 1, Gain Swap Places, choose one At-Will Move Action, one Warp At-Will Attack, and one other At-Will Attack power. Pick an Encounter Power.



✂ Swap Places At-Will
Swap places with one ally or enemy within 5 squares.



✂ Short Jump At-Will Move Action
Teleport yourself or one ally you can see 3 squares.



✂ Basic Kinemancy At-Will Move Action
Target an item within 5 squares not being held by an enemy. Slide that item up to 6 squares. If you move it to yourself or an ally, you or the ally may hold it.
Special: You can Kinemancy an orb off of its pedestal, but you may not use it to score the orb: you must get next to a pedestal and place it yourself.




✂ Short Tunnel At-Will Move Action
Open a portal in an adjacent square. Once you have opened two portals in this way, anyone can step through one into a square adjacent to the other. You may only have two open—when you open a third portal, close one. People can see through them, but not cast spells through them. As part of this Move Action, you may immediately step through the portal. Forced movement and Charging through the tunnel is possible, with distances being calculated from the other side of the tunnel.



✂ Scouting Warp At-Will   2
Effect: Create a warp in a square adjacent to the target. You or any ally that enters the warp's square may teleport 4 squares.



✂ Hub Warp At-Will   2
Effect: Create a warp in a square adjacent to the target. You can teleport yourself to this warp as a Move Action, or teleport an ally there as an Attack Action.



✂ Source Warp At-Will   2
Effect: Create a warp in a square adjacent to the target. You can make attacks and Opportunities with this warp as the origin, as though you were there.



✂ Involuntary Lift At-Will   2
Effect: Target is Grabbed and Hovering. You may maintain the grab as long as you remain in implement range. While grabbing the enemy, you may spend a Move Action to slide them 3 squares.

✂ Instant Repulsion  At-Will  1  2
Area: Target all creatures in the area.
Effect: The target is pushed 3 squares.

✂ Reinforcements At-Will   2
Effect: Teleport one ally within 6 squares to a square adjacent to the target.

✂ Bend Space At-Will   2
Effect: Until the end of your next turn, increase the range on your and your allies' attacks against the target by 5, including melee attacks. If the target ends its turn adjacent to you, you may Teleport 2 spaces immediately.
Special: Increase the range of your implement by 5 when making this attack.

✂ Floor Portal Encounter   3
Effect: Teleport target 3 squares and knock them Prone.
Special: Create a portal trap on the floor where the target was if you hit, or in an adjacent empty square if you miss. The portal lasts until the end of your next turn. Anyone who enters the portal trap is subject to this power's effect with you choosing the destination, but you and your allies will not fall Prone.

✂ Ripping Tides Encounter   3
Effect: Slide an object the target is holding 3 squares. If it is their implement, they are Disarmed until they move to an adjacent square to retrieve it. You can pick up items they dropped, but it is illegal to pick up or move another player's implement.

✂ Contingency Jump Encounter Interrupt
Trigger: You would be hit by an attack.
Teleport 2 squares and the attack misses.

At Level 3, choose one of the following powers:

⌘ Kinemantic Crush	Encounter	⚔️ ♠️3
Effect: Target is Restrained (escape ends).		
⌘ Vortex Warp	Encounter	⚔️ ♠️3
Effect: Create a warp in a square adjacent to the target. At the end of each round, the warp affects all enemies within 5 squares, pulling them 2 squares toward the warp. It can pull multiple enemies into its center. When an enemy is pulled into the center or ends their turn there, they take 2 damage, plus an additional 1 damage for every other enemy in that space.		
⌘ Extraspatial Tunnel	Encounter	⚔️ ♠️3
Effect: Target is removed from existence until the end of your next turn. For the duration it may not be targeted by any powers. On its turn, it may move up to twice its speed, ignoring anything in its path. When this effect ends, it returns to the map.		
Special: You may spend this power as a Free Action to grant this condition to yourself or an ally within range without requiring an attack roll.		

At Level 5, pick one of the following:

Warp Specialist: You may have 2 warps on the field at the same time.

Lift Specialist: Allies within 5 of you are Hovering and may make a Saving Throw to avoid traps.

Teleportation Specialist: When you teleport yourself or an ally, the character being teleported may gain 1 Ward.

Shivering Sword

The Shivering Sword must use a sword. They use a combination of self-charms and sword enchantments to enhance their fighting prowess.

At **Level 1**, gain Change Spell, choose 2 Blade Enchantments, 2 Self-charms, and 3 At-Will Powers. Pick one Encounter Power.

○ Change Spell At-Will Free Action

Change either the enchantment on your blade or the charm on yourself, but not both.

Special: You may use this only as the first action of your turn.

- You always have active one Self-Charm and one Blade Enchantment.
- While Disarmed, you lose the benefit of your Blade Enchantment.
- When you start the match or when you are Taken Out and respawn in the Dungeon, you may choose which self-charm and which blade enchantment to start with.

Blade Enchantments

Sword Hold: If an attack misses you when you have an enemy Grabbed, the Grabbed enemy takes 2 damage. If a Grabbed enemy fails an escape roll, they take 2 damage.

Whirling: Once per round, an enemy who ends their turn within reach takes 1 damage (recharge on your turn).

Status-Thief: When you hit a target with an attack, you may transfer one status from them to yourself or from yourself to them. If the status refers to you or the target, that reference is reversed: e.g. if you were Grabbed by the target, now they are Grabbed by you instead. If the status refers to a third party, that reference does not change.

Guardless Blade: When an enemy in reach deals damage to you with an attack you may take 2 unresisted damage to deal 2 damage to that enemy. When you hit an enemy with a melee attack you may take 2 unresisted damage to deal 2 damage to a different enemy within your Reach.

Focused Blade: When you attack a target and do not roll a 6, your blade gains one Focus Token. When you attack the same target again, the number of Focus Tokens you have acts as a bonus to your attack roll. When you roll a 6 (after bonuses), lose all your Focus Tokens. If you attack a different target, lose all your Focus Tokens.

Self-Charms

Directional Shield: Each turn you may pick one cardinal or intercardinal direction (e.g. North or Southwest). Until the start of your next turn, you Resist 2 against ranged attacks and damage from that half-plane. I.e. if you pick East, you resist damage against ranged attacks coming from anywhere to the right of you.

Long-arm: You have Reach 2.

Consuming Focus: Enemies within 3 of you cannot take advantage of Opportunities granted by your allies.

Regenerative: Regenerate 1 HP at the start of each of your turns.

Electrified: When attacked or damaged by an adjacent enemy, they take 1 damage as a reaction. (This can trigger at most once per enemy per turn.) When Grabbed by an enemy or when grabbing them, they take Ongoing 1 damage for as long as the grab continues.

Misty Charge: When charging, you ignore Difficult Terrain and Damaging Terrain, may move through other creatures, and do not grant Opportunities. You may use any At-Will at the end of a charge.

✂ Grasping Blade At-Will ✂ 2

Effect: Target is Grabbed. If the target was already Grabbed by you, 2 extra damage.

✂ Bloody Blade At-Will ✂ 2

Effect: Target takes Ongoing 1 Damage (save ends). This upgrades to Ongoing 2 Damage (save ends) when the target is or becomes Bloodied.

✂ Dancing Blade At-Will ✂ 2

Effect: Target is Distracted (save ends). If the target was already Distracted, 2 extra damage.

✂ Tempest Blade ☁ At-Will ✂ 2










Effect: Deal 2 damage to another enemy adjacent to you or the target.

✂ Bullying Blade At-Will ✂ 2







Effect: Push the target up to 2 squares. You may then Shift the same number of squares if you end that movement adjacent to the target. If a wall or obstacle prevents one or more squares of the forced movement, you may deal 1 extra damage per square of movement prevented.

✂ Warding Blade At-Will ✂ 2

Effect: Gain 1 Ward, or 2 Ward if the target is Bloodied.

 Banishing Blade	Encounter	  3
Effect: Target must make a Saving Throw. If it fails, it is banished to the Dungeon, to one of its respawn squares of your choice. Banishing does not score a point the way Taking Out scores a point, but also does not restore HP or Encounter Powers.		
 Ambush Blade	Encounter	  3
Effect: Target grants an Opportunity to all adjacent characters other than you.		
 Sword Sweep	Encounter	  3
Effect: Target is knocked Prone and takes 2 damage if it is adjacent to you when it stands up.		

At Level 3, choose one of the following powers:

  Path of Blades 	Encounter	Special Action
Special: This power requires your Attack and Move Actions.		
Move up to your speed, making a Basic Implement Attack against each enemy you move adjacent to. During this movement, you do not grant Opportunities to enemies you hit with this power. You may apply your Role Boost against just one target, and when you do, your turn ends.		
 Initial Rush 	Encounter	Move Action
Charge as a Move Action. Do not get your Role Boost. Do not end your turn.		
 Ghost Walk	Encounter	Move Action
Become Hidden and Flying, then move your speed. You remain Hidden until the end of your next turn, or until after you make an attack, whichever comes first. You may remain Flying for the same duration, or may end your Flying as part of any Move Action, including this one.		

At Level 5, choose one:

- You may have 2 Blade Enchantments at once. Learn 1 additional Blade Enchantment.
- You may have 2 Self-Charms at once. Learn 1 additional Self-Charm.

Diviner

At Level 1, choose one of the following class features:

Empath: Whenever an ally within 5 squares regains HP, gains a Ward, or makes a Saving Throw, and you are not already included in that effect, you may do the same. If the ally gave up HP to create their Ward, you must do so too.

Gain Empathic Bond:

✂ Empathic Bond	At-Will
Target one willing ally within 5 squares with at least 1 HP. Transfer 2 HP to or from that ally. Until the end of your next turn, all of the following: When either you or that ally receives any negative status or damage, you may decide which of you receives it.	

Seer: At the start of each round, you may roll a die secretly and save it as your foreseen result. One time during the round, instead of rolling a die, you may use this foreseen result. If the round ends without using the foreseen result, you take 3 damage as backlash.

Gain Foresight:

✂ Foresight	At-Will	✂	♠2
Effect: Roll a die in secret for the target and keep the result hidden. The first time they make an Attack Roll on their turn, this will be the result—reveal it then.			

Scryer: When you end your turn, you may become Locked On to one target within 5 squares you can see. You remain Locked On until that target is Taken Out or you lock on to a different target. While Locked On, you always have line of sight to the target, are always considered in range of the target on your class powers, you ignore the target's Concealment, and the target cannot be Hidden from you. Even if you are Taken Out, you remain Locked On when you return.

Gain Target Lock:

✂ Target Lock	At-Will
Target the enemy you have Locked On. The next time they make an attack before the start of your next turn, make a Basic Implement Attack as an interrupt, and give them Disadvantage on their roll if you hit.	

At Level 1, choose 2 more At-Will Powers and an Encounter Power:

✂ Empathic Imposition	At-Will	✂	♠2
Effect: Until the end of your next turn, when you take any amount of damage, the target takes 1 damage.			

✂ Misfortune	At-Will	✂	♠2
Effect: If the target misses with their next attack, they take 3 damage.			

✂ Speak Doom	At-Will	✂	♠2
Effect: If the target is Taken Out before the end of their next turn (including by this attack), whoever took them out gains a Miss Token.			

✂ Crooked Hex	At-Will	✂	♠2
Effect: Target takes 1 additional damage if they cannot see you. Target takes 1 additional damage if they have Cover or Concealment from you.			

✂ Painful Gaze	At-Will	✂	♠2
Effect: Target takes Ongoing 1 damage until you no longer have line of sight to them.			

✂ Tag Team	At-Will	✂	♠2
Effect: Name an ally. On their next turn, that ally has advantage on attacks against the target.			

✂ Revealed Pain	Encounter	✂	♠3
Effect: Whenever the target takes damage (including now), all opposing players within 5 of the target take 1 damage (save ends).			





✂ Empathic Wave	Encounter
Until you are hit by an attack, you Regenerate 2, and so do all allies when they start their turn within 5 squares of you.	

✂ Foreseen Attack	Encounter	✂	♠3
Effect: At the start of the target's next turn, they must drop Prone or take 3 damage.			

○ Reversal of Fortune	Encounter	Free Action
On your next roll of any kind, subtract the result from 7 and use that as the result instead.		

✂ Seeking Hex	Encounter
Target one enemy you can see and conjure a 3 damage Seeking Hex in a square adjacent to you. At the end of each of your turns, move the Seeking Hex 5 squares towards the enemy following the shortest path. When the Seeking Hex reaches the target, deal its damage. Every time you move the Seeking Hex and it does not reach the target, increase its damage by 1. If its target is Taken Out or becomes unreachable via any path, the Seeking Hex will retarget to the closest creature. (That might be you or an ally, so watch out!)	

At **Level 3**, choose one of the following powers:

✂ Coin of Fortune	Encounter	
Roll a die: Even: Next round, every roll by your team has Advantage. Odd: Next round, every roll by the opposing team has Disadvantage.		
✂ Linked Doom	Encounter	  3
Effect: If you are bloodied or reduced to 0 HP while this is active the target takes 5 damage (save ends).		
✂ Empathic Intrusion	Encounter	  3
Effect: Target is Panicked on their next turn.		
○ Revelation	Encounter	Free Action
Create a 5x5 zone anywhere that lasts until the end of your next turn. Anyone in the zone or who enters the zone is Revealed until the end of their next turn. You may target anyone in the zone with any power or ability, regardless of range. Special: If using a power or ability against a target in the zone which has an effect that depends on your range, you may choose any range.		

At **Level 5**, your class feature improves:

For Empaths, your feature also goes the other direction: when you regain HP, gain a Ward, or make a Saving Throw, one ally who was not included in that effect can do the same.

For Seers, in addition to your personal roll, you may also roll a foreseen result for the rest of your team. You take backlash if no ally uses it by the end of the round.

For Scryers, you can share your Locked On status with one teammate and they get its benefits, too. You may change the teammate you are sharing with at the end of your turn.

Tinker

At level 1, gain the Reset Traps power, the Trap power associated with your implement, and pick 1 type of At-Will Trap and 1 other At-Will power. Also choose one Level 1 Encounter Power.

Trap Rules

- Unless otherwise specified, traps are placed within your reach (usually adjacent).
- When a trap triggers, reduce its charges by 1.
- Every round at the start of your turn, before your traps trigger, you may slide one trap 1 square.
- If one of your traps damages a Creep, they add you and the trap to their enemies list.
- Traps can be targeted by any attack or power that can target creatures, non-Creeps, or enemies, but they are not allies.
- Traps are immune to all Status.

When you use a Trap power, make a Trap Roll. This is a Pseudo-Attack Roll.

Trap Rolls	
6	Trap with +1 charge
4-5	Trap
3	Trap with -1 charge
2	Miss. Gain a Miss Token
1	Miss. Gain a Miss Token and a Strike


On a 3-6, you can imbue your Role Boost into the trap. Your Role Boost becomes an effect that the trap will apply to the first enemy that triggers the trap:


- Controllers imbue "Slide the target 3 squares."
- Leaders imbue "One ally regains 2 HP."
- Strikers ignore their Striker Condition, imbue "1 damage."
- Defenders and Specialists imbue their normal Role Boost, but note that the Hunter's only applies if the triggering target is not an opposing team member, and note that the Pursuer's Pull is towards the Pursuer.


Improved Traps: At Level 1, pick one: Your traps have...

- +1 charge
- +1 damage
- Resist All once



At Level 1, gain the Trap power associated with your implement, the Reset Traps power, one At-Will Implement power, and one non-implement At-Will Trap power. Pick one Encounter Power.



Wand Trap	At-Will	
Place a Wand Trap with 2 charges and 1 HP. Once per turn, when an enemy enters a square within 4 of the Wand Trap, it deals 2 damage to that enemy. After spending a charge, the Wand Trap can trigger for free without spending charges until the start of your next turn, but also does not trigger your Role Boost.		


Staff Trap	At-Will	
Place a Staff Trap with 2 charges and 1 HP. Every round at the start of your turn, if there are any enemies within 4 squares but not adjacent to the Staff Trap, it deals 2 damage to each such enemy. The staff trap can only be damaged by an adjacent enemy.		


Sword Trap	At-Will	
Place a Sword Trap with 2 charges and 1 HP. Every round at the start of your turn, if the sword trap can reach any enemy by moving in a straight line (vertical, horizontal, or diagonal), it moves in a straight line until it would move into the enemy and deals 2 damage.		

Reset Traps	At-Will	
Until the end of this turn, fully refresh charges on every trap you are adjacent to.		

Voko's Lariat	At-Will	 
Effect: If anyone was Marked by the target, the Mark ends. The first time the target attempts to move on its next turn, it must make a Saving Throw. If it fails, it falls Prone.		

Irena's Cloak	At-Will	 
Effect: Pick a square adjacent to the target. Until the end of your next turn, allies are Concealed while in that square and enemies may not willingly enter it.		

Anti-Charm Trap	At-Will	
Place an Anti-Charm Trap with 2 charges and 1 HP. When an enemy with a Ward, invisibility, or any other positive status enters a square within 3 of the Anti-Charm Trap or destroys the Anti-Charm Trap, it loses that status. It takes 2 damage for each status lost in this way except Wards.		

Distraction Trap	At-Will	
Place a Distraction Trap with 2 charges and 1 HP. When an enemy enters a square within 3 of the Distraction Trap, it becomes Distracted until the end of its next turn. It also becomes Slowed (save ends).		

