



START OF EACH ROUND

EACH WIZARD DRAWS FROM THE MAIN DECK UNTIL HE OR SHE HAS A FULL HAND OF EIGHT CARDS. EACH DEAD WIZARD DRAWS A DEAD WIZARD CARD.

CREATE YOUR SPELL

EACH WIZARD PLACES UP TO THREE DIFFERENT TYPES OF SPELL COMPONENTS FACE DOWN IN FRONT OF HIM OR HER.

TURN ORDER

EACH WIZARD ANNOUNCES HOW MANY COMPONENTS ARE IN HIS OR HER SPELL. WIZARDS WHO PLAYED ONE CARD GO BEFORE WIZARDS WHO PLAYED TWO CARDS, AND THEY GO BEFORE WIZARDS WHO PLAYED THREE. TIES ARE BROKEN BY THE INITIATIVE NUMBER ON DELIVERIES. A WILD CARD IN THE DELIVERY SLOT OR NO DELIVERY COMPONENT IS INITIATIVE 0. THE HIGHER YOUR DELIVERY'S INITIATIVE, THE SOONER YOU ACT. IF THERE IS AN INITIATIVE TIE, EACH TIED WIZARD ROLLS A DIE, AND THE HIGH ROLLER RESOLVES HIS OR HER SPELL FIRST.

RESOLVE YOUR SPELL

READ THE NAME OF YOUR SPELL IN A WIZARD VOICE. RESOLVE THE EFFECTS OF THE CARDS IN YOUR SPELL IN THE ORDER THEY ARE READ: SOURCE, THEN QUALITY, THEN DELIVERY.

WHEN YOU DIE

THE PLAYER THAT KILLED YOU GAINS A KILL TOKEN. DISCARD YOUR HAND. THEN DRAW A DEAD WIZARD CARD AND DISCARD ANY CARDS YOU OWN THAT DON'T HAVE THE WORD EVERLASTING ON THEM.



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Well, hello **SEXY** ... is this your first time to the **Pleasure Palace**? Yes? OH MY, you ARE ready to go, ya randy beast! Even though a super-stud hunk of wizardly meat like you is just my style, I'm sorry, lover, bad news... you've got the wrong wand in your hand! Things are a bit different tonight. Seems Uncle Andy has decided the ol' Palace will be hosting a kill or be killed **MEGA BRAWL!** I know what that brain-jacked noggin is thinking... it's like, "FUCKING AWESOME," cuz someone's still getting blown, only they're gonna be blown to

BLOODY BITS!

Sigh, what's a girl to do? Well, not a girl exactly, more like a giant sexy pink panda with eight breasts and a **LASER** crotch. But deep down, I'm still the same lady that ran a dance studio before the Satan shit hit the fan. Listen, I try and operate a simple run-of-the-mill **Pleasure Palace** now and these shenanigans absolutely ruin my business. Uh, to be clear, honey, I absolutely **ADORE** everything Uncle Andy, that sexy lump of a teenage demon, does... heck, he's one of my best customers. And **NOT** loving him is simply out of the question... that sadistic bastard twisted my brain around and saw to that. Seems like **ALL** I can think about is fucking and killing, and I am having the hardest time possible deciding which I like more!

Hmmm, actually the wizards and wizardettes battling at the Palace tonight are in for a bit of a surprise. With all this high-powered spell-slinging going on, the chances to catch an **MTD** have skyrocketed. Yes, that's a "**Magically Transmitted Disease**"!

Now, usually it takes a bit of the old skin friction, if you know what I mean... but with the gorefest taking place in the **Sack Clamp Room** right now, well, I can imagine those viral critters are supersizing! Better steer clear of the **Dildo Dungeon**... one slip and you might walk out of there with more than you bargained for. Shit, **Crotch Krakens** is not a laughing matter, unless YOU get it... then it's fucking hysterical. Sorry, but that's the way funny works, baby.

