Erfworld

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In the lands of Puns, in the fires of Mt. Joke, a dark and terribly silly world was forged by the Titans, the gods of the world, the kings of rock, and the very large and glittery. Thrust into this world, so very much like a tabletop RPG, you will be put in the middle of one of the great conflicts of Erf. The Battle for Gobwin Knob, one of the fiercest wars, and with nearly a dozen sides fighting against the most strategic city in the world. You enter at the beginning of the conflict, while Gobwin Knob still has a number of cities, before Parson Gotti enters the world on the side of Gobwin Knob.

Gain 1000 CP to spend.

Origins

- Drop-In (Free)
  - A spell was cast on the same day you were transitioning to the new world. Someone was desperate to summon a warlord for a battle about to commence, and they found you.
  - **+** Drop-In may purchase both Magic and Warlord Specials
  - **–** No memories to help you get started.
  - **–** Extremely few bonuses available.
- Warlord (100)
  - As a warlord you provide bonuses to your Stack, are highly capable in fighting with weapons, and can tame feral units.
  - **+** Powerful warriors and excellent leaders of men.
  - **–** Incapable of casting Magic.
- Caster (200)
  - A rare subtype of Warlords, incapable of leadership bonuses to anything not created by their discipline, but with magical power that provides the sudden advantage through utility or surprise.
  - **+** Capable of powerful magics from the usual to the really strange.
  - **–** Leadership and certain martial abilities are not present in you.
- Bonus: Noble (100, Incompatible with Drop-In, unless you're an actual member of Nobility.)

- You are of Noble Breeding. Your stats are better, people are more likely to listen to you, and you are for some reason naturally trusted by most because of it.

Kingdom (Roll 1d8 or pay 100 CP to choose a side)

- **1: Gobwin Knob**
  - Run by Overlord Stanly the Tool and Chief Warlord Parson A. Gotti, or Lord Hamster to his enemies. Gobwin Knob is the enemy of most sides near it due to its leader's attunement to the Arkenhammer, and attempts at conquering all of them. Their advantage lies in their leaders ability to tame feral Dwagons, their nigh-unassailable capital, their Foolamancer Jack Snipe, and their Croakamancer Wanda Firebaugh.
  - **Natural Allies:** Hobgobwins
- **2: Jetstone**
  - The modern Royal Family of Jetstone, run by King Slately and his three living sons, Ansom, Ossomer and Tramennis. With a firm belief in the superiority of Royals, a vast hatred of Stanly the Plaid, and one of the largest kingdoms nearby. Their advantage lies in sheer production capability, their diplomacy with other sides, and their infantry quality.
  - **Natural Allies:** Woody Elves
- **3: Transylvito**
  - Home to Don King and his many warlords, these grey skinned, flying bloodsuckers are a terror to behold on the battlefield. Though allied with Jetstone, they are not quite as fanatic against Stanley, but are fiercely loyal. Their advantages lie in their units (most of which are able to fly), and their capitals near inability to be reached on the ground.
  - **Natural Allies:** Shady Elves
- **4: Jitterati**
  - A small, non-royal side resting comfortably in mostly obscurity, granting themselves sporadic raids against the Transylvitans. While having no particular advantages, they are enough of a nuisance that Don King will suggest the new

kingdom of Faq should attack it in a year. If you are in Valdez, there is a chance of capture by the Queen of Faq.
    - **Natural Allies:** Western Giants
- **5: Charlescomm**
    - Managed by Overlord Charlie, one of the few non-Royal sides in existence. Charlie is a shrewd mercenary man, attuned to the Arkendish, with an army of over 600 Archons, but no warlords until now. Charlie's advantages lie in the Arkendish, which allows for spying on the "calls" that Thinkamancers can make between kingdoms, and for unlimited calling.
    - **Natural Allies:** High Elves
- **6: Barbarian**
    - Under the command of Jillian, a Barbarian Warlord of enormous ferocity. You were popped in the wild and joined up with her for upkeep. Her advantages lie in her large flying strike force, with move greater than most flyers and an attack capable of fighting Dwagons, and her sheer tenacity in battle. After a year's worth of turns, she will go on to found the kingdom of Faq.
    - **Natural Allies:** Bawdy Elves
- **7: New Side**
    - A new side was formed. Perhaps a Barbarian warlord found an unused Capital Site. Perhaps the nobility were trying to made a multi-side empire to get around the diminishing returns. Whatever the case, the domain of Four Clan has arisen near the conflict, and may be sucked in at any time.
    - You have two Casters on your side. One is a Thinkamancer, capable of Caster Links, Thinkagrams, and a multitude of other useful tricks. The other is a Caster of your choice. You may choose from any magic in this Jump or on the wiki, except for Retconjuration. You may import a companion as one of these Casters for 100 CP each.
    - **Bonus:** Overlord/King/Queen (100)
        - You are the leader for the whole side, with the power of determining policy, arranging alliances, promoting units, and everything else. Non-nobles become