⚡ Advanced Trap	Encounter	⚡
Place a Trap of any kind you know with 3 charges and 4 HP. Pick an effect: Slowed, Weakened, Distracted, Pull 2, Push 2. Whenever the trap is triggered, add the effect as well.		

⚡ Protective Ward	Encounter	⚡5
Target one ally in range or yourself. Target gains 3 Ward.		

⚡ Bag of Tricks	Encounter	⚡ 3
Effect: Use one of the following items. 💣 Explosive Attachment: An explosive attaches itself to the target. At the end of your next turn, it explodes, dealing 2 damage to the target and all adjacent creatures. If the target is Taken Out before it explodes, the explosive remains in the square where they were Taken Out. Curtain of Shadows: Create a 3x3 zone centered on the target. Anyone inside cannot see out and anyone outside cannot see in. Tether: Target is Grabbed by the tether. While it is Grabbed, you may spend a Move Action to pull the target 5 squares. Talisman of Distraction: Target is Distracted. They may spend an Attack Action to end the status on their turn. If they do not, they become Dazed until they do. Special: You may not use the same item twice in one match.		

At Level 5, you weave magical material into your robes. Pick one:

- **Armor:** You are Guarded against melee attacks and ranged attacks from adjacent enemies.
- **Cloak:** You are Guarded against ranged attacks from non-adjacent enemies.

Then pick one of the following. When an enemy misses you with an attack...

- **Redirecting:** ... add a charge to one of your traps. If you don't have any traps out, add a charge to the next trap you cast.
- **Absorbing:** ... store the attack: the next time an enemy hits you with an attack, they get hit by the stored attack as though it rolled a 4. You may not store multiple attacks: the robes always store the most recent missed attack.

At Level 3, pick an automaton.

- Automata count as your allies.
- They do not have Move Actions or Attack Actions— they act as described only.
- Automata do not deal Opportunity damage.
- Automata are immune to mental status including Distracted, Dazed, Stunned, Dominated, Panicked, and Frenzied, and any similar effect.

○ Tinker's Helper	Encounter	Free Action	Automaton
Summon a 4HP tinker's helper in an adjacent square. It takes its turn before yours, acting before any traps that also go before you. On its turn, move it up to 6 squares and give an adjacent trap 1 extra charge, 1 extra damage, or 2 extra HP.			

○ The Pest	Encounter	Free Action	Automaton
Summon a 4HP pest in an adjacent square. It takes its turn immediately before your traps. On its turn, move it up to 6 squares and attach it to an adjacent enemy. While it is attached, the enemy has Disadvantage on attacks, except against the Pest. It can shake off the pest to an adjacent square with a Move Action. When anyone other than the target attacks an attached pest and misses, their attack hits the target instead.			

○ Zapper	Encounter	Free Action	Automaton
Summon a 4HP zapper in an adjacent square. It takes its turn immediately before your traps. On its turn, move it up to 6 squares and deal 2 damage to everything adjacent.			

Brewer

The brewer uses Potions as their weapon. Their implement defines how they use those Potions. Staff brewers bombard the battlefield, using a strap on their staff to fling their Potions at distance, sword brewers apply the Potions to their blade to empower their blows, and wand brewers use their wands to compound multiple Potions together at the same time. In normal use, potions take time to take effect and have long-lasting effects. Kazzam arenas have been specially enchanted to greatly accelerate that process. In Kazzam, potions take effect immediately and don't last long.

Brewers create Elixirs which are held in the hand and can be passed around. If any character is Taken Out while holding an Elixir, the Elixir is dropped in their square.

At **Level 1**, all Brewers get Toss Potion and Give Elixir, then get one of Potent Edge (Swords), Unstable Concoction (Wands), or Hurl Flask (Staffs), depending on their implement.

✂ Toss Potion	At-Will	🗡	♠2
Special: Choose what Potion you are using before you use this power.			
Effect: Apply the effect of the chosen Potion to the target.			

✂ Give Elixir	At-Will
Prepare an Elixir. Give it to an adjacent ally or keep it for yourself. Holding a prepared Elixir requires a hand. Anyone holding an Elixir may consume it as a Free Action on their turn and gain the effect. Handing an already-brewed Elixir to an adjacent ally is a Free Action.	
Special: You may prepare a Potion as an Elixir. Drinking it applies the Potion's Effect line.	

✂ Unstable Concoction	At-Will	🗡	♠2
Special: Choose two of your At-Will Potions before you use this power. On a Miss, apply both effects to yourself.			
Effect: Apply the effects from both of the chosen Potions. (At level 5, on a Miss apply both effects to yourself and the target.)			

✂ Hurl Flask ☹	At-Will	🗡	♠1
Special: Increase the range of your staff to 10 for this power. When you apply damage, also deal 1 damage to everything within 1 square of the target.			
Effect: Apply the effect of the chosen Potion to the target and to everything within 1 square of the target. (At level 5, increase the radius for your damage and effect to 2 squares.)			

Note: When you get bonus damage from your staff for being at range 3 or more, it only applies to the initial target, not to everything within 1 square of it.

✂ Potent Edge	At-Will	🗡	♠2
Special: Apply one Potion to your blade before you make this attack.			
Effect: Apply the effects of all Potions on your blade to the target, then clear all Potions from your blade. (At level 5, deal 1 extra damage for each additional Potion on the blade beyond the first.)			

Note: Potent Edge allows you to apply your Potion to your blade as part of your Attack Action. If you apply the Potion's effect, it consumes the Potion, otherwise the Potion remains on the blade. You may have multiple Potions on the blade at once, although applying the same Potion twice does not get you double the effect. You may use Potent Edge to apply a Potion to your blade without making an attack, giving you the chance to go for an attack with multiple effects later.

At **Level 1**, choose 2 At-Will Potions and 1 Elixir. You start the combat with one flask of your chosen Elixir prepared. Pick 1 Encounter Potion.

Corrosive Potion	At-Will	Potion
Effect: Ongoing 1 damage (save ends), which increases by one with each failed Saving Throw.		

Generosity Tonic Potion	At-Will	Potion
Effect: When the target ends its next turn, it must transfer 1 HP from itself to each creature within 2 squares. If it ends its turn with no creatures in range, this status persists for an additional turn. The amount of HP transferred per creature increases by 1 for each turn the status persists.		

Nullification Potion	At-Will	Potion
Special: Reduce the target's Wards by 2 when you hit with this Potion.		
Effect: Remove all statuses on the target.		

Target Attack Potion	At-Will	Target-link	Potion
Effect: Name a teammate or yourself. The first time the named person attacks the target before the end of your next turn, they have Advantage on the attack.			

Target Protect Potion	At-Will	Target-link	Potion
Effect: Name a teammate or yourself. The target has Disadvantage to attack the named person until the end of their next turn.			

Fascination Potion	At-Will	Target-link	Potion
Effect: Name a teammate or yourself. Slide the target 4 squares towards the named person.			

Phoenix Elixir	At-Will	Elixir
Regain 2 HP.		
Special: You may drink this Elixir as a reaction to taking damage.		

Gryphon Elixir	At-Will	Elixir
You are Flying until the end of your next turn.		

Sleipnir Elixir	At-Will	Elixir
Gain an extra Move Action.		

When using an Encounter Potion, increase the damage line on your attack by 1.

Hardening Potion	Encounter	Potion
Effect: Target is Immobilized until the end of their next turn. When they remove that status, they become Slowed until the end of their next turn.		

Frenzy Brew	Encounter	Potion
Effect: On the Target's next turn, they are Frenzied.		

Draught of Bonded Futures	Encounter	Target-link Potion
Effect: Name yourself or a teammate, and pick a number from 1 to 3. At the start of the named person's turn that number of rounds from now, the named person teleports to a square adjacent to the target.		

At **Level 3**, choose one of the following powers:

⚡ Discriminating Eruption	Encounter
Create a 5x5 zone within 5 squares. All teammates in the zone regain 2 HP. Everything else in the zone takes 2 damage.	

○ Quick Refill	Encounter	Free Action
Use Give Elixir as a Free Action.		

⚡ Kill Switch	Encounter	Reaction
Trigger: You take damage.		
Your Potion stash blows. Deal 2 damage to everything within 2, and apply the effect of any of your At-Will or unspent Potions or Elixirs to each target. You cannot use any Potions or Elixirs again until you spend an Attack Action to recover.		

At **Level 5**, your At-Wills improve and pick one of the following Elixirs (you do not start the encounter with it prepared—it must be prepared using Give Elixir):

Elixir of Shadow	Encounter	Elixir
Become Hidden until the end of your next turn.		

Lightning Elixir	Encounter	Elixir
Gain an extra Attack Action and Move Action this turn. Attack Actions that would normally end your turn do not.		

Salamander Elixir	Encounter	Elixir
Until the end of your next turn, your square and all adjacent squares are a damaging zone that moves with you: any creature that enters or starts its turn in the zone takes 2 damage. You are immune to this damage.		
Special: If you move adjacent to a character, that does not count as them entering the zone. If you want them to take damage, you need to stop there so that they will start their turn in the zone.		

Charmer

The charmer has certain powers called Charms that target allies or yourself instead of enemies, but still make a roll like an attack roll. Instead of having damage and effect, they have two effects. When the charmer uses a charm on an ally, they roll a die and consult the following table. This Charm Roll is a pseudo-attack roll: it counts as an attack roll, except in cases where that would make no sense.

Charm Rolls	
6	Effect 2 and Double Effect 1
4-5	Effect 1 and Effect 2
3	Choose: Effect 1 or Effect 2
2	Miss. Gain a Miss Token
1	Miss. Gain a Miss Token and a Strike

Effect 1 always involves some number, so “Double Effect 1” means you apply Effect 1, but with the number doubled. If an ally misses an attack while charmed by you, you also gain a Miss token. Charms work at Implement range. When applying Effect 2 with a Sword to a target, you can also apply it to yourself. Staffs can split the two effects over two targets in range on a 4+. Wands treat 2s as 5s.

When you hit with one of your charms, you may either use your Role Boost or gift it to the charmed ally. If you gift it to them, then they may use it in addition to their own on any attack rolls they make while Charmed. Gifted Role Boosts still treat you as the source. E.g. if you are a Defender and you gift your Role Boost to an ally you charm, if that Role Boost results in an enemy being Marked, they are Marked by you, not by the ally you gifted it to.

The charmer also has regular attack powers, but even the regular attacks are spells that are meant to be helpful—but the wrong kind of help can really be a drag. For instance, Flying is great, but forcing a melee combatant to be Flying means they can’t hit anyone with their melee attacks.

At **Level 1**, pick one of the following Class Features:

Cheerful: When you use a charm or implement attack effect on an ally with at least 1 HP, they regain 1 HP.

Creative: When you use the Creative Use rule to affect an ally, gain a Miss Token.

Lasting: When you use a charm on an ally, Effect 2 is (save sustains).

At **Level 1**, pick 1 At-Will charm and 2 At-Will attacks or 2 At-Will charms and 1 At-Will attack. Pick 1 Encounter Power.

✂ **Shrinking Jinx** At-Will ✂ 2

Effect: Until the end of their next turn, the target is Weakened and Guarded.

✂ **Antigravity Jinx** At-Will ✂ 2

Effect: Target is Flying until the end of their next turn. They cannot choose to stop Flying. At the end of their turn when they lose the status, if they have not spent their Attack Action, they may make a Basic Physical Attack against one adjacent enemy.

✂ **Close Focus** At-Will ✂ 2

Effect: Until the end of their next turn, target cannot see anything more than 2 squares away, but has Advantage on Melee attacks.

✂ **Stoneskin** At-Will ✂ 2

Effect: Until the end of their next turn, the target is Slowed, treats all targets of its attacks as Guarded, and has Resist 1.

✂ **Leafskin** At-Will ✂ 2

Effect: Until the end of their next turn, target is Vulnerable 1 to damage from attacks and has Regenerate 1.

✂ **Shield Charm** At-Will ✂ Charm

Effect 1: Until the end of their next turn, the target has Resist 1.
Effect 2: Until the end of their next turn, all attacks against the target have Disadvantage.

✂ **Assault Charm** At-Will ✂ Charm




Effect 1: The target deals an additional 2 damage on their first successful attack of their next turn.
Effect 2: The target has Advantage on their first attack of their next turn.




✂ **Surefoot Charm** At-Will ✂ Charm



Effect 1: Until the end of their next turn, the target’s speed is increased by 4.
Effect 2: Until the end of their next turn, the target does not grant Opportunities when moving.



✂ **Enlarging Charm** At-Will ✂ Charm

Effect 1: Increase the target’s reach by 1 and add 1 damage to their Opportunities until the end of their next turn.
Effect 2: Until the end of their next turn, increase the target’s size to 2x2 and they deal 2 additional damage when they hit with a Basic Physical Attack.



 Charm Swap	Encounter	  3
Effect: Select yourself or one ally. You may move one Status from the target to the selected character and you may move one status from the selected character to the target.		



 Single-Minded	Encounter	  3
Effect: Target is Dazed and Vulnerable 1 until the end of their next turn. While Dazed, if they use their one action to attack, they have Advantage.		




 Luck Charm	Encounter	 Charm
Effect 1: The target gains 1 Luck Token. A Luck Token can be spent to reroll an attack they make or to force an enemy to reroll an attack against them.		
Effect 2: Until the end of the target's next turn, they succeed at all Saving Throws.		




 Takeoff Charm	Encounter	 Charm
Effect 1: The target deals 2 damage to everyone adjacent.		
Effect 2: The target gains Flying. Until the end of the target's next turn, they may gain Flying as a part of any Move Action.		

At Level 3, choose one of the following powers:

 Wraith Charm	Encounter	 Charm
Effect 1: Until the end of the target's next turn, they are Phasing. They deal an extra 3 damage with attacks against targets they moved through on their turn.		
Effect 2: Until the end of the target's next turn, they are Nimble and are Concealed against enemies more than 2 squares away.		

 Ugnatio's Preservation Charm	Encounter	 Charm
Effect 1: The next enemy to hit the target with an attack takes 2 damage as a Reaction.		
Effect 2: Until the end of the target's next turn, they cannot be Taken Out. Even if their HP is 0 or less, they may act normally until this effect ends.		

 Wild Rage	Encounter	  3
Effect: Until the end of the target's next turn, they deal 1 extra damage on attacks. They roll a Saving Throw—if they succeed, they are Frenzied by their nearest enemy on their next turn, and if they fail they are Frenzied by their nearest ally on their next turn. If they have no allies within 5 squares, they automatically succeed on the roll.		

 Dispersion	Encounter	  3
Effect: Until the end of the target's next turn, they cannot deal damage, but they automatically hit with all attacks as though they rolled a 6.		

At Level 5, your class features are upgraded as follows:

Cheerful: When you use a charm or implement attack on an ally with at least 1 HP, they regain 2 HP.

Creative: When you use the Creative Use rule to affect an ally, gain a Miss Token. You can target two allies at once when you use the Creative Use rule (but do not gain two Miss tokens for it).

Lasting: When you use a charm on an ally, your Effects are (save sustains), making one roll for each Charm rather than sustaining Effect 1 and Effect 2 separately.

Tamer

When a power says to Conjure a creature, that creature cannot be attacked and does not prevent others from moving through its space, but only stays for a limited time. A Summon power is different—the Summoned Creature has hit points and will remain on the battlefield until defeated, even after you are Taken Out.

Summoned Creature Rules

- When one of your Summoned Creatures is Taken Out, you take a Strike.
- Command powers are made using your Summoned Creatures as the source.
- When you spend a Move Action, each of your Summoned Creatures may move their speed as well.
- Summoned Creatures can grant and take advantage of Opportunities (and deal 2 damage on them by default).
- Summoned Creatures grant Opportunities when they move without shifting.
- Most Statuses affect Summoned Creatures normally. There are a couple of exceptions:
 - o Dazed Summoned Creatures only obey 1 command per turn. E.g. If you move it as a part of your Move Action, you cannot later attack through it.
 - o Dominated Summoned Creatures can move once and use their At-Will attack once, under the command of whoever has Dominated them. They act immediately before you in initiative.
 - o Summoned Creatures that would be Frenzied or Panicked are instead Dazed.
- If you summon a new creature while Hidden, it is Hidden as well. So you can get Advantage on the first attack you make through it.
- When you attack a Creep through one of your Summoned Creatures, they add both you and the Summoned Creature to their enemies list.
- If one of your Summoned Creatures would be Taken Out at the start of your turn by Ongoing Damage, it instead takes the Ongoing Damage immediately after your first action of the turn, unless that action removes the status and saves it.

Implements

Staff: Your single-target attacks made through your summons deal 1 extra damage on a hit. Your commands and summons end your turn.

Wand: When you spend a Move Action, you may give your move to one of your Summoned Creatures, allowing it to move twice. Your commands and summons do not end your turn.

Sword: Once per turn, when you are within reach of the target of any attack you make through your summons, deal that target 1 extra damage on a hit. Your commands and summons end your turn.

At **Level 1**, choose one of the following class features:

Collector: At each level where you choose a new summon, choose two. Using any Summon power from a given level expends both. So you can't cast them one after the other, but you could cast both in the same match if you refresh the power (e.g. by being sent to the Dungeon).