I like you... you're not like the other warlocks coming into the **Pleasure Palace**. You're special and I think we really have something—it's **NOT** about **ALL** the money you just gave me...but, to be clear, you should bring me more—so here is a little advice: practice safe magic. As matter of fact, I'm gonna set you up with a little arcane rubber, the **Necronomicondom**. Usually, something like this is priceless but for you, lover, I just want a tiny little something. My bet is you'll hardly notice it's missing... it's not like a soul is doing you much good nowadays. Okay, okay, relax, we can discuss it later if you win this impromptu showdown.

ONE MORE PIECE OF ADVICE:

REALLY watch out for the **Genital Harpies**. Those burning bitches will light your privates on fire **AND** stick with you even **THROUGH DEATH!** That's right—you're used to roaring back to life after being liquefied by a magic rectal rocket, but if you have that particular **MTD**, you **COME BACK WITH IT!** Holy shit, that's awful. Maybe next time think twice before having a goddamn tournament at my **PLEASURE PALACE**, you piece of shit, **UNCLE ANDY!!!** *cough* *cough* I mean what a **GREAT** choice of venue, you sexy beast... brilliant!

COMPONENTS

- 30 Source Cards
- 30 Quality Cards
- 30 Delivery Cards
- 8 Wild Magic Cards
- 20 Magically Transmitted Disease Tokens
- 8 Oversized Wizard Cards
- 25 Treasure Cards
- 25 Dead Wizard Cards
- 15 Kill Tokens
- 7 Last Wizard Standing Tokens
- 6 Skull Life Counters
- 5 Six-Sided Dice
- 1 Gross Sack

OBJECT OF THE GAME

Blast your opponents into smoldering bits of goo. Score 1 point for each Wizard you kill. Score 1 point for being the Last Wizard Standing at the end of a game. Score the most points over three games to win!



SETUP

Combine all of the Source, Quality, Delivery, and Wild Magic cards into one Main Deck. Then shuffle each deck (Main, Treasure, and Dead Wizard Decks) separately. Each player chooses a Wizard to play.



Each Wizard starts each game with 20 Hit Points. Place a skull life counter on the 20 (found on your Wizard card) and use it to mark your gains and losses of Hit Points. Should you gain any Hit Points, your maximum HP is 25.

Place the Main Deck (the cards with the black backs) and the Standee in the middle of the play area. Place the Treasure and Dead Wizard Decks off to the side. Place all of the Magically Transmitted Disease (MTD) Tokens into the sack, and then set it off to the side.

MATCH PLAY

A match consists of three games. A game consists of enough rounds for one player to win that game. During each round, players will create Spells, blast their opponents, collect fabulous Treasures, and most importantly, try to survive. Each time you kill a foe, grab a Kill Token. That's worth 1 point at the end of the match. If you cream your last foe in a game, leaving only you among the living, you earn a Kill Token as usual, but also a Last Wizard Standing Token. LWS Tokens are also worth 1 point at the end of the match.

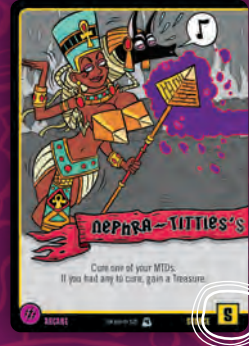
START OF EACH ROUND

Each Wizard draws from the Main Deck until he or she has a full hand of eight cards.

THE CARDS

Your hand will consist of various Spell Components:

SOURCE S



Each Source is named after a legendary Wizard. When you cast your Spell, the Source will give credit where credit is due.

QUALITY Q



Each Quality allows you, the Wizard, to inject some of your own creativity into your Spell. These adjectives give your Spell flavor, often giving your foes a taste of the trauma they're about to suffer.

DELIVERY D



A Delivery is the big boom—the cataclysmic finality of your Spell, sure to leave your foes bloodied and begging for mercy. Deliveries all have an Initiative number and require a Power Roll. (More on that stuff later.)

BUILDING A SPELL

Each Spell may contain up to three different Components. A Spell can contain no more than one of each type of Component (Source, Quality, and Delivery). These are all legal Spells:



SOURCE

SOURCE + QUALITY

QUALITY + DELIVERY

QUALITY



DELIVERY



SOURCE + DELIVERY



SOURCE + QUALITY + DELIVERY

Notice the nameplate banner? A full three-card Spell will always have a complete nameplate with a beginning, middle, and end. A Source is always the leftmost card of your Spell, a Quality is always found in the middle, and a Delivery is always the rightmost card of a Spell.

