

Color Quest

- RULEBOOK -



COLOR WARZ®

FLUO®
= CRAFT =



A game by Fabien Friess under Color Warz © licence / V1.1

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The Origins

In the beginning Mana, the pure and magical star, shone from the edge of the universe.

Kaos, the greedy and destructive god of Nothingness, hunted for this great source of energy. Fortunately Gaia, the goddess of life, used all her strength and power to protect and nurture Mana.

The World Tree

The constant battling with Kaos consumed the vital forces of Gaia. Exhausted, she eventually slipped into a deep sleep. Kaos took this opportunity to grasp Mana but was rejected by it. The contact between the two powers created a blast of pure energy that consumed the Gods.



When light faded, the three entities had disappeared. In their place was Khroma, a young planet bathed in magic and dominated by a gigantic tree with multicolored leaves.

The Ancient Kingdom

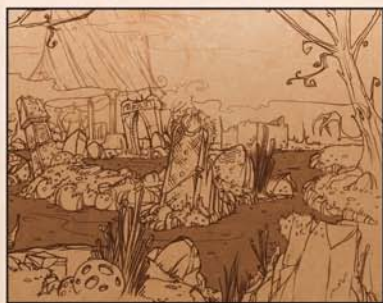
Almost immediately the World Tree began to bud and brought the first beings into this new world: the immortal and noble Ancients who chose to live at the feet of the World Tree. Over time these small settlements flourished and became cities that in turn expanded and finally merged to become a Kingdom encircling the World Tree's trunk.

The leader of this growing civilization, a great warrior and a powerful wizard, known as the Light King. He was the defender of the peace and prosperity of the Kingdom. He in turn had three children. Each of which led one of the great temples. Those of Justice, Spirit and Knowledge.

The Cursed Forest

Beyond the Ancient Kingdom stretched a lush and primeval forest. The few Ancients that tried to cross it were never heard from again and many dark legends sprang up about this place. It came to be known as the Cursed Forest.

The Light King decided to mount an expedition with his best troops to solve the mystery of the forest. Only one of them came back and he had been driven insane. He raved about an ambush, small creatures wet and mad that can multiply themselves and root-women that eat Ancients.



A short time later, this threat was revealed. Mushrooms and starved Mandrakes began to flood out the Forest to invade the Ancient Kingdom and try to destroy it. The Ancients quickly understood that those dark creatures were highly organised and were operating under the command of their mistress: Fongia, the mushroom queen.

The War

In response to this threat the Light King began to raise an army. The purpose of the great temples changed to produce the much needed troops.

The temple of Justice became the temple of War and trained the Infantry.

The temple of Spirit became the temple of Insight and produced Scouts.

The temple of Knowledge became the temple of Magic dedicated to training Wizards.

The war raged but the sheer number of Mushrooms combined with the ferociousness of the Mandrakes overwhelmed all resistance. The few scattered surviving veterans including the children of the King attempted a desperate raid into the heart of the Cursed Forest. Despite the hordes of Mushrooms opposing them, they found Fongia. Sacrificing the last of their energy to unite their powers they destroyed the Mushroom Queen.

The World Tree Sanctuary

With his children lost and his armies defeated the Light King retreated to the World Tree. As his kingdom fell around him he descended into madness. In his wanderings he discovered a hidden cavern deep in the heart of the tree: The Sanctuary of Colours.

The floor was covered with ribs and tubes filled with black paint. These veins were connected to the Plant Prism that broke down the black paint into the three primary colours (red, blue, yellow) to feed the tree.



The Prism radiated a tremendous magical power. The King saw a limitless source of energy and perhaps a way to rebuild his Kingdom. As he touched the prism it ceased creating the 3 colours and pure black paint began to run from its base with increasing strength. Corrupting everything it touched the flood poured out of the Sanctuary and oozed down the trunk of the World Tree. The black torrent quickly reached the surface of Khroma and engulfed the Kingdom of the Ancients.