Conjurer: When you *Conjure* a creature, they last two rounds instead of one.

Commander: When you command a summoned creature, they gain 1 Ward.

At **Level 1**, choose 2 of the following At-Will Powers. Pick 1 Summon Encounter Power.

✂ Beast Charm

At-Will

One Summoned Creature within 5 squares regains 3 HP and makes a Saving Throw against any status. If you command that creature on your next turn, you have Advantage on the attack.

✂ Creature Aegis

At-Will

✂ ♠2

Effect: If the target attacks any summon or Creep on their next turn, they take 3 damage.

✂ Vine Worms

At-Will

✂ ♠2

Effect: The target is Grabbed. They may move while in this grab, but each time they do, they are Slowed and take 1 damage.

✂ Glowfly Swarm

At-Will

✂ ♠2

Effect: Conjure a Glowfly Swarm adjacent to the target. It lasts until the end of your next turn. Anyone adjacent to the Glowfly Swarm is Revealed until the swarm goes away.

✂ Fleeting Mantis

At-Will

✂ ♠2

Effect: Conjure a Fleeting Mantis in a square adjacent to the target. It lasts until the end of your next turn. You can take advantage of enemy Opportunities as though you were in that square.

✂ Darkfly Swarm

At-Will

✂ ♠2

Effect: Conjure a Darkfly Swarm in a square adjacent to the target. It lasts until the end of your next turn. Enemies may not enter that square. You and your allies are Concealed while in that square.

Summon Spitting Tree ☹️ Encounter ⚙️3 ♠️2

Special: Summon a Spitting Tree within 5 squares. Make this attack using the Spitting Tree as a source.

Area: Target all enemies in the area.

Effect: The target is Marked by the Spitting Tree until the end of the target's next turn.

Spray ☹️ At-Will Command ⚙️3 ♠️1

Area: Target all creatures in the area.

Effect: Target takes 1 Ongoing Damage (save ends)

Spitting Tree ♥️6 1x1 ⚡️4

When you spend a Move Action, instead of moving, the Spitting Tree may regain 2 HP.

At the end of the Tamer's turn, The Spitting Tree Marks the closest non-adjacent enemy within 6 squares until the end of the enemy's next turn. The Spitting Tree's Opportunity range is 6 and its Opportunities deal 2 Ongoing Damage (save ends).

Summon Flame Pig ☹️ Encounter

Special: Summon a Flame Pig within 5 squares.

The Flame Pig shifts 4 squares, making a Basic Physical Attack against each adjacent enemy along its path.

Goring Tusks ☹️ At-Will Command ⚡️ ♠️2

Effect: Target is pushed 2 squares. If the Flame Pig started its turn at least 4 squares from the target, it may instead knock the target Prone.

Flame Pig ♥️5 1x1 ⚡️6

When you spend a Move Action, instead of moving, the Flame Pig may give 1 Ongoing Damage (save ends) to all adjacent creatures.

Enemies that end their turn adjacent to the Flame Pig take 1 Ongoing Damage (save ends).

Summon Scalehound ☹️ Encounter ⚡️ ♠️3

Special: Summon a Scalehound within 5 squares. Make this attack using the Scalehound as a source.

Effect: The target is Distracted and takes 1 damage every time they fail a Saving Throw or escape roll (save ends).

Hissing Howl ☹️ At-Will Command

Within 5 squares, all Allies may Shift 1 square and you may Slide any enemies 1 square. If the Scalehound has an enemy Grabbed, it deals that enemy 2 damage.

Scalehound ♥️5 1x1 ⚡️6

When you spend a Move Action, instead of moving, the Scalehound may Resist 1 until the end of your next turn.

At the end of the Tamer's turn, the Scalehound Grabs one adjacent enemy.

At **Level 3**, choose one of the following Summons. When you summon a territorial beast, the 5x5 zone centered on the square where you summon it is considered its territory. You can move its territory's center to any square you can see as a Move Action. (Note: spending a Move Action to move the zone also gives the beast a chance to move.) At the end of your turn, if a territorial beast is not in its zone, it takes 3 damage.

Summon Kerpoof ☹️ Encounter ⚙️2 ♠️2

Special: Summon a Kerpoof within 5 squares. Make this attack using the Kerpoof as a source.

Area: Target all creatures in the area.

Effect: The Kerpoof gains 1 Ward.

Poof! ☹️ At-Will Command

The Kerpoof deals damage equal to its current Ward to every creature in its territory, then loses its Ward.

Kerpoof ♥️5 1x1 ⚡️6

When any creature enters the Kerpoof's territory or ends its turn there, it takes 1 damage, and the Kerpoof gains 1 Ward.

Summon Giraffape ☹️ Encounter ⚡️ ♠️3

Special: Summon a Giraffape within 5 squares. Make this attack using the Giraffape as a source.

Effect: Target drops anything it is holding and is Disarmed until the end of its next turn.

Sudden Eviction ☹️ At-Will Command ⚡️ ♠️2

Effect: Throw the target 3 squares. It must land in a square outside the Giraffape's territory if possible.

Giraffape ♥️5 1x1 ⚡️6

The Giraffape has Reach 3. When it is granted an Opportunity, instead of dealing damage it may cause the target to drop anything it is holding and become Disarmed until the end of its next turn.

Summon Nettlekin ☹️ Encounter ⚡️5 ♠️3

Special: Summon a Nettlekin within 5 squares. Make this attack using the Nettlekin as a source.

Effect: Ongoing 2 damage (save ends).

Spine Catapult ☹️ At-Will Command ⚡️5 ♠️2

Effect: Target takes Ongoing 1 damage (save ends). If it was already taking Ongoing damage from the Nettlekin, the amount increases by 1.

Nettlekin ♥️5 1x1 ⚡️6

Any enemy that ends its turn in the Nettlekin's territory takes Ongoing 1 damage (save ends). If it was already taking Ongoing damage from the Nettlekin, the amount increases by 1.

When a creature taking Ongoing Damage from the Nettlekin successfully saves, it does not remove the status entirely, but instead reduces the amount of Ongoing Damage by 1. When it reaches 0, the status is removed.

At **Level 5**, choose one:

Mass Conjuror: When you *Conjure* a creature, conjure an additional one in any square in your implement range. (Just apply the Effect line there, don't make an additional attack.)

Advanced Commander: When you command a summoned creature that already has any Ward, it is Fierce.

Completionist Collector: If you did not take Collector at Level 1, this just functions like that. If you did take Collector, then at each level where you choose a new summon, you choose three, and using any expends all three. (This includes levels 1 and 3, so you can go back and get the third from those.)

Kazzam Roles

There are 5 roles in Kazzam, and each role has 4 areas of specialization.

Role Spell

Your Kazzam Role and specialization gives you a custom spell to use outside of combat that you reskin as desired. Using it when narratively appropriate always and only gives you Advantage on a roll in exchange for an Action Point. With reskinning, you can describe the spell as any kind of magical spell or semi-magical item. E.g. a runner's Role Spell should make them faster and/or sneakier than usual. It could be a self-charm that makes them part panther; or instead they might have an enchanted cloak that boosts the wearer's speed and stealthiness; or instead they know a Divination to read the attention of observers, knowing where to step to be seen and where to stay unnoticed; or they self-lift to boost their speed and quiet their footfalls; or using semi-magical Skills, they might have a fleetfoot potion, a tinker's winged shoes, or a magical ferret whose presence diverts attention.

Controller

All Controllers: On a 3-6, slide target 3 squares. (At level 4, 4 squares and you can slide them into other characters. If you do, slide that character to an adjacent square and then you may use the rest of the slide on that character.)

Crowd Control

When you attack an enemy and apply the Effect line of your attack, also apply the Effect to another enemy you could attack within range. If you would have Disadvantage to attack that enemy, they may make a Saving Throw to avoid the effect. (At level 8, two other enemies in range.)

👥 Rearrange	At-Will
Create a 3x3 zone centered within 5 squares. Slide each character in the zone 1 square. You cannot slide yourself. (At level 4, increase the slide to 2 squares. At level 8, increase the zone to 5x5.)	

Guardian

Deal +1 damage on Opportunities. (At level 8, +2 damage.)

👥 Retribution	At-Will	⚔️5
Target one ally in range. Until the end of your next turn, the first enemy you can see who attacks the target grants you an Opportunity, unless that attack also includes you. (At level 4, every enemy. At level 8, select 2 targets.)		

Lockdown

Squares within 2 of you count as Difficult Terrain for enemies. (At level 8, when an enemy moves from one square in this zone to another, they must save or be knocked Prone.)

👥 Slow	At-Will	⚔️5
Target is Slowed until the end of their next turn. (At level 4, save ends. At level 8, select 2 targets.)		

Protector

Allies adjacent to you Resist 1 damage. (At level 8, all allies within 2 squares.)

👥 Weaken	At-Will	⚔️5
Target is Weakened until the end of their next turn. (At level 4, save ends. At level 8, select 2 targets.)		

Defender

All Defenders: +1 damage on Opportunities. (+2 damage at level 8.) Resist 1 damage from enemies you have Marked. Refresh your Defender Reaction at the start of your turn.

👥 Defender's Mark	At-Will	⚔️5
Target is Marked by you until the end of its next turn. (At level 4, mark two targets in range. At level 8, three targets.)		

Juggernaut

Reduce your maximum HP by 3 points. Begin with 3 Ward.

On a 3-6, gain 1 Ward. (At level 4, gain 1 Ward or 2 if you have none.)

⚡ Defender Reaction	Encounter	Reaction
Trigger: You take damage. Resist 1.		

Punisher

On a 3-6, if you have an enemy marked, increase your Opportunity damage by 1 until your next turn. If you have no enemy marked, mark the target. (At level 4, also mark an additional enemy within 5 squares.)

⚡ Defender Reaction	Encounter	Reaction
Trigger: A Marked enemy within 5 squares grants you an Opportunity Make an attack against it. This attack ignores range but can only apply its Effect line—no damage, Role Boost, or any other bonus.		

Note: This is in addition to your usual Opportunity Damage, but the timing is distinct—your Opportunity Damage is an interrupt and this is a Reaction.

Pursuer

Add 2 to your move speed.

On a 3-6, pull the target 2 squares. If they were already adjacent, slide them through adjacent squares to any other adjacent square, then shift 1 square. (At level 4, pull the target 4 squares.)

⚡ Defender Reaction	Encounter	Reaction
Trigger: An enemy ends its movement within 4 squares Move adjacent to them.		

Smasher

On a 3-6, if already at full HP, deal 1 extra damage. Otherwise, regain 1 HP. (At level 4, regain 2 HP instead if you are Bloodied.)

⚡ Defender Reaction	Encounter	Reaction
Trigger: An enemy ends its turn adjacent to you Push them 3 squares.		

Leader

On a 3-6, one ally you can see regains 2 HP. (At level 4, 3 HP.)

Motivator

The recipient of your Role Boost may exceed their maximum HP. When they start their turn above their maximum HP, they lose 1 HP but become Fierce on their turn.

👥 Inspire	At-Will	⚔️5
Target is Fierce until the end of their next turn. (At level 4, target may instead get Advantage on their first attack roll next turn. At level 8, they get both.)		

Rescuer

Your Role Boost heals 1 additional HP if the ally is Bloodied.

👥 Restore	At-Will	⚔️5
Target chooses one: Stand up from Prone; Attempt to escape a Grab; Make a Saving Throw against any Status; Gain Advantage on their next Saving Throw or Escape Roll; Become Guarded until the end of their next turn. (At level 4, target chooses two. At level 8, an additional target can choose one.)		

Tactician

The recipient of your Role Boost may shift one square.

👥 Tactics	At-Will	⚔️5
Target may spend a Move Action immediately. (At level 4, target may shift 1 square first. At level 8, a second target may spend a Move Action immediately.)		

Vanguard

Your Role Boost can heal yourself instead of an ally.

👥 Outflank	At-Will	⚔️5
Target an adjacent enemy, then shift 2 squares to another square adjacent to the target. The next ally to attack the target while you are adjacent deals 1 extra damage on a hit and gets an extra Miss Token on a Miss. (At level 4, 2 extra damage. At level 8, this applies to all enemies you end up next to after the shift.)		

Striker

All Strikers: If you do not meet your Striker Condition, on a 3-6, deal 1 extra damage. If you meet your Striker Condition, instead on a 2-5, deal 1 extra damage and on a 6 deal 2 extra damage. If you meet your Striker Condition, also deal both Effect and Damage when you roll a 3 on an attack. (At level 4, double your extra damage.)

Blitzer

Add 2 to your move speed. (At level 8, add 4 instead.)

Striker Condition: You must have started your turn at least 3 squares from your current position.

👤👤👤 Quick Shift

At-Will

Shift 1 square.
(At level 4, shift 2 squares. At level 8, shift 4 squares.)

Bruiser

If you do not move more than 1 square on your turn, gain 1 Ward. (At level 8, gain 2 Ward)

Striker Condition: You must not have moved more than 1 square this turn.

👤👤👤 Get Back Here

At-Will

⚔️8

Special: You cannot use this power after you have moved.
Pull the target 3 squares.
(At level 4, 6 squares. At level 8, also Mark the target.)

Sniper

Add 2 to your range on ranged attacks. (At level 8, add 4 instead.)

Striker Condition: Your target must be farther than 3 squares from you.

👤👤👤 Draw a Bead

At-Will

Pick one enemy within 6 squares you can attack. If you attack that enemy this turn, you may ignore Concealment and Low Cover on that attack.
(At level 4, ignore any Cover and Hidden. At level 8, treat 5s as 6s.)

Blaster

When you deal your extra Striker damage, instead of dealing it to your target, you must deal it to an additional target within range on a ranged attack, or to two additional targets within your reach + 1 square on a melee attack. If no such target exists, you do not deal your extra damage. (At level 8, two additional targets for a ranged attack, three targets within 3 squares on a melee attack.)

Striker Condition: Must have an extra target in range in addition to the primary target and the one(s) taking your bonus damage already. In other words, to meet your Striker Condition, you must have had a true choice of enemies to apply your bonus damage to.

👤👤👤 Spread Fire

At-Will

Deal 1 damage to a target within implement range that you have not attacked this turn. You may not attack this target until the end of this turn unless it is the last enemy on the map.
(At level 4, two targets. At level 8, three targets or deal 2 damage to one target.)

Specialist

Specialists have more options for Role Actions, but each option is more situational. At level 8, specialists have 2 Role Actions per turn.

Hunter

When a Creep targets you with an attack, you may attempt a Saving Throw to avoid it.

Against Creeps or Summoned Creatures: On a 2-5 deal 2 extra damage. On a 6, deal 4 extra damage. (At level 4, 3 and 6 extra damage.)

Manipulate Creeps At-Will

Target one Creep within 5 squares. Choose to add 1 or subtract 1 from that Creep group's next roll to determine the group's action. (At level 4, decide whether to add or subtract 1 immediately before they roll.)

False Flag At-Will

Target one Creep within 5 squares. Replace one player from that Creep group's Enemies List with another player within 5 squares. (At level 4, you can add a player without removing one.)

Provocation Encounter

Target one Creep within 5 squares. It takes a turn immediately, and is Dominated for that turn.

Runner

Add 2 to your move speed. You may make Saving Throws to avoid Opportunities and to avoid dropping an item.

On a 3-6, shift 1 square then move 3 squares. (At level 4, shift 6 squares and do not move.)

Cloak At-Will

Until the end of your next turn, you are Concealed from enemies more than 3 squares away.

(At level 4, non-adjacent enemies.)

Hide At-Will

Special: You may not use this power two turns in a row. You may only use this if you have Cover or Concealment from all enemies. You may only use this at the end of your turn, but you may use it even if you would not normally be able to use any further actions.

You are Hidden until the end of your next turn, or until you attack.

Swipe Encounter

Take an object from an adjacent creature or pedestal. If it is their implement, they are Disarmed until the end of their next turn. If it is your team's orb, drop it immediately in an adjacent square.

Trapper

You may make Saving Throws to avoid being hit by or taking damage from terrain and traps.

On a 3-6, fully resolve your attack, then create a 2HP damage trap adjacent to your target. It deals 2 damage to the next creature to enter that square or an adjacent one. (At level 4, 3 damage.)

👤👤👤 Disarm Traps At-Will

Choose one within 5 squares: Deal 2 damage to a trap or automaton; or remove 2 squares of Damaging Terrain. (At level 4, deal 4 damage or remove 4 squares.)

👤👤👤 Snap Trap At-Will

Create a 2HP trap in an unoccupied square within 5 squares. The first creature to enter its square is Immobilized until the end of its next turn. (At level 4, the trap triggers against the first creature to enter any adjacent square.)

👤👤👤 Replace Traps Encounter

Move any of your traps on the map to new spots within 5 squares.

Terrain Artist

You ignore Difficult Terrain. (At level 8, you ignore all Damaging Terrain, too.)

You have a list of Terrain you can create: Regular Terrain, Low Cover, and the following new types:

- **Pit:** Costs 1 extra square to leave, and characters take 1 damage when put there by forced movement.
- **Slick:** When a character enters this square, they must make a Saving Throw and fall Prone if they fail.

At level 4, add the following to your list the following new types:

- **Gas:** Characters there are Concealed from enemies more than 3 squares away.
- **Water:** Difficult Terrain, plus characters there have Disadvantage on attacks.