Overlords. You will receive a free advisor to instruct you in the "Rules" of Erfworld.
    - **Natural Allies:** Cave Twolls
- **8: Free Choice**
    - **Bonus Natural Allies:** Superfluous Elves

Warlord Specials (Caster Forbidden)

- Fabrication (50)
    - You can create simple items such as swords, baskets, furniture, and simple items within minutes from their raw materials. The more complex an item is, the longer it will take, but simple tools and weapons can be hand crafted with little effort.
- Leadership (100, Free Warlord)
    - Directly proportional to your level, this provides a bonus to attack to all units in your stack. If you became Chief Warlord of your side, this would provide a full bonus to all units in the same Hex as you, half bonus to all in the Capitol, and a third bonus to all on your Side. Nobles receive an additional +1 to leadership automatically.
    - If you'd like, you may roll 1d8 to determine your initial bonus. This is fluff only.
        - 1-4: 1
        - 5-7: 2
        - 8: 3
- Digging (200)
    - Diggers are capable of sapping the walls of enemy cities, digging through the walls directly, mining gems for the side, or creating tunnels in mountains.
- Seafarer (200)
    - Units capable of sailing a ship across ocean hexes. Seafarer units provide their own move to the total a ship can move, and a bonus to the ship's attack cannons. Non-seafarers can still board ships, but will provide no bonuses and take up crew space.
- Heavy (200)

    - Stronger versions of normal units, these have significantly better stats than the average unit of the same level and type. Unable to ride Mounts.
- Knight (300, Discount Noble)
    - Even stronger than a heavy, knights are the elite of their class, and the most prized of units. Unlike Heavies, Knights are able to ride mounts, unless the knights are heavy units.
- Flying (600)
    - You can now fly, which disregards most terrain types and movement costs. Additionally, flying units can begin attacking the tower of a besieged city before taking the outer walls and courtyard.

Magic: Warlord Forbidden. Casters receive one magic for free ,which defines what kind of Caster they are and their Primary Bonus. All other magic can be cast by any caster, but talent in other magic can only be purchased here. Magic is aligned in the axes of Erf, Fate, or Numbers, and is powered by a Caster's Juice reserve. Taking additional magic within the same axis as your first magic provides a 50% discount. Magic costs 200 CP per discipline.

- Turnamancy (Erf)
    - Magic controlling the concept of Turns in Erf. You can use your magic to Turn enemy units from one side to another, spending more juice the more you attempt to turn or the more loyal they are. You can also use the magic to reduce the number of turns needed to create a unit or groups of units.
    - **Primary Bonus**: For half the juice of a true Turning, the caster can temporarily side other units with his for a turn.
- Dirtamancy (Erf)
    - Dirtamancers are capable of creating Rock Golems (Soft, Hard, Acid, and Metal), Crap Golems, and various magical traps ranging from landmines to pits, with any kind of activation conditions you can think of. Created Golems do not fade, but also do not heal without use of Dirtamancy to heal them. Dirtamancers provide leadership bonuses to their Golems.