The Wooden King

The King managed to pull his hand from the prism before being entirely consumed and the flow of black paint gradually decreased. It eventually stopped and the prism returned to normal. However, the structure of the prism had changed. It now created 6 colours: three primary colours (red, blue and yellow) and three secondary colours (green, orange and purple).

The King collapsed, riddled with black paint. His once strong body was now a mere skeleton of wood, but he was alive. The Mandrakes, who had lost their queen, found him and saw in him a new master. They gathered up the bones and brought him into the heart of the Cursed Forest.

There was almost nothing left of the Light King but his life was being sustained by a powerful and dark force emanating from the black paint. While waiting to recover his strength, the deposed king sat on his throne, surrounded by his new subjects: Mandrakes and Mushrooms.

He still waits to take his revenge. He has become the Wooden King.

Khromaz and Paint Brawl

The World-Tree is sick; the black paint continues to corrupt its roots. Knowing that the end will come soon it tries to save itself. Using the last of its strength, it puts colour into seeds and lets them fall on Khroma.

Each seed grows into a Khromic Tree of one of the six primary or secondary colours : red, blue, yellow, orange, green or purple.

Like fruits on their branches a new people grow. These small creatures are called Khromaz. They are completely innocent and gather in clans according to their colour.



The tribes of Khromaz live in villages built around each Khromic Tree. They farm paint berries which are the main food source. If they eat a berry of another colour however, they change to that colour and must move into the corresponding clan.

While it is a peaceful society they do have combatants and each clan regularly challenges the others in organised battles. The losers becoming members of the victorious clan. The Khromaz fight each other using paint that changes the colour of their opponent, colour showing which clan they belong. The greatest combatants become the tribal chiefs.

The Khromaz never venture into the Cursed Forest. They do not know what happened there nor do they know of their ancestors: the Ancients.

Soon the threat that dwells there will be revealed to everyone.

However there is a symbol of hope. A strange being travels all over the world, Old Oak, a seed of the World-Tree. He tests the Khromaz to find The One, the only Khromaz who may save his people from the dark by unifying all colours.

Color Quest - A new Quest

Oak finally found his new disciple in the person of the Chosen One. Their Quest will now begin.

Although the Chosen One has real potential, especially at the level of his mastery of white magic, he is nonetheless inexperienced. At the beginning of his formation, he is of a level less than or equal to that of the other Oak's followers namely the Ninja, the Cleric and the Monk.

In order to reveal his true power, Oak will have to escort the Chosen One to Ancients Temples and then to the Sanctuary where a final trial awaits.

But it is without counting on the Ronin, the Fallen One, who betrayed Oak and will do everything he can to put an end to their Quest.





Color Quest - Season 1 : The Cursed Forest

This first season takes place in the Cursed Forest. It is a dark and disturbing place that contrasts with the colourful meadows usually known to the Khromaz. Here, all is silence and desolation. There is (it seems) not a living soul.

Fortunately for our adventurers, the Kadamas illuminate the way of the heroes and bring a little life. Far away, behind the silhouette of the clawed trees, one hears disturbing grunts and deaf crackles. Oak knows himself threatened and that time is playing against him.

The Wooden King regroups his forces and had found in the person of the Ronin a spiritual son who can guide his army to celebrate the advent of Kaos on Khroma.

Oak does not yet know what machiavellical plans the Ronin set up but the union of his former favourite follower with the forces of evil does not bode well. Especially with the new alliance of fungi and their fungal alchemists. The war is likely to become total and to drag Khroma into his downfall.

In order not to be spotted, Oak decided to set up small groups of scouts who will be able to infiltrate far into enemy territory. Each mission counts: whether it is the pillage of enemy resources, the capture of strategic points or more directly the destroying of enemies encountered on their way. The objective is to pass the Cursed Forest to reach the Black Swamp, then Ancients Temples and finally the Sanctuary. The Forest is sinuous and malevolent, it is necessary to be on the lookout.

First reports of the scout groups led by Oak's Followers indicate that the Ronin and his alchemists develop a terrifying weapon. A Khromaz with titanic proportions, capable of pushing the walls and uprooting the trees. Every minute counts to identify this threat as quickly as possible and find a way to counter the plans of the Wooden King and his minions.