On a 3-6, use Change Terrain or Boost Square on a square adjacent to or under the target (even if it's not within 5 squares).

👤👤👤 Change Terrain At-Will

Choose one square within 5 squares. Change it to a different type of terrain from your list. You may not target walls, pedestals, or map-specific terrain.

👤👤👤 Boost Square At-Will

Create one square of Special Terrain within 5 squares. Anyone who ends their turn there gains 1 Ward. Anyone standing there deals 1 extra damage on melee attacks. Moving through that square does not cost any points of movement. (At level 4, double the effects.)

👤👤👤 Major Terrain Encounter








Within 5 squares, choose one: create a pedestal for your team, remove a pedestal from the other team, remove or create 2 squares of wall.

Note: If you create a wall under a person, they slide to an adjacent square of their choice. Your walls are destructible, having 2 HP. Attacking a wall always hits as though the attacker rolled a 5.







Level 2 and 6 Role Encounter Powers

At level 2, pick one of the following Encounter Powers for your Role. At level 6, pick one more.



Controller


 Stand Still	Encounter	 5
The target is Immobilized and Vulnerable 1 until the end of its next turn.		
 The Friend Zone	Encounter	
Create a 3x3 zone centered within 10 squares. Enemies are Vulnerable 1 while inside. The zone lasts until the end of the combat.		
 The Slow Zone	Encounter	 10
All enemies in the zone are Slowed until the end of their next turns.		
 Battlefield Repositioning	Encounter	 5
Slide each enemy in the zone 5 squares to another square in the zone.		


Defender

 Inhale, Exhale	Encounter	
Mark up to two enemies within 5 squares until the end of their next turn. You gain Resist 1 and deal 1 additional damage with Opportunities until the start of your next turn.		
 Come and Get It	Encounter	 2
Pull every enemy in the zone to a square adjacent to you. Mark any or all of them until the end of their next turn.		
 I Don't Think So	Encounter	Interrupt
Trigger: An enemy grants you an Opportunity. In addition to taking damage, the enemy loses the action that caused it to grant you the Opportunity. If it was attempting to move, it stops. If it was making an attack, the attack is not resolved.		
 You're Mine	Encounter	 5
The target has Disadvantage on any attack that does not include you as a target (save ends). This effect ends if you are Taken Out.		


Leader


 Bust Some Heads!	Encounter	
Choose one ally and one enemy, each within 5 squares of you. Slide the ally adjacent to the enemy. The enemy takes 2 damage and the ally gets Advantage on its first attack against the enemy on their next turn.		
 Hit Him!	Encounter	
One ally you can see may take an Attack Action immediately with no Role Boost.		


 Keep Walking	Encounter	Reaction
Trigger: You or an ally fail a Saving Throw. Reroll that Saving Throw.		


 Mass Heal	Encounter	
Create a 3x3 zone centered within 10 squares. Each creature in the zone regains 2 Hit Points.		

Striker



 Let's End This	Encounter	
Choose an enemy. Your first attack against it on your next turn has Advantage. If you roll a 6 the enemy must make a Saving Throw. If it fails it is Taken Out, if it succeeds it is Distracted until the end of its next turn.		


 Borrowed Time	Encounter	
Take an Attack Action immediately with no Role Boost. Lose your Move Action on your next turn.		



 Strike and Shift	Encounter	
Deal 3 damage to one enemy adjacent to you, and shift 2 squares, in either order.		


 The Not-So-Friendly Zone	Encounter	
Create a 3x3 zone of Damaging Terrain centered within 5 squares dealing 2 damage. This zone lasts until the end of the encounter.		

Specialist

 Reveal Weakness	Encounter	 5
All of your allies' attacks against the target have Advantage until the end of its next turn.		

 Wall	Encounter	
Create a wall of 8 squares of Blocking Terrain within 10 (the entire wall must be within 10). The wall must be contiguous (squares must be non-diagonally adjacent). Each square has 2 HP. Attacking the wall always hits as though the attacker rolled a 5.		

 Flash	Encounter	 5
The target must make a Saving Throw. If it fails, it is Blinded until the end of its next turn. If it succeeds, it is Distracted instead.		

 Hit and Run	Encounter	
Deal 2 damage to all adjacent enemies, then shift 2 squares.		

Advanced Implements

At level 3, pick an advanced implement.

Swords

Charging Sword: You may use an At-Will attack when you charge instead of a Basic Implement Attack.

Defender's Sword: Increase reach by 1 for purposes of Opportunities, but deal 1 less damage on those opportunities that require this increased reach.

Duelling Sword: Deal your bonus +1 damage even to other swords when making implement attacks.

Long Sword: Increase reach for implement attacks by 1. You may make melee attacks against adjacent flying enemies from the ground, or against adjacent non-flying enemies when you are flying.

Multi-Sword: Instead of increasing your damage by 1, you may reduce it by 1 to make attacks in a 3x3 zone adjacent to or including your square. (E.g. if you use an At-Will attack that does a base of 2 damage, instead of dealing 3 damage to one target, you can deal 1 damage to every target you hit in the zone.) Role Boosts, any bonuses to the attack, and any bonuses gained from attacks only apply to the first attack you roll—all the other attacks are for the basic damage and effect only. Only the first attack can give you a Strike if you roll a 1, the rest simply miss. If you use this to make an attack with the ☼ icon, it works like a normal sword. Not available to Blasters or Crowd Control Role specializations.

Throwing Sword: You may make implement attacks at range 5, but those attacks do not deal your bonus sword damage. After you throw your weapon, you are Disarmed. You may recall your weapon on your next turn as a Free Action.

Staves

Corkscrew Staff: Your attacks follow an arcing, spiraling trajectory, causing what appear to be misses to turn into hits. Begin each match with a Miss Token, and gain one each time you are reduced to 0 HP.

Empowering Staff: When you make an attack that affects an area or creates a zone, increase the size of that area by 1. (E.g. from 3x3 to 4x4, or from “within 2 squares” to “within 3 squares.”)

Multi-Staff: Instead of increasing your damage by 1, you may reduce it by 1 to make attacks in a 3x3 zone centered within range, and with no squares adjacent to you. (E.g. if you use an At-Will attack that does a base of 2 damage, instead of dealing 3 damage to one target at range 3 or more, you can deal 1 damage to every target you hit in the zone.) Role Boosts, any bonuses to the attack, and any bonuses gained from attacks only apply to the first attack you roll—all the other attacks are for the basic damage and effect only. Only the first attack can give you a Strike if you roll a 1, the rest simply miss. If you use this to make an attack with the ☼ icon, it works like a normal staff. Not available to Blasters or Crowd Control Role specializations.

Nimble Staff: Your ranged implement attacks do not grant Opportunities.

Sniper's Staff: +2 range

Spiked Staff: Deal 1 extra damage when you hit with a Basic Physical Attack if you are not Disarmed.

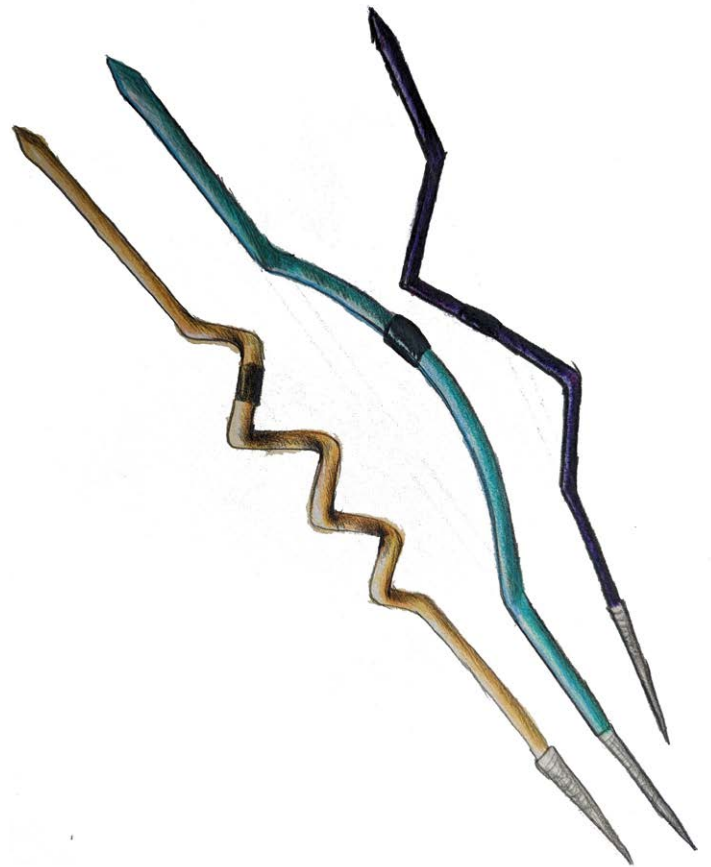
Wands

Distracting Wand: When you attack an enemy with your wand, they may not take Opportunities against you for the rest of your turn even if you miss.

Parrying wand: When being attacked by a sword-user, ignore its bonus damage as if you had a sword.

Piercing wand: Your implement attacks may apply their Effects even if the target has a Ward that would normally prevent that. When your implement attack deals enough damage to a target with a Ward to completely reduce that Ward, deal 1 extra damage.

Wristwand: You can make attacks and are not vulnerable even while carrying objects in both hands.



Creeps

Creeps are the neutral creatures who guard the neutral orbs.

- Creeps do not roll initiative. They act at the end of each round.
- Creeps will not act until they have enemies.
- Creeps do not make attack rolls. They simply deal damage and apply their effect.
- Status effects from Creeps last until the end of the target's next turn, unless otherwise specified.

Creep AI

You are not an enemy to a group of Creeps by default. You become their enemy once you take certain actions.

How to become an enemy a group of Creeps:

- Deal them damage or apply a negative effect
- Attack them, whether you hit or miss
- Pick up their orb
- End your turn adjacent to them or their unheld orb

How to stop being an enemy:

- Get sent to the Dungeon
- Leave the Dungeon

Creeps cannot target enemies who are Hidden or cannot be attacked. Otherwise, Creeps target enemies using this priority list:

1. Whoever has their orb.
2. Whoever is closest to them.
3. Whoever has lower initiative (went later in the round).

Overriding priorities

These priorities interrupt and override any priorities given in the following AI.

0.1: Do not grant Opportunities

If a Creep would have to move past an enemy and grant an opportunity in order to take their chosen action, they instead attack the enemy in their way.

0.2: Maximize area attacks

Area attacks will have a range indicated by the ☼ symbol. Each power will specify who it attacks in that range. If it attacks "enemies," then it cannot target Hidden enemies. If it targets "non-Creeps" or "players," then it can target Hidden players.

If a Creep can affect an area, they position to have that area affect the largest number of targets that includes their priority target. If they cannot affect their priority target, they will affect the largest number of targets.

Creep Action

Creeps take action according to the following priorities:

1: Retrieve the orb

If a Creep group's orb is on the ground, the nearest Creep will attempt to retrieve its orb: move adjacent to it and pick it up. Once a Creep is holding its own orb, it will attempt to move adjacent to its pedestal and place the orb back there.

2: Take Action

Roll a die for each group of Creeps. All Creeps who are not retrieving the orb will take the action rolled. Most actions will follow the generic AI below, but actions with a 🌀 icon will override the AI with their own instructions.

3: Recover

Creeps will attempt to escape grabs, stand up from Prone, and take other necessary actions to end negative statuses as long as doing so is consistent with carrying out their priority for the round.

No Target AI

If a Creep has no valid enemy targets, and is not retrieving its orb, it moves towards its orb. If it is already adjacent to its orb, it does nothing.

Melee AI

Move as little as necessary to attack the priority target with Advantage (e.g. by flanking). If the priority target cannot be attacked with Advantage, move as little as necessary to attack it.

1. Move and then attack if possible.
2. Otherwise, move and then charge if possible.
3. Otherwise, move twice towards the target.

Ranged AI

Move as little as necessary to attack the priority target without Disadvantage. If the priority target can only be attacked with Disadvantage, move as little as necessary to do so.

1. Move and then attack if possible.
2. Otherwise, move twice to bring the target in range if possible.
3. Otherwise, target the enemy next in priority if possible.
4. If there are no enemies it can target, act according to the No Target AI.

Actions with multiple options

When a Creep's roll lists multiple actions separated by an "or," they choose the first action or effect on the list that has an effect.

Creep Types

There are different types of Creeps, rated based on their difficulty and resilience.

- Champion Creeps come alone, have 5N HP, attack twice per round, and do a base of 3 damage.
- Elite Creeps come in groups of 2, have 3N HP, and do a base of 3 damage.
- Standard Creeps come in groups of 3, have 2N HP, and do a base of 2 damage.
- Goon Creeps have a damage threshold of 4, come in groups of N+1, and do a base of 2 damage.
- Stooge Creeps come in groups of 2N+2, have 1 HP, and do a base of 1 damage.
- Scab Creeps come in groups of 5N+5, have 1 HP, and do a base of 1 damage.

Packmasters are Creeps that can summon gangs of weaker Creeps to help them.

- A standard packmaster starts with 2N stooges or 5N scabs. An elite packmaster starts with 2N-2 stooges or 5N-5 scabs. To get credit for the group of Creeps with a packmaster, you must kill the packmaster and at least N more stooges or 2N more scabs than the other team. You get the points as soon as this condition is true.

Special Creep Rules

Since Creeps do not roll for their attacks, if they would have Advantage on an attack, they add 1 point of damage, and if they would have Disadvantage, they subtract 1 point of damage.

If a character is Guarded against attacks from Creeps, they subtract 1 point of damage from the first Creep attack per Creep group. So if multiple Creeps from the same group attack them (or if one Creep attacks them twice), they only reduce the damage on the first attack, not the rest.

When a Creep is Disarmed, they act as if they had rolled a 1 for their action.

When a Creep is Dominated, they roll their action as normal, but the character who Dominated them decides who is on their priority list and in what order.

If a Creep is Weakened and makes multiple attacks, only the first attack's damage is reduced.

Creep Initiative

Creep groups on a map act in the order they are printed. Within a Creep group, identical Creeps should be numbered when setting up the map and always act in that order. Within a group with different kinds of Creeps, they act in the order they are printed.

Larger Creatures

Creatures larger than 1x1 can make certain rules harder to interpret. Here are some clarifications:

- **Difficult Terrain and Damaging Terrain:** If any part of the character is on the terrain, it counts. If multiple parts are on the terrain, it only counts once.
- **Entering Squares:** If one part of a character is on a square, and they move so that a different part is now on that square, that does not count as "entering" the square, since they were already in the square.
- **Area powers:** There are no special rules for powers that apply in a burst or over an area. Being large and in a burst does not cause a character to take damage multiple times or suffer multiple attacks. Bigger characters naturally target more squares with bursts. (E.g. a 1x1 character has 8 adjacent squares, while a 2x2 character has 12 adjacent squares.)
- **Line of Sight:** If some of a character's squares cannot be targeted but others can, then the character can be targeted.
- **Concealment:** If some squares grant Concealment and others don't, the creature is not have Concealed.
- **Cover:** For a 2x2 character, if they can put their entire side up against cover, they can take cover against it. If they are taking cover against a mix of low and full cover, it counts as low cover. Anything bigger than 2x2 cannot take cover at all.
- **Squeezing:** Larger creatures can squeeze through gaps 1 square too narrow for them, but it counts as Difficult Terrain when they do.

Remaining Ambiguities

When using these rules, there will often be some minor ambiguities—it is clear what the Creep will do and to whom, but there may be two different squares it could move to in achieving that goal. How to decide which square to use? Before play, the group should decide on one of two options:

- **Creep's Best Judgement:** The Creepmaster should think about the Creep's priorities and act accordingly. E.g. if the Creep is summoning an ally in an adjacent square, pick the square closest to the Creep's highest priority enemy.
- **Help the Team:** The Creepmaster can pick whatever they want, being as biased as they like. E.g. if the Creep is summoning an ally in an adjacent square, pick the square closest to the other team. Is it unfair? Yes.

If the method chosen does not help clarify things, then don't overthink it and just pick one. The first one that pops into your head. Don't hesitate! The Creeps are supposed to act quickly and are not supposed to display tactical brilliance, so never dwell on these decisions.

Kazzam Resources

In the following section, find enough maps, Creeps, and opponents to play your first 5 matches.

Stats Tracker

It can be fun to track your players' stats. In the world of Tailfeathers the students are certainly keeping track and arguing about their favorite players. In the downloads, you'll find a Kazzam stats tracker you can use. The scorekeeper can use this to track points and strikes for each team. Find a full-sheet pdf in the downloads.

Kazzam Maps

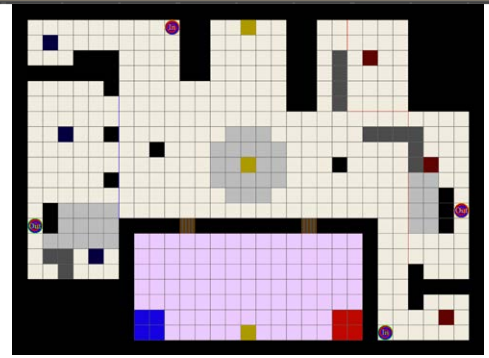
On the following pages are 5 Kazzam maps with their own set of Creeps. Higher quality images are in the downloads.

