

Fantasy Fantasy GM GM

3-5 players

90 minutes

FFGMGM is a card game where you draft the perfect pool of fantasy adventurers to win each season's top categories. Each Adventurer has a class, which determines which categories they contribute to; a Special ability, which may change the rules or affect other Adventurers; and four different levels, which correspond with the different ages in an Adventurer's development, and determine what an Adventurer will contribute to their party.

The five heroic categories are: Sword, Heal, Steal, Nature, and Magic.

Class Name	Cat1	Cat2	
Paladin	Sword	Heal	
Assassin	Sword	Steal	
Ranger	Sword	Nature	
Warlock	Sword	Magic	
Fool	Heal	Steal	
Herbalist	Heal	Nature	
Cleric	Heal	Magic	
Outlaw	Steal	Nature	
Trickster	Steal	Magic	
Druid	Nature	Magic	

The four heroic levels are: Apprentice, Basic, Champion, Dedicate

Special abilities are: Ready, Reserve, Retired

Summary: Each season, a player drafts three new adventurers to add to their pool, and any existing adventurers in their pool grow into their next age and gain a level (or, if they are already at the Dedicate level, they retire). After the Draft, the season unfolds, with each player selecting one Adventurer at a time to add to their party, as the priority of each season's categories is revealed. At the end of the Season, players win points for their standings in each category, and then move on to the next Season. After seven seasons, the player with the most points wins.

Setup: Each player starts with an existing pool of 1 Dedicate, 1 Champion, and 1 Basic Adventurer in their pool. These may be dealt at random from the deck, or they may be a Starting Team.

Draft: Deal out the Draft Pick coins to the players, 3 to a player. Deal out 3 Adventurers per player, plus 3 more, as this Season's draft. Players take turns turning in their Draft Pick coins (starting with Draft Pick #1 and ascending) to take new Adventurers to add to their pool. At any point, players may make trades (must be announced publicly, using any combination of Adventurers, Draft Pick Coins, or even Victory Points. Once the last Draft Pick Coin has been turned in and the corresponding Adventurer added to a player's pool, the Draft ends.

Season: Shuffle and deal the Category cards face-down in a row, with the Scoring cards beneath them. All players simultaneously select one Adventurer to add to their party for this Season. Then, reveal one of the Category cards, and the Scoring card underneath it. Repeat these two steps until all players each have a party of 5 Adventurers and all 5 Categories have been revealed. Then, assess who has a majority in each category, and award the corresponding points to each player.

At the conclusion of the 7th Season, the game ends, final scores are tallied, and a winner is declared

Time: Time passes, and all Adventurers in a player's pool advance to the next level: Apprentice>Basic>Champion>Dedicate>Retired.

NOTES:

The Hero cards could be poker-sized, tarot-sized, or square. For rectangular cards, they could either be the lowest row on the card, which you could use face-down cards to underline; they could be sorted by age, aka all Apprentices are in a row, all the Basics in a row below that, all the Champions in a row below that, etc; and if you have four rows, you could have it so that only the current age row matters, or you add (and/or subtract) all revealed rows to get their current abilities; if cards are square, you can just rotate them through the ages. Square cards might make the most sense; you don't need a ton of space for card art or blocks of text. Hard to parse special abilities or retirement abilities though. Maybe they'd take up a 4-1 corner? Or they could go under the portrait/name/class.

Aging Hero Cards

Heroes are drafted one at a time to each player's Pool/Guild. From there, they may be added to a team in the course of a season. All Heroes enter the draft with their portrait side facing North, which means they give benefits based on the Apprentice edge of the card. At the end of each season, all Heroes rotate 90*. Cards that were at the Apprentice Level are now at the Basic level, and cards that were at the Basic Level are now at the Champion level, and cards that were at the Champion level are now at the Dedicate level. Cards that were at the Dedicate level

may age out, leaving your Pool to be returned to the drafting deck, or may have certain abilities that allow you to score extra points or gain a GM ability.

So the current idea is square cards with one Age per edge of card, with rotation between each age - stats are fixed, and clearly visible to all at the time of draft. Possible wrinkles: Instead of purely fixed stats, i.e. 4 Sword, perhaps they're fixed + die rolls, i.e. 3 Sword + 1d4Sword, or totally luck-based, i.e. 4d4 Sword. And if we want to obscure a Hero's long-term potential, we can combine this with another favourite mechanic of mine and make them regular poker cards with A and B (180° rotation) on one face, and C and D (180° rotation) on the back of the card. So you know you're drafting a promising Paladin, but does she end up developing into her Reliable iteration, her Hall of Fame iteration, or her Bust iteration? You won't know until you get to year 3 of having her.

