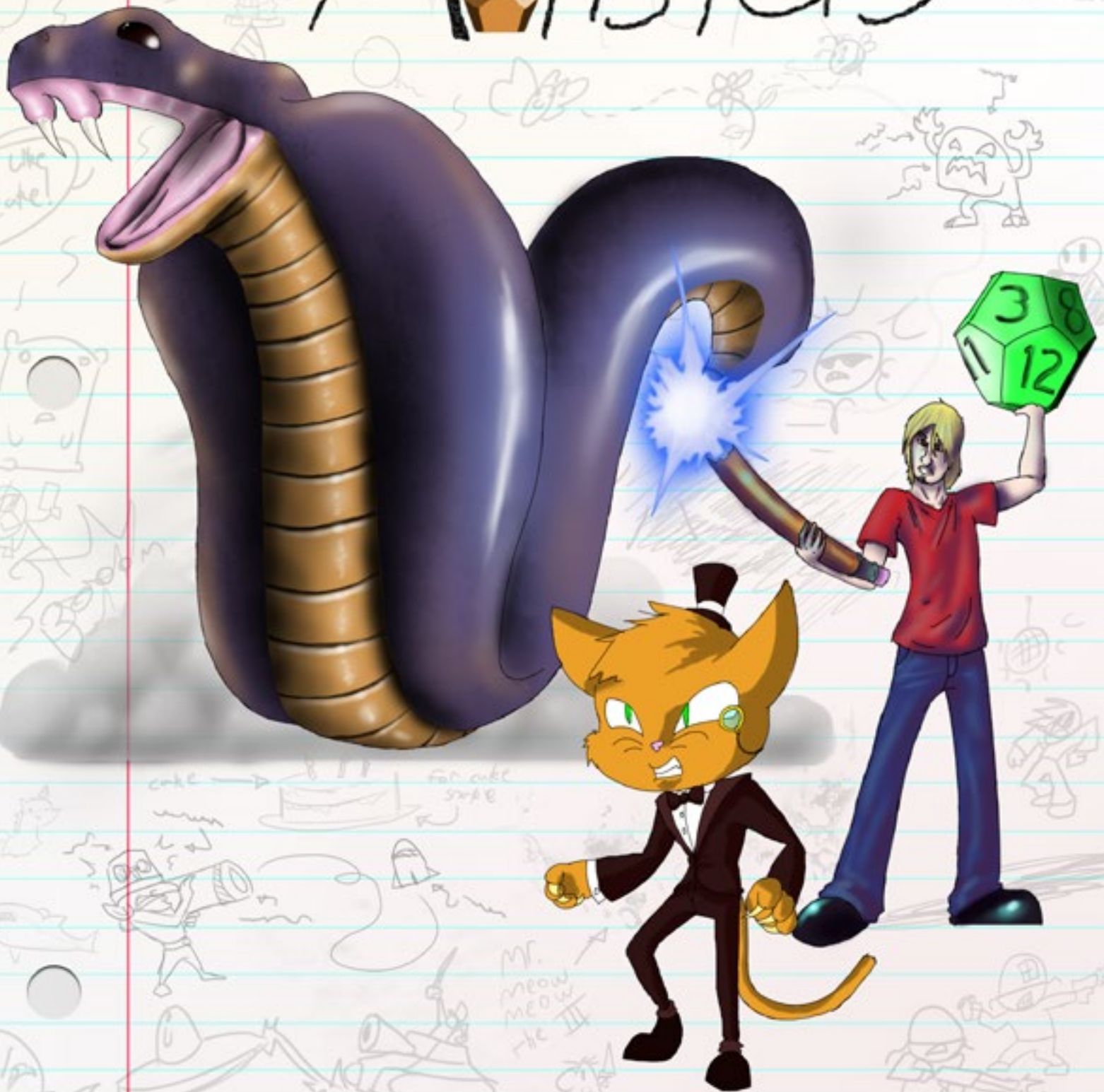# Doodle Dice Monsters

Credits

Producer: Scott Gladstein

Designers: Maverik Bishop, Caleb Aylsworth

Editors: Caleb Aylsworth, Matthew Basset

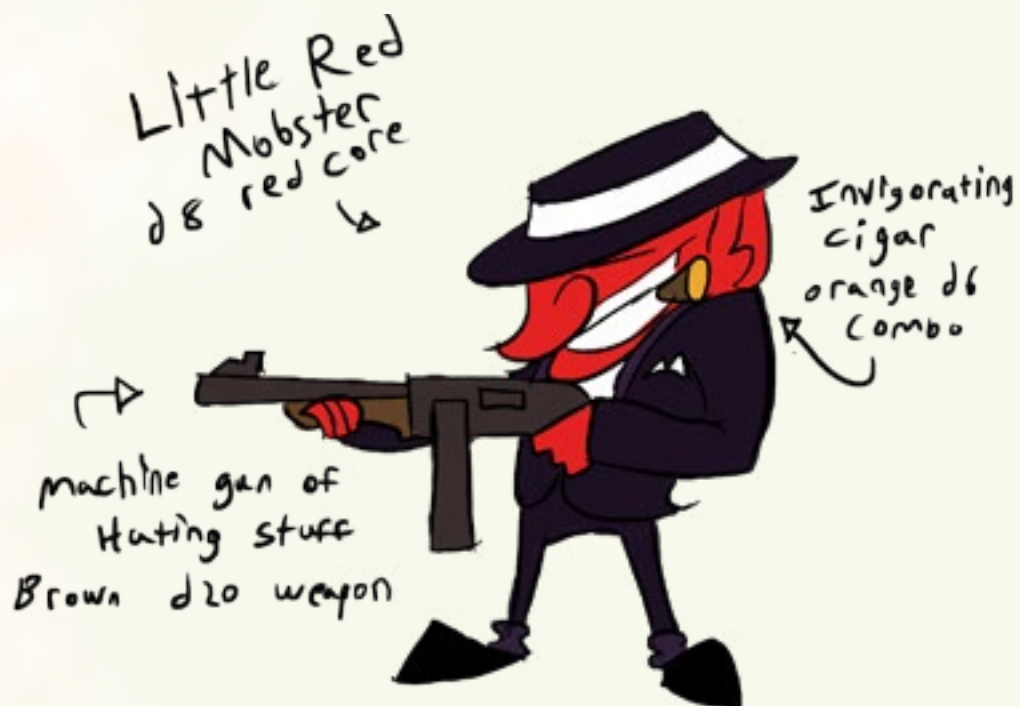Art: Carl Potter, Jon Achy

Graphic Designer: Scott Gladstein

What's All This Then?

Hey! You with the dice! You must be one of those die casters that have been running all over the place lately, right? No? Well why not? You already have some dice, something to draw on, and a keen imagination, right? Oh, and hands. You *do* have hands right? Ah, no matter; you can probably make do without those. See? You've got everything you need to be a die caster *and* hands. Probably. Which is a lot more than some of the goblin mages can say after their recent experiment with a combat-capable hand-washing spell.

Sorry. I'm getting ahead of myself here. I'm from Little Red Goblin Games. You're probably wondering what all this talk of dice and casters is about. Well you see, some of our goblin priests were exploring ancient ruins using experimental alien technology while the stars were aligned, and wouldn't you know it, some wizards were chanting the true names of their favorite celebrities not twenty feet away. You probably know where I'm going with this. Sure enough, an eldritch horror from beyond space and time bursts out of one of the priests ears and starts demanding that the goblins help him solve his crossword puzzle.

We still haven't found all of their respective bits, but the important thing is that, as the robotic lawn gnomes tackled the unholy abomination back into NubNub's ear, a massive wave of energy spilled out and infused all the dice in your dimension with magical energy color-coded for your convenience. Yes, all of them. What? You didn't notice? Well, you were probably too busy playing video games or bludgeoning platypuses into unconsciousness with a handbag.

So with all the dice in the world suddenly infused with the mystical dimension-hopping energy, a bunch of you humans have started to tap into their power and become what we call "die casters." What's a die caster? Basically, it's a person, like you, with dice, like those, who sketch crazy creatures from the realm of imagination, like me. The magic of the dice (as well as some basic mathematics) give the doodles of the creatures an iota of reality, but only an iota. Fortunately, an iota is all it takes to beat up all those other die casters' iotas and show them why your creatures are better than theirs!

What? End world hunger? Use these creatures' powers to better the world? Ha! That's a good one, newbie. Now hurry up and draw something cool. I'm going to show you how to use it to kick the butts of figments from someone else's imagination!

INTRO

Doodle Dice Monsters is a dice game in which players make doodles of monsters and then use dice to give those monsters abilities. The monsters then duke it out in a manner reminiscent of many collectible card games players might be familiar with. Players battle to the last die for bragging rights, honor, and as an excuse to draw bizarre, murderous monsters.