Player Stats Tracker					
Name	Strikes	Kills	Creeps	Orbs	Points
Total					
Final Score (Points minus 1 per 3 Strikes)					
Opponent Stats Tracker					
Position	Strikes	Kills	Creeps	Orbs	Points
Controller					
Defender					
Leader					
Striker					
Specialist					
Total					
Final Score (Points minus 1 per 3 Strikes)					

Beginner Map

This map has two pairs of 1-way portals that can be used by either team, and no other special terrain. When you enter a portal, re-appear in a square adjacent to the other end. Passing through a portal does not end your movement. You may not occupy the portal's square.

The Vampiric Swarm guards the central orb, the Guardian Bears guard the upper orb, and the Love Beasts guard the Dungeon orb.



Vampiric Swarm (Standard, Mob) ♥ 2N 2x2 ⚔6		
Swarm Behavior: Swarms prefer to end their turn on top of as many characters as possible.		
Return to the Swarm: When an enemy saves against a status they received from any Vampiric Swarm, one Vampiric Swarm regains 2 HP.		
Hover: Ignore terrain.		
⚔ Attacks ⚔		
1-2	Buffet	♠2 Target is Slowed (save ends).
3-5	Bite	♠2 Target takes Ongoing 2 Damage (save ends).
6	Screech	☞2 ♠1 Targets (non-Creeps) make a Saving Throw. If they fail, they are Dazed. Creatures in the swarm automatically fail.
⚡ Miss Trigger	At-Will	Reaction
If the triggering enemy is adjacent or inside the swarm, it takes ongoing 2 damage, or takes 3 damage immediately if they are already taking the 2 ongoing damage.		

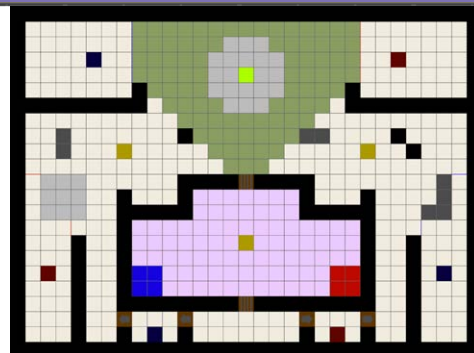
Guardian Bear (Elite) ♥ 3N 2x2 ⚔4		
Heavyweight: Reduce all forced movement by 3.		
Rainbow Flame Shield: Resist 1 damage from attacks made by enemies farther than 3 squares away.		
⚔ Attacks ⚔		
1-2	Heave	♠3 Target is thrown 3 squares
3-4	Grab	♠3 Target is Grabbed. If already Grabbed, add ♠3
5	Tackle	♠2 Target is knocked Prone. If already Prone, add ♠3
6	Roar	☞3 ♠2 Targets (non-Creeps) make a Saving Throw. If they fail, they are Panicked on their next turn.
⚡ Miss Trigger	At-Will	Reaction
Triggering enemy takes 3 damage if they are adjacent.		

Love Beast (Standard) ♥ 2N 1x1 ⚔6		
Aura of Desire: Once per turn, when an enemy leaves a square adjacent to you, reduce its HP by 2 and gain 2 Ward.		
⚔ Attacks ⚔		
1-2	Soften	♠2 Target is Weakened.
3-4	Beckon	♠2 Target must immediately move its speed to get as close to you as possible.
5-6	Pain of Eros	♠2 Regain 2 HP. If Target would be Taken Out by this attack, they immediately take a turn Dominated by you, then they are Taken Out.
⚡ Miss Trigger	At-Will	Reaction
Triggering enemy cannot attack you until the end of its next turn.		

One-Way Doors Map

This map includes a built-in magical weapon placement: a banishing ray. The banishing ray is on the light green square in the center of the difficult terrain near the top of the map. When standing in that square, as an Attack Action, you may attempt to shoot the banishing ray at anyone in the green special terrain squares. Roll an attack, and on a hit they are sent directly to the dungeon. They are not Taken Out and you do not score a point. They simply immediately teleport to one of their team's spawn squares in the dungeon in their current condition.

The Dungeon Squid guard the Dungeon orb. Each of the other two orbs are guarded by an Imp Team.



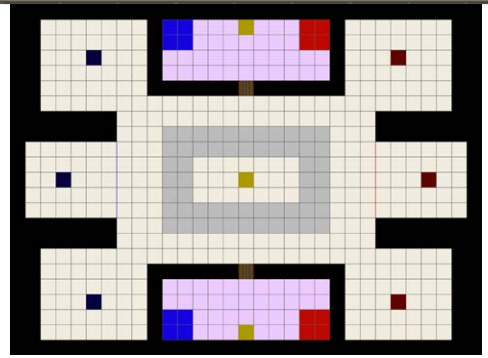
Imp Team (Goon, Team)		♥ 4(Goon)	1x1	≡ 6
Imp Thief: The Imp Thief deals 1 extra damage if they are Hidden. If the imps have enemies, the Thief will prioritize first any carrying items.				
Imp Fighter: Enemies are Marked whenever they are within reach of the Imp Fighter. Deal 1 extra damage on Opportunities.				
Imp Archer: The Imp Archer deals 1 extra damage if the target does not have cover.				
Imp Brewer: Start from the top of the list when choosing Imps. If all other imps in the group are Taken Out when the Imp Brewer begins his turn, revive one, but it is bloodied.				
Imp Grappler: While the Imp Grappler has an enemy Grabbed, other enemies have Disadvantage to attack it.				
Imp Flamestaff: The Imp Flamestaff can only be damaged by adjacent creatures.				
⚔ Attacks				
➤	Thief	♠2 Steal an item or Disarm the target until the end of their next turn.		
➤	Fighter	♠2 Ignore the next attack or source of damage against you.		
🏹5	Archer	♠2 (or ♠3: see trait) If target moves before the end of its next turn, it grants you an Opportunity.		
	Brewer	One Bloodied imp is unbloodied or another Imp is Hidden.		
➤	Grappler	♠2 Target is Grabbed.		
⚙️1	Flamestaff	Targets (enemies) are pushed 1 square and they take ongoing 2 damage (save ends).		
⚡ Miss Trigger		At-Will		Reaction
Target grants the Archer an Opportunity.				

Dungeon Squid (Goon)			♥ 4(Goon)	1x1	⇒ 6
Lightweight: When an enemy is Grabbed, they can still move but have their speed reduced by 2 for each Dungeon squid grabbing them. When the a Grabbed enemy moves or is moved by forced movement, all squids grabbing it are pulled along with it.					
Item Grabbing: If an enemy is holding an item other than their implement, that item will not travel with them if they leave the Dungeon with any Dungeon squid grabbing them.					
⚔ Attacks			↗		
1-2	Regenerate	If you are Bloodied, do not attack, but become Hidden and Unbloodied. Otherwise, Drag.			
3	Drag	♠2 Target is Grabbed. Slide you and the target 1 square towards your pedestal.			
4	Entangle	♠2 Target is Weakened and Grabbed (escape ends both). If target is already Weakened, Drag.			
5	Trip	Target is knocked Prone. If target is already Prone, Drag.			
6	Snatch	Steal an item or Disarm the target until the end of their next turn. If target has no item and is Disarmed, Drag.			
⚡ Miss Trigger		At-Will		Reaction	
Target is Grabbed by all squids adjacent to it.					

Dual Dungeons Map

This map has two dungeons. If you are Taken Out, you may choose which dungeon to spawn in when you start your turn. It also has 4 neutral orbs: 1 in each dungeon and 2 on the central pedestal. guarded by two creep groups. These two groups track enemies separately, but ending your turn next to the central pedestal or grabbing either of its orbs makes you an enemy to both central creep groups.

The Mesmer Jellies and the Chucks both guard the two orbs on the central pedestal. The Two-Headed Molesnake guards both dungeon orbs.



Mesmer Jelly (Standard)		♥ 2N	1x1	≡ 6
Stinging tentacles: Sting any enemy that ends its turn within 2 squares.				
Camouflage: Attacks from farther than 4 squares have Disadvantage.				
Hover: Ignore terrain.				
⚔ Attacks		↗		
1	Steal	Steal everything the target is holding and they are Disarmed until the Jelly is defeated.		
2-3	Sting	♠2 Target is Weakened		
4-5	Mesmerize	♣6 Targets (players) must move adjacent to the Jelly (or as close as possible given their speed), in initiative order, and none of them may take advantage of the others' Opportunities. Each player can only be mesmerized by one jelly per turn.		
6	🌀 Drift	Move up to 6 squares, Stinging every adjacent enemy. Choose the path that passes by the most enemies, then the shortest path among those, then the path with the enemies that have the lowest total initiative.		
⚡ Miss Trigger		At-Will	Reaction	
If the triggering enemy is adjacent, steal from it.				
If the triggering enemy is not adjacent, Mesmerize it: it must move adjacent to the Jelly, or as close as possible given its speed.				

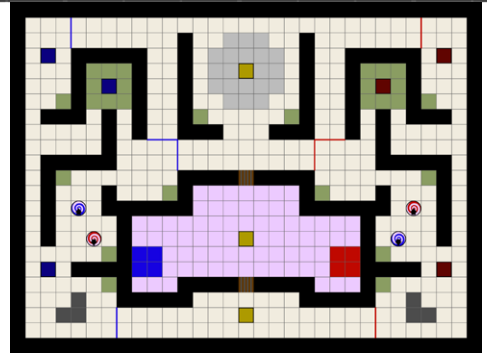
Chuck (Elite)		♥ 3N	1x1	✂ 6
<p>Moving Cover: When a Chuck moves, if it has at least one Block next to it, it takes one with it. Chucks try to position Blocks to grant them Cover from their enemies.</p> <p>Passive Behavior: When a Chuck has no target, it Reloads.</p>				
⚔ Attacks		✂ 5		
1	Reload	Magically gather a glowing Block from the air and place it beside you as Low Cover.		
2-5	Chuck	If possible, throw an adjacent enemy at another enemy, ♠3 to each. Otherwise, throw an adjacent Block at an enemy, ♠3. Otherwise, Reload		
6	Throw Orb	If possible, throw your Orb at an enemy: ♠5. It lands in their square. Otherwise, Chuck.		
⚡ Miss Trigger		At-Will	Reaction	
If the triggering enemy is adjacent, throw it 5 spaces away.				
If the triggering enemy is not adjacent, Chuck targeting the triggering enemy.				

Two-Headed Molesnake (Champion)		♥ 5N	1x1	⇄ 4
Two Heads: The creature has one HP bar, but has 2 tokens, one for each head above the ground. If the heads are together and there is both a character and an orb in the other Dungeon, one moves to guard that orb and does not otherwise act this round.				
Retreat: If one head takes 6 or more damage in a round, it will burrow and not act this round except to move as per the Two Heads trait.				
⚔ Attacks		🔪		
1-2	Drag	One head drags an enemy through the ground to the other head, ♠4.		
3-4	Bite	Each head attacks an enemy (the same enemy or separately), ♠3 each.		
5-6	Bury	Each head attacks an enemy (separately), ♠2 and the target is Grabbed, taking ongoing 2 damage until they escape.		
⚡ Miss Trigger		At-Will		Reaction
The head becomes Hidden until the end of the round.				

Maze Map

This map has green special terrain representing shadows: you are Concealed while in those squares. The map also has 1-way team-specific portals. Each team can use their portals to quickly invade the other team's territory, but has no portal for the return trip. (See "Types of Terrain" on page 13 for portal rules.)

The Lost Soul Team guards the dungeon. The Minotaurs guard the lower orb and the Charm Ball guards the upper orb.



Minotaur (Elite) ♥ 3N 1x1 ⚔6

Heedless Rush: Do not grant Opportunities when charging. You may use your attack powers at the end of a charge.

☛ **Wild Card:** Instead of prioritizing the nearest enemy, prioritize the farthest enemy you can charge. Always Charge the target if possible. Shift or move as necessary without granting Opportunities to line up a Charge of the longest possible distance.

⚔ Attacks	➦
1-2 Gore	♠3 If you charged at least 3 squares, add ♠2.
3-4 Plow	♠3 Push the target the number of squares you Charged to make this attack, up to a maximum of 5. If you would exceed that maximum, knock the target Prone as well. If they are holding an object other than their implement, they drop it.
5-6 ☛ Rampage	♠3 to the target and ♠3 to every non-Creep you Charged past to make this attack. Charge past as many non-Creeps as possible.

⚡ Miss Trigger At-Will Reaction

Charge the triggering enemy if possible, dealing ♠3.

Charm Ball (Champion) ♥ 5N 2x2 ⚔6

☛ **Multiple Eyes:** The Charm Ball uses the power rolled on its top priority enemy, then uses the next-lower power on the next enemy in priority order, and so on down the line until it reaches power number 1. It will not attack the same enemy twice. The Charm Ball positions to be able to use as many of its eyes as possible while still hitting its priority target.

Hover: Ignore terrain.

⚔ Attacks	⚔6
1 Float	♠2 Target is Slowed and has Hover
2 Shrink	♠2 Target is Weakened and Concealed
3 Visions	♠3 Target is Panicked on its next turn and gains a Miss Token
4 Petrify	♠3 Target is Restrained and Resists 1 damage
5 Darkness	♠3 Target is Blinded and has Phasing.
6 Life & Death	Target rolls a Saving Throw. If they fail, they are Taken Out. If they succeed, they regain their full HP.

⚡ Miss Trigger At-Will Reaction

Use a random charm on the triggering enemy. (Only use one charm—do not continue down the list.)

Lost Soul Team (Goon, Team) ♥ 4(Goon) 1x1 ⚔6

Shadekeeper: When any lost soul other than the shadekeeper is Taken Out, they turn into a Shade. Reduce their damage by 1 and they become invulnerable to all damage and effects. All shades disappear when the shadekeeper is Taken Out.

Aegis: Gain 3 Ward when you start your turn.

☛ **Huntress:** On attacks and opportunities, deal 1 extra damage to Bloodied enemies. After enemies holding the team's orb, the top priority is Bloodied enemies.

Thunderbolt: Retaliate 1 against attackers within 5 squares.

Harpist: Every player on both teams who ends their turn in the Dungeon gains 1 Ward if they are not an enemy to the lost souls.

Charioteer: Immune to Slowed, Grabbed, Immobilized, and Restrained.

⚔ Attacks

⚔5 Shadekeeper	Revive one Shade as a Bloodied Lost Soul. If none are Shades, ⚔5 ♠2 and deal 1 damage to an undamaged Lost Soul (priority bottom to top) to increase the damage dealt by 1.
➦ Aegis	♠1 Raise your aegis. The first time any ally is hit by an attack, negate that attack and lower your aegis.
⚔5 Huntress	♠2 If the target is Taken Out, increase the Huntress' damage by 1 permanently.
➦ Thunderbolt	♠2, and then ⚔5 ♠1 to a different target.
⚔5 Harpist	♠1 If the target is holding the orb, slide them to the pedestal and return the orb. Otherwise, the target must save or be Dazed until the end of their next turn.
☛ Charioteer	Move 8 squares, dealing ♠1 and knocking Prone every enemy whose square you moved through. Move through as many enemies as possible. If they were already Prone, deal 1 extra damage.

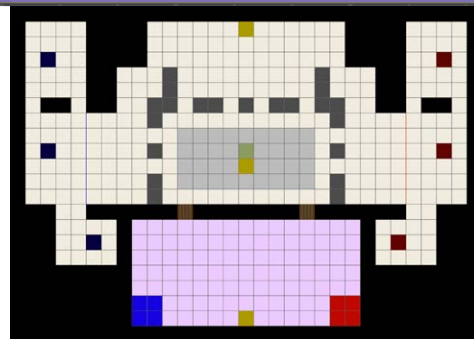
⚡ Miss Trigger At-Will Reaction

Target grants the Huntress an Opportunity.

Throne Map

This map has a square of special terrain representing the Throne. When you end your turn on the Throne and then start your next turn there without leaving, you gain points equal to the number of orbs on the pedestal behind you. You may not be Hidden while on the throne.

The Royal Golem guards the orb by the Throne. The crowned birds guard the upper orb. The Horror Beasts guard the dungeon orb.



Royal Golem (Champion)		♥ 5N-5 / 10	1x1	≡ 0
Immovable: The Royal Golem is immune to all forced movement and teleportation and cannot be knocked Prone.				
Warded: The Royal Golem starts with 5 fewer HP than normal, but with 10 Ward.				
Dual Focus: When the Royal Golem rolls a 3-6, it attacks its top 2 priorities.				
⚔ Attacks		10		
1	Questgiver	Randomly select one red and one blue orb. Whoever places one of those orbs on the Golem's pedestal gains 2 points. If the Golem's orb has been stolen, the quest is instead to return that orb. If there is already a quest, increase the reward by 1 point.		
2	Parent	Summon a random Crowned Bird adjacent, rolling to decide which type. It acts immediately. This turn, it does ♠3 and greater effect. On subsequent turns, it shares the Golem's roll.		
3	Taxer	♠2 Gain 2 Ward.		
4	Venerated	♠2 Pull target adjacent and knock them Prone.		
5	Oppressor	♠3 Target takes Ongoing 2 damage while the Golem can see them.		
6	Commander	♠3 Target is Dominated. The Golem will demand they do their best to carry out the Golem's priorities.		
⚡ Miss Trigger		At-Will	Reaction	
Bounty: If the triggering enemy is Taken Out before the Golem is, the opposing team gains 1 point. If the same enemy triggers this multiple times, the points are cumulative.				