These are examples of illegal Spells:



QUALITY + QUALITY



SOURCE + QUALITY + QUALITY

If a Wizard reveals an illegal Spell, he or she must choose and remove cards from it until the Spell becomes legal. Place those removed cards into the discard pile. Note that a player may never play more than three Components. If a player does, he or she must return the additional cards to his or her hand before announcing the size of his or her Spell.

PLACING YOUR SPELL

A Wizard must play all the Components of a Spell face down into the play area directly in front of him or her. You may stack your cards up, spread them out, or even keep them under your hand if you wish to hide the number of Components you are playing—opposing Wizards don't have the right to thumb through your cards to check. Here is what the table might look like when all Wizards have placed their Spells.



TURN ORDER

When all Wizards are done placing their cards on the table, the order of Spell resolution must be determined. At this time, each Wizard should call out the number of Components in his or her Spell: one, two, or three.

Wizards who played one Spell Component take their turns before Wizards who played two or three Spell Components. Wizards who played two Spell Components take their turns before Wizards who played three Spell Components.

If two or more players declare the same number of Components in their Spell, then those Wizards announce their Initiative numbers.

Find your Delivery's Initiative number in the flaming ember next to the end of the card name banner.

You may peek at your Delivery to find this out, but don't reveal the card yet. A Wizard who didn't play a Delivery Component or has a Wild Magic card in his or her Delivery slot has an Initiative of 0. (More on Wild Magic cards later.)



The player with the highest Initiative acts first. If there is a tie for highest Initiative, each tied Wizard rolls a die, and the high roller resolves his or her Spell first.

Example: In a four-player game, three players each declare three Components, while one player declares two Components. The player with only two Components will act first in the round. When that player's Spell is done resolving, the other three players call out their Initiative numbers. Let's say they are 17, 14, and 14. The 17 Initiative will act first amongst the players at three Components, as it's the highest Initiative. When that player's Spell is done resolving, the two players at Initiative 14 each roll a die to break the tie. The high roller will act first, then the low roller will act last in the round.

REVEAL YOUR SPELL

When your Initiative comes up, reveal the Components of your Spell. Now, in your best Epic Wizard Voice, read the name of your Spell in dramatic fashion in this order: Source, Quality, Delivery. Your play group can decide the proper punishment for a Wizard who fails to read the full name of his or her Spell before starting to resolve it.

RESOLVE YOUR SPELL

Resolve the effects of the cards in your Spell in the order they are read:

- Source first
- Quality second
- Delivery last

If you have multiple cards of one type (through card effects, not through Spell placement), resolve them in the order of your choosing.

If a new Component enters your Spell while you are resolving it, and it's of a type that you have already resolved, finish resolving your current Component, then resolve the new one. Example: Your Quality puts a Source into play, but you have already resolved your Sources. No matter. Resolve the new Source before proceeding to your Delivery.

When you are resolving your Spell, it is your turn. When you are done resolving your Spell and using any Treasure effects, it is the end of your turn. After any "end of turn" effects have resolved, discard your Spell cards in play and then the next player begins his or her turn.

MAGICAL GLYPHS

Each Spell Component has a magic type, represented by a word and a glyph on the card.

The five types of magic are:



ARCANE

Hurt foes. Gain Treasure. Still time for tea.



DARK

Deal with forces beyond your control as you dispense unrighteous magiks.



ELEMENTAL

Ignite your foes, then laugh at their screams of fiery anguish.



ILLUSION

You never know what you'll get, except corpses.



PRIMAL

Whether you heal damage or deal damage, it all revolves around deep wounds.

POWER ROLLS

When you make a Power Roll, look at the glyph on the card that requires the roll. You roll one six-sided die for every card you have in play that matches that glyph, including itself. Be sure to include your Creatures from previous rounds. They are also part of your Spell!

For example, if you play an Illusion Delivery Component but no other Components with Illusion glyphs, you'll roll one six-sided die. If you had played an Illusion Quality in that Spell, you would have rolled a total of two six-sided dice.