SETUP: Two or more can play. You will need:

- Something to draw with (pens, pencils, crayons, etc.)

- Something to draw on (paper, chalkboard, etc.)

- Dice (most kinds or combinations of dice may be used. Differently shaped and colored dice have different effects.)

Players should agree upon any alternate rules or house rules that will be adhered to before the game begins. You can find a whole slew of these later on in this document.

SELECT YOUR FORCES

Players agree on the total number of sides of dice they wish to play with. Beginners may wish to play a game using about 60 sides each while learning the rules, but a game with 200 sides is recommended for standard games. Once they've agreed on how many sides they'll be playing with, players then select dice whose *total* number of sides do not exceed the agreed upon total. These dice become the player's **reserve pool**.
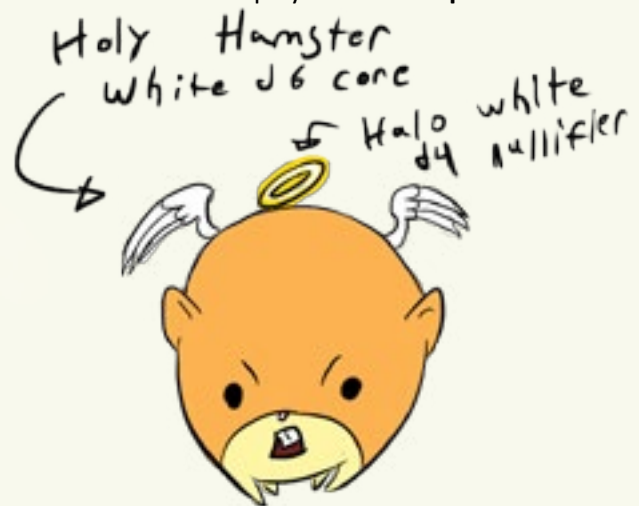
It's possible to play Doodle Dice Monsters with very different kinds of dice. Dice are referred to by the number of their sides. A six-sided die is called a *d6*, a ten-sided die is called a *d10*, etc.

Players agree on the *total* number of sides of dice they want to use, and then select dice. For example, if a 60-sided game is agreed on, players can use [10 d6s], [6 d10s], [3 d20s] or [4 d4s, a d20 and a 2 d12s]. Any combination of differently sided dice can be used, so long as the total number of sides doesn't go above the total.

PLAYING THE GAME:

GATHER PHASE

1. Both players select 5 dice from their reserve pool and set them in a separate pile. This pile is known as the player's **active pool**.

SKETCHING PHASE

The sketching phase is the portion of the game during which players draw and label monsters. This is also the portion of the game during which players can make modifications to existing monsters or activate certain abilities. By default, this portion of the game does not have a time limit. If players wish to challenge themselves by forcing themselves to draw and label monsters more quickly, however, they may agree to a time limit for this phase of the game. If a time limit is used, any monster parts or other effects not drawn and properly labeled by the end of the time limit are considered to not have been drawn or labeled at all, and any dice used to create those parts simply remain in each player's active pool.

Note that players should be patient and respectful towards each other when not using a time limit. If you find your opponent yelling at you for spending too much time drawing your monster and not enough time fighting his, don't get angry. He's just doesn't understand how *cool* your monster is going to look when you're finished.

COMBAT PHASE

1. Combat occurs. See the Combat section for more information.

NEW ROUND

2. The round starts over with the gather phase. Players select new dice from their reserve pool**s** to add to their active pool**s** until their active pool**s** contain 5 dice again. If players run out of dice in their reserve pool**s**, they simply don't draw any more dice at this point.

3. Players repeat steps 2 through 7 until the game is over.

WIN/LOSE CONDITION

4. If, at any time, a player should have no monsters in play, no dice in his active pool, and no dice in his reserve pool, that player loses.

CREATING MONSTERS

Each round during the sketching phase, a player may create any number of monsters. To create a monster, a player must perform the following steps:

1. Sketch the monster.

2. Write the monster's name next to its image.

3. Select a die in the player's active pool and write that die's color and number of sides next to the monster's name. This is the monster's core die. A single die may not be used in this way more than once.

Monster Parts

When you draw a monster, you might sketch it as having dozens of claws, multiple layers of armor, and tons of eyeballs and wings. For the purposes of playing Doodle Dice Monsters, none of these bits of anatomy are important mechanically unless the player invests dice into them and makes them part**s**.

Also, what constitutes a single part is left intentionally vague. Those dozens of claws on your monster don't have to go to waste just because a monster can only have a total of five parts. All of a monster's claws could be labeled as a single weapon part. Perhaps this weapon part could be named "Bunches of Claws" or "Claw Swarm!" In this way, players are left with a lot of freedom in terms of what their monsters look like.

If the player wishes, they may give mechanical benefits to additional part**s**t of their monsters. To do this, they simply write the name of the part next to the picture of the relevant bit of anatomy. Then, they write the color and number of sides of a die in their active pool next to the part's name. The selected die is now considered to be "associated" with that part. A single die may not be used in this way more than once.

That done, the player must write the new part's type next to its name. The types of parts and their rules are found below. No monster may have more than 5 part**s** at a time including their core part. No one part may count as multiple types of parts. So you can't have a part count as both a coordinator and a shield, for instance.

Each round when the players are drawing new monsters, they may draw and/or label new part**s** of existing monsters they control. This follows the normal rules for creating monsters and part**s**; the only difference is that the parts are created after the monster itself has been around for a while. In other words, a monster can suddenly grow or re-grow new limbs or develop new talents in the middle of combat.

CORE

Each monster has a "core die." This represents the monster's general body and/or vital locations. A core die provides a monster with a special power based on the color of the die as described elsewhere in the core die powers section. If a monster's core die is removed from play, the monster is destroyed, and all of the dice associated with its part**s** are removed from play. Monsters may never have more than a single core die. Additionally, monsters may "struggle" with their core die as an action. Struggling is treated exactly like an attack with a weapon, but rather than rolling the core die to deal damage, the creature deals 1 point of damage for every 4 sides on its core die. A monster may not use its core die to struggle more than once in a given round even if it has additional actions.

WEAPON
Examples: *claws, swords, laser beams, fireballs, inadvisably heavy backpacks, rubber poultry*

Weapon part**s** are typically a monster's primary form of offense. A monster with a weapon may attack with it instead of struggling (as described in the combat section). When the monster attacks with a weapon, it rolls the associated die and deals that much damage instead of the damage normally dealt by "struggling." Attacking with a single weapon uses up a single action. A single weapon may not be used more than once in the same turn even if the monster has multiple actions.

SHIELD
Examples: *armor, bucklers, scales, easily manhandled friends, easily manhandled enemies*

After an attack is declared against a monster with a shield, the targeted monster may block with the shield. This causes the attacking monster to attack the shield instead of whatever part it originally meant to attack. Monsters with multiple shields must select which shield each attack is being redirected to.

The first time each round that an attack targets or is redirected to a shield part, roll the shield's associated die and reduce the damage from the attack by that much. Using a shield does not use up an action. A given shield may only be used to redirect an attack once in a single round.

A Jorable Reaper
Black d20 core

Soul Slasher
d12 Black
Weapon

Sneaky cloak
d8 black
shield

COMBO

Examples: cyborg nervous system, karate belt, fancy captain's hat, lots and lots of limbs

On its turn, a monster with a combo part may take one additional action for each combo part it possesses.

NULLIFIER

Examples: force fields, lightning fast dodging ability, teleportation belts, neckties of invisibility

After an attack is declared against a monster with a nullifier part and before shields are used or damage from the attack is determined, the targeted monster may roll the nullifier part's associated die. If the number rolled is half the rolled die's total number of sides or less, the attack deals no damage. (Example: if a monster would take X damage and the target monster rolls 4 or less on an 8-sided nullifier part die, the monster instead takes 0 damage)

Nullifier part**s** may not be used to negate attacks that target themselves, but one nullifier part may be used to negate an attack on another. Only a single nullifier may be used against a given attack. A given nullifier part may only be used once per round. Using a nullifier does not use up an action.

Sample Monster:

COMBAT

In order to resolve combat, perform the following steps.

1. Determine the initiative order of all monsters in play. Monsters take turns in order from smallest core die to largest. If multiple monsters have the same size core die, players should roll the core die of each tied monster. The monster with the highest roll goes first among the tied monsters. Reroll as necessary to break further ties.

2. Monsters take turns in initiative order. Each turn, a monster may take a single action. Attacking or using core powers are both generally a single action unless a special rule says otherwise.

3. Declare the monster's action (such as attacking or using a core die power)

4. Resolve the monster's action.

5. Continue taking turns until each monster has had its turn.

Special rules and actions will specify how to resolve their own effects in their descriptions. If a monster is simply attacking, perform the following steps.