Crowned Bird (Standard)		♥ 2N	1x1	≡ 6
Crown: Each Crowned Bird has a lesser and greater effect. The Icecrowned bird's are Immobilized and Restrained. The Needle-crowned bird's are Weakened and Dazed. The Flamecrowned bird's are Ongoing 1 damage and Panicked.				
⚔ Attacks		5		
1-2	Flame	♠2 and lesser effect. Flamecrowned does ♠3 and greater effect instead.		
3-4	Ice	♠2 and lesser effect. Icecrowned does ♠3 and greater effect instead.		
5-6	Needle	♠2 and lesser effect. Needlecrowned does ♠3 and greater effect instead.		
⚡ Miss Trigger		At-Will	Reaction	
Target suffers your lesser effect.				

Horror Beast (Standard)		♥ 2N	1x1	≡ 6
Aura of Fear: Once per turn, when an enemy enters a square adjacent to you, reduce its HP by 2 and gain 2 Ward.				
⚔ Attacks		🔪		
1-2	Soften	♠2 Target is Immobilized.		
3-4	Beckon	♠2 Target must immediately move its speed to get as far from you as possible.		
5-6	Pain of Phobos	♠2 Target must save or be Panicked on its next turn.		
⚡ Miss Trigger		At-Will	Reaction	
Triggering enemy cannot attack you until the end of its next turn.				




Enemy Teams



Here are four default enemy teams to use. If playing with fewer than 5 player characters, just use the players on the top of the list. For example, if you have three player characters and they are playing against Driannis, you would use Raqua Yalaaya, Greta “Grit” Hughes, and Pauline Ma. You could repurpose unused players for another team later on.

Statblock Notes

Anything in green is from the character’s class and anything from blue is from their Role. If you are playing at Level 1, you only need to read to the thick black line. Everything below that is for higher level characters.

These statblocks use slightly different iconography for the GM’s convenience. It’s easy to forget which character has which implement and similar things when you’re playing a new set of athletes every session.

Where a player power would simply have  representing that the power uses their implement’s range, these powers will have  6, so the busy GM knows that it’s an implement power that has a range of 6. A  alone is used for swords.

Where a player’s power would simply have  2 and the player would remember that they get to add 1 bonus damage as a sword or staff user in certain situations, the version here reads  2+1, with the +1 acting as a reminder to the GM.

Even with this, there is a lot to remember when you’re playing a whole team. You will make mistakes, and that’s okay. You will forget to apply a bonus here, forget a useful trait there, and so on. It’s no big deal. Maybe it gives the player characters a bit of an edge, but that’s not such a bad thing after all. Don’t hesitate to lean on your Scorekeeper to track statuses, your Referee to help with the rules, and your Creepmaster to deal with all the Creep abilities. Those are not your job! Your job right now is to keep track of your team and play them.

When you feel a bit stuck, you can always sacrifice tactical acumen for speed and just make a hasty decision and see what happens.

Driannis

Nearly the entirety of Driannis House’s team graduated to the next level last year, so the Mastodons have recruited a young new team.

Team Effort: At the start of each round, every teammate who is within 3 squares of another teammate regains 2 HP.

At **Level 3**, they may also make a Saving Throw against one Status that would end at the end of their next turn, or is “save ends.”

Raqua Yalaaya (Staff Tinker / Tactician Leader)

Greta “Grit” Hughes (Wand Charmer / Protector Controller)

Pauline Ma (Sword Porter / Runner Specialist)

Ariel Steel (Staff Wardmaster / Smasher Defender)

Arvan Kreswal (Grappling Shivering Blade / Blitzzer Striker)

Raqua Yalaaya (Staff)  8 **1x1**  6

Tinker: See the rules for Trap Rolls. On a 3-6, you can imbue your Role Boost into the trap.

Trap-setter: Every round at the start of your turn, before your traps trigger, you may slide one trap 1 square.

Warded Traps: Your traps Resist All once.

 **Staff Trap** **At-Will** 

Place a Staff Trap with 2 charges and 1 HP adjacent to you. Every round at the start of your turn, if there are any enemies within 3 of the Staff Trap, it deals 3 damage to each enemy within 3. The staff trap can only be damaged by an adjacent enemy.

 **Voko’s Lariat** **At-Will**  6  2+1

Effect: If anyone was Marked by the target, the Mark ends. If the target attempts to move on its next turn, it must make a Saving Throw. If it fails, it falls Prone.

 **Protective Ward** **L1 Encounter**  5

Target one ally in range or yourself. Target gains 3 Ward.

Leader	Tactician
On a 3-6, one ally you can see regains 2 HP.	The recipient of your Role Boost may shift one square.

 **Tactics** **At-Will**  5

Target may spend a Move Action immediately.

(At level 4, target may shift 1 square first.)

 **Bust Some Heads** **L2 Encounter**

Choose one ally and one enemy, each within 5 squares of you. Slide the ally adjacent to the enemy. The enemy takes 2 damage and the ally gets Advantage on its first attack against the enemy on their next turn.

 **Zapper** **L3 Encounter** **Free Action**

Summon a 4HP zapper in an adjacent square. It takes its turn immediately before your traps. On its turn, move it up to 6 squares and deal 2 damage to everything adjacent.

At level 4, On a 3-6, one ally you can see regains 3 HP.

Absorbing Robes (L5 Ability): You are Guarded against ranged attacks from non-adjacent enemies. When an enemy misses you with an attack, store the attack—the next time an enemy hits you with an attack, they get hit by the stored attack as though it rolled a 4. You may not store multiple attacks—the robes always store the most recent missed attack.

Greta Hughes (Wand)		♥ 8	1x1	✂ 6
Charmer: When you charm an ally, they get your Role Boost on their next attack roll in addition to their own. See the Charmer section for Charm Rolls.				
Wand Charmer: Treat 2s as 5s for Charm rolls.				
✂ Surefoot Charm		At-Will	✂ 5 Charm	
Effect 1: Until the end of their next turn, the target's speed is increased by 4.				
Effect 2: Until the end of their next turn, the target does not grant Opportunities when moving (save sustains).				
✂ Assault Charm		At-Will	✂ 5 Charm	
Effect 1: The target deals an additional 2 damage on their first successful attack of their next turn.				
Effect 2: The target has Advantage on their first attack of their next turn (save sustains).				
✂ Luck Charm		L1 Encounter	✂ 5 Charm	
Effect 1: The target gains 1 Luck Token. A Luck Token can be spent to reroll an attack they make or to force an enemy to reroll an attack against them.				
Effect 2: Until the end of the target's next turn, they succeed at all Saving Throws (save sustains).				
Controller		Protector		
On a 3-6, slide the target 3 squares.		Allies adjacent to you resist 1 damage.		
👤👤 Weaken		At-Will	✂ 5	
Target is Weakened until the end of their next turn. (At level 4, save ends.)				
👤👤 Stand Still		L2 Encounter	✂ 5	
The target is Immobilized and Vulnerable 1 until the end of its next turn.				
✂ Wraith Charm		L3 Encounter	✂ 5 Charm	
Effect 1: Until the end of the target's next turn, they are incorporeal. They deal an extra 3 damage with attacks against targets they moved through on their turn.				
Effect 2: Until the end of the target's next turn, they are Nimble and are Concealed against enemies more than 2 squares away (save sustains).				
At level 4, On a 3-6, slide target 3 squares and you can slide them into other characters. If you do, slide that character to an adjacent square, then you may use the rest of the slide on that character.				
Lasting Charms (L5 Ability): Your Effect 1's are also (save sustains) when you use a Charm on an ally.				

Pauline Ma (Sword)		♥ 8	1x1	✂ 8
Self-Lift: You are Hovering and may make a Saving Throw to avoid Traps. You may spend a Move Action to gain the Flying status until the start of your next turn.				
Move Action: Open a portal in an adjacent square. Once you have opened two portals in this way, anyone can step through one into a square adjacent to the other. You may only have two open—when you open a third portal, close one. People can see through them, but not cast spells through them. As part of this Move Action, you may immediately step through the portal.				
Attack Action: Swap places with one ally or enemy within 5 squares.				
✂ Scouting Warp		At-Will	✂	💧 2+1
Effect: Create a warp in a square adjacent to the target. You or any ally that enters the warp's square may teleport 4 squares.				
✂ Reinforcements		At-Will	✂	💧 2+1
Effect: Teleport one ally within 6 squares to a square adjacent to the target.				
✂ Floor Portal		L1 Encounter	✂	💧 3+1
Effect: Teleport target 3 squares and knock them Prone.				
Special: Create a portal trap on the floor where the target was if you hit, or in an adjacent empty square if you miss. The portal lasts until the end of your next turn. Anyone who enters the portal trap is subject to this power's effect with you choosing the destination, but you and your allies will not fall Prone.				
Specialist		Runner		
On a 3-6, shift 1 square then move 3 squares.		Add 2 to your move speed. You may make Saving Throws to avoid Opportunities and to avoid dropping an item.		
👤👤 Hide		At-Will		
Special: You may not use this power two turns in a row. You may only use this if you have Cover or Concealment from all enemies. You may only use this at the end of your turn, but you may use it even if you would not normally be able to use any further actions.				
You are Hidden until the end of your next turn, or until you attack.				
👤👤 Cloak		At-Will		
Until the end of your next turn, you are Concealed from enemies more than 3 squares away.				
(At level 4, non-adjacent enemies.)				
👤👤 Swipe		Encounter		
Take an object from an adjacent creature or pedestal. If it is their implement, they are Disarmed until the end of their next turn. If it is your team's orb, drop it immediately in an adjacent square.				
👤👤 Hit and Run		L2 Encounter		
Deal 2 damage to all adjacent enemies, then shift 2 squares.				
✂ Kinematic Crush		L3 Encounter	✂	💧 3+1
Effect: Target is Restrained (escape ends).				
At level 4, On a 3-6, shift 6 squares.				
Lift Specialist (Level 5 Ability): Allies within 5 of you are Hovering and may make a Saving Throw to avoid traps.				

Ariel Steel (Staff)		♥ 8	1x1	⚡ 6
Wardmaster: At the end of each of your turns, choose yourself or one ally you can see to gain 1 Special Ward.				
Capacitative Ward: Whenever an ally loses your Special Ward to damage, gain a Charge Token. You may spend 3 Charge Tokens to add 1 damage when you hit with any attack. You may spend 2 Charge Tokens to increase the size of your Special Ward by 1 point when you grant it.				
⚡ Ward Bash		At-Will	↗	💧 2
Effect: Deal 1 extra damage if you have any Ward.				
Special: If you hit, you may remove points from your Special Ward (not your allies') to deal extra damage with this power 1-for-1.				
⚡ Toxic Ward		At-Will	↗ 6	💧 2+1
Effect: Target may gain 1 Ward. It takes Ongoing 2 damage (save ends).				
○ Sight Ward		L1 Encounter	Free Action	
Create a 5x5 zone centered within 5 squares, lasting until the end of your next turn. All creatures are Concealed while in the zone.				
Defender		Smasher		
+1 damage on Opportunities. Resist 1 damage from enemies you have Marked. Refresh your Defender Reaction at the start of your turn.		On a 3-6, if already at full HP, deal 1 extra damage. Otherwise, regain 1 HP.		
⚡ Defender Reaction		1 per round	Reaction	
Trigger: When an enemy ends its turn adjacent to you. Push them 3 squares.				
👤 Defender's Mark		At-Will	↘ 5	
Target is Marked by you until the end of its next turn. (At level 4, mark two targets in range.)				
👤 Inhale, Exhale		L2 Encounter		
Mark up to two enemies within 5 squares until the end of their next turn. You gain Resist 1 and deal 1 additional damage with Opportunities until the start of your next turn				
⚡ Ward Burst		L3 Encounter	⚡ 2	💧 3
Area: Target all enemies in the area.				
Effect: Deal 1 extra damage if you have any Ward.				
Special: You may remove points from your Special Ward to deal extra damage to all targets you hit with this power 1-for-1.				
At level 4, On a 3-6, regain 2 HP instead if you are Bloodied.				
Improved Wardmaster (L5 Ability): Increase the size of Special Ward gained each turn to 2. Reduce all costs for Capacitative Ward by 1 Charge Token.				

Arvan Kreswal (Sword)		♥ 8	1x1	⚡ 8
Blade Enchantment: If an attack misses you when you have an enemy Grabbed, the Grabbed enemy takes 2 damage. If a Grabbed enemy fails an escape roll, they take 2 damage.				
Self-charm: When attacked or damaged by an adjacent enemy, they take 1 damage as a reaction. (This can trigger at most once per enemy per turn.) When Grabbed by an enemy or when grabbing them, they take Ongoing 1 damage for as long as the grab continues.				
⚡ Grasping Blade		At-Will	🗡️	💧 2+1
Effect: Target is Grabbed. If the target was already Grabbed by you, 2 extra damage.				
⚡ Bullying Blade		At-Will	🗡️	💧 2+1
Effect: Push target up to 2 squares. You may then Shift the same number of squares if you end that movement adjacent to the target. If a wall or obstacle prevents one or more squares of the forced movement, you may deal 1 extra damage per square of movement prevented.				
⚡ Ambush Blade		L1 Encounter	🗡️	💧 3+1
Effect: Target grants an Opportunity to all adjacent characters other than you.				
Striker		Blitzer		
If you do not meet your Striker Condition, on a 3-6, deal 1 extra damage.		Add 2 to your move speed.		
If you meet your Striker Condition, on a 2-5, deal 1 extra damage and on a 6 deal 2 extra damage, and also deal both Effect and Damage when you roll a 3.				
Striker Condition: You must have started your turn at least 3 squares from your current position.				
👤👤 Quick Shift		At-Will		
Shift 1 square. (At level 4, shift 2 squares.)				
👤👤 Strike and Shift		L2 Encounter		
Deal 3 damage to one enemy adjacent to you, and shift 2 squares, in either order.				
⚡&⚡ Path of Blades ☯		L3 Encounter	Special Action	
Special: This power requires your Attack and Move Actions. Move up to your speed, making a Basic Implement Attack against each enemy you move adjacent to. During this movement, you do not grant Opportunities to enemies you hit with this power. You may apply your Role Boost against just one target, and when you do, your turn ends.				
At level 4, double your extra Striker damage.				
Consuming Focus (L5 Self-charm): Enemies within 3 of you cannot take advantage of Opportunities granted by your allies.				

Bagwung

The Olives (so called because of the color of their robes) haven't had a good team in years, but their young new Hunter is a real threat and their veteran Defender is not to be underestimated.

Agile: treat incoming 3s as 2s. (This does not stack with Guarded. If a 4 gets reduced to a 3, it does not get reduced again to a 2.)
At **Level 3**, treat incoming 3s as 1s.

Barney Sodder (Sword Wardmaster / Vanguard Leader)

Lya Corns (Sword Brewer / Juggernaut Defender)

Madeline DeShields (Piercing Wandslinger / Hunter Specialist)

Gerald Glump (Staff Diviner / Sniper Striker)

Elsie Tumpus (Staff Tamer / Crowd Control Controller)

Barney Sodder (Sword)		♥ 8	1x1	≡ 6
Wardmaster: At the end of each of your turns, choose yourself or one ally you can see to gain 1 Special Ward.				
Reflective Ward: When an enemy misses an attack against anyone with your Special Ward, they take 1 damage. This does not apply if any power turns a hit into a miss.				
✂ Costly Ward		At-Will		
Choose yourself or one ally to take 1 un-reduced damage, then gain Resist 1 until the end of their next turn. Then make a Basic Implement Attack.				
✂ Ward Boost		At-Will		
Increase the amount of Special Ward you grant at the end of your turn by 1. Then make a Basic Implement Attack.				
○ Ward Wall		L1 Encounter	Free Action	
Create a 3x1 wall of Full Cover within 5 squares. The wall can be attacked and has 2 HP.				
Leader		Vanguard		
On a 3-6, one ally you can see regains 2 HP.		Your Role Boost may apply to yourself instead of an ally.		
👤👤👤 Outflank		At-Will		
Target an adjacent enemy, then shift 2 squares to another square adjacent to the target. The next ally to attack the target while you are adjacent deals 1 extra damage on a hit and gets an extra Miss Token on a Miss. (At level 4, 2 extra damage.)				
👤👤👤 Hit Him!		L2 Encounter		
One ally you can see may take an Attack Action immediately with no Role Boost.				
✂ Death Ward		L3 Encounter		
Choose one ally within 5 squares. If they are Taken Out by an attack before the end of your next turn, the attacking enemy is also Taken Out.				
At level 4, On a 3-6, one ally you can see regains 3 HP.				
Improved Wardmaster (L5 Ability): Increase the size of Special Ward gained each turn to 2. Your damage from Reflective Ward increases to 2.				