    - **Primary Bonus**: Dirtamancers may improve the golems they built from previous turns at 2/3 the juice cost it would take to build a new golem from scratch.
- Luckamancy (Erf)
    - Luckamancers are capable of boosting or cursing the luck of units, giving units a better or worse attack and defense at certain times, changing the outcome of battles. Changing these rolls takes away those rolls from other parts of the battlefield, which may affect the outcome of the rest of the battle in a negative way.
    - **Primary Bonus**: You now have a Luckamancy Reserve, allowing you to store the accumulated good luck stolen from up to 20 targets per week through a curse, including enemy targets.
- Shockamancy (Erf)
    - The classical spell slinger. Shocking their opponents, both literally to harm them and metaphorically to stun. Damage dealing, desensitizing, distraction, and destruction are all the primary components of shockamancy.
    - **Primary Bonus**: Shockamancers may create contained shock-blasts to distribute as hand-buzzers, or as traps. These blasts will temporarily blind and deafen units, as well as deal severe damage to the ones closes to the epicenter. Hand-buzzers can only stun a dozen or so, but the trap is only limited in size and shape by how much juice you put in it and what its triggers are.
- Lookamancy (Erf)
    - Spymasters and secret learners, the Lookamancer is unmatched in the world of intelligence. Lookamancers can see anything in the same hex as them, all the way to the way a soldier dots the I on an official report, and give units the scouting special temporarily, which allows a warlord or lookamancer to see what they see.
    - **Primary Bonus**: A Lookamancer can search anywhere in the six hexes immediately adjacent to it, and can see somewhat fuzzily into the hexes immediately adjacent to that. The more

powerful the lookamancer, the further this sense can go, theoretically over the whole world if they became powerful enough.

- Croakamancy (Fate)
    - With power over the Croaked Units on a battlefield, the Croakamancer is capable of animating the fallen and using them against their living bretheren. While the Uncroaked will diminish over time, the more juice a Croakamancer spends on it the longer they will last and the stronger they'll be. Croakamacers provide leadership bonuses to those they have raised.
    - **Primary Bonus**: Croakamancers may tap into the possible future of the unit raised, allowing it to continue on as it is for a longer period of time, and even get stronger, for the same cost as raising a single uncroaked of the weakest type. This will not create an eternal golem or undead, but it will provide a much stronger unit.
- Carnymancy (Fate)
    - Capable of reading and twisting fate to ones own designs, and possibly defying fate. Carnymancers specialize in breaking the rules of Erf, changing how a unit works a turn at a time, rendering them immune to or weak to certain things. The most tricky of the disciplines, and the most tricky of people.
    - **Primary Bonus**: A Carnymancer who learns the fate of a single unit who has had their fate foretold may transfer that unit's fate to another with their consent, so long as they are not a Side's ruler or heir.
- Predictamancy (Fate)
    - Peering through the veil of the future to see the plans of the Titans, Predictamancers see the way the world will go in broad glimpses. This will give opportunities to turn the future in your favor, or to view where to go at an unfortunate moment.
    - **Primary Bonus**: A Predictamancer can instill a fate through a prediction to a single unit. Nothing so great as "This King will croak by tripping on an exposed pavestone" or "This Warlord

will be a Caster", but little things like "This unit to be popped will have this Special" or "That enemy will have a bad sword arm in this battle". The stronger the prediction without negative consequences, the more Juice is required.

- Thinkamancy (Fate)
    - Thought and Theory. The Thinkamancer is capable of manipulating the Grandiocosmic Strings that bind all units. These "G-Strings" are capable of a grand amount of effects, from messages, mental assault and protection, and, most important of all, the Caster Link. The Caster Link is capable of binding two or three casters together, allowing them to combine disciplines and streamline thought in order to create spells an order of magnitude above the normal spell.
    - **Primary Bonus**: Excelling in the link that the Grandiocosmic Strings provide, the Thinkamancer is capable of adding additional disciplines to their link that they are proficient in. A Dollamancer-Shockamancer three Caster Link can gain an infusion from the Dirtamancy the Thinkamancer knows, and open up whole new combinations for magic.
- Dollamancy (Fate)
    - The makers of the world, the Dollamancer is capable of creating and healing golems of Cloth, Glass, and other materials from Magic alone. Nonmagical item and raiment creation, and item enchantment are two of the other focuses of the Dollamancer, allowing them to create bracers that fire Shockamancy blasts, or a Crown to increase mental defenses, or any number of other enchantments.
    - **Primary Bonus**: Dollamancy Golems may receive Patches, which heal them and improve their fighting ability in exchange for making them look somewhat mismatched. The bigger the Patch, the more time and Juice it takes to create without it accidentally weakening the unit instead.
- Foolamancy (Numbers)
    - Illusionists who see the world as it truly is. Foolamancers are capable of turning units, or even Cities if powerful enough, completely invisible, of providing sensory illusions, disguising