There are many other effects, MTDs, and Treasures that let you roll more dice with Power Rolls.

TARGETS

Most Spells have targets. Most of the time, your Spell will dictate its target. Keep these targets in mind when creating your Spell! A target can be random: a foe on your left, right, or left and right; each foe; or various other criteria. If it's a healing Spell, the target will be you. The target of a Spell Component must be determined before any dice are rolled. Your target cannot be a Dead Wizard. If your Spell targets the player to your left and that player is dead, skip him or her and target the next player to your left.

STRONGEST & WEAKEST FOES

The strongest foe is the foe with the most Hit Points. The weakest foe is the foe with the fewest Hit Points. If there is a tie, you get to choose who you want to consider strongest or weakest from among those tied players. You are not your own foe, so if you are the strongest or weakest Wizard, you don't count.

STRONGER & WEAKER FOES

A stronger foe is any foe with more Hit Points than you. A weaker foe is any foe with fewer Hit Points than you. Choose a target from among your stronger or weaker foes. If a foe has the same amount of HP as you, he or she is neither stronger nor weaker.

RANDOM FOES

Starting with the player to your left, distribute values on a single six-sided die to each of the legal targets for the effect. Then roll a die to see who the victim will be. So, in a five-player game, you would assign 1 to 4 clockwise to the players next to you, then roll; re-roll any 5s or 6s.

ADDING CARDS TO YOUR SPELL

Some Spell Components can add cards your Spell. Adding cards this way doesn't make a Spell illegal. Added cards should be placed vertically adjacent to the Components of the same type. If you have multiple unresolved Spell Components of the same type, you resolve them in the order of your choice.

CREATURES

Creatures are a subset of the Delivery Component. The word Creature appears in the lower left corner of any such card. Creatures are unique in that they can stay in play at the end of your casting. Creatures have the word "KEEP" somewhere on them. When you Keep a Creature, leave it face up in front of you. You don't discard it with the rest of your Spell Components after resolving your Spell. Most of the time you trigger the Keep keyword by rolling well on Power Rolls. Some other card effects might help to Keep the Creature around.

With a face-up Creature in play, you have a new friend! This faithful companion is even willing to sacrifice its life for you. Anytime you would take any damage from a foe, you may instead choose to discard a face-up Creature you have in play. Doing so negates the damage to you, but not to other players (if the damage has multiple targets). Creatures cannot absorb self-inflicted or MTD damage. A Creature that is unresolved (face down) in your Spell is not eligible for this kind of loyalty. If a card deals multiple instances of damage, like 2 and then 2 more later, a Creature only blocks one instance of damage. If a card deals 2 damage, or 4 damage if you are the strongest foe (or whatever), that is a single instance of damage, so one Creature will absorb it all.

While protecting you like a guard dog is certainly useful, if your Creature survives until the next round, you get to attack with it again when your Initiative comes up. In fact, you must! You cannot choose to skip making a Power Roll for it.

- A "Kept" Creature does not add to the Spell Component card count that determines how quickly you cast your Spell. For example, if you play a three-card Spell and you have Kept two Creatures from previous rounds, you are still playing a three-card Spell, not a five-card Spell.
- If your Creature has no legal target, you still roll to see if you Keep it or not (whether it is new or already in play from an earlier round).
- The glyphs on your Kept Creatures ARE counted amongst all of the glyphs for your Spell.

Count the glyphs that match your Kept Creature and roll, just as if it were part of your Spell. It's certainly possible to Keep a Creature around for several rounds if you are lucky enough to roll a KEEP result each time. But if you don't roll a KEEP result again, it is discarded at the end of your turn as usual.

- Discard all of your Creatures at the end of each game in a match.

Only cards that specifically target or mention Creatures can hit Creatures. You can't choose to hit a foe's Creature with generic damage. Only that foe may choose whether or not to have the Creature absorb the damage. If the damage is random, wait until the value has been determined before deciding. You don't need to decide before you know how much is coming at you. No matter how little or great the damage, the Creature absorbs it all, and then the Creature card is discarded. Zero damage does not kill a Creature.

When you die, discard any Creatures you have in play. You should have sacrificed them to stay alive, numbskull!