The Ronin is a formidable opponent. Proud and clever, he will avoid frontal confrontation until victory is within reach. Conversely, Oak can not yet protect himself behind the Chosen One who does not have all his power. It will therefore be exposed and it will be necessary to renew vigilance.

Several valiant Khromaz have made themselves volunteers to escort Oak and the Chosen in their Quest. All castes and clans are represented. A new Red Chef has been appointed to replace the Chosen.

This is now time to say good-bye in the villages Khromaz and the small group of Heroes is about to accomplish its destiny.

II°/ INTRODUCTION



Color Quest is a Skirmish game with miniatures bases on Color Warz universe.
Events takes place between those described in Paint Brawl and Dark Threat boardgames.

Oak has just found the Chosen One and must accompany him to Ancients Temples to find ancient artifacts and reveal all his abilities. However, the journey will not be easy as the Ronin, a former disciple of Oak, will stand in their way and try to end this quest.

The game propose various scenarios and allow player to incarnate two camps : **Gaia's Wardens** with Oak, the Chosen One and Khromaz combatants or **Kaos Legions**, led by Ronin (The Fallen One) and his minions.

Choose a scenario first, then form your team and finally place elements on game board.

III°/ AIM OF THE GAME



A°/ Scenarios

This first rulebook edition (1.0) deals with the main scenario : supremacy.

Other scenario will come with new Color Quest campaigns

- Supremacy : be the first to increase your Hero's power level and to knock out opponent's Hero.
- Harvest : be the first to harvest the needed Kadamas dices amount
- Escort : place your Hero at the right place
- etc.

B°/ Supremacy level 2

Be the first to increase your heroe's power to level 2 and to knock out opponent Hero.

IV°/ GAME MATERIAL



A°/ Material details

- **x2 livrets de règles Color Quest**
x2 Printed rulebooks (x1 and x1
- **x120 Jetons de couleurs (29mm)**
x120 Coloured Tokens (29mm)
 x15 x15 x25
 x15 x15 x5
 x15 x15
- **x8 Dés de couleurs (16mm)**
x8 Coloured Dices (16mm)
- **x4 Plateaux de jeu**
x4 boards parts
- **x15 Tuiles de jeu**
x15 Game tiles
x3 Buissons x3 Bushes
x3 Tunnels x3 Tunnels
x4 Murs x4 Walls
x2 Coffres x2 Chests
x3 Tas d'os x3 Wooden Bones
- **x18 Cartes item**
x18 Item Cards
- **x2 Planches Kadamas**
x2 Kadamas Boards
- **x16 socles noirs 25mm**
x16 miniatures stands 25mm