1. Declare a target part on a target monster ("I attack the turtle monster's shell!")

2. Roll a selected weapon part's relevant die and apply all relevant special abilities (such as dodge or shield). The selected weapon part must belong to the monster who is taking its turn.

3. The amount rolled (or otherwise resolved) is the amount of damage dealt to the target part.

4. The attacked player should keep track of the damage each part has suffered on his sheet of paper or with counters of some sort.

5. Once a part accumulates damage equal to or in excess of its life (equal to the number of sides on the corresponding die), it is removed from play

6. If a monster's core die is removed from play, the monster and all dice associated with its parts are also removed from play.

Other Combat Notes:

- If your opponent has no monsters in play when you attack with a monster, your opponent must remove a single die in his active pool from play. If he has no dice in his active pool, he must select a die from his reserve pool to remove from play instead.

- Damaged parts are not considered to have fewer sides than they actually have. Abilities, effects, and dice rolls based on the number of sides on a die are not affected by the damage that die's part has taken unless specifically stated otherwise.

Example of Combat:

Tom's Ice Dragon monster attacks Bill's Diminutive Scarlet Goblin. He declares that he's targeting the goblin's core die with his dragon's d20 ice breath attack. Bill declares he's going to block the attack with his goblin's d8 shield part. This means that the dragon's ice breath is now targeting the goblin's shield instead of its core. Tom rolls his d20 and gets a 15. Bill rolls his shield part's d8 and gets a 4. Tom's total damage is now 11 which is more damage than the goblin's shield has sides. The shield part is destroyed, and its die is removed from play. The goblin itself, however, is still standing.

The goblin then attacks the dragon's core die with its d20 spear attack.. The dragon doesn't have a shield or nullifier part, so the attack goes through. Bill rolls a 2 (bad luck!) but adds 1 because his goblin's red core die power lets him add +1 to all damage he deals. This means Bill does a total of 3 damage. Tom's Ice Dragon has a d4 for its core part. The 3 damage from the goblin's attack isn't enough to kill it, but if the dragon's core die takes 1 more point of damage at any point in the future, the dragon and all its dice will be removed from play.

Suicidal Rum
d20 Brown core
Flaming napkin red d10 weapon

CORE DIE POWERS

Below are the special abilities provided by core dice. Each color is meant to correspond to a certain aesthetic, element, or concept. These, in turn, are meant to be reflected to some extent by that color's gameplay rules. The idea behind this is that die casters channel specific types of energy through specific colors of dice and that this energy affects the nature and abilities of the creatures pulled from the die caster's imagination. In this spirit, each color has suggestions for attributes often possessed by monsters of certain colors. Though the default rules for Doodle Dice Monsters don't require it, some players may wish to agree that only monsters whose physical traits in some way represent the color of their core dice may actually benefit from the core powers of their core dice.

Hybrid Dice

Dice come in many different combinations of colors. Generally, players are encouraged to treat their dice as being whatever color is most prominent on the die. Sometimes, however, dice are very clearly possess of more than one major color. When this happens, the die is considered to be a "hybrid die." Players determine which of these major colors the hybrid die will be treated as when that die is first used to create a monster part or when it otherwise interacts with an effect dependent on die color.

If you find that your opponents are frequently questioning what colors dice in your collection are considered for the purposes of gameplay, consider discussing the colors of such dice with your opponents before a game begins to avoid arguments or confusion.

Red

Red energy is used to summon aggressive creatures with an affinity for fire. Even if a red monster is out-gunned, he'll never confess to being outmatched. The ferocity of a red creature in combat is terrifying to behold.

SEARING HEAT -
Red monsters' attacks with weapon parts deal 1 additional point of damage for every 4 sides their core dice possess (rounded down).

Blue

Blue energy is used to summon wise and serene creatures with an affinity for mutable water and cold, heartless ice. With careful timing and icy determination, they repel the attacks of their foes before launching their own.

SHIFTING TIDE -
Attacks to this monster's core or shield parts deal 1 less point of damage for every 4 sides its core die possesses.

Green

Green energy summons creatures of growth and vitality with an affinity for sprawling ivy and stinging thorns. Their powers allow them to reinvigorate their allies and heal lethal wounds.

FLOURISHING NATURE -
A monster with this ability heals one of its parts at the start of each of its turns. The amount healed is equal to 1 point of damage for every 4 sides its core die possesses. By spending one of its actions at the start of its turn, it may heal the part of another creature under its owner's control instead of healing one of its own parts. A monster may not use this ability more than once in a single round even if it has multiple actions. Parts that have been removed from play may not be healed.

Yellow

Yellow energy summons excitable, speedy creatures with an affinity for storm clouds and electricity. They say counting the seconds between a distant yellow monster's attack and the resulting BOOM! measures how long you have before the attacker's weapons fall on you.

LIGHTNING QUICK -
Monsters with yellow core dice always go first in the initiative order. Smaller yellow core die still go before larger yellow core die. Resolve ties between yellow dice of equal size as normal.

Black

Black energy conjures mysterious, stealthy creatures with an affinity for darkness and the shadows. Only the foolish assumes a bump in the night isn't the sound of their comrades falling to the ground when black monsters are around.

CLOAK OF DARKNESS -
Once per round after an opponent monster attacks and the weapon part's die has been rolled, the monster's player may force the attacking monster to reroll the die. The attacking monster must use the second result. This ability has no effect on struggle attacks. This ability must be used before a shield roll is made. Note that this ability can be used to force rerolls of attacks targeting monsters other than the monster with the black core die.

White

White energy summons honorable, resplendent creatures with an affinity for light. The often arrogant and sometimes noble creatures conjured by white energy would rather stand toe-to-toe with a foe where they can earn glory in battle rather than engage in more subtle forms of warfare.

SHINING ARMAMENT -
Once per round after a white monster attacks and rolls a weapon part's die, but before the target monster reduces the damage using shield part**s**, the attacking monster may reroll the die. The attacking monster must use the second result. This ability has no effect on monsters who are struggling. If a white creature attacks a side with a black creature, they may use their core die powers in the order that the uses of these powers are declared. So a black core monster could wait to use its power after a white creature used its reroll, for instance. Conversely, a white core monster could re-reroll an attack a black core monster had already forced him to reroll.

Brown

Brown energy summons industrious, hardy creatures with an affinity for earth and stone. To such creatures, the earth is simply a tool waiting to be put to use. When at war, creatures summoned with such energy rarely confine themselves to two-dimensional warfare and often take shelter within tunnels and caverns before launching ambushes on enemy forces.

BURROWER -
On the turn the monster is sketched, it cannot be attacked by other monsters without this special rule.

Gray/Metallic

Creatures summoned by gray energy or the similarly-empowered silver, gold, and otherwise metallic energies have a knack for metal and the technological. Those not bearing advanced weaponry crafted from superior materials are often made of such materials themselves. Even the best primitive defenses are no match for the advanced technology of a gray creature's potato-powered nuclear ray gun.

TOUGHER METTLE -
When an attack from a monster with this ability is blocked by a shield part, this ability activates. For every 4 sides on the gray/metallic core die, 1 point of the damage from the attack still goes to the originally targeted part. The rest of the damage still goes to the shield part. Additionally, attacks by monsters with gray or metallic core dice cannot have their damage reduced by the special rules of shields, blue core dice, or similar effects.

Colorless/Transparent

Creatures summoned by colorless or transparent energy are defined largely by the creatures around them. Naturally, they integrate themselves well into any die caster's war band, and many die casters find their mutable nature an asset in their struggles against their opponents.

COLOR CLONE -
At the start of each of this monster's turns, it may choose to use the core die special rule of another creature under its player's control. It continues to benefit from the core die power of the selected color until the start of its next turn.

Fire sprite
orange d6 core

Flaming touch attack
d12 red weapon

Purple

Creatures created from purple energy are more acutely aware of their own nature than most doodle monsters. Using their unique insight, they often gain an aptitude for shaping, utilizing, and harvesting the mystic energies stored within their die caster's dice.

GATHER MYSTIC POWER -
At the start of each gather phase during which this monster is in play, this monster may declare that it is "giving up" any number of actions (up to the number of actions it could normally take in the following combat phase) to allow its player to gather 1 extra die into his active pool for every action given up in this way. A monster may expend up to one action for every four sides possessed by its core die when using this ability.

(For example, a player with a monster possessing a purple d12 core die and a combo part could declare at the start of the gather phase that his monster is giving up two actions [its normal action and the action provided by the combo part] to allow the player to gather 7 dice instead of 5. The monster would then be unable to use either of its two actions during the following combat phase.)