Lots of ways to futz with this too. Instead of rotating at all, could just be adding cards splayed underneath each hero, from Age (splayed above the card) and Training (splayed below the card). Getting into some Alone at the Crossroads stuff there, but could be worth a shot if we want it to get fiddlier.

Variables to track: Fiddly vs ease-of-play; perfect knowledge vs partial info; fixed values vs dice-rolling/card-drawing. Lots of fun knobs to twist as we search for the perfect balance.

Scoring Categories

In FFGMGM, after drafting their heroes, they must set that season's party: Simultaneously, the players pick a hero from their pool to add to their party; then, one of the categories is revealed, along with its point value for that season. Players then add another hero, and reveal another category. This continues until four categories have been revealed - each player now has a party of four, and four of the five categories now award points.

So that's the rough gist of it, but there are lots of ways this can still be tweaked; my goal here is to capture the way fantasy players game their lineups in a non-points league to try and put insufficient eggs strategically into fewer baskets in order to win specific categories. And there's lots of ways this can still go; maybe one of the categories is revealed BEFORE hero selection, so that players can try and chase gradually revealed information. Maybe the fifth category, currently worth nothing, is what determines drafting order? Maybe the players have the option to vote for which categories will be valuable, prior to hero selection. And I'd like there to be some Hero abilities that let you sneak a peek at the face-down categories so that you can use Magic to gain a prediction advantage. Lots of fun theme-meets-mechanics experience synergy here. Just got to figure out which are the most attractive options.

Phases:

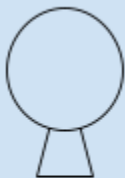
Draft

Season

Off-Season

To-Do:

- Complete Table of possible 1st-Gen Heroesx
- Create nice legible proofs-of-concept for each possible Template
- Write Script for Intro Video
- Lay out options for Points vs Cats, Helm2Helm vs Roto
- Figure out possible Wilderness/Underworld/Islander Free Agency deck



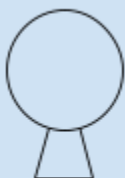
HOLDEN
[Paladin]

A: $3+d4$ Sw | $1+d4$ He

B: $2+2d4$ Sw | $2+d4$ He

C: $2+2d4$ Sw | $1+2d4$ He

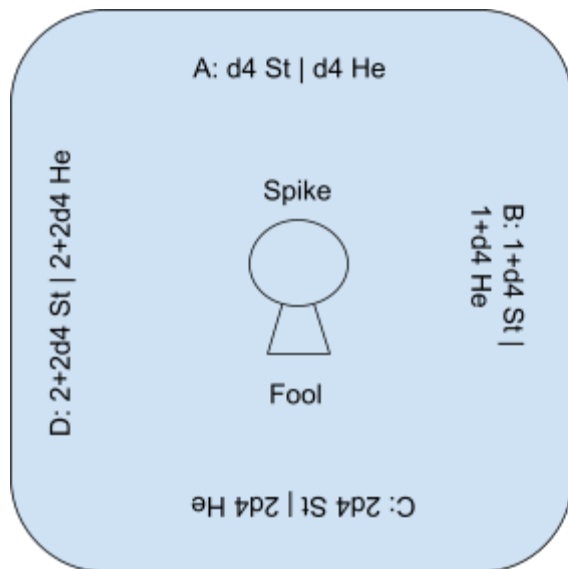
D: $2d4$ Sw | $2+2d4$ He



HOLDEN
[Paladin]