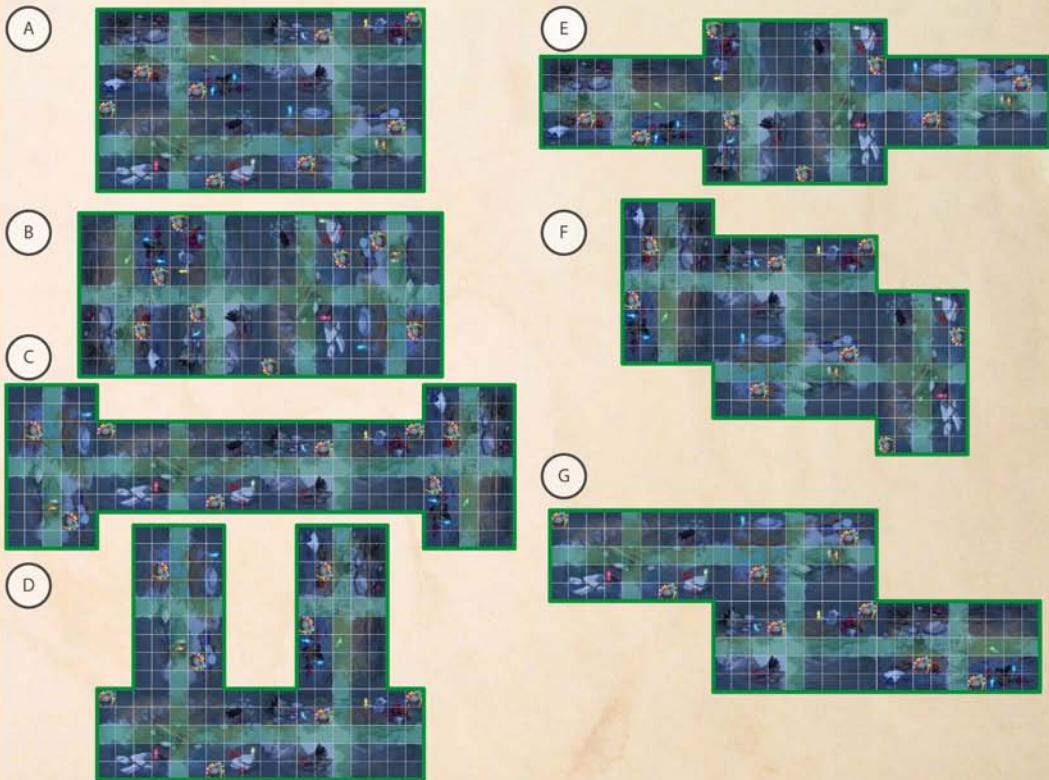
B°/ Game board

The game board consists of x4 fragments of trays of 45 squares each (9x5 squares).
Each board part consists of empty boxes (majority) and special boxes (see Tiles section on page 13).

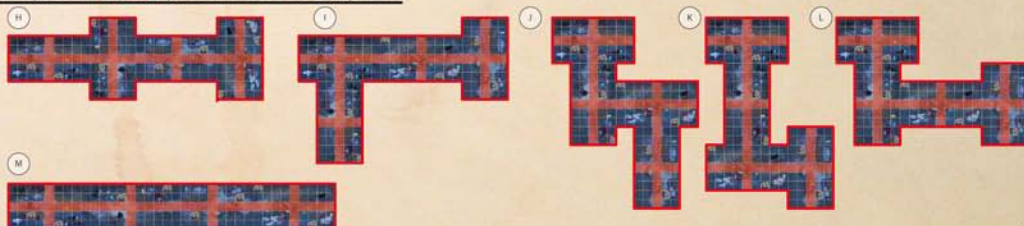
Each board part has two sides. The layout of the "crystal" squares varies according to the face.

The board map can be configured in different ways but it is always necessary that the main axes of the board parts match to ensure that the placement is correct.

Examples of **valid** provisions of board parts :



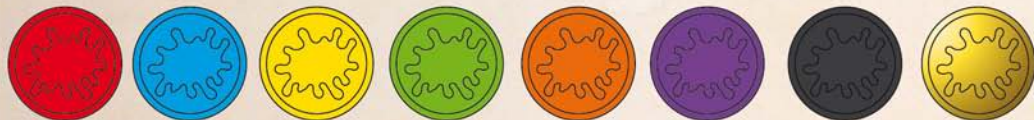
Examples of **invalid** provisions of board parts :



C°/ Coloured tokens

Coloured tokens (of 29mm diameter) are used to represent the paint puddles in game and to indicate the colour of each character.

There are 8 colours :



Red

Blue

Yellow

Green

Orange

Purple

Black

Gold

- A token placed on an empty square represents a paint puddle
- A token placed under a miniatures indicates its colour and the player that controls it

Gaia's player controls 7 colours : red, blue, yellow, green, orange, purple and gold while Kaos player controls only one colour : black.

The behavior of paint puddles in game is detailed later in the rules (see page 19).

D°/ Kadamas Dice



Kadamas are small magical spirits that populate the universe of Khroma. They allow players to perform special actions or trigger powers and events. For example, when a Kadamas merges with a paint puddle, this gives a mini Golem.



Kadamas also worship Oak as a God and we find them among the characters who use magic. The stronger the wizard is, the more Kadamas live around him.

In Color Quest, they are represented by colour dice.