Orange

Where purple creatures have an affinity for the shaping and movement of energy in its structured, arcane form, orange creatures have a talent for pushing, pulling, and otherwise utilizing energy in its raw, chaotic form. Purple creatures may be able to craft mystic energy into any shape they choose, but orange creatures can disrupt the raw energy that fuels their foes with a simple effort of will.

ENERVATE-
A monster with an orange core die may use an action to disable one of an enemy monster's parts. The target part may not have more sides than the orange core monster's core die. Weapon parts targeted by this ability may not be used to attack. Shield parts and nullifier parts may not be used to block or negate attacks. Combo parts targeted cease to provide their monsters with extra actions. If a core part is targeted with this ability, the monster may still struggle, but its core power ceases to function or be available for use. Parts targeted by this ability remain disabled until the start of the orange core monster's next turn.

Pink

The mystical energies that forge pink monsters are tied closely to the elemental power of emotion. Pink monsters have a knack for tugging at the heart strings one way or another. Some are pitiful or seductive. Others are simply too annoying or disturbing not to attack. Whatever the case, pink creatures know that enemy discipline can be undone with the right amount of emotion, and an enemy's battle plan is only as good as the discipline of those who carry it out.

INVOKE EMOTIONS-
Once per round when your opponent declares an attack, a pink core die monster may force the attacking monster to attack it instead (though your opponent still gets to choose what part of the pink monster the attacker targets).

ALTERNATE RULES

The rules presented thus far tell players everything they need to know to play a basic game of Doodle Dice Monsters. What lies ahead are alternate rules. These optional rules are extensions of the basic rules of Doodle Dice Monsters. Players wishing to play with such rules must gain their opponent's approval to use them. Each set of alternate rules that players add to their game will change the dynamic of the game significantly, and players are encouraged to experiment with different combinations of rules to find the style of game most to their liking.

Strange Dice

As many gamers know, there are quite a few types of dice that aren't simply the d4s, d6s, d8s, d10s, d12s, or d20s that Doodle Dice Monsters is primarily meant to work with. Some dice don't have numbers on them or have an unusual number of sides. Some are exceptionally small or large. Some dice even have rough, irregular sides that are next to impossible to read properly (or maybe the design goblins simply confused the dice with some rocks again) In an effort to reward all you talented die casters out there for accumulating your own unique collections of dice, we've provided the following rules for certain novelty dice. If there is ever a conflict concerning whether or not a die qualifies as one of the following strange dice (such as if one player does not believe a die is small enough to benefit from the rules for small dice), players should simply play rock, paper, scissors, fight to the death, or flip a coin to determine who is right.

Small

Small dice don't take up much space, so why shouldn't you be able to fit a lot of them into your active pool at a time? Exceptionally small dice only count as a half a die for the purposes of determining how many dice a player has in their active pool. This means that, for every die you could normally have in your active pool, you may have two small dice instead. Note that the word "small" as it is used here refers not to the number of sides on the die but to the actual diameter of the die.
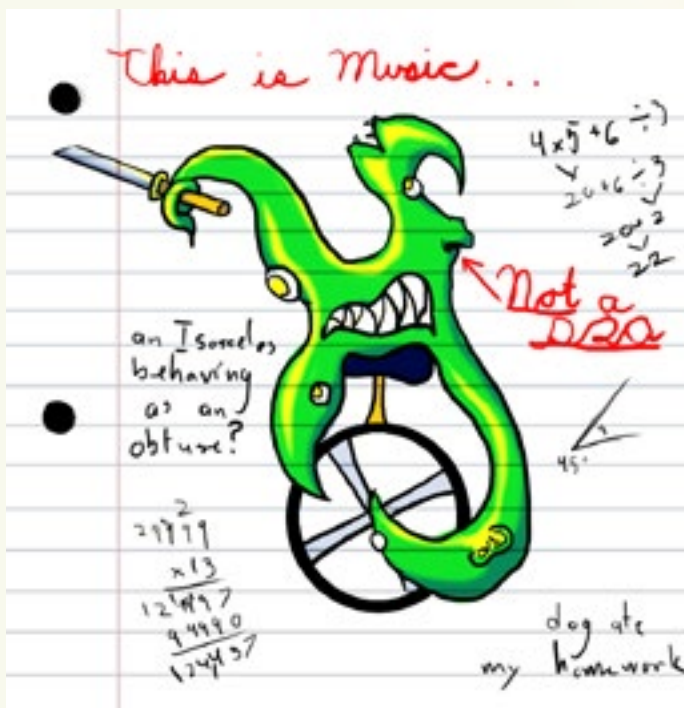
Big

Big dice are large, weighty, and intimidating. Many a coffee table has trembled in fear at the thought of having its surface scratched by the rolling of such a bulky polyhedron. Once per game when rolling an especially large die that is associated with a weapon, shield, or nullifier part, players may automatically declare what number they roll with the die rather than actually rolling. In order to use this ability the player must pick up the big die being used and wave it around threateningly while simultaneously trying not to look like they're overcompensate for something.

Odd Number of Sides

As mentioned earlier, *Doodle Dice Monsters* is primarily meant to be played using d4s, d6s, d8s, d10s, d12s, and d20s. Any time a player wishes to use a die with a different number of sides than the standard types of dice, use the following guidelines. The die may not be larger than 20 sides without express permission from one's opponent. If the die has an odd number of sides, always treat the number of sides on the die as being 1 lower when rolling the die to determine effects related to a fraction of the die's size. For instance, a d5 nullifier die would be treated as a d4 when rolling to determine whether or not the nullifier can defend a monster from an attack. If a die with less than 4 sides is used as the core die of a monster, the monster may not struggle.

Three-Sided Dice

Three-sided dice are eldritch artifacts forged in the realms of the nightmares of sleeping contortionists. It is impossible to imagine the exact dimensions of a bizarre object that has three evenly shaped sides, and all attempts to do so for too long inevitably lead to purple cookie *ia ia Dicethulhu fhtagn*, so they clearly don't exist in the first place! What's that? You think you actually have a three-sided die? I'm so sorry; it's clearly already too late for you. If you insist on playing with this "three-sided" die of yours, you may, once per game, causes a monster with a d3 part to be dragged into a realm of madness and unnerving cephalopodan appendages by said appendages.

This rule may be used either at the start of the combat phase or on the monster's turn. Creatures dragged away in this manner return to reality (and to the game) at the start of the next sketching phase. While in the unfathomable realm of non-Euclidean geometry, creatures are still considered to be in play but may not be targeted by attacks or effects.

STRATAGEMS & FORTRESSES: the role of the 100-sided die

Once you've built up some experience conjuring doodle monsters, you'll probably start to realize that your beloved creatures have a tendency to do less than helpful things like falling to gory giblets or explode into a cloud of flames and viscera. What's worse, doodle monsters seem to be especially prone to these behaviors when your opponents are blasting them with fireballs and laser beams. Eventually, you'll probably want to create a fortress to keep your doodle monsters in and your opponent's attacks out. Fortunately, you can do just that with the fortress rules below. Unfortunately, your opponent will probably start doing the same thing before long, so you'll want to start using the stratagem rules below as well in order to start tearing down his defenses.

If players agree to play using the stratagems & fortresses rules, they may reshape the battlefield itself by creating stratagems and fortresses. Generally speaking, fortresses represent defensive tactics or traits of structures created by creatures of the color of die used to create the fortress. Stratagems either represent physical battlefields or ways of war associated with creatures of the color of die used to create that stratagem. Because of the large investment a fortress or stratagem constitutes, it is recommended that games using these special rules use at least 300 sides of dice. Players may use a pair of d10s to represent d100s if they so choose, but the d10s use up 100 sides of dice rather than 20.

Stratagems and fortresses function in a similar fashion to creatures with a few exceptions. Stratagems and fortresses can only use d100s for their core dice, and they may not struggle. A player may only have a single stratagem and a single fortress in play at a given time. Stratagems and fortresses may not have parts other than core parts. When you bring a stratagem or fortress into play, sketch a building, landscape, symbol, or some other images that conveys what sort of stratagem or fortress it is you're creating. When labeling the stratagem or fortress, write either "stratagem" or "fortress" next to its name. Finally, stratagems and fortresses do not gain the standard benefits of a core die power. Instead, they gain a different core die power from the list below based on the color of the stratagem or fortress. Unless otherwise noted, stratagems and fortresses do not benefit from their own core die abilities or from the core die abilities of another stratagem or fortress their player controls. Each stratagem or fortress core power has an artistic prerequisite that must be met for its core power to function. This prerequisite may be ignored if both players agree to do so.

Stratagem Core Powers:

Red: Battle Fury

Red dice channel aggressive fiery energy. As a result the massive amount of power channeled through a red stratagem fills its player's fellow monsters with a lust for battle.