A: $3+d4$ Sw | $1+d4$ He

B: $2+2d4$ Sw | $2+d4$ He



ID#	Name	Class Cats Label	A	B	C	D	Special Ability
001	Holden	Paladin SwHe Classic	1Sw 2He	2Sw 2He	4Sw 2He	2Sw 3He	Scouting: When you draft, you may draft the top card of the Heroes deck, in addition to the Heroes in this Season's Draft
002	Shinji	Paladin SwHe Reliable	2Sw 2He	3Sw 3He	3Sw 3He	2Sw 2He	Offer Sheet: At the start of the Season, you may Offer Sheet another player's Hero. Place up to 4 VP on that Hero. That player must pay that many VP to the Bank; if they do not, move the VP you placed on that Hero to the bank, move the Hero to your Guild, and give your highest-numbered Draft pick to the other player.
003	Milliardo	Paladin SwHe Burn Quick	3Sw 1He	5Sw 1He	2Sw 1He	1Sw 2He	Forecasting: Before the start of the Season, pick one category; look at that category and its associated

							scoring card.
004	Ryan	Paladin SwHe Prodigy	2Sw 4He	2Sw 5He	2Sw 6He	1Sw 5He	Manipulate: You may swap the scoring cards of any two categories at any time before the fourth Category is revealed.
005	Spike	Corsair SwSt Late Bloomer	2Sw 1St	2Sw 1St	3Sw 3St	3Sw 4St	Rogue Mastery: When you win a category, steal 1 VP from another player.
006	Jet	Corsair SwSt Bust	2Sw 3St	3Sw 2St	2Sw 1St	1Sw 1St	Warrior Mastery: When you play a SWORD Hero, your other SWORD Heroes get 1Sw
007	Ein	Corsair SwSt Inconsiste nt	3Sw 2St	1Sw 2St	3Sw 4St	2Sw 1St	Shaman Mastery: When you win the LEAF category, gain a bonus draft pick
008	Faye	Corsair SwSt Uneven	1Sw 2St	3Sw 3St	2Sw 1St	4Sw 2St	Holy Mastery: One Hero of your choice does not age in the offseason
009	Luthien	Defender SwNa Classic	1Sw 2Na	2Sw 2Na	4Sw 2Na	2Sw 3Na	Mage Mastery: Double one stat of one Hero this season
010	Galadriel	Defender SwNa Late Bloomer	1Sw 2Na	1Sw 2Na	3Sw 3Na	4Sw 3Na	Legacy: Worth 2 VP at game's end
011	Eowyn	Defender SwNa Reliable	2Sw 2Na	3Sw 3Na	3Sw 3Na	2Sw 2Na	Scouting: When you draft, you may draft the top card of the Heroes deck, in addition to the Heroes in this Season's Draft
012	Arwen	Defender SwNa Bust	2Sw 3Na	3Sw 2Na	2Sw 1Na	1Sw 1Na	Offer Sheet: At the start of the Season, you may Offer Sheet another player's Hero. Place up to 4 VP on that Hero. That player must pay that many VP to the

							Bank; if they do not, move the VP you placed on that Hero to the bank, move the Hero to your Guild, and give your highest-numbered Draft pick to the other player.
013	Harry	Duelyst SwMg Burn Quick	3Sw 1Mg	5Sw 1Mg	2Sw 1Mg	1Sw 2Mg	Forecasting: Before the start of the Season, pick one category; look at that category and its associated scoring card.
014	Ron	Duelyst SwMg Inconsistent	3Sw 2Mg	1Sw 2Mg	3Sw 4Mg	2Sw 1Mg	Manipulate: You may swap the scoring cards of any two categories at any time before the fourth Category is revealed.
015	Hermione	Duelyst SwMg Prodigy	4Sw 2Mg	5Sw 2Mg	6Sw 2Mg	5Sw 1Mg	Rogue Mastery: When you win a category, steal 1 VP from another player.
016	Neville	Duelyst SwMg Uneven	2Sw 1Mg	3Sw 3Mg	1Sw 2Mg	2Sw 4Mg	Warrior Mastery: When you play a SWORD Hero, your other SWORD Heroes get 1Sw
017	Schaal	Fool HeSt Classic	2He 1St	2He 2St	2He 4St	3He 2St	Shaman Mastery: When you win the LEAF category, gain a bonus draft pick
018	Bamford	Fool HeSt Burn Quick	3He 1St	5He 1St	2He 1St	1He 2St	Holy Mastery: One Hero of your choice does not age in the offseason
019	Gadsby	Fool HeSt Late Bloomer	2He 1St	2He 1St	3He 3St	3He 4St	Mage Mastery: Double one stat of one Hero this season
020	Brady	Fool HeSt Inconsistent	2He 3St	2He 1St	4He 3St	1He 2St	Legacy: Worth 2 VP at game's end
021	Turmeric	Shaman HeNa Reliable	2He 2Na	3He 3Na	3He 3Na	2He 2Na	Scouting: When you draft, you may draft the top card of the Heroes deck, in