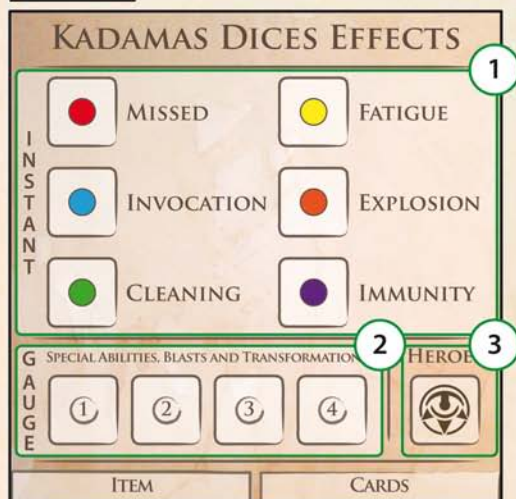
Whenever one of your characters moves on a "Crystal" tile, you get a Kadamas Dice. You can also recover Kadamas Dice by performing an attack of the corresponding Dice colour directly on the tile.
Example: The yellow hunter shoots one paint puddle on a crystal square occupied by a Yellow Dice.

These dice can be used in different ways (see chapter below). For this you should refer to the board "Kadamas Dice Effects" page 12 (one per camp).



E°/ Kadamass boards

Boards details



Gaia's player Kadamass board



Kao's player Kadamass board

Kadamass Dice effects

When you move to a "Crystal" square, you get Kadamass Dice that are there.

You must then choose how this Dice will be used. To do this, you have 2 possibilities:

- Affect it on the «Instant» section (1), in this case, place the dice on the corresponding colour
- Affect it on the «Gauge» section (2). This gauge will allow you to produce special power (special abilities, Blasts and transformations) depending on the character's profile and the number of dice you have.

Note that the all set of dice (Instant, Gauge and Hero) can also be used and combined to reproduce effects of some potions (see page 14) but we will return to it later.

« Heroes » section (3) correspond to the «Kadamass» passive power (see page 36) and bonus/malus system.

Kadamass Dice Regeneration

Each time a player retrieves a Kadamass Dice, the other player rolls a new Dice and places it on one of the free "crystal" square of the corresponding board part. If all crystals are occupied by characters or there is no more available dice, there is no new dice.

When a Hero changes level (evolution or regression), players check that each board part has a Kadamass Dice on it. Otherwise, the player whose hero has just changed his level throws and places one (or more) new Dice.

KADAMAS DICE EFFECTS

Correspondence table between Kadamas dice colours and effects



Fatigue - *Play it when you want*
Cancels the movement of an opposing character.

Missed - *Play it when you want*
Cancels **an attack** by an opposing character.
Note : do not concern special abilities, Blasts or offensive movements.



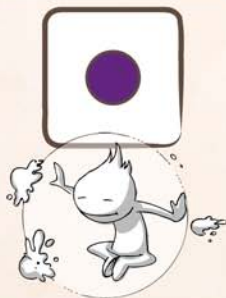
Cleaning - *Play it during your turn*
Remove 3 paint puddles of any colours from the board **or** knock out target invocation.

Explosion - *Play it when you want*
Target invocation or spirit explodes.
See page 21 for consequences of an explosion depending of the miniature : small golem, Golem, Clone, Skeleton or Spirit.



Invocation - *Play it during your turn*
An invocation is invoked in game.
Played by Gaiá's player on a paint puddle, this is a small Golem. Played by Kaos's player on a Bones Tile, this is a Wooden Skeleton.

Immunity - *Play it when you want*
Cancels the effect of a Kadamas Dice of which you are the target, including immunity.



F°/ Game tiles

Tiles details



Paint Bush tile



Treasure Chest tile



Crystal tile



Wall tile



Wooden Bones tile



Tunnel tile

Tiles effects

Tiles are special squares that interacts when characters moves on it.