When monsters under the control of the red stratagem's player are blocked by shield parts or negated by nullifier parts, the red stratagem's controlling player may force the defending monster to reroll all relevant shield or nullifier dice. A given shield or nullifier part may only be forced to reroll in this way once each round.
Artistic Prerequisite: This effect only applies when the shield or nullifier part is being used to defend against a monster that looks angry or hyped up for combat.

Blue: Dive

The calmness associated with blue creatures allows them to wait patiently beneath the waves. There, they gather their strength until the time to strike presents itself.

A monster controlled by the blue stratagem's player may spend all of its actions at the start of its turn to dive underwater. If it does so, it may not be targeted by any enemy attacks or special abilities until the start of its next turn.
Artistic Prerequisite: To benefit from this ability, monsters must be drawn with some method of surviving for extended periods of time underwater.

Green: Camouflage

The pervasive plant life fills the vision of those who don't know how to navigate it and hides those who do.

All attacks made against creatures controlled by the green stratagem's player have a 25% chance of missing.
Artistic Prerequisite: This ability only functions when the creature possesses some sort of camouflage.

Yellow: Cloud Assault

Yellow creatures often have an affinity for lightning and the skies. When at war, they make use of this affinity by gathering their forces above cloud cover before making one massive, devastating strike.

A monster controlled by the yellow stratagem's player may spend all of its actions at the start of its turns to soar above the clouds. If it does so, it may not be targeted by any enemy attacks or special abilities until the start of its next turn.
Artistic Prerequisite: To benefit from this ability, monsters must be drawn with some method of flying or otherwise traveling at a high elevation.

Black: Assassin's Strike

Black energy grants creatures exposed to it an affinity for the shadows, and it is from there that they launch surgical strikes at the enemy's weak points.

At the start of each combat phase, a single monster of the black stratagem's controlling player's choice may make a single attack with one of its weapon parts. This attack happens before any monsters take their turns and does not use up any of the attacking monster's actions. If multiple players possess a black stratagem, these bonus attacks are resolved simultaneously.

Artistic Prerequisite: To benefit from this ability, a monster must be drawn as having some affinity for stealth, being able to manipulate darkness, or else must simply look especially sneaky.

White: Stratagem of Glory

The energy channeled through white dice drives creatures to perform flashy acts of heroism and gives them a thirst for glory. This drive to perform legendary feats inevitably swells within the breasts of creatures exposed to such energy and culminates in a single climactic moment of radiant triumph.

Once per game at the beginning of the combat phase, the white stratagem's controlling player may declare that they are activating this ability. For the remainder of the combat phase, all attacks made by the player's monsters automatically roll maximum for damage. Alternatively, the player may choose to have all rolls made by his monsters to reduce incoming damage using shield parts automatically roll maximum.
Artistic Prerequisite: Any monster the player wants to benefit from this power must be drawn to look shiny, heroic, or determined.

Brown: Tunneling Attack

Brown energy gives those exposed to it an affinity for navigating the tunnels beneath the earth. With knowledge like that, there's little need to strike at the front line of the enemy when there are exposed targets remaining in the backfield.

At the start of the combat phase, a single monster under the brown stratagem's player's control may use up all of its actions to force the opposing player to remove a single die in his reserve pool (of the brown stratagem's player's choice) from play. The die removed must be of equal or smaller size than core die of the creature using this ability.

Artistic Prerequisite: To use this ability, a monster must be drawn as being capable of tunneling through earth or stone in some way.

Gray/Metallic: Adaptive Stratagem Kit

When the creatures associated with metal and technology go to war, they're sure to equip themselves with advanced and versatile gear that can quickly be rebuilt to serve a new purpose. Some creatures go so far as to augment their bodies with cybernetic technology that allows fingers to rapidly morph into a shield or tonsils to rapidly morph into a sound-amplifying sonic cannon.

During the sketching phase, a gray or metallic stratagem's controlling player may change what sort of part type a given monster part counts as. A red d6 shield part, for instance, might be changed into a red d6 weapon part. The controlling player may use this ability on any number of monster parts in a single turn. This ability may not be used on core parts.
Artistic Prerequisite: To benefit from this ability, a monster must be drawn as either possessing or being made of some form of advanced technology.

Orange: Divert Power

Creatures with an affinity for orange power are able transfer energy from themselves to the strongest among them. Like a legion of sloths hiding a squad of squirrels, armies with a knack for using orange energy will often appear as sluggish hordes concealing the quick, powerful, and lethally-jittery champions among their number.

At the start of each combat phase, any number of monsters under the orange stratagem's player's control may give up one of their actions. For each action sacrificed in this way, the orange stratagem's player may give another monster under his control an additional action that lasts until the end of the combat phase.
Artistic Prerequisite: To sacrifice actions using this ability, a monster must be drawn as either possessing some means of transferring energy to another creature or else must appear especially lethargic or hyper.

Purple: Arcane Armaments

By channeling the potential energy of their die caster into their weapons, spells, and armor, creatures near a purple stratagem may use their arcane sorcery to turn even the scrawniest glasses-wearing wizarding academy student into a threat to be reckoned with.

At the start of each combat phase, the purple stratagem's player may remove any number of dice from his active pool from play. For every 4 sides of dice removed form play in this way, all creatures under the purple stratagem's player's control receive a +1 bonus to all weapon die rolls and to all rolls made to reduce damage with a shield part. These benefits last until the start of the next combat phase.

Artistic Prerequisite: To benefit from this ability, a monster must be drawn as having some sort of spell casting ability, being marked with arcane sigils, or wearing a wizard's hat or some other attire associated with magical persons.

Colorless/Translucent: Prismatic Light

Colorless energy gives creatures a knack for taking on the strengths and weaknesses of other colors of energy. Like an unpopular highschooler desperate to fit in with the cool crowd, monsters near a colorless stratagem can abandon the powers that previously defined them in order to meet the needs of their die caster.

At the beginning of the combat phase, a colorless stratagem's controlling player may declare that all monsters under his control lose their core die powers and gain the core die power of a single die in his active pool. This effect lasts until the start of the next combat phase at which point all the colorless stratagem's player's monsters regain their normal core die powers. This ability may not be used to change the core die power of stratagems or fortresses.

Artistic Prerequisite: To use this ability, the colorless stratagem's player must draw a rainbow coming out of the doodle he drew to represent the colorless stratagem.

Pink: Sway Loyalties

When armies with a pink stratagem go to war, they strike first at their foes' hearts and then at their flesh. Through intimidation, seduction, or really annoying internet spam sent from their "friend's" email address, they turn the opposing forces against each other. More than one doodle monster has been defeated in battle not by the claws of the enemies in front of him but by the treacherous blade of a former BFF.

At the beginning of the combat phase, a pink stratagem's controlling player may remove any number of dice in his active pool from play. The pink stratagem's player may then choose a single monster controlled by his opponent whose core die does not have more sides than the total sides of dice the pink stratagem's player removed form play to use this ability.

Artistic Prerequisite: To use this ability, the pink stratagem's player must sketch a symbol next to the doodle of his pink stratagem that indicates the method(s) being used to turn opposing monsters to their side.

Fortress Core Powers:

Red: Abundant Armory

The fortresses of red creatures and those that admire their flare for the destructive are often filled to the brim with weapons and ammunition. More than one red fortress has been taken because the creatures inside couldn't slog their way through the piles of arrows and explosives fast enough to reach the gate before it was breached. Fortunately, the sheer amount of weaponry available provides more organized defenders with more than enough weaponry for all their comrades.

As long as a player has a red fortress in play, all monsters under his control with at least two parts may attack with their core parts as though they were weapons instead of struggling.

Artistic Prerequisite: In order for this ability to function the red fortress's player must draw a plethora of weapons and ammunition in or near the doodle they sketched to represent the red fortress.

Blue: Chilling Defensive

Those who attack those with an affinity for water in all its forms often find that, should their momentum falter, their forces soon begin to tire under the weight of incoming waves or fall still as frost encases them. Some dice scholars believe that the last ice age was actually a massive effort to fortify the defenses of an army of blue doodle monsters. Such thoughts are often scoffed at in favor of the more popular snow cone proliferation theory.

Once per round when an enemy monster attacks, the blue fortress's player may announce that he is using this ability. The attacking monster's attack is immediately cancelled (thus doing no damage), and the monster can take no additional actions until the end of its next turn.
Artistic Prerequisite: In order for this ability to function the blue fortress's player must include at least one sufficiently watery or icy feature in the doodle he sketches to represent the blue fortress.

Green: Toxic Defenses

The beauty of nature often hides its more sinister aspects. Would-be conquerors the fortresses of those with an affinity for brambles and nightshade often learn this lesson right about the time the poison coating the weapons of their foes takes effect and sends.