							addition to the Heroes in this Season's Draft
022	Chamomile	Shaman HeNa Prodigy	2He 4Na	2He 5Na	2He 6Na	1He 5Na	Offer Sheet: At the start of the Season, you may Offer Sheet another player's Hero. Place up to 4 VP on that Hero. That player must pay that many VP to the Bank; if they do not, move the VP you placed on that Hero to the bank, move the Hero to your Guild, and give your highest-numbered Draft pick to the other player.
023	Lemon	Shaman HeNa Bust	2He 3Na	3He 2Na	2He 1Na	1He 1Na	Forecasting: Before the start of the Season, pick one category; look at that category and its associated scoring card.
024	Sinensis	Shaman HeNa Uneven	2He 1Na	3He 3Na	1He 2Na	2He 4Na	Manipulate: You may swap the scoring cards of any two categories at any time before the fourth Category is revealed.
025	House	Cleric HeMg Classic	1He 2Mg	2Hg 2Mg	4He 2Mg	2He 3Mg	Rogue Mastery: When you win a category, steal 1 VP from another player.
026	Quinn	Cleric HeMg Reliable	2He 2Mg	3He 3Mg	3He 3Mg	2He 2Mg	Warrior Mastery: When you play a SWORD Hero, your other SWORD Heroes get 1Sw
027	Grey	Cleric HeMg Burn Quick	1He 3Mg	1He 5Mg	1He 2Mg	2He 1Mg	Shaman Mastery: When you win the LEAF category, gain a bonus draft pick
028	Hu	Cleric HeMg Late Bloomer	2He 1Mg	2He 1Mg	3He 3Mg	3He 4Mg	Holy Mastery: One Hero of your choice does not age in the offseason

029	Lea	Outlaw StNa Bust	2St 3Na	3St 2Na	2St 1Na	1St 1Na	Mage Mastery: Double one stat of one Hero this season
030	Donna	Outlaw StNa Inconsistent	3St 2Na	1St 2Na	3St 4Na	2St 1Na	Legacy: Worth 2 VP at game's end
031	Rachael	Outlaw StNa Uneven	1St 2Na	3St 3Na	2St 1Na	4St 2Na	Scouting: When you draft, you may draft the top card of the Heroes deck, in addition to the Heroes in this Season's Draft
032	Micheleangela	Outlaw StNa Prodigy	2St 4Na	2St 5Na	2St 6Na	1St 5Na	Offer Sheet: At the start of the Season, you may Offer Sheet another player's Hero. Place up to 4 VP on that Hero. That player must pay that many VP to the Bank; if they do not, move the VP you placed on that Hero to the bank, move the Hero to your Guild, and give your highest-numbered Draft pick to the other player.
033	Crash	Trickster StMg Reliable	2St 2Mg	3St 3Mg	3St 3Mg	2St 2Mg	Forecasting: Before the start of the Season, pick one category; look at that category and its associated scoring card.
034	Bex	Trickster StMg Burn Quick	1St 3Mg	1St 5Mg	1St 2Mg	2St 1Mg	Manipulate: You may swap the scoring cards of any two categories at any time before the fourth Category is revealed.
035	Kameron	Trickster StMg Prodigy	2St 4Mg	2St 5Mg	2St 6Mg	1St 5Mg	Rogue Mastery: When you win a category, steal 1 VP from another player.
036	Seth	Trickster StMg Uneven	2St 1Mg	3St 3Mg	1St 2Mg	2St 4Mg	Warrior Mastery: When you play a SWORD Hero, your other SWORD Heroes get