Below you will find the detail of Season 1 tiles and their effects :

- **Paint Bush** : Character controlled by Gaia's player can change its colour.
Character controlled by Kaos is considered as Invisible (see Invisibility Potion page 14)
- **Treasure Chest** : player that controls corresponding character gets one card from item cards (see next page)
- **Crystal** : player that controls corresponding character get the dice on the square
- **Wall** : a character placed on a wall is affected with specific rules (see page 20)
- **Wooden bones** : this tile allow to create a Wooden Skeleton (see page 21)
Note : Kaos player can place Wooden Skeletons at game's start (1pt 1/2 overcrowding).
- **Tunnel** : characters can use it to appear on another free tunnel of the board.
Remarque : if no other free tunnels, this action is ignored.

Wooden Bones : A Wooden Bones tiles that gets in touch with black paint becomes a Wooden Skeleton.
Colour Paint has nos effect on Wooden Bones tiles.

Special rules regarding tiles

- At the end of the turn (sequence 4), all paint puddles placed on tiles (whatever the color) are removed.
Note : Crystals are considered as tiles.
- A character who starts his turn on a tile **must** move
- If a character occupies a tile at a time when an effect is to be applied to it, that effect is ignored for example, the appearance of Kadamas Dice on an occupied tile.

Note: new game tiles will appear as the seasons go by.

G°/ Item cards

Items cards allow for additional and exceptional actions. They are retrieved via the "Treasure Chest" tiles when a character finishes moving on this type of tile.

The recovered card can be used immediately or later. This is indicated on the card profile. You can store up to two item cards, no more.

During your turn, you may sacrifice two item cards to draw a new one. You can also reproduce the effect of the cards below by using the corresponding Kadamas dice.



Item cards details



Potion of Strength - *Play it during your turn*
Target character can attack twice during this turn.

Potion of Mana - *Play it during your turn*
Gaia player : Paint invocation evolves (see evolution page 20).
Kaos Player : Target Wooden Bones becomes a Wooden Skeleton.



Potion of Celerity - *Play it during your turn*
Target character can move twice during this turn.

Potion of Dexterity - *Play it when you want*
Target offensive action if canceled.
This concern Attacks, special abilities and Blasts.
Note : a movement from an invocation (Slug) that is made to paint is considered as an attack.



Potion of Invisibility - *Play it during your turn*
Target character can not be the target of an offensive action (attack, special ability or Blast) until the next turn.

Potion of Polymorphy - *Play it when you want*
Target Khromaz can change its cast.
Replace it by another Khromaz.



V°/ RECRUITING YOUR CLAN

Before each game, you must build your adventurers team according to your tactics and the figurines you have. You are also limited by a number of points depending on the scenario.

For a standard game, you have 8 points (pts) to be distributed according to the team structure diagram.

A°/ Characters profiles

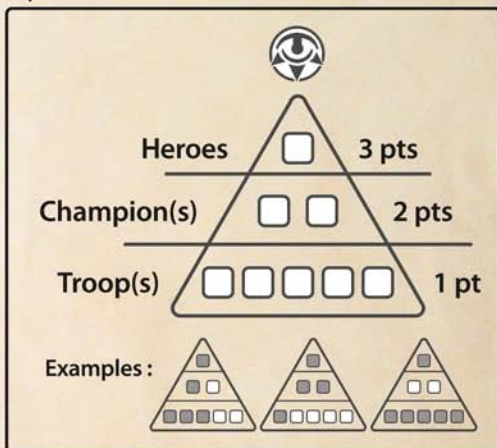
Each character has a type of attack and a move. Most characters also have a special ability and a Blast (powerful combo). Heroes also have access to a "passive" ability.

All of these parameters are detailed in the "Armies List" section (page 37).

B°/ Team details

You must follow the following diagram and the following rules to build your clan:

- Heroes cost 3 pts each and are unique.
- Champions cost 2 pts each (maximum two in a clan)
- Troops cost 1 pt each (maximum five in a clan)



Invocations are considered as troops, but they occupy more or less space (see chapter "Overcrowding" below).

Note: Heroes and Champions are unique. There can not be two identical models during a same game.

Example: If the Gaia player takes the Ninja, the Kaos player can not take the Doomed Ninja.

Note: for this first season, we used 8 pts (2 pts per quarter of the board) available. Biggest battles (12-14 pts) are under study for next seasons and some scenarios.