Lya Corns (Sword)		♥ 5 / 🌀 3	1x1	🔪 6
Brew Elixir: Begin combat holding one At-Will elixir. Spend an Attack Action to prepare an elixir. Give it to an adjacent ally or keep it for yourself. Holding an elixir requires a hand and consume it as a Free Action. Handing an Elixir to an adjacent ally is a Free Action.				
Special: You may prepare a Potion as an Elixir. Drinking it applies the Potion's Effect line.				
Phoenix Elixir (At-Will): Regain 2 HP. You may drink this Elixir as a reaction to taking damage.				
🔪 Toss Potion	At-Will	🔪 5	💧 2	
Effect: Apply the effect of the chosen potion to the target.				
🔪 Potent Edge	At-Will	🔪	💧 2+1	
Special: Apply one potion to your blade before you make this attack.				
Effect: Apply the effects of all potions on your blade to the target, then clear all potions from your blade.				
(At level 5, deal 1 extra damage for each additional Potion on the blade beyond the first.)				
🌀 Nullification Potion	At-Will	Potion		
Special: Reduce the target's Wards by 2 on a hit.				
Effect: Remove all statuses on the target.				
🌀 Corrosive Potion	At-Will	Potion		
Effect: Ongoing 1 damage (save ends), which increases by one with each failed Saving Throw.				
🌀 Frenzy Brew	L1 Encounter	Potion		
Special: When using this potion, increase your damage line by 1.				
Effect: On the Target's next turn, they are Frenzied.				
Defender		Juggernaut		
+1 damage on Opportunities. Resist 1 damage from enemies you have Marked. Refresh your Defender Reaction at the start of your turn.		Reduce your maximum HP by 3 points. Begin with 3 Ward. On a 3-6, gain 1 Ward.		
⚡ Defender Reaction	1 per round	Reaction		
Trigger: When you take damage.				
Resist 1.				
👤👤👤 Defender's Mark	At-Will	🔪 5		
Target is Marked by you until the end of its next turn.				
(At level 4, mark two targets in range.)				
👤👤👤 You're Mine	L2 Encounter	🔪 5		
The target has Disadvantage on any attack that does not include you as a target (save ends). This effect ends if you are Taken Out.				
⚡ Kill Switch	L3 Encounter	Reaction		
Trigger: You take damage.				
Your potion stash blows. Deal 2 damage to everything within 2, and apply the effect of any of your At-Will or unspent potions or elixirs to each target. You cannot use any potions or elixirs again until you spend an Attack Action to recover.				
At level 4, On a 3-6, gain 1 Ward or 2 if you have none.				
Elixir of Shadow (L5 Encounter Elixir): Become Hidden until the end of your next turn.				

Madeline DeShields (Wand) ♥ 8 1x1 ⚔ 6	
Piercing Shot: Ignore Wards and Resist for basic implement attacks.	
Move Action: Increase your implement range to 10 this turn. Gain Advantage on the first implement attack you make this turn, and deal 1 extra damage if it was a basic implement attack.	
⚔ Trick Shot	At-Will ✂ ♠ 2
Special: You have Disadvantage on this attack.	
Effect: 2 damage and Choose one: Target is Disarmed until the end of their next turn, or target drops an object they are carrying.	
⚔ Ward and Shoot	At-Will
Gain 1 Ward. Then make a basic implement attack.	
⚔ Filov's Fusillade	L1 Encounter
Make a basic implement attack against every enemy in range.	
Specialist	Hunter
Against Creeps or Summoned Creatures: On a 2-5 deal 2 extra damage. On a 6, deal 4 extra damage.	When a Creep targets you with an attack, you may attempt a Saving Throw to avoid it.
👥 Manipulate Creeps	At-Will
Target one Creep within 5 squares. Choose to add 1 or subtract 1 from that Creep group's next roll to determine the group's action. (At level 4, decide whether to add or subtract 1 immediately before they roll.)	
👥 False Flag	At-Will
Target one Creep within 5 squares. Replace one player from that Creep group's Enemies List with another player within 5 squares. (At level 4, you can add a player without removing one.)	
👥 Provocation	Encounter
Target one Creep within 5 squares. It takes a turn immediately, and is Dominated for that turn.	
👥 Reveal Weakness	L2 Encounter ✂ 5
All of your allies' attacks against the target have Advantage until the end of its next turn.	
⚔ Perfect Shot	L3 Encounter ✂ ♠ 0
Effect: The target makes a Saving Throw. If their Saving Throw is lower than your Attack Roll, they are Taken Out.	
At level 4, On a 2-5 deal 3 extra damage. On a 6, deal 6 extra damage.	
Defensive Fire (Level 5 Ability): When an enemy in range hits you with an attack, make an Attack Roll against them. On a hit, they must re-roll the attack and use the worse result. You cannot use this again until you end your next turn.	

Gerald Glump (Staff) ♥ 8 1x1 ⚔ 6	
Empath: Whenever an ally within 5 squares regains HP, gains a Ward, or makes a Saving Throw, and you are not already included in that effect, you may do the same. If the ally gave up HP to create their Ward, you must do so too.	
⚔ Empathic Bond	At-Will
Target one willing ally with at least 1 HP within 10 squares. Transfer 2 HP to or from that ally. Until the end of your next turn, all of the following: When either you or that ally receives any negative status or damage, you may decide which of you receives it.	
⚔ Empathic Imposition	At-Will ✂ 8 ♠ 2+1
Effect: Until the end of your next turn, when you take any amount of damage, the target takes 1 damage.	
⚔ Empathic Wave	L1 Encounter
Until you are hit by an attack, you Regenerate 2, and so do all allies when they start their turn within 5 squares of you.	
Striker	Sniper
If you do not meet your Striker Condition, on a 3-6, deal 1 extra damage.	Add 2 to your range on ranged attacks.
If you meet your Striker Condition, on a 2-5, deal 1 extra damage and on a 6 deal 2 extra damage, and also deal both Effect and Damage when you roll a 3.	
Striker Condition: Your target must be farther than 3 squares from you.	
👥 Draw a Bead	At-Will
Pick one enemy within 6 squares you can attack. If you attack that enemy this turn, you may ignore Concealment and Low Cover on that attack.	
(At level 4, ignore any Cover and Hidden.)	
👥 Let's End This	L2 Encounter
Choose an enemy. Your first attack against it on your next turn has Advantage. If you roll a 6 the enemy must make a Saving Throw. If it fails it is Taken Out, if it succeeds it is Distracted until the end of its next turn.	
⚔ Empathic Intrusion	L3 Encounter ✂ 8 ♠ 3+1
Effect: Target is Panicked on their next turn.	
At level 4, double your extra Striker damage.	
Improved Empath (L5 Ability): Your feature also goes the other direction: when you regain HP, gain a Ward, or make a Saving Throw, one ally who was not included in that effect can do the same.	

Elsie Tumpus (Staff) ♥ 8 1x1 ⚡6	
Tamer: Summon powers summon creatures within 5 squares and use them as the source of the attack. When you spend a Move Action, each of your Summoned Creatures may move their speed as well. See the Tamer for rules on Conjuring, Summoning, and Territorial Beasts.	
Staff Tamer: Your single-target attacks made through your summons deal 1 extra damage on a hit. Your commands and summons end your turn.	
Conjurer: When you Conjure a creature, they last two rounds instead of one.	
⚡ Creature Aegis	At-Will ⚡ 6 ♠ 2+1
Effect: If the target attacks any summon or Creep on their next turn, they take 3 damage.	
⚡ Fleeting Mantis	At-Will ⚡ 6 ♠ 2+1
Effect: Conjure a Fleeting Mantis in a square adjacent to the target. It lasts until the end of your next turn. You can take advantage of enemy Opportunities as though you were in that square.	
⚡ Summon Flame Pig	L1 Encounter
The Flame Pig shifts 4 squares, making a Basic Physical Attack against each adjacent enemy along its path, with a base ♠ 2.	
🐾 Flame Pig	♥ 5 1x1 ⚡6
When you spend a Move Action, instead of moving, the Flame Pig may give 1 Ongoing Damage (save ends) to all adjacent creatures.	
Enemies that end their turn adjacent to the Flame Pig take 1 Ongoing Damage (save ends).	
⚡ Goring Tusks	At-Will Command ⚡ 2+1
Effect: Target is pushed 2 squares. If the Flame Pig started its turn at least 4 squares from the target, it may instead knock the target Prone.	
Controller	Crowd Control
On a 3-6, slide the target 3 squares.	When you attack an enemy and apply the Effect line of your attack, also apply the Effect to another enemy you could attack within range. If you would have Disadvantage to attack that enemy, they may make a Saving Throw to avoid the effect.
👤 Rearrange	At-Will
Create a 3x3 zone centered within 5 squares. Slide each character in the zone 1 square. You cannot slide yourself. (At level 4, increase the slide to 2 squares.)	

👤 Battlefield Repositioning	L2 Encounter	⚙ 5
Slide each enemy in the zone 5 squares to another square in the zone.		
⚡ Summon Giraffape	L3 Encounter	⚡ 3+1
Effect: Target drops anything it is holding and is Disarmed until the end of its next turn.		
🐾 Giraffape	♥ 5 1x1 ⚡6	
The Giraffape has Reach 3. When it is granted an Opportunity, instead of dealing damage it may cause the target to drop anything it is holding and become Disarmed until the end of its next turn.		
⚡ Sudden Eviction	At-Will Command	⚡ 2+1
Effect: Throw the target 3 squares. It must land in a square outside the Giraffape's territory if possible.		
At level 4, On a 3-6, slide target 3 squares and you can slide them into other characters. If you do, slide that character to an adjacent square, then you may use the rest of the slide on that character.		
Mass Conjurer (L5 Ability): When you Conjure a creature, conjure an additional one in any square in your implement range. (Just apply the Effect line there, don't make an additional attack.)		

Kishanta

The Unicorns nearly upset the Stoats last year, but lost when Fennec Rathburn took down their last three players by herself.

Untouchable: They start with 6 HP and 3 Ward and come back in the Dungeon with it, too.

At **Level 3**, 8 HP and 3 Ward instead.

Pila Balamurali (Tempest Shivering Sword / Punisher Defender)

Marc Rosen (Wand Diviner / Terrain Artist Specialist)

Hyun Lee (Staff Brewer / Blaster Striker)

Obi Francis (Staff Porter / Guardian Controller)

Omar Anderson (Wand Hexer / Motivator Leader)

Pila Balamurali (Sword) ♥ 6 / ☉ 3 1x1 ⚡6	
Blade Enchantment: Once per round, an enemy who ends their turn within reach takes 1 damage (recharge on your turn).	
Self-charm: You have Reach 2.	
⚡ Tempest Blade	At-Will ⚡ 2+1
Effect: Deal 2 damage to another enemy adjacent to you or the target.	
⚡ Bloody Blade	At-Will ⚡ 2+1
Effect: Target takes Ongoing 1 Damage (save ends). This upgrades to Ongoing 2 Damage (save ends) when the target is or becomes Bloodied.	
⚡ Sword Sweep	L1 Encounter ⚡ 3+1
Effect: Target is knocked Prone and takes 2 damage if it is adjacent to you when it stands up.	
Defender	Punisher
+1 damage on Opportunities. Resist 1 damage from enemies you have Marked. Refresh your Defender Reaction at the start of your turn.	On a 3-6, if you have an enemy Marked, increase your Opportunity damage by 1 until your next turn. If you have no enemy Marked, Mark the target.
⚡ Defender Reaction	1 per round Reaction
Trigger: When a Marked enemy within 5 squares grants you an Opportunity.	
Make an attack against it. This attack ignores range but can only apply its Effect line—no damage, Role Boost, or other bonus.	
👤 Defender's Mark	At-Will ⚡ 5
Target is Marked by you until the end of its next turn. (At level 4, mark two targets in range.)	
👤 Come and Get It	L2 Encounter ⚡ 2
Pull every enemy in the zone to a square adjacent to you. Mark any or all of them until the end of their next turn.	
⚡ Initial Rush	L3 Encounter Move Action
Charge as a Move Action. Do not get your Role Boost. Do not end your turn.	
At level 4 , On a 3-6, also Mark an additional enemy within 5 squares.	
Misty Charge (L5 Self-charm): When charging, you ignore Difficult Terrain and Damaging Terrain, may move through other creatures, and do not grant Opportunities. You may use any At-Will at the end of a charge.	

Marc Rosen (Wand) ♥ 6 / ☉ 3 1x1 ⚡6	
Seer: At the start of each round, you may roll a die and save it as your foreseen result. One time during the round, instead of rolling a die, you may use this foreseen result. If the round ends without using the foreseen result, you take 3 damage as backlash.	
⚡ Foresight	At-Will ⚡ 5 ⚡ 2
Effect: Roll a die in secret for the target and keep the result hidden. The first time they make an Attack Roll on their turn, this will be the result—reveal it then.	
⚡ Misfortune	At-Will ⚡ 5 ⚡ 2
Effect: If the target misses with their next attack, they take 3 damage.	
⚡ Foreseen Attack	L1 Encounter ⚡ 5 ⚡ 3
Effect: At the start of the target's next turn, they must drop Prone or take 3 damage.	
Specialist	Terrain Artist
On a 3-6, use Change Terrain or Boost Square on a square adjacent to or under the target (even if it's not within 5 squares).	You ignore Difficult Terrain. Change Terrain can create: Regular Terrain, Low Cover, Pit, and Slick. (See page 39.)
👤 Boost Square	At-Will
Create one square of Special Terrain within 5 squares. Anyone who ends their turn there gains 1 Ward. Anyone standing there deals 1 extra damage on melee attacks. Moving through that square does not cost any points of movement. (At level 4, double the effects.)	
👤 Change Terrain	At-Will
Choose one square within 5 squares. Change it to a different type of terrain from your list. You may not target walls, pedestals, or map-specific terrain.	
👤 Major Terrain	Encounter
Within 5 squares, choose one: create a pedestal for your team, remove a pedestal from the other team, remove or create 2 squares of wall.	
👤 Wall	L2 Encounter
Create a wall of 8 squares of Blocking Terrain within 10 (the entire wall must be within 10). The wall must be contiguous (squares must be non-diagonally adjacent). Each square has 2 HP. Attacking the wall always hits as though the attacker rolled a 5.	
⚡ Linked Doom	L3 Encounter ⚡ 5 ⚡ 3
Effect: If you are bloodied or reduced to 0 HP while this is active the target takes 5 damage (save ends).	
At level 4 , add to the list Change Terrain can create: Gas, Water. (See page 39.)	
Improved Seer (L5 Ability): In addition to your personal roll, you may also roll a foreseen result for the rest of your team. You take backlash if no ally uses it by the end of the round.	

Hyun Lee (Staff) ♥ 6 / ♣ 3 1x1 ♣ 6	
Brew Elixir: Begin combat holding one At-Will elixir. Spend an Attack Action to prepare an elixir. Give it to an adjacent ally or keep it for yourself. Holding an elixir requires a hand and consume it as a Free Action. Handing an Elixir to an adjacent ally is a Free Action.	
Special: You may prepare a Potion as an Elixir. Drinking it applies the Potion's Effect line.	
Gryphon Elixir (At-Will): You are Flying until the end of your next turn.	
✂ Toss Potion	At-Will ♣ 5 ♣ 2
Effect: Apply the effect of the chosen potion to the target.	
✂ Hurl Flask	At-Will ♣ 10 ♣ 1+1
Special: When you apply damage, also deal 1 damage to everything within 1 square of the target.	
Effect: Apply the effect of the chosen potion to the target and to everything within 1 square of the target.	
(At level 5, increase the radius for your damage and effect to 2 squares.)	
♣ Target Attack Potion	At-Will Potion
Effect: Name a teammate or yourself. The first time the named person attacks the target before the end of your next turn, they have Advantage on the attack.	
♣ Target Protect Potion	At-Will Potion
Effect: Name a teammate or yourself. The target has Disadvantage to attack the named person until the end of their next turn.	
♣ Draught of Bonded Futures	L1 Encounter Potion
Special: When using this potion, increase your damage line by 1.	
Effect: Name yourself or a teammate, and pick a number from 1 to 3. At the start of the named person's turn that number of rounds from now, the named person teleports to a square adjacent to the target.	
Striker	Blaster
If you do not meet your Striker Condition, on a 3-6, deal 1 extra damage.	When you deal your extra Striker damage, instead of dealing it to your target, you must deal it to an additional target within range on a ranged attack, or to two additional targets within your reach + 1 squares on a melee attack. If no such target exists, you do not deal your extra damage.
If you meet your Striker Condition, on a 2-5, deal 1 extra damage and on a 6 deal 2 extra damage, and also deal both Effect and Damage when you roll a 3.	
Striker Condition: Must have an extra target in range in addition to the primary target and the ones taking your bonus damage already. Deal your bonus damage to this extra target. Also deal 1 bonus damage to the primary target on a 5-6.	
👤 Spread Fire	At-Will
Deal 1 damage to a target within implement range that you have not attacked this turn. You may not attack this target until the end of this turn unless it is the last enemy on the map.	
(At level 4, two targets.)	

👤 The Not-So-Friendly Zone	L2 Encounter
Create a 3x3 zone of Damaging Terrain centered within 5 squares dealing 2 damage. This zone lasts until the end of the encounter.	
✂ Discriminating Eruption	L3 Encounter
Create a 5x5 zone within 5 squares. All teammates in the zone regain 2 HP. Everything else in the zone takes 2 damage.	
At level 4, double your extra Striker damage.	
Salamander Elixir (L5 Encounter Elixir): Until the end of your next turn, your square and all adjacent squares are a damaging zone that moves with you: any creature that enters or starts its turn in the zone takes 2 damage. You are immune to this damage. (Your movement does not count as others entering the zone.)	

