

#MagicalIdolTime OOC Information

Objectives

Clear the overgrown flowers of corruption - represented by plant overgrowth - from the Heart by letting in light.

Some rooms have miniboss encounters. **These are optional**, though leaving a room where a miniboss has spawned without defeating it will mean that the boss is still there if and when the room is re-entered. Defeating a miniboss will result in the room being cleared of overgrowth, represented by that specific location becoming illuminated by daylight.

Players will have **4 hours** to explore the Heart before regrouping for the final boss encounter.

Items and Imeeji Powers

Players retain their cell phones, which can be used for communication. All other outside items, as well as purchased unit powers, are unavailable.

Combat

It is ICly known that **joint attacks do more damage than solo ones**. It is possible to fight battles alone, but they will be considerably more difficult than with a companion. Think Cures Black and White, not so much Sailor Moon. Players teaming up to deliver joint attacks will gain a **3x multiplier** on all rolls made in concord with a teammate. These rolls should all be considered individually, so a roll of 2, 4 and 5 would be written as **2 + 4 + 5** making two hits and a miss, and **not** as a combined roll of 11.

During combat every player gets two actions per turn – one defensive and one offensive. Offensive attacks count as **one move** for **one player** even if they pair up to deliver an attack, and the supporting player does **not** have to make their own tag before an action. The second player is then free to form their own team during their turn and deliver their own joint attack with another player. **TL;DR: it's basically Buddy Bond, but you don't lose a turn on setup and as long as your partner is 'there' - ie: mentioned in your tag - you cannot fail.**

A **solo move**, whether offensive or defensive, is counted on **1 x D6**.

Offensive joint moves are counted on **3 x D6**. Defensive rolls remain on **1 x D6**.

Shouting your attack name gets a **+1 Modifier** to **one offensive dice roll** per turn, even if you are using three dice: a roll of 2 + 4 + 5 could therefore be modified to 2 + 4 + 6, but *not* to 3 + 6 + 7.

Damage is calculated as follows:

Roll	1	2	3	4	5	6
Offensive	+0 Damage	+0 Damage	+0 Damage	+1 Damage	+2 Damage	+3 Damage
Defensive	-3 Damage	-2 Damage	-1 Damage	-0 Damage	-0 Damage	-0 Damage

Unlike minibosses and bosses, player characters do not have pre-determined HP because I'm dyscalculic and this is about as much math as I can keep up with while running. Please use your own discretion when calculating how much damage your characters have taken, and if or when they will need to be healed or drop out of the fight.

Impocalypse Rules are in play for miniboss and boss attacks, with blockable attacks indicated in Boss Action tags using **Green Text**, and unblockable ones in **Red Text**. Please roll for damage on **1 x D6** if an attack connects.

Attack Types and Names

All attacks are elemental-based. Please pick a single element at the start of the round out of the following list of options:

Earth
Air
Wind
Water
Shadow
Light

All attacks are statted the same because I hate math with a passion, so this choice is **entirely cosmetic** and will **not** affect your ability to participate in any way. Feel free to pick whatever sparks the most joy! A list of basic attack names for each element is listed below. These can have **any effect you want** as long as it's consistent, but if you would rather not worry about what each attack does, effects have been provided. **If you think you have a better idea for a spell, or for what you wish a spell to achieve, please feel free to use it!** Live your best life.

Earth

Hyperion Lance

A stone lance thrown at the enemy. Does piercing damage.

Stone Screw Blaster

A barrage of spiral stones fired in quick succession.

Geo Landslide Strike

Rocks fall, baddies die. Or at the very least get a few nasty bruises. Can cause stunning.
Crashing Terra Quake
The earth moves. Can cause knockback.

Air

Aery Drive Acceleration
A spinning ball of wind
Sparkling Cyclone
A spiraling blast of wind directed forward in a cone shape. Can cause knockback.
Zephyr Wand Beam
Create a single bolt of fast-moving air. Does piercing damage.
Lovely Whirlwind Illusion
Target is lashed by piercing winds. Petals included simply for the aesthetic. Can cause stunning.

Fire

Burning Fever Flash
A single burst (or ball) of spinning fire fired at the target. Vanishes on impact.
Solar Barrage
Fire rain falls, baddies... have to deal with the fact it's raining fire. Can cause burns.
Cinder Fusion Blaze
Flamethroweeeeer! Shoots fire in a direct line in front of the caster.
Force Flare Incinerator
A pillar of fire erupts from the ground beneath the target. Can cause knockback.

Water

Aqua Bubble Rush
A stream of bubbles is fired at the target. Does impact damage.
Hydro Force Cascade
A pulse of water is fired at the target. Can cause stunning.
Barrage Wave
A tidal wave washes over the enemy. Can cause knockback. Does make the target wet.
Neptune Trident Jet
A bolt of water in the shape of a three-pronged trident. Does piercing damage.

Shadow

True Midnight Eclipse
A cloud of darkness spreads to engulf the target and saps their strength.
Tricky Strike
Veils the user in shadows; a quick physical attack designed to confuse and stun the enemy.
Umbra Phantom Blast
A ball of churning darkness is fired at the target.
Night Bane Reaction
Dark spirits surge from the earth and spin about the target. Can cause knockback.

Light

Sparkling Star Aura

A barrage of stars is fired at the target. Does multiple points of light piercing damage.

Luminous Prayer

Shafts of light spring from the ground. Can cause knockback.

Gleaming Blessing Conjuration

Traps the target at the center of a storm of light. Can cause stunning.

Heavenly Flash Salvation

A flash of light detonates above the target's head. Saps strength. Can cause blindness.