C°/ Overcrowding



By default, most miniatures only occupy one slot in the team composition scheme. This notion is called "Overcrowding". A cumbersome miniature (like the Koloss) will occupy several slots in the team diagram while a small miniature (like the small Golem) will occupy only a half

Overcrowding is indicated on each miniature profile (see chapter Armies lists on page 37).

In any case, the number of slots presented in the team structure diagram can not be exceeded.

If your team composition does not allow you to reach the number of points indicated, the half point or point is considered lost. You will start the game with one (in the case of a half point missing) or two item cards (in the case of a missing point) in this case to balance the forces.

D°/ Distribution of miniatures per camp

Some miniatures can be used by both camps, but the majority are affiliated to a specific camp. Here are how the miniatures are distributed:



Gaia's Wardens Camp



Kaos's Legions Camp

Heroes list



Oak lvl 1



Oak lvl 2



Chosen One lvl 1



Ronin lvl 1



Ronin lvl 2

Champions list



Chief



Matriarch



Cleric



Doomed Chief



Doomed Matriarch



Ninja



Monk



Domesticated Koloss



Doomed Ninja



Doomed Monk



Doomed Cleric



Savage Koloss

Troops list



Warrior



Hunter



Shaman



Wooden Skeleton



Smasher



Ranger



Mystic



Crusader



Bomber



Djinn

Invocations list



small Golem



Paint Golem



Paint Clone



Wooden Bones

Profiles with two icons represent characters with several poses for the same model.

Note: new entries (miniatures) will appear as editions goes by.

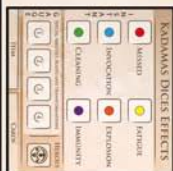
New Alpha and Beta editions will be particularly oriented towards the Kaos Camp to enrich its catalog of entries.

VI°/ PLAYING THE GAME



A°/ Setting up the game board

Board parts, dices, boards, tiles and cards



Once boards parts are assembled, players place tiles as follows:

- Gaia's player places 3 Paint Bushes and 4 Walles
 - Kaos players places 3 Tunnels and 2 Treasure Chests
- Note : Wooden Bones tiles can be placed anywhere*

Important: only one copy of the same tile can be placed on each board part.

Gaia's player also places 6 puddles of paint (1 per color) on free squares of the board, at his / her convenience.

Then each player rolls two Kadamias dice and places them on the board part closest to him.
One dice per board part of the game board as 4 Kadamias dices in all.

Kaos' player begins the game with a Kadamias Dice placed on the "Heroe" square of his Kadamias board.

If all the points (8 pts) have been distributed for each team, the game begins without an item card. If one of the players has not reached the total capacity of his clan, he draws one item card per half point missing (maximum two cards).

Minatures

Once your camp is constituted and all the elements placed on the board, miniatures s are placed in the opposite angles. **Unless otherwise stated, heroes always starts the game at level 1.**

- **Gaia's player** must assign a colour stand to each miniature (including Oak). The colour of the base indicates which colour the character will produce during the game. This can also have other impacts. The colour may change during the game. **Invocations must be placed on a puddles from deployment area.**
- **Kaos's player** uses black stands. Finally we place miniatures of each camp in the opposite corners.

Note : larger game boards (with more board parts) will appear in future scenarios.

B°/ Game turn

Game turn runs as follows

- 1 Kadamas Dice**
Activate (or not) your special abilities, Blasts or Transformations.
- 2 Movements**
Make all movements from miniatures of your clan.
- 3 Attacks**
Make all attacks from miniatures of your clan.
- 4 Repair**
Straighten up knocked out miniatures and remove paint puddles from tiles

Details of the different sequences

- 1°/ Regarding use of Kadamas dice see Temple of Magic page 31 : special ability (1 Dice), Blasts (2 Dice and Transformations (3 Dice)
- 2°/ Regarding Movements see Temple of Insight page 29
- 3°/ Regarding Attacks see Temple of War page 23
- 4°/ Regarding Repair, see Description of Characters state variation page 20



Note : each character has a movement and an attack. You have not to do these actions if you do not want to.