							1Sw
037	Kwame	Druid NaMg Classic	1Na 2Mg	2Na 2Mg	4Na 2Mg	2Na 3Mg	Shaman Mastery: When you win the LEAF category, gain a bonus draft pick
038	Linka	Druid NaMg Bust	2Na 3Mg	3Na 2Mg	2Na 1Mg	1Na 1Mg	Holy Mastery: One Hero of your choice does not age in the offseason
039	Gi	Druid NaMg Late Bloomer	2Na 1Mg	2Na 1Mg	3Na 3Mg	3Na 4Mg	Mage Mastery: Double one stat of one Hero this season
040	Ma-Ti	Druid NaMg Inconsistent	3Na 2Mg	1Na 2Mg	3Na 4Mg	2Na 1Mg	Legacy: Worth 2 VP at game's end
041	Caul	Paladin SwHe Classic	2Sw 1He	2Sw 2He	2Sw 4He	3Sw 2He	Negotiator: Player does not need to spend 1VP to acquire a Free Agent
042	Sasuke	Paladin SwHe Reliable	2Sw 2He	3Sw 3He	3Sw 3He	2Sw 2He	Skills Specialist: Once per Season when Rostering a Hero, swap the numbers of its two Stats
043	Treize	Paladin SwHe Burn Quick	1Sw 3He	1Sw 5He	1Sw 2He	2Sw 1He	Apothecary: Once per Season, when Rostering a Hero, advance their Age by 1.
044	James	Paladin SwHe Prodigy	4Sw 2He	5Sw 2He	6Sw 2He	5Sw 1He	Saboteur: At the start of the Season, select one opposing player's Hero: That Hero has -2 to each Stat
045	Angel	Corsair SwSt Late Bloomer	1Sw 2St	1Sw 2St	3Sw 3St	4Sw 3St	Briber: Before the last Category is revealed, Pay 2VP to switch one of your Rostered Heros with one from your Pool
046	Dino	Corsair SwSt	3Sw 2St	2Sw 3St	1Sw 2St	1Sw 1St	Addition by Subtraction: Once per Season, discard a

		Bust					Hero from your Pool and gain 2VP
047	Peel	Corsair SwSt Inconsistent	2Sw 3St	2Sw 1St	4Sw 3St	1Sw 2St	Busy: Once per Season, when you make a Trade, both players gain 1 VP.
048	Iron	Corsair SwSt Uneven	2Sw 1St	3Sw 3St	1Sw 2St	2Sw 4St	Face of the Franchise: If this is the only Hero in your Front Office at the end of the final Season, 5VP
049	Serena	Defender SwNa Classic	2Sw 1Na	2Sw 2Na	2Sw 4Na	3Sw 2Na	Opposition Research: At the start of the Season, choose one FO Ability; that FO Ability is nullified for this Season.
050	Lita	Defender SwNa Late Bloomer	2Sw 1Na	2Sw 1Na	3Sw 3Na	3Sw 4Na	Assistant: At the start of the Season, select another Hero in your FO and copy that Ability.
051	Amy	Defender SwNa Reliable	2Sw 2Na	3Sw 3Na	3Sw 3Na	2Sw 2Na	
052	Raye	Defender SwNa Bust	3Sw 2Na	2Sw 3Na	1Sw 2Na	1Sw 1Na	
053	Luna	Duelyst SwMg Burn Quick	1Sw 3Mg	1Sw 5Mg	1Sw 2Mg	2Sw 1Mg	
054	Ginny	Duelyst SwMg Inconsistent	2Sw 3Mg	2Sw 1Mg	4Sw 3Mg	1Sw 2Mg	
055	Cho	Duelyst SwMg Prodigy	2Sw 4Mg	2Sw 5Mg	2Sw 6Mg	1Sw 5Mg	
056	Fleur	Duelyst SwMg	1Sw 2Mg	3Sw 3Mg	2Sw 1Mg	4Sw 2Mg	

		Uneven					
057	Lu	Fool HeSt Classic	1He 2St	2He 2St	4He 2St	2He 3St	
058	Dyna	Fool HeSt Burn Quick	1He 3St	1He 5St	1He 2St	2He 1St	
059	Nan	Fool HeSt Late Bloomer	1He 2St	1He 2St	3He 3St	4He 3St	
060	Fern	Fool HeSt Inconsiste nt	3He 2St	1He 2St	3He 4St	2He 1St	
061	Avo	Shaman HeNa Reliable	2He 2Na	3He 3Na	3He 3Na	2He 2Na	
062	Palm	Shaman HeNa Prodigy	4He 2Na	5He 2Na	6He 2Na	5He 1Na	
063	Flax	Shaman HeNa Bust	3He 2Na	2He 3Na	1He 2Na	1He 1Na	
064	Sesame	Shaman HeNa Uneven	1He 2Na	3He 3Na	2He 1Na	4He 2Na	
065	Wilson	Cleric HeMg Classic	2He 1Mg	2Hg 2Mg	2He 4Mg	3He 2Mg	
066	Cuddy	Cleric HeMg Reliable	2He 2Mg	3He 3Mg	3He 3Mg	2He 2Mg	
067	Abby	Cleric HeMg Burn Quick	3He 1Mg	5He 1Mg	2He 1Mg	1He 2Mg	
068	Carter	Cleric HeMg Late	1He 2Mg	1He 2Mg	3He 3Mg	4He 3Mg	