MAGICALLY TRANSMITTED DISEASES (MTDs)

There are 10 different MTDs in the game and there are two copies of each one, for a total of 20 tokens in the sack. When you gain an MTD, randomly grab one from the sack, read the name, and then place it in front of you. You should place the side with the game text face up, because even though an MTD is a dangerous thing, they are magical. Each MTD has a glyph on it that you count among glyphs you have (they are also considered to be part of your Spell). So, for example, if you have a Primal MTD, that MTD will grant you one extra die for a Primal Power Roll.

The downside is that your MTDs are going to cause a burning sensation. If an MTD does not read "at the end of your turn," it has an immediate effect. After you have finished resolving your Spell and used any Treasures you wish to use, it's now "the end of your turn." If you gain an MTD during a foe's turn, the end of turn effect won't happen until the end of your next turn, which could be later this round or next round. Every MTD has an ongoing effect while it is in front of you. It will continue to scab up round after round until you manage to cure it or die trying.

- If you die due to your own MTD's effects, no one gains a Kill Token for your death.
- If a foe's Spell causes you to resolve your MTDs and you die, he or she does not gain a Kill Token.
- When you die or cure MTDs, place them back into the sack and give it a shake.

Clap Trap: You must discard this immediately, so you never get the glyph bonus, nor can you cure it before it returns to the sack. It still counts as having "gained" an MTD, however.

Hepatitis Z: If you have not yet resolved your current Spell, you must remove a Component from your Spell immediately. If you have both of these, your maximum Spell size is one card.

Wand Rot: Discard all of the Treasures you have immediately. You may still play cards that would gain you a Treasure, but you just don't gain a Treasure.

Witch Warts: If a Component would target multiple foes (and even yourself), you must choose only one of those foes (and not yourself). For example, Silky Da Pimp would have you and each other player roll a die. Instead, only a single foe of your choosing would roll.

THE STANDEE

The Standee begins each game in the middle of the table. No one controls it, but it does have game functions. Several cards allow you to "take" the Standee. When you take it, put it in front of you.

You get it whether it was in the middle of the table or controlled by a foe. You are now immune to MTDs that your foes would pass to you or have you gain. This ability is mentioned right on the Standee. **However, you are not immune to your own cards giving you MTDs.**

When you see the words "**Standee:** (Effect)" on a card you play, and you have the Standee at the time, you get the effect listed after the word "Standee." If you don't have the Standee, no one gets the Standee bonus on cards you play.

- Acquiring the Standee does not cure your current MTDs.
- If you slay a foe who has the Standee, you gain it.
- At the start of a new game in a match, return the Standee to the middle of the table (unless a player acquired it while dead).



OTHER CARDS

WILD MAGIC

These special cards in the Main Deck take the place of any Component type when added to your Spell.

For example, if you don't have a Quality in your hand but you still wish to play a three-Component Spell, you can place a Wild Magic card in your Spell to act as the missing Component.

When your Spell is revealed, immediately reveal cards from the top of the Main Deck until you find the type of Component you're missing. Add it to your Spell and then discard the Wild Magic card and the rest of the revealed cards. If you played more than one Wild Magic card in your Spell, repeat this process for each one. Read the name of your Spell only after you have replaced all of your Wild Magic cards.

TREASURES

Treasures are powerful items that some Spell Components can award you. When you gain a Treasure, it is always placed face up in front of you for all to see. Treasures are never placed into your hand. But look out! Some crafty Wizards may try to steal your Treasures.

Some of the Treasures (and one of the MTDs) in this set have the keyword Everlasting, which has the effect: "Do not discard this when you die or at the end of a game." While you are dead, your Everlasting Treasures and MTDs cannot be stolen or destroyed. So dead Wizards and the Last Wizard Standing will all hang onto their Everlasting Treasures and MTDs into the next game.

THE DEAD WIZARD DECK

When a Wizard is slain, he or she discards the cards in his or her hand, discards his or her Treasures and MTDs that don't have the Everlasting keyword, and immediately draws a card from the Dead Wizard Deck. Being dead isn't enough to put a Wizard completely out of the action. At the start of each new round of the game, each dead Wizard draws a Dead Wizard card. These cards will help you win the next game. If there are multiple Dead Wizards, they draw and resolve Dead Wizard cards in the order in which they died.