For each monster under the green fortress's player's control that damages an enemy monster with a weapon, each of that enemy monster's parts take a single point of damage at the end of the combat phase.
Artistic Prerequisite: In order for a monster's attacks to count towards this ability's effect, the attacking monster must have a weapon capable of delivering poison through its attack such as a poisoned spear tip, venomous fangs, or a syringe full of toxins.

Yellow: Chain Lightning

By manipulating the electricity channeled through their attacks, the defenders of yellow fortresses are able to fell multiple foes with a single blow. This tactic was kept a secret by yellow creatures for years leaving their foes shocked to discover the true strength of their electrically charged attacks.

As long as a player has a yellow fortress in play, whenever a monster under his control reduces an enemy monster's core die to less than 0 life, he may deal any excess damage to any part on another enemy monster. The target of this excess damage may defend against it using shield or nullifier parts as though it were an attack. If the target of this excess damage also has its core die reduced to less than 0 life, the yellow fortress's player may select yet another target for any further excess damage.

Artistic Prerequisite: In order for a monster's attack to trigger this effect, the monster or its weapons must be drawn as being capable of incorporating electricity into its attacks.

Black: Night Fighting

The fortresses of black creatures are often shrouded in and filled with an inky darkness that makes it nearly impossible for those unaccustomed to the layout of the location to fight effectively. Unfortunately for many of those newly recruited to defend such fortresses, this makes it rather difficult to find one's way back to their room after making a trip to the lavatory in the dark of the night. Even more unfortunate are the mishaps that often occur when the defenders don't quit manage to locate the lavatory in the first place.

All attacks made against creatures controlled by the black fortress's player have a 25% chance of missing.
Artistic Prerequisite: In order for this ability to function, the black fortress's player must draw a night sky, a shadowy cloud, or some other indicator of the darkness that shrouds the fortress.

White: Martyr Guard

Those who guard white fortresses pride themselves on their dogged defense of such locations. It's said that they'd rather fall gloriously in battle than see a fortress fall into the hands of their foes. In fact, many monsters make bets on who can have the most impressively heroic death each time their fortresses are attacked.

When a creature controlled by the white fortress's player has its core die reduced to 0 life, that creature is not removed from play until the end of the combat phase. Until then, the creature may still take actions and defend against attacks as normal.

Artistic Prerequisite: In order for this ability to function, the white fortress's player must draw a proudly presented banner, a monument to some heroic figure, or some other symbol of pride or devotion adorning their fortress.

Brown: Living Fortress

The very stones of the fortresses of brown creatures are alive with the energy that die casters channel through brown dice. While this can make them a great asset on the battlefield, it also leads to somewhat embarrassing introductions when the defenders move into a sleeping fortress only to discover that it doesn't approve of the color they've painted its interior.

At the end of each combat phase, there is a 20% chance that a brown fortress will be able to spend an action to struggle once that round even though fortresses are normally incapable of struggling.

Artistic Prerequisite: In order for this ability to function the brown fortress's player's sketch of the brown fortress must include some indication that the fortress itself is living.

Gray/Metallic: Bastion of Technology

The fortresses of those with an affinity for metal and technology house some of the most advanced technology ever imagined (literally)! Having a technological edge can prove useful when the forces of your primitive foes are trying to beat down your expertly engineered doors.

Each creature controlled by the grey/metallic fortress's player may reroll a single weapon, shield, or nullifier die each round.
Artistic Prerequisite: In order for this ability to function the gray/metallic fortress's player's sketch of the fortress must gears, circuitry, or some other indicator of advanced technology.

Orange: Recycle Energy

Orange creatures often build intricate energy channeling constructs into their fortresses. These complex networks of artificial

Each time a creature controlled by the orange fortress's player possessing three or more parts is destroyed; place one of its associated die that would be removed from play in the orange fortress's player's reserve pool instead.
Artistic Prerequisite: In order for this ability to function the orange fortress's player must draw some object, event, or creature capable of somehow recycling a creature's body or energy.

Purple: Sigil Shield

When purple creatures build a fortress, they create a structure not only of stone and iron but of spells as well. While activating the most formidable of the fortress's defenses is often draining, it also protects the fortress's defenders from all but the most deadly of attacks.

When one of the purple fortress's player's monsters takes damage from an attack, the player may remove any number of dice in their active pool from play. If they do so, they may reduce the amount of damage the monster takes by an amount equal to the total sides of dice they removed from play to activate this ability.
Artistic Prerequisite: In order for this ability to function the creature being attacked must be drawn as having some sort of spell casting ability, being marked with arcane sigils, or wearing a wizard's hat or some other attire associated with magical persons. Alternatively, the purple fortress's player may simply draw the purple fortress as possessing some sort of magical defenses that can shield its defenders from harm.

Colorless/Translucent: Disperse Color

The fortresses of colorless creatures are disturbing not because of the raw power they grant their defenders but because of the way they rob attackers of their own unique powers.

At the start of each round, a colorless fortress's player may select one color of core die. Until the start of the next round, all enemy core die powers of that color become unavailable and cease to function. Note that this power does not affect stratagems or fortresses.
Artistic Prerequisite: In order for this ability to function, the colorless fortress's player must draw something next to the sketch of the colorless fortress that indicates that an enemy's energy or special abilities are being absorbed, trapped, or otherwise negated (such as a magical power-stealing mirror or an advanced power-nullifying machine).

Pink: Heart Attack

As enemies near the heart of a pink army's defenses, their own hearts are often assaulted by fear, shame, or crippling sorrow. More than one invading force has been defeated not by a pink army's superior combat prowess but by their own inability to steel their hearts against the emotion-manipulating magic of the defenders.

As long as the pink fortress remains in play, there is a 25% chance that each enemy creature will lose all of its actions for the round at the end of sketching phase.
Artistic Prerequisite: In order for this ability to function the pink fortress's player must somehow indicate which emotion is being used to render enemy creatures unable to attack on the sketch of the pink fortress.

Avatars: Breaking *into* the fourth wall

Doodle monsters might be able to bring to bear some of the impressive strength of your own imagination, but sometimes even that isn't enough to put your opponent in his place. Sometimes your monsters just can't seem to do any damage or their shields simply won't shrug off those pesky attacks from your opponent's creatures. Sometimes, you just have to wade into the fray and do the job yourself.

Below are rules for avatars. An avatar is basically an empowered version of you, the player. When players agree to use the rules for avatars, they each choose one of the avatar types listed below. Before the first round of a game, each player draws their avatar, writes a name next to its image, and then writes the avatar's avatar type next to its name. Below the avatar's avatar type, write the names of each of the three abilities granted by the avatar's avatar type. Each avatar type has an ability that can be used three times per game, two times per game, and once per game. Throughout the game, players should check off uses of these abilities on their paper in order to keep track of how many times each ability has been used.

It is intended that avatars look super-powered versions of their players, but you're free to make your avatar look like something else instead. An avatar might instead look like the leader of a player's forces or simply another monster provided both players are alright with this.

AVATAR TYPES:

Avatar types flavor the abilities and aesthetics of a player's avatar. Each avatar type is meant to fit with a particular theme, and the sketch of your avatar should change to somehow tie into that theme. For instance, an avatar with the gadgeteer avatar type might be covered in high-tech devices or look like a cyborg. Each avatar type provides its avatar with three special abilities that may be used throughout the game. The avatar types and their rules are presented below. Because many avatar abilities require the use of large numbers of dice, it is recommended that games using this special rule use at least 300 sides of dice.

GADGETEER

*Gadgeteers gain their powers through advanced technology. The technology might be alien in nature, a physical part of the avatar's own cyborg anatomy, or it might* simply be a bunch of high-tech gizmos. Whatever the case, the gadgeteer's monsters often reflect their affinity for the mechanical, and their devices allow him to tinker with their very nature.

-Diversity Device:

Three times per game during the sketching phase, the gadgeteer may give a monster under their control a "diversity device" part by drawing the diversity device and labeling the part. This type of part grants the monster given the device part access to a core die power based on the color of the device part's associated die. For instance, a red core die monster given a yellow diversity device part would gain the benefits of their red core die as well as the Lightning Quick power granted by yellow core dice. Note that diversity device parts are not core parts despite granting core powers. Diversity device parts count as core parts for the purposes of the enervate special ability. This ability may not be used to give creatures more than the maximum number of parts normally allowed.

-Cybernetics:

Twice per game during the sketching phase, the gadgeteer may augment one of their monsters with advanced technology. The gadgeteer selects one of the monster's parts. That part now counts as any second part type of their choice. For instance, a shield part modified with cybernetics could now function as both a shield and a weapon. The gadgeteer may not select core part as the new part type, though he may choose to apply the cybernetics to a part that is already a core part. Parts modified by their ability should be drawn as being high-tech in some fashion.