		Bloomer					
069	Alisa	Outlaw StNa Bust	3St 2Na	2St 3Na	1St 2Na	1St 1Na	
070	Josh	Outlaw StNa Inconsistent	2St 3Na	2St 1Na	4St 3Na	1St 2Na	
071	Florence	Outlaw StNa Uneven	2St 1Na	3St 3Na	1St 2Na	2St 4Na	
072	Branch	Outlaw StNa Prodigy	4St 2Na	5St 2Na	6St 2Na	5St 1Na	
073	Bandi	Trickster StMg Reliable	2St 2Mg	3St 3Mg	3St 3Mg	2St 2Mg	
074	Locke	Trickster StMg Burn Quick	3St 1Mg	5St 1Mg	2St 1Mg	1St 2Mg	
075	Palmer	Trickster StMg Prodigy	4St 2Mg	5St 2Mg	6St 2Mg	5St 1Mg	
076	Charles	Trickster StMg Uneven	1St 2Mg	3St 3Mg	2St 1Mg	4St 2Mg	
077	Gambino	Druid NaMg Classic	2Na 1Mg	2Na 2Mg	2Na 4Mg	3Na 2Mg	
078	Bree	Druid NaMg Bust	3Na 2Mg	2Na 3Mg	1Na 2Mg	1Na 1Mg	
079	Gao	Druid NaMg Late Bloomer	1Na 2Mg	1Na 2Mg	3Na 3Mg	4Na 3Mg	

080	Pudi	Druid NaMg Inconsistent	2Na 3Mg	2Na 1Mg	4Na 3Mg	1Na 2Mg	
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FO Abilities

Scouting: When you draft, you may draft the top card of the Heroes deck, in addition to the Heroes in this Season's Draft

Offer Sheet: After Heroes age but before the Draft begins, you may Offer Sheet another player's Hero. Place up to 4 VP on that Hero. That player must pay that many VP to the Bank; if they do not, move the VP you placed on that Hero to the bank, move the Hero to your Pool, and give your highest-numbered Draft pick to that player.

Forecasting: Before the start of the Season, pick one category; look at that category and its associated scoring card.

Manipulate: Once per Season before the fourth Category is revealed, you may swap the scoring cards of any two categories.

Rogue Mastery: When you win a category, steal 1 VP from another player.

Warrior Mastery: When you play a SWORD Hero, your other SWORD Heroes get 1Sw

Shaman Mastery: When you win the LEAF category, gain a bonus draft pick

Holy Mastery: During the Offseason, when Heroes age, one Hero of your choice does not age. You may not target the same Hero more than once with this ability.

Mage Mastery: Once per Season before the fourth Category is revealed, Double one stat of one Hero.

Legacy: If this Hero is in your Front Office at the end of the final Season, gain 2 VP.

Negotiator: Player does not need to spend 1VP to acquire a Free Agent

Skills Specialist: Once per Season when Rostering a Hero, swap the numbers of its two Stats

Apothecary: Once per Season, when Rostering a Hero, advance their Age by 1.

Saboteur: At the start of the Season, select one opposing player's Hero: That Hero has -2 to each Stat

Match Fixer: Before the fourth Category is revealed, Pay 2VP to switch one of your Rostered Heros with one from your Pool

Addition by Subtraction: Once per Season, discard a Hero from your Pool and gain 2VP

Busy: Once per Season, when you make a Trade, both players gain 1 VP.

Face of the Franchise: If this is the only Hero in your Front Office at the end of the final Season, 5VP

Opposition Research: At the start of the Season, choose one FO Ability; that FO Ability is nullified for this Season.