units as others, and even transferring what they themselves see to another.
    - **Primary Bonus**: None the fool of anyone, the Foolamancer can see from the perspective of any allied unit within the same hex as them, and can see the motivations and desires behind any unit's actions.
- Date-a-Mancy (Numbers)
    - The magic of Relationships and Hard Data, the Date-a-Mancers can quantify the stats of relationships. Changing loyalty, arranging for people to fall in love, and politics are within their purview. They can also provide likelihoods of victory in a battle between two forces, showing general ideas of how something is going to occur.
    - **Primary Bonus**: Date-a-mancers can use events that are likely to happen, and arrange things to that those events will happen in order or simultaneously. Making a group of enemies start their attack right before the doors open, thus having them shoved out of the way to prevent their first strikes from landing, is well within the realm of a Date-a-mancer.
- Weirdomancy (Numbers)
    - Just plain odd. The Weirdomancer is capable of applying or removing the Special of a unit temporarily. Things like giving a Spidew the ability to swim, or making a Dwagon no longer a flying unit in the middle of the air. Weirdomancers are also used to dispel or counter magic cast by others.
    - **Primary Bonus**: A Weirdomancer can temporarily change the stats of a unit. A heavy defensive unit could become a glass cannon, dealing out much more damage than they usually would in exchange for falling for single blows, or they could become a tactical savant in exchange for losing their ability to actually fight. Their total stat count is the same, but where it's distributed is not.
- Dittomancy (Numbers)
    - Double double, no more trouble! True, true, everything about these casters has to do with the number two. Doubling

bonuses, arrows, and even units, the Dittomancer makes any army a force to be reckoned with. However, the less juice spent on a double, the weaker it is.
    - **Primary Bonus**: Double your savings, double the fun! Dittomancers have figured out a trick to magic, and are capable of saving their energy. Every two turns that no spells have been cast, the Dittomancer gains half their current reserve of Juice to be added to their own.
- Rhyme-o-mancy (Numbers)
    - Rhyme-o-mancers are rare among casters, but their power is felt by all. Using magical music they strengthen the units on their own side, bolster courage, demoralize opponents, and even use it as an area attack against many units, driving them to insanity or deafness.
    - **Primary Bonus**: Rhyme-o-mancers may use their discipline to enhance other magics when cast. The Rythmn and tone they provide automatically to their spells frees up more mental power to strengthen spells.

Movement, Strategy, and Weapon Specials (Counter Weapons provide bonuses vs. other weapons. Warlords get Two 100 CP Weapon Special free, Drop-In's get One. Being untrained in a weapon provides damage bonuses, but no bonus to attack.)

- Short Staffers (100, Free Caster)
    - Using Staff weapons provides no particular bonuses towards attack or defense against any weapon set, but it does not receive any either, making them a good general unit for a side starting out.
- Archer (100)
    - Capable of firing or throwing missile weapons with a reasonable chance of hitting. Outside of Erfworld, gives an extreme bonus to precision and accuracy with ranged weapons.
- Stabber (100)

    - Capable of wielding a Sword or a Spear (Choose which) with reasonable skill. Swords are a counter to Axes. Spears are a counter to Swords.
- Axe Predator (100)
    - Seeking the Axe Prey at all times, the Axe Predator is a counter to Spears.
- Clubber (100)
    - These men have sealed their oaths to their rightful lord, and taken up the Club. Whether it be a mace, a morning star, or a club, the Clubber is a menace to all Heavy or Knight units.
- Tactics (100)
    - Your command over small units is impeccable, showing an ability to command up to six stacks in combat against a superior foe and win.
- Encyclopedia von Braun (100, Free Warlord)
    - You know all the rules of Erf, based on where you have vested your power. A Caster knows how every rule of magic works. A land bound warlord knows all the rules for ground attacks and sieges. An Admiral would know the law of the sea, knowing how a ship is run. Shame knowing the rules only tells you what you CAN'T do.
- Piker (200)
    - Formation strong, and sturdy under fire, the Piker is most capable against mounted units.
- Hammer Joe (300, Discount Noble)
    - Using War Hammers, Hammer Joes are the working class of the infantry. Their attacks are most useful against Knight class, Heavy class, and Mounted units, having the best of both Clubs and Pikes at the same time.
- Water Capable (300)
    - Able to move through rivers, ponds, and lakes without drowning or movement penalty.
- Mountain Capable (300, Discount Warlord)
    - Capable of climbing and fighting in all mountain hexes without penalty to movement, with the exception of High Mountains.
- Forest Capable (300, Discount Caster)