ROBOT
metallic
d8
Core

A.I. Core Drive
metallic
d10 shield
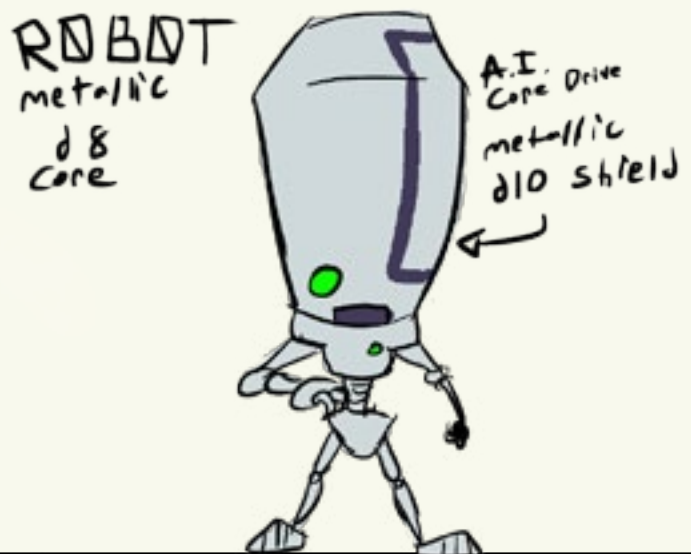
-Mechamorph:

Once per game during the sketching phase, the gadgeteer may combine multiple monsters into a single robotic warrior. To do this, the gadgeteer must destroy any number of monsters. If the total number of parts possessed by those monsters exceeds 10, the associated dice of those excess parts are removed from play. The remaining parts are combined into a single monster with up to ten parts of any type. This means that the monster created through the use of this ability can have multiple core die and thus multiple core die powers. To remove such monsters from play, all of the monster's core dice must be reduced to 0 life. Creatures created by this power may not gain additional parts once created, and the gadgeteer may not modify their existing parts with cybernetics. Creatures with multiple core dice use the largest core when determining their initiative unless one of their core dice is yellow (in which case they use that core die to determine their initiative instead).

BEAST

Some die casters' avatars have an unusually strong affinity for the doodle monsters they conjure. Such avatars can summon massive hordes of weak creatures, create doodle monsters even more bizarre than usual, and even augment their own forms with bits of monstrous anatomy. Beasts, as these avatars are known, often possess inhuman miens that mark them as something more akin to doodle monsters than to humans.

-Extra Mutation:

Three times per game during the sketching phase, the beast may mutate one of their creatures to be even more monstrous. The selected monster may have one more part than usual. Multiple uses of this ability may be stacked on a single monster (thus allowing a regular doodle monster to potentially have up to 8 parts).

-Monstrous Horde:

Twice per game during the sketching phase, the beast may conjure forth a swarm of lesser doodle monsters to defend their more powerful creatures with. To do this, the beast's player must remove a die in their active pool from play, and draws a swarm, horde, school, or gaggle of doodle monsters. For every side on the die removed from play, the horde has 1 point of life.

Whenever a monster under the beast's control takes damage, the beast may choose to have any amount of that damage go to the horde instead. Once the horde runs out of life, this effect ends. The horde is not a full-fledged doodle monster in its own right and may therefore not struggle, possess parts, or use core die powers. If the beast attempts to place more damage on the horde than the horde has remaining life, the excess damage goes to the original target of the attack. Enemy players may choose to specifically attack the horde.

-Monster Among Monsters:

Once per game, the beast may wade into the midst of the melee and start fighting with its own hands. The beast's player uses this ability in the sketching phase. To use this ability, the beast's player assigns the sketch of the beast avatar a core die and treats it as a monster for the rest of the game. The beast may have up to 8 parts (up to 11 if enough Extra Mutations are used on it) but otherwise functions as any other monster. Creatures with multiple core dice use the largest core when determining their initiative unless one of their core dice is yellow (in which case they use that core die to determine their initiative instead).

WARRIOR

Warriors are exactly what they sound like. From the burly barbarian to the well-equipped commando, to the kung-fu practicing monk, warriors are those who inspire their monsters to greatness, train them to fight with skill and fury, and even jump into the thick of things to deliver a critical blow.

-Diehard

Due to fear of the consequences or an eagerness to impress the avatar, the warrior's creatures are unwilling to go down as easily as less hardy monsters. Three times per game when core die of one of the warrior's monsters would be reduced to 0 or less life, the creature is only reduced to 1 life instead.

-Special Technique

The warrior's creatures have mastered some special attack or style of warfare that can turn the tide of battle. Twice per game when one of the warrior's monsters deals damage by attacking with a weapon part, the amount of damage is considered to be the largest number possible for that attack. For instance, a weapon part with a d20 as its associated die would be treated as having rolled a 20 when attacking to deal damage. The warrior's player declares that he is using this ability after he inflicts at least one point of damage. If the defending monster used a shield part or some other ability to reduce the amount of damage taken, recalculate the actual amount of damage done using the new amount of damage from the weapon part but the same amount of reduction to this damage.

For example, a creature whose weapon part has a d20 as its associated die rolls a 7 for damage when attacking a creature with a shield part. The defending creature uses the shield part and reduces the damage by 2 for a total of 5. The attacking creature's warrior avatar then declares that the creature is using Special Technique thus changing the original 7 into a 20. This 20 is then reduced by 2 (the amount of damage the shield part reduced the damage of the original attack by) for a final total of 18 damage.

-Lead from the Front

A warrior wouldn't' be much of a warrior if they didn't get their hands dirty once in a while. Taking up their weapon of choice, the warrior leaps to the front lines to deliver a devastating blow to an enemy. Once per game, the warrior may reduce a single enemy creature's core die to 0 life.

MAGE

A mage is a master of manipulating the dice through which a die caster channels energy. Through his eldritch powers, he can change a monster's very essence, empower it with mystical energy, or simply unleash a torrent of arcane fury upon the forces of his foes.

-Energy Preference

Before the first round of the game, the mage selects a single color of core die to be his preferred color for the game. Three times per game at the end of the sketching phase, the mage may select any part on any monster he controls and declare that part's associated die to be affected by this ability. The color of the selected die is transformed to the mage's preferred color for the rest of the game.

-Supercharge Creature

Twice per game, the mage can channel an incredible amount of energy through one of his creatures thus heightening its combat prowess. To do this, the mage removes any number of dice in his active pool from play at the start of the turn of the monster he wishes to empower. The mage may remove dice in his active pool from play in this way at the start of each of the monster's turns. For every 4 sides of dice removed from play to fuel this ability on a given turn, all damage dealt by the monster increases by 1, and all damage dealt to the monster decreases by 1. If a mage fails to remove at least one die from play at the start of one of the monster's turns, the effects of this ability end immediately.

-Bombardment Spell

Once per game, the mage may channel the energy of some of his player's dice into raw destructive magic that devastates the forces of his foe. To use this ability, the player should draw a sketch of an explosion or some other devastating catastrophe during the sketching phase. At the start of the combat phase, the mage removes any number of dice in his active pool from play. The player then selects one of his opponent's monsters' parts for every die removed from play. For every 4 sides of dice removed from play in this way, each individual part on each enemy creature takes a single point of damage. Shields, nullifiers, and other defensive abilities may not be used to decrease or ignore this damage.

DUO DICE:

When one die caster just isn't enough to take on that team of opponents you're up against, it's time to bring in a friend! This variant provides rules for games occurring between teams of two or more players. In such a game, players win or lose as a team, so players who have all of their dice removed from play are still considered to have won so long as their team wins. Once a player has all their dice removed from play, however, they may not continue to take actions, gather dice, or otherwise play the game.

In team games, each player uses his own collection of dice and has his own reserve and active pools. Players control only the monsters that they sketch and may only attack monsters controlled by players on the opposing team. If variant rules that provide players with avatars, fortresses, etc. are being used, each player receives their own such avatar, fortress, or so on. For instance, a team game in which players are using avatars would see each player on each team selecting and using their own avatar.

Players treat monsters controlled by other players on their teams as monsters they control for the purposes of core die powers. Therefore, green core die monsters can heal allied monsters, colorless monsters can copy the colors of allied monsters, and pink core die monsters can force monsters attacking allied monsters to redirect their attacks towards the pink core die monster, and so on.

TAKE THE CASTLE!:

Fortresses and stratagems are in natural opposition of each other. It's not uncommon to see a die caster taking advantage of one while his opponent takes up the defensive in the other. A game using this variant uses the rules for stratagems & fortresses with a few notable changes. One player gets a "free" stratagem, and the other player gets a "free" fortress. These do not require the payers to use 100-sided dice (though players might need a method of determining a result between 1 and 100 depending on which stratagem or fortress they choose).