Assistant: At the start of the Season, select another Hero in your FO and copy that Ability.

v2 FO Abilities Legacies

Sw

[Grit +2Sw] [Deadline Deal Make a trade offer to another player; if accepted, both gain 1VP]

[Changing of the Guard Discard another Legacy, gain 1VP] [Reinforcements Draft a Free Agent without paying VP] [Blade Mastery +1 Sw per Sw Legacy you have, not including this]

St

[**Sabotage** -1(any) for another player] [**Line Change** Swap one Hero in party with one Hero not in party] [**New Rules** Swap two scoring cards] [**Bait and Switch** Any time you play a Legacy, you may swap another Legacy for this one] [**Skulk Mastery** +1 St per St Legacy you have, not including this]

He

[**Parity** Move 1VP from one opposing player to another] [**Rejuvenate** Move one Hero back by one age] [**Interdiction** Cancel out all other Legacies played this turn] [**Denial** No one scores 2nd place VP this Season] [**Holy Mastery** +1 He per He Legacy you have, not including this]

Na

[**Retire** Retire one Hero, gain 2VP] [**Grizzled Experience** Move one Hero forward by one age] [**The Hunt** Claim the Bonus Draft Pick] [**Cataclysm** All players return one Hero from their party] [**Wild Mastery** +1 Na per Na Legacy you have, not including this]

Mg

[**Cantrip** +1(any)] [**Retool** Swap the two stats of one Hero] [**Quick Study** Copy one other played Legacy] [**Clean House** All players discard one Legacy] [**Arcane Mastery** +1 Mg per Mg Legacy you have, not including this]

Synopsis

In Fantasy GM Squared, you manage a Guild of Adventurers. Each Season, the populace needs different kinds of Heroes; Draft your Pool and Roster the perfect Team to win each Season's most valuable Categories. After seven Seasons, the GM with the most victory points is the Grand Magistrate GM, and the winner of the game.

Setup

Give each player a Guild Board, and determine the First Player randomly. Give each player Draft Coins, and a Waiver Marker based on their position in the turn order (highest going to the First Player, second highest going to the second Player and so on). Shuffle the Hero deck and deal three Heroes to each player. Players decide which Hero will be at each of the first three ages; Apprentice, Basic, and Champion, one per Age. Deal out the Heroes for the first draft, and the game begins.

Structure

The game is played over the course of seven Seasons, following this structure:

- Draft: Players recruit Heroes
- Season: Build Teams from Heroes in a player's Pool, score based on winning Categories
- Off-Season: Heroes age, setup for next Draft and Season

The Draft

Deal out 3 Adventurers per player, plus 3 more, as this Season's Draft Class. Players take turns turning in their Draft Pick coins (starting with Draft Pick #1 and ascending) to take new Adventurers to add to their pool. At any point, players may make trades (must be announced publicly), using any combination of Adventurers, Draft Pick Coins, or even Victory Points. Once the last Draft Pick Coin has been turned in and the corresponding Adventurer added to a player's pool, the Draft ends. Return all Draft Coins to their original owners. Any Heroes not drafted are moved to Free Agency.

The Season

Shuffle and deal the five Category cards face-down in a row, with the four Scoring cards in a row under them (there will be no Scoring card beneath the fifth and final Category). Reveal one Category, and the Scoring card under it. Then, all players simultaneously select one Adventurer to add to their party for this Season. Repeat these two steps until all players each have a party of four Heroes and all five Categories have been revealed. Then, assess who has a majority in each category, and award the corresponding victory points to each player.

Free Agency

During the Season, players may still acquire Heroes. They may trade for them, or they may pick up undrafted Heroes out of Free Agency, by using Waiver priority. Undrafted Heroes join the Free Agency Tavern, where they age every season as normal. Any player may place a Waiver Claim on an undrafted Hero - when they do so, they place their Waiver Marker on the Hero; any other player with a lower-numbered Waiver Marker may place their own Waiver Marker on the Hero. Once all eligible players have placed their Waiver Marker, the lowest-numbered Marker's player takes the Hero, returning 1VP to the supply, and then takes the highest-numbered Waiver Marker. Each other player then takes the next lowest Waiver Marker of the one they had.

The Off-Season

Set the Drafting Order, based on who received the fewest points in the previous Season.

Time passes, and all Adventurers in a player's pool or in Free Agency rotate and advance to the next level: Apprentice>Basic>Champion>Dedicate>Retired.

Heroes that are at the Dedicate level do not rotate again, but are instead flipped to the Retired side, and a player may add that Hero to their Front Office. A player may have a maximum of seven Retired Heroes in their Front Office, and must discard down to seven before the Draft. Discarded Retired Heroes, and Retired Heroes in Free Agency, are sent to the discard pile next to the Draft Deck.

Game's End

At the conclusion of the 7th Season, the game ends, final scores are tallied, and the player with the most Victory Points is declared the Winner.