Obi Francis (Staff) ♥ 6 / ☉ 3 1x1 ⚡6

Spellwarp Sniper: When you hit an enemy 5 or more squares away you may teleport them two squares. Your wand or staff has Range 10 (you may not pick this with a sword).

Move Action: Target an item within 5 squares not being held by an enemy. Slide that item up to 6 squares. If you move it to yourself or an ally, you or the ally may hold it.

Attack Action: Swap places with one ally or enemy within 5 squares.

⚡ Source Warp At-Will ⚡ 10 ♠ 2+1

Effect: Create a warp in a square adjacent to the target. You can make attacks with this warp as the origin, as though you were there.

⚡ Involuntary Lift At-Will ⚡ 10 ♠ 2+1

Effect: Target is Grabbed and Hovering. You may maintain the grab as long as you remain in implement range. While grabbing the enemy, you may spend a Move Action to slide them 3 squares.

⚡ Ripping Tides L1 Encounter ⚡ 10 ♠ 3+1

Effect: Teleport an object the target is holding 3 squares. If it is their implement, they are Disarmed until they move to an adjacent square to retrieve it. You can pick up items they dropped, but it is illegal to pick up or move another player's implement.

Controller**Guardian**

On a 3-6, slide the target 3 squares.

Deal +1 damage on Opportunities.

👥 Retribution At-Will ⚡ 5

Target one ally in range. Until the end of your next turn, the first enemy you can see who attacks the target grants you an Opportunity, unless that attack also includes you.

(At level 4, every enemy.)

👥 The Friend Zone L2 Encounter

Create a 3x3 zone centered within 10 squares. Enemies are Vulnerable 1 while inside. The zone lasts until the end of the combat.

⚡ Vortex Warp L3 Encounter ⚡ 6 ♠ 3+1

Effect: Create a warp in a square adjacent to the target. At the end of each round, the warp affects all enemies within 5 squares, pulling them 2 squares toward the warp. It can pull multiple enemies into its center. When an enemy is pulled into the center or ends their turn there, they take 2 damage, plus an additional 1 damage for every other enemy in that space.

At level 4, On a 3-6, slide target 3 squares and you can slide them into other characters. If you do, slide that character to an adjacent square, then you may use the rest of the slide on that character.

Warp Specialist (L5 Ability): You may have 2 warps on the field at the same time.

Omar Anderson (Wand) ♥ 6 / ☉ 3 1x1 ⚡6

Duelist: When you have only one enemy within 5 squares, count 2s as 5s on attack rolls.

⚡ Lesser Confusion At-Will ⚡ 5 ♠ 2

Effect: Slide the target 2 squares. Until the end of its next turn, the target does not take Opportunities against its enemies, but does take them against its allies.

⚡ Filov's Flare At-Will ⚡ 5 ♠ 2

Effect: The projectile attaches to the target and illuminates the area. The target is Revealed while the projectile is attached. The projectile can be removed by the target as an Attack Action, but otherwise lasts until the end of the encounter.

⚡ Greater Confusion L1 Encounter ⚡ 5 ♠ 3

Effect: Target immediately makes a basic implement attack against a target of your choice.

Leader**Motivator**

On a 3-6, one ally you can see regains 2 HP.

The recipient of your Role Boost may exceed their maximum HP. When they start their turn above their maximum HP, they lose 1 HP but become Fierce on their turn.

👥 Inspire At-Will ⚡ 5

Target is Fierce until the end of their next turn.

(At level 4, target may instead get Advantage on their first attack roll next turn.)

👥 Mass Heal L2 Encounter ⚡ 5

Create a 3x3 zone centered within 10 squares. Each creature in the zone regains 2 Hit Points.

⚡ Victimize L3 Encounter ⚡ 5 ♠ 3

Effect: Target is Vulnerable 1 to your attacks until the end of the encounter.

At level 4, On a 3-6, one ally you can see regains 3 HP.

Terror (L5 Ability): When you roll a 6 on an attack, your target is Panicked on its next turn.

Mormissa

The Stoats have been school Kazzam champions five years running. Rathburn is considered the most talented player at school.

Get Out of Jail Free: They may use a Free Action to leave the Dungeon instead of an attack action.

At **Level 3**, when you leave the Dungeon, re-appear anywhere.

Fennec Rathburn (Ricochet Wandslinger / Bruiser Striker)

Atalanta Young (Sword Hexer / Lockdown Controller)

Fatima Hollow (Wand Tamer / Rescuer Leader)

Hayward Morquisse (Sword Tinker / Trapper Specialist)

JR Torres Jr. (Staff Charmer / Pursuer Defender)

Fatima Hollow (Wand)	♥ 8	1x1	≡ 6
Tamer: Summon powers summon creatures within 5 squares and use them as the source of the attack. When you spend a Move Action, each of your Summoned Creatures may move their speed as well. See the Tamer for rules on Conjuring, Summoning, and Territorial Beasts.			
Wand Tamer: When you spend a Move Action, you may give your move to one of your Summoned Creatures, allowing it to move twice. Your commands and summons do not end your turn.			
Commander: When you command a summoned creature, they gain 1 Ward.			
✂ Glowfly Swarm	At-Will	✂	♠ 2
Conjure a Glowfly Swarm adjacent to the target. It lasts until the end of your next turn. Anyone adjacent to the Glowfly Swarm is Revealed until the swarm goes away.			
✂ Vine Worms	At-Will	✂	♠ 2
Effect: The target is Grabbed. They may move while in this grab, but each time they do, they are Slowed and take 1 damage.			
✂ Summon Scalehound	L1 Encounter	✂	♠ 3
Effect: The target is Distracted and takes 1 damage every time they fail a Saving Throw or escape roll (save ends).			
🐾 Scalehound	♥ 5	1x1	≡ 6
When you spend a Move Action, instead of moving, the Scalehound may Resist 1 until the end of your next turn.			
At the end of the Tamer's turn, the Scalehound Grabs one adjacent enemy.			
✂ Hissing Howl	At-Will	Command	
Within 5 squares, all Allies may Shift 1 square and you may Slide any enemies 1 square. If the Scalehound has an enemy Grabbed, it deals that enemy 2 damage.			
Leader	Rescuer		
On a 3-6, one ally you can see regains 2 HP.	Your Role Boost heals 1 additional HP if the ally is Bloodied.		
👥 Restore	At-Will	✂ 5	
Target chooses one: Stand up from Prone; Attempt to escape a Grab; Make a Saving Throw against any Status; Gain Advantage on their next Saving Throw or Escape Roll; Become Guarded until the end of their next turn.			
(At level 4, target chooses two.)			

⚡ Keep Walking	L2 Encounter	Reaction
Trigger: You or an ally fail a Saving Throw. Reroll that Saving Throw.		
✂ Summon Kerpoof	L3 Encounter	⚡ 2 ♠ 2
Area: Target all creatures in the area.		
Effect: The Kerpoof gains 1 Ward.		
🐾 Kerpoof	♥ 5	1x1 ≡ 6
When any creature enters the Kerpoof's territory or ends its turn there, it takes 1 damage, and the Kerpoof gains 1 Ward.		
✂ Poof	At-Will	Command
The Kerpoof deals damage equal to its current Ward to every creature in its territory, then loses its Ward.		
At level 4, On a 3-6, one ally you can see regains 3 HP.		
Advanced Commander (L5 Ability): When you command a summoned creature that already has any Ward, it is Fierce.		

Fennec Rathburn (Wand) ♥ 8 1x1 ⚔ 6

Ricochet Shot: Ignore cover and line of sight for basic implement attacks.

Move Action: Make a basic implement attack, and do not apply your Role Boost.

⚔ **Rapid Fire** At-Will ⚔ 5 ♠ 2

Effect: Repeat this attack with no Role Boost against an enemy you haven't hit this turn.

⚔ **Echoing Shot** At-Will ⚔ 5 ♠ 2

Effect: Ongoing 1 damage (save ends). While suffering this Status, every time you hit them with an attack, they immediately take the ongoing damage then attempt to save against it.

⚔ **Favored Target** L1 Encounter

Make a basic implement attack against a target. Until you are Taken Out, whenever you start your turn with that same target in range, make a basic implement attack against them with no Role Boost.

Striker	Bruiser
If you do not meet your Striker Condition, on a 3-6, deal 1 extra damage.	If you do not move more than 1 square on your turn, gain 1 Ward.

Striker Condition: You must not have moved more than 1 square this turn.

👤 **Get Back Here** At-Will ⚔ 8

Special: You cannot use this power after you have moved.

Pull the target 3 squares.

(At level 4, 6 squares.)

👤 **Borrowed Time** L2 Encounter

Take an Attack Action immediately with no Role Boost. Lose your Move Action on your next turn.

⚔ **Empathic Intrusion** L3 Encounter ⚔ 5 ♠ 3

Effect: Select 2 enemies within 4 squares of the target. Deal each 2 damage, then select 2 additional enemies within 4 squares of each of those. Deal each 1 damage.

At level 4, Double your extra Striker damage.

Revenge Fire (Level 5 Ability): When an enemy in range hits you with an attack, make a basic implement attack against them with no Role Boost. You cannot use this again until you end your next turn.

Atalanta Young (Sword) ♥ 8 1x1 ⚔ 6

Brawler: When you have more than one enemy within 3 squares, count 2s as 5s on attack rolls.

⚔ **Watchful Gaze** At-Will ⚔ 2+1

Special: Target one enemy within implement range. If that enemy leaves any square within your implement range or makes an attack within your implement range before your next turn, make this attack.

Effect: The enemy has Disadvantage if it is attacking, and is Slowed for this action if it is.

⚔ **Beginner's Amalgam** At-Will ⚔

Effect 1: ♠ 2+1

Effect 2: Slide the target 2 squares.

Effect 3: Target is Slowed until the end of its next turn.

Effect 4: Target is Distracted until the end of its next turn.

Special: On a 3, the target is subject to one of the above four lines. On a 4, two lines. On a 5, three lines. On a 6, three lines plus 2 damage.

⚔ **Bura's Traveling Fire** L1 Encounter ⚔ ♠ 3+1

Effect: Ongoing 2 damage (save ends). Also apply this same status to anyone who starts their turn adjacent or moves adjacent to anyone with the status.

Controller	Lockdown
On a 3-6, slide the target 3 squares.	Squares within 2 of you count as Difficult Terrain for enemies.

👤 **Slow** At-Will ⚔ 5

Target is Slowed until the end of their next turn.

(At level 4, save ends.)

👤 **The Slow Zone** L2 Encounter ⚙ 10

All enemies in the zone are Slowed until the end of their next turns.

⚔ **Wraith Charm** L3 Encounter ⚔

Effect 1: ♠ 3+1

Effect 2: Slide the target 3 squares.

Effect 3: Target is knocked Prone.

Effect 4: Target is Grabbed.

Special: On a 3, the target is subject to one of the above four lines. On a 4, two lines. On a 5, three lines. On a 6, three lines plus 2 damage.

At level 4, On a 3-6, slide target 3 squares and you can slide them into other characters. If you do, slide that character to an adjacent square, then you may use the rest of the slide on that character.

Jinxer (L5 Ability): Your effects that would end at the end of the opponent's next turn do not. Instead, you chant a jinx and the effect ends when your chant does. Your chant ends when the target is over 10 squares from you, you are hit by an attack with a roll of 4+, or when you spend another Attack Action (trading down an Attack Action for a Move Action does not end the chant). "Save ends" effects cannot be saved against until the chant ends, and one free save attempt is given when it ends.

Hayward Morquise (Sword)			♥ 8	1x1	⚔ 6
Tinker: See the rules for Trap Rolls. On a 3-6, you can imbue your Role Boost into the trap.					
Trap-setter: Every round at the start of your turn, before your traps trigger, you may slide one trap 1 square.					
Warded Traps: Your traps Resist All once.					
⚔ Sword Trap		At-Will		🗡	
Place a Sword Trap with 2 charges and 3 HP. Every round at the start of your turn, if the sword trap can reach any enemy by moving in a straight line, it moves in a straight line until it would move into the enemy and deals 3 damage.					
⚔ Irena's Cloak		At-Will		🔮 2+1	
Effect: Pick a square adjacent to the target. Until the end of your next turn, allies are concealed while in that square and enemies may not willingly enter it.					
⚔ Talisman of Distraction		L1 Encounter		🔮 3+1	
Effect: Target is Distracted. They may spend an Attack Action to end the status on their turn. If they do not, they become Dazed until they do.					
Specialist			Trapper		
On a 3-6, fully resolve your attack, then create a 2HP damage trap adjacent to your target. It deals 2 damage to the next creature to enter that square or an adjacent one.			You may make Saving Throws to avoid being hit by or taking damage from terrain and traps.		
👤 Disarm Traps			At-Will		
Choose one within 5 squares: Deal 2 damage to a trap or automaton; or remove 2 squares of Damaging Terrain. (At level 4, deal 4 damage or remove 4 squares.)					
👤 Snap Trap			At-Will		
Create a 2HP trap in an unoccupied square within 5 squares. The first creature to enter its square is Immobilized until the end of its next turn. (At level 4, the trap triggers against the first creature to enter any adjacent square.)					
👤 Replace Traps			Encounter		
Move any of your traps on the map to new spots within 5 squares.					
👤 Flash			L2 Encounter		🔮 5
The target must make a Saving Throw. If it fails, it is Blinded until the end of its next turn. If it succeeds, it is Distracted instead.					
○ The Pest			L3 Encounter		Free Action
Summon a 4HP pest in an adjacent square. It takes its turn immediately before your traps. On its turn, move it up to 6 squares and attach it to an adjacent enemy. While it is attached, the enemy has Disadvantage on attacks, except against the Pest. It can shake off the pest to an adjacent square with a Move Action. When anyone other than the target attacks an attached pest and misses, their attack hits the target instead.					
At level 4, Your traps deal 3 damage.					
Absorbing Robes (Level 5 Ability): You are Guarded against melee attacks and ranged attacks from adjacent enemies. When an enemy misses you with an attack, store the attack—the next time an enemy hits you with an attack, they get hit by the stored attack as though it rolled a 4. You may not store multiple attacks—the robes always store the most recent missed attack.					

JR Torres Jr. (Staff) ♥ 8 1x1 ⚔ 8		
Charmer: When you charm an ally, they get your Role Boost on their next attack roll in addition to their own. See the Charmer section for Charm Rolls.		
Staff Charmer: When you roll a 4+ on a Charm Roll, you may split the two effects between two targets within range.		
Cheerful Charmer: When you use a Charm or implement attack effect on an ally with at least 1 HP, they regain 1 HP.		
⚔ Close Focus Charm	At-Will	🔪 6 ♠ 2+1
Effect: Until the end of the target's next turn, it cannot see anything more than 2 squares away, but has Advantage on Melee attacks.		
⚔ Shield Charm	At-Will	🔪 6 Charm
Effect 1: Until the end of their next turn, the target has Resist 1.		
Effect 2: Until the end of their next turn, all attacks against the target have Disadvantage.		
⚔ Takeoff Charm	L1 Encounter	🔪 5 Charm
Effect 1: The target deals 2 damage to everyone adjacent.		
Effect 2: The target gains Flying. Until the end of the target's next turn, they may gain Flying as a part of any Move Action.		
Defender	Pursuer	
+1 damage on Opportunities. Resist 1 damage from enemies you have Marked. Refresh your Defender Reaction at the start of your turn.	Add 2 to your move speed. On a 3-6, pull the target 2 squares. If they were already adjacent, slide them through adjacent squares to any other adjacent square, then shift 1 square.	
⚡ Defender Reaction	1 per round	Reaction
Trigger: When an enemy ends its movement within 4 squares. Move adjacent to them.		
👤 Defender's Mark	At-Will	🔪 5
Target is Marked by you until the end of its next turn. (At level 4, mark two targets in range.)		
⚡ I Don't Think So	L2 Encounter	Interrupt
Trigger: An enemy grants you an Opportunity.		
In addition to taking damage, the enemy loses the action that caused it to grant you the Opportunity. If it was attempting to move, it stops. If it was making an attack, the attack is not resolved.		
⚔ Wild Rage	L3 Encounter	🔪 6 ♠ 3+1
Effect: Until the end of the target's next turn, they deal 1 extra damage on attacks. They roll a Saving Throw—if they succeed, they are Frenzied by their nearest enemy on their next turn, and if they fail they are Frenzied by their nearest ally on their next turn. If they have no allies within 5 squares, they automatically succeed on the roll.		
At level 4, On a 3-6, pull the target 4 squares.		
Improved Cheer (L5 Ability): Cheerful Charmer heals 2 HP.		

Ludography

Note: This section of the Ludography only covers the games that influenced Kazzam. For the influences on the rest of the game, check the end of the Tailfeathers document.

Strike! is my previous big tactical game, and the foundation of Kazzam. If you like the tactical play of Kazzam but want to see it in a more traditional RPG, or if you want to adapt it to other settings and genres, you should check out *Strike!*

D&D 4e for the obvious influence, but also for the fact that if not for 4e I would not be playing RPGs.

XCOM Enemy Unknown for showing me how to make a cover system that makes taking cover simple, important, and dynamic.

Warcraft 3 and *DotA* is where I got the idea for neutral Creeps.