    - Able to attack, scout, and move through Forest hexes of all types.
- Flexible Mind (300, Free Drop-In)
    - The Rules of the world are only there as a hurdle, and jumping over them is your thing. While you can't break the rules of the world, you understand how to subvert the ones that harm you, or how to twist them to support you. Stacking bonus after bonus from the most unlikely of places when most warlords would stop after one or two bonuses.
- Dance Fighting (400, Discount Warlord)
    - Leading the units in your stack, or even the entire Hex if you are the ranking warlord in the hex, you are capable of providing the units with the power, of DANCE! Providing bonuses to the attack and defense of all units, acting as a force multiplier due to the coordinated efforts. Plus you look really good doing it.

Items (Discounts are 50% off)

- 3d Glasses (100, Free Drop-In)
    - Warlords throughout the game can see the stats of the units they command. This set of 3d Glasses allows for those not of this world to see the stats, specials, and names of any allied units, whether seen in person or remotely.
        - 4d Glasses Upgrade: Unless under Foolamancy, disguise, or other such illusions, these glasses can see the stats of non-allied units after observing them for a time. (100)
- 20,000 Schmuckers (100, discount Barbarian, New Side)
    - Enough for 60 turns of your upkeep, or 100 Turns of upkeep for the average mid-level Noble. You must be something special to be that expensive at first level.
- Message Hats (100, Free Warlord)
    - A pair of bi-directional sending magic hats. They can send small items, gemstones, and messages through with

impunity. Unfortunately, having the other hat is necessary to retrieve the item sent.

- Sawhorse (150)
    - A land based mount with many serrated teeth, the sawhorse is useful both in getting to new places and in getting through forest hexes/units.
- Imports (150)
    - You may bring in a Companion, with 300 CP each to spend on Origins, Specials, and Magic. You may import additional companions for 50 CP each. You may spend your own CP on companions if desired. Companion CP may not be used to purchase items, but discounts on abilities apply.
- Staff of Suckage (200, Discount Caster)
    - A large staff with a skull on the end of it. Nullifies most magic cast at the wielder, and can be used as a crude club.
- Eyebooks (200, Discount Warlord)
    - A private network of text communications and data storage, so long as you've written them down in the book. You receive four Eyebooks to work with. You create messages through writing, speaking, or subvocalizations, which can be sent to anyone on the network instantly. Can be resized to any size desired. _____
- Flying Carpet (200)
    - A magical Mount with no attack, the Flying Carpet is able to transport up to four people out of combat and one person during combat.
- Unipegataur (300)
    - A half winged Sawhorse, half Uniman, capable of flight and intelligent speech. Counts as a mount, and a companion.
- Mathamancy Bracer (600)
    - A large plastic device with a calculator watch embedded. Capable of calculating probabilities for concrete questions (Which side will win a fight?) or for abstract questions (how likely is it that I'll regret eating this Chipotle?) Extremely valuable to Mathamancy dependent sides. Essentially turns a

unit into a Mathamancer/Predictamancer, with the only limit being asking the right questions.

Drawbacks (Take up to 600 CP worth of Drawbacks)

- Stanley the Fool (+100)
    - Your fellow warlords are the largest strategic idiots ever. They'll know how to win a single fight tactically, but they'll never choose the right things to be fighting over, winning dozens of small battles of no importance whatsoever, while the enemy whittles them down by losing.
- Macroeconomics (+100)
    - Due to a curse of Titanic proportions, your side will be slowed in its production. Everything takes an extra 10% turns longer to complete, and a single extra turn if it's less than 10 turns.
- Secure™ Communications (+100)
    - It looks like someone has taken a special interest in your communications as a side, and have figured out a way to listen in on any exchange save a person talking to another person. How it is done is unknown, but it is known that one of your non-allies is doing it, whether for profit or preparation for attack is unknown.
- Lateral Thinking (+200)
    - Your opponents will be those who have been put out of their comfort zones repeatedly. They will be skilled in combined arms and unexpected assaults, from directions no conventional commander would have conceived of.
- No Portals (+200)
    - The Portal your capital has to the Magic Kingdom, where all Casters may congregate and trade their services to other kingdoms, has not opened. You have no way to hire Barbarian Casters.
- Strapped (+200)
    - Your side will be hard pressed for money for 700 Turns, and choosing between the upkeep of a single Warlord or several squads of Stabbers instead is going to be a tough one to justify without reason. There will usually be enough to keep

at current levels if you forage, but expansion is tricky without clever work.