Some Dead Wizard cards have the words "Resolve now" on them. These cards resolve immediately when drawn. Discard the card after resolving it. If a Dead Wizard card would have you gain Hit Points, you don't come back to life and you don't get those extra HP at the start of the next game. If your Dead Wizard card kills a foe, you score a Kill Token. If that foe was the Last Wizard Standing, he or she still earns that token, and then he or she will get to draw a Dead Wizard card.



REACTIONS

Some Spell Components have the keyword "Reaction" on them. Reaction cards let you spring a surprise on a foe in case of your untimely death. If a Reaction card is in your Spell and you are unceremoniously killed before you get the chance to resolve the card with the word Reaction on it, you get the effect listed. Only the text after the word Reaction resolves now. The normal Spell effect text resolves when it is your turn as usual. Reaction cards might allow a Wizard with low HP to play a slower Spell and have a chance of surviving long enough to resolve their Spell. If your Reaction heals you, you don't die, and the player who killed you does not earn a Kill Token. All of the Reactions in this set cure your MTDs, and then you heal 1 HP for each MTD you cured. Note that when taking lethal damage, your HP never goes below 0, so if you cure two MTDs, you would heal 2 HP and place your skull life counter on the 2.

Reaction cards in hand do nothing. They must be waiting in the cards you've placed to be able to trigger. A Reaction can even trigger if you die due to self-inflicted damage, as long as you have not started resolving the Reaction Component. If your own Source kills you, and your Quality has a Reaction, it will trigger!

CONTROL

You "control" things that are in play in front of you. This includes Treasures, Creatures, MTDs, Dead Wizard cards that give you a long-term bonus, and the Components in your Spell. You do not control the cards in your hand.

Note that a Creature in your Spell cannot be used to block damage unless it has resolved and you rolled a KEEP result.

EPIC MATCH VARIANT

This longer playing time variant is great for two- to four-player games in which you want to play to a more dramatic ending. Instead of keeping track of kills, the only thing that matters is being the Last Wizard Standing. The last Wizard alive at the end of each game gets a LWS Token. The first player to collect two LWS Tokens wins the match!

FULL SPELL RESOLUTION example

In a four-player game, a foe who played a two-Component Spell has already acted. With an Initiative of 11, your Spell is the fastest of the three-Component Spells, so yours resolves first.

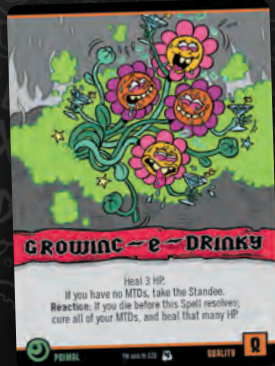


The Source of your Spell is Silky Da Pimp's, so it will resolve first. It reads:

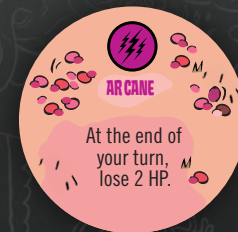
"Add 1 to each of your rolls this turn. Each player rolls a die. The player(s) with the lowest result gains one MTD."

You and your three foes each roll a die. You roll a 1, Kristin rolls a 2, Ryan and Sarah both roll 5s. You add 1 to your roll, so both you and Kristin have the lowest result, and you both gain one MTD. You draw a Hocus Poxus, which won't hurt you until the end of your turn.

Now that you have resolved your Source, you move on to your Quality, Growinc-E-Drinky. You gain 3 HP, taking you up to 23! Too bad you gained an MTD or you would have taken the Standee as well.