Each player's stratagem or fortress is drawn and labeled before the game starts. Each player's stratagem or fortress does not count towards their total number of sides of dice for the game (so players playing a 200-sided game with this rule would essentially have 300 sides of dice with 100 of those sides being their stratagem or fortress)

DRAFT DICE:

We get it. Sometimes there simply aren't enough mystically-charged polyhedrons to go around when you want to play a game of Doodle Dice Monsters. Sometimes you and your opponent buy a big bag of dice together and their power corrupts him before you can fairly split up the dice. Sometimes you and your opponent simply don't your own respective dice collections handy to play with. This alternate rule provides rules for playing a game of Doodle Dice Monsters using a single collection of dice.

To use the draft dice rules, players place a single collection of dice in the middle of the playing area, agree to the number of the sides of the game, agree to any alternate rules (other than this one) that will be used, and then randomly determine which player gets "first draft." The player that gets first draft then selects a single die from the collection. The other player then selects a die from the collection. This process is repeated until each player has a number of sides of dice equal to the allowed total (or until they can't take any more dice without going over that total).

The selected dice become each player's reserve pool. Once each player's reserve pool is built, it's time to play as per the core rules for Doodle Dice Monsters.

creepy
mask
white
d4
nullifier

Adeathacary
Black d10
↵ core

giant ball
of crush
Blue
d20
weapon

clever
cleaver
orange d6
weapon

GLOSSARY

This is all a lot of terminology to take in, huh? Some of the goblins we used to test *Doodle Dice Monsters* had to fill their… space-efficient brains with so much information that they forgot how to spell their own names! Granted, we're not entirely sure they knew how to spell their names in the first place. Still, we're pretty sure that you *do* know how to spell your name, and for the sake of preserving that particular talent, we've provided you with this handy little glossary.

Die caster- A die caster is a player. You know, like yourself. You can probably spot other die casters pretty easily. They're the guys with the pencils and dice yelling at you from across the table and telling you to hurry up and finish your turn instead of reading through this glossary. We recommend telling these individuals to calm down and let you take your time. You know that they're just jealous of how cool your copy of the *Doodle Dice Monsters* rules is.

Dice- Those are the colorful little things with all the numbers and pips on them. Truly powerful die casters can easily detect these magic-channeling devices by sensing the magical energy radiating off of them. Can't see your dice glowing yet? Don't worry. That just means you need to play more *Doodle Dice Monsters* to build up your die caster skills.

Monsters/doodle-monsters/creatures- These are the various ~~abominations~~ ~~insults to art~~ critters and characters that ~~you vandalize your paper with~~ you sketch on your paper. Basically, these are the monsters that you draw and use to fight. Not everything you draw in *Doodle Dice Monsters* is a monster, but whenever you see any of these terms, you can be sure that they're referring to the big hairy things with too many teeth that you draw and use to beat up your opponent's monsters.

Parts- Parts are essentially just bits of a monster's anatomy. Specifically, they're the bits of the monster's anatomy that its player cares about enough to invest dice in and give that bit statistics to fight with. While we use the term "anatomy" here, a monster part can be anything on the sketch of the monster from his claws to his baseball cap to his aura of magical energy. Normally, monsters can have up to five parts including their core parts. See the Creating Monsters section for more information.

Mr. Blobbykins
green d10 core

Layers of fat
Blue d12
Shield

earth shaking
stomp
d6 green
weapon

awesome
bite wound
red d4 3
shield

Walking
dead
man
red d12
core

The
Hand!
white
d8
weapon

nice
slacks
yellow d6
shield

Lightning
Halberd
yellow
d10
weapon

Elven Guard
orange d10
core

decent
armor
orange d6
nullifier

Awesome
boots
metallic
d6 shield

Slender
dragon

Blue d8
core

Invulnrable
esophagus
white
d6 nullifier

water
Breath
weapon
Blue d12
weapon

GLOSSARY (Cont.)

Investing Dice- When a player draws a part on a monster and associates that part with a certain die in order to give it statistics, associating that die with that part is known as "investing" the die into the part.

Associating Dice- When a player writes the color and number of sides of one of his dice next to the name of a part, he is associating the die with that part. This is how you give your monsters rules that let them wail on your ~~friend's~~ pathetic excuses for an opponent's monsters. Unless a special rule says otherwise, only a single die may be associated with a given part at a time.

Life- Life is simply a measurement of how much punishment a monster and its parts can take. Each individual part of a monster has a certain amount of life. The amount of life that part has is equal to the number of sides on its associated die. When a part accumulates damage equal to or in excess of that part's life, the part is destroyed, unusable, and removed from play.

In Play- Whenever a monster or some other effect has been created, has dice invested in it, or is otherwise "on the battlefield", it is considered to be in-play. Basically, if you have it sketched on a piece of paper during a game of *Doodle Dice Monsters* and it hasn't been destroyed, it's in play.

Remove from Play- Various effects can cause dice, monsters, and parts to be removed from play. When a die is removed from play, set it aside, put it in a bag, give it to an order of aesthetic monks for safe-keeping, or otherwise remove it from the playing area. These dice can no longer be used to give parts or monsters stats, can no longer be used to trigger effects, and are generally out of the game. When a monster or part is removed from play, its associated die is also removed from play.

Core/Weapon/Shield/Combo/Nullifier Die- A weapon die, core die, shield die, etc. is simply the die associated with the type of part in question. A red d20 associated with a weapon would be a weapon die, for instance.

D6/d8/d10/d12/d20- Any time a number appears after the character "d", it refers to a die with a particular number of signs. A d6, for instance, would be a six-sided die while a d20 would be a twenty-sided die.

Reserve pool- A player's reserve pool is the pile of dice they have ready and waiting to be used. It's from a player's re-serve pool that they gather more dice each round. Basically, a reserve pool is similar to a deck of cards in a card game.

Active pool- A player's active pool is the collection of dice they have available to activate abilities or create monsters with each round. If a reserve pool can be thought of as a deck of cards, an active pool is like a player's card hand.

Smelly Little Snot Ball- A person who lost their last game of *Doodle Dice Monsters*.

Talented Attractive Snot Ball- A person who won their last game of *Doodle Dice Monsters*.

Ungobliny-But-Probably-Correct Snot Ball- A person who thinks it's impolite to call your opponent a "snot ball" or thinks that "snot ball" isn't a term of endearment among non-goblins.

Super Mega Quick Reference Tables:

ORDER OF COMBAT OPERATIONS (Who does what when after someone attacks.)

STEP	ACTIONS
1.	Attacker declares his attack
2.	Defender uses pink core power if applicable
3.	Defender declares he will use a shield part and specifies which shield part he will use
4.	Defender declares he will use a nullifier.
5.	Defender uses the nullifier.
6.	If nullifier fails (if applicable), attacker rolls weapon die
7.	Defender uses black core/attacker uses white core
8.	defender rolls shield die to reduce damage
9.	Defender takes damage

NOTES: Alternate rules that simulate above behaviors occur in the same order as similar affects. So an alternate rule that allows a creature to reroll a weapon die, for instance, would always occur at step 7 since it simulates the effect of the white core die power.

CORE DIE POWERS TABLE

COLOR	POWER
Red	+1 damage with weapons per 4 sides of core die
Blue	The monster's core and shield parts take 1 less point of damage from attacks for every 4 sides its core die possesses
Green	Heal allied monster's part for 1 damage for every 4 sides its core die possesses; uses 1 action
Yellow	Take turns first in the combat phase. Multiple yellow monsters go in order of die size and resolve ties as normal
Black	Force attacking enemies to reroll weapon rolls. Functions once per round
White	The monster may reroll weapon rolls
Brown	Other monsters can't attack this monster the turn it arrives unless they also have the brown core die power
Gray/Metallic	When the monster's attacks are blocked by shields, 1 point of damage per four sides of the core die still go to the original target part
Colorless/Translucent	Mimic an allied monster's core die powers
Purple	Increase maximum active pool size by 1
Orange	Disable enemy monster part with equal or fewer sides than the orange monster's core die; uses 1 action
Pink	Force attacking enemies to attack the pink monster instead. Functions once per round

PART TYPES TABLE

PART TYPE	FUNCTION
Core	Allows a monster to exist and provides a core die power
Weapon	Attack enemy monster parts to roll the weapon die and deal the result as damage; uses 1 action
Shield	Force attacking enemies to target the shield instead. Roll the shield die and reduce incoming damage by the result. Functions once per round per shield
Combo	Grants the monster 1 additional action
Nullifier	50% chance of negating an attack targeting the monster. Functions once per round per nullifier. Cannot negate attacks targeting itself.

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