- Jericho Wannabes (+300)
    - You are restricted to a single city to hold and work with. No matter how you try, you cannot hold an enemy city for more than a half-dozen turns. Not even Carnymancy can save you from this fate.
- Lord Hamster (+600)
    - You were summoned on the same turn as Parson A. Gotti, the Lord Hamster, the Perfect Warlord. Unfortunately, this is where things go really wrong. Parson does not necessarily start in Gobwin Knob. Whatever side you start in, he is going to be in the other. All he knows is that you're a warlord on the other side, and considering how those in-universe treat him, he's not likely to take prisoners.

Notes

- A Hex is a large land area, capable of holding large armies and 1/7th of a Capital Site. It costs a unit Move to get to a given Hex. If a unit does not have the Move to get to the next Hex, they are physically unable to move to it even if they are right on the boundary line.
- Stacks are groups of units in a collection. You get bonuses to attack per unit in each stack based on how many units are in a stack, with the bonuses stacking no higher after eight units are in a stack. Stacks do not have an upper limit, though you will usually see units in stacks of eight to provide for the most strength and flexibility.
- Capital Sites are areas which can become a capital. Cities cannot (unfortunately) be placed just anywhere, but are located on certain sites.
    - Cities are divided into Zones. The Outer Walls, The Courtyard (or Garrison), the Tower, Tunnels, Dungeons, and Airspace. The Tower, where the leadership and control of the city resides, can only be attacked from the Airspace, the Dungeons, or the Courtyard.
- Turns are the equivalent of a day. At the beginning of each turn, all allied units (including yourself) are healed (unless incapacitated or

bleeding out), though you will still feel pain from the healing process.

- Outside of this world, Turnamancy can serve to slow or speed time for individuals, groups, or areas. The faster you speed up time, or the slower you make it pass subjectively, the less objective time passes. Similarly, the larger the group of people or area affected, the less time outside the field it is passed.
- Juice regenerates at the start of a turn. The amount of Juice a Caster has is based on their level and how experienced they are (Novice to Master). Mastery of Magic occurs after something is revealed to them about their art through use or introspection.
- Casters can "Link" with a Thinkamancer, boosting the abilities of the Caster to incredible heights, or even combining disciplines in new and unknown ways. A Two Caster Link is very safe, especially if the casters know and trust each other. A Three Caster Link can be achieved, but may be dangerous to the non-Thinkamancers if the Link is broken. There has never been a Four Caster Link, all attempts have ended in the units Croaking.
- There are four known Arkentools, which have special powers to those attuned to them.
    - Arkenhammer
        - Attuned
            - Able to tame Dwagons
            - Imbues its leader with Dance Fighting
        - Might turn walnuts into pigeons
        - Might turn flying units into walnuts.
        - Currently Attuned to Stanley the Tool of Gobwin Knob.
    - Arkenpliers
        - Bonus damage to Uncroaked
        - Attuned
            - Raise dead as "Decrypted", who retain all their original stats, personalities, and do not fade. Only one unit has been recorded as having switched sides after being Decrypted.

            - Can mass animate the Decrypted, including several types that are normally unable to be Uncroaked.
        - Currently unattuned, but in the hands of Jetstone.
    - Arkendish
        - Attuned
            - Spy on communications Erfwide
            - Send unlimited Thinkagrams Erfwide
            - Can link Casters without risk, up to three Casters, without a Thinkamancer.
        - Currently Attuned to Stanley the Tool of Gobwin Knob.
    - Arkenshoes
        - Attuned
            - Can be used to be sent Home. Native units would teleport back to their capital, companions back to their original realm for the duration of this jump, and you would simply be sent to the next Jump.
            - Unlimited move per turn for a unit.
        - Current Status Unknown.
- Lose Conditions
    - Get Croaked
- Win Conditions
    - Find the Arkenshoes and leave the jump Early. The Arkenshoes are possessed by an unknown, but powerful side.
    - Live for 2500 Turns. Add an additional 100 turns every time you change sides.

Damn it, I over explained again. Why is it that I over explain the rules to a game based off a game based off a game, yet I can't write a stupid Genetics paper to the satisfaction of a professor in terms of length and description?