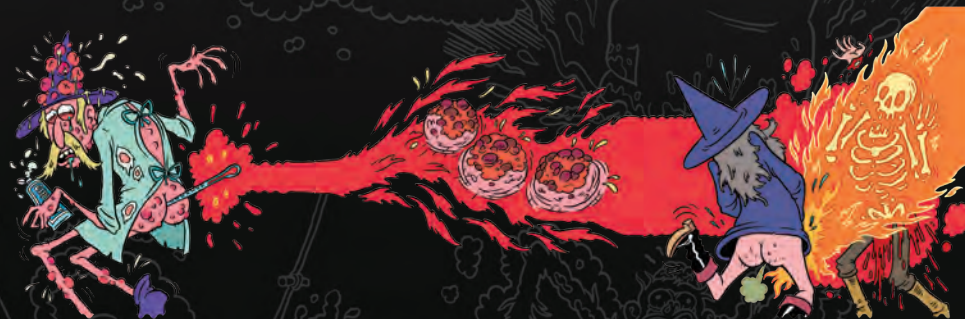
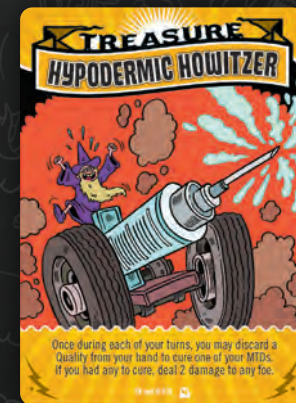
Now that your Quality is done resolving, we move to your Delivery, which is Anal Annihilation. Looking over your Spell, you have two Arcane glyphs: one from your Source and one from your Delivery. Hold the buttplug! Your Hocus Poxus also has an Arcane glyph. Three Arcane glyphs gives you a Power Roll of three dice.



You roll them and the sum of all three dice is 8, but you add 1 to that because your Source tells you to, for a grand total of 9. You deal 3 damage to the player on your left, and then draw the top card of the Treasure deck, getting Hypodermic Howitzer.

Looking at your hand, you notice that you have a Quality you wouldn't mind giving up, so you discard Bombastic. You cure your Hocus Poxus, just before you would have ended your turn, dealing 2 damage to Ryan with the Howitzer effect.

When you are done resolving all the Components of your Spell, discard each of your resolved Components, and the Wizard with the next highest Initiative gets to reveal his or her Spell and start resolving it.



END OF A GAME

When the dust settles and there is but one Wizard alive, the game ends and that Wizard earns a Last Wizard Standing Token. In the unlikely event that a Wizard kills himself or herself, leaving no Wizards alive, that Wizard still earns the Last Wizard Standing Token, but not a Kill Token. You never earn a Kill Token for killing yourself.

All cards that don't have Everlasting, all Creatures, and all cards in each Wizard's hand are discarded at the end of each game. None of the decks should be reshuffled until they run out of cards. This ensures that you will see a wide variety of different cards during each game.

SPECIFIC CARD CLARIFICATIONS

Eat the Rich (and others like it): If you have the Standee, you target each foe, not each foe with 10 or more HP.

Inflamous Sore-Cerer's: You get the second effect if you cured your last MTD or had none to cure at all.

Keytar Made of Gold: Taking damage from a foe's Spell that simply deals damage based on the number of MTDs you have can kill you. An "MTD effect" is just the text on your MTDs.

Seal of President Asshole: You will count this among all of your MTDs. It can be cured, passed, etc.

Razor Burn: Give this card to the chosen foe as a reminder.

The Pinnacle of Existence (and others like it): Gaining one MTD only triggers one Treasure. You must gain an MTD for each if you wish to resolve more than one. If the MTD you draw forces you to discard your Treasures, you still resolve the effect on that Treasure before it is discarded.

NOW GO
BLAST YOUR FOES
RIGHT ^{IN} THE **FACE!**

COMBINING WITH THE PREVIOUS GAMES

Feel free to shuffle each of the different decks together, but that will be hard to shuffle! Another way to do it is to use a different Spell Deck, Treasure Deck, and Dead Wizard Deck for each game of the match.

If a Spell Component copies a Creature Delivery, it cannot KEEP. It reverts to a non-Creature at the end of your casting.

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SHAHRIAR "THE KING" FOULADI

SPECIAL THANKS

Rob Heinsoo, D&D All-Nighters, Amanda Barker, Carol Byrnes, Javier Casillas, Randall Ford, Matt Hoffman, George Nadeau, Colin Robinson, Rachel Valverde, MaryCarmen Wilber