Players have to perform all the actions of each characters before proceeding to the following sequence : All special actions, then all movements, then all attacks, straighten up knocked out miniatures and finally remove any paint puddles placed on the tiles.

Once a sequence has begun, you can not go back.

Example : Gaia's player has a hunter close to a wall. He start attacking but forgot that he had a dice to climb on it first. He will have to wait for the next turn to use his special ability to his advantage.

At the end of the turn, the next player starts his turn and so on until a player fills a "victory condition."

Game's turn modification

Some specific actions may disrupt the lgame turn. The rule is simple, as long as a sequence has not started, the preceding sequence predominates.

C°/ Game ends

The game ends when a player has fulfilled the condition of the stated scenario.

For now, the game ends when a player has reached level 2 with his Hero and knocks out the opposing Hero in the same turn.



A°/ Paint behaviour in game

To understand Color Quest universe and use of the paint, it is necessary to take into account some generalities:

- "Colour" is generally understood to mean red, blue, yellow, green, orange and purple
- Black paint behaves differently
- Paint puddles of different colour from the character constitute an obstacle for shooting
- A character can pass through a paint puddle of the same colour as it does not affect his shifting
- However, square(s) over which it has moved is (are) removed from the game board
- A character who passes through a puddle of different colour stops moving and changes its colour
- Coloured paint puddles can not repaint black paint puddles
- Black paint puddles can repaint coloured paint puddles
- Characters with a coloured bases can not cross black paint puddles.
- *Note : except for invocations which regress in contact with the black paint (see page 20)*
- To erase the black paint player needs white light (which does not affect the colours)
- Water erases any type of paint (including black paint)

Behaviour of characters that move or are affected by black paint (see page 21).

- A Follower becomes a Doomed Follower
- A Chief or a Matriarch become a Doomed Chief or a Doomed Matriarch
- A Khromaz becomes a Wooden Skeleton
- An invocation hit by black paint is knocked out (see page 20)
- A Hero can not be doomed, so it regresses from one level (lvl) or it is knocked out if it is already to level 1.



B°/ Paint puddles and paint networks

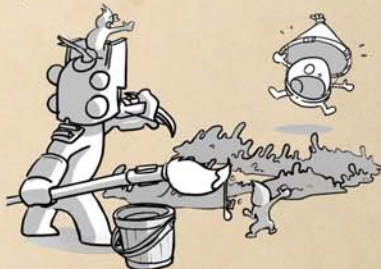
Paint networks consist of a set of paint puddles of the same colour, connected horizontally and / or vertically (but not diagonally).

A paint network is therefore made up of at least two paint puddles even if any puddle of the game board can become the starting point of a paint network at one time or another.

Paint networks are thus formed of straight lines and elbows.

Paint networks can be coloured (red, blue, yellow, green, orange, or purple) or black.

Paint invocations (small Golems, Paint Golems and Paint Clones) form an integral part of a Paint network that they are in contact.



C°/ Characters behaviour on walls

In Color Quest, there are different plan levels. By default, the game takes place at ground level. Characters can not pass through other and the lines of view are constrained by obstacles (paint puddles, other characters, walls, etc.).

However, some characters can reach a higher level by climbing the walls for example. It is the case of Hunters, Rangers or small Golems.

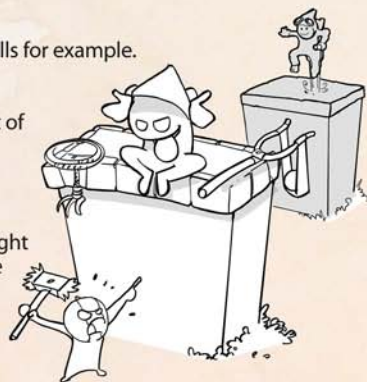
A character on a wall is considered high. It can no longer be the object of attacks coming from characters located on the ground (floor).

To descend from a wall, a miniature can perform a classic movement.

In addition, lines of sight (and therefore shooting) of a character in height are clear. It can therefore shoot over obstacles and gain access to more difficult areas and normally inaccessible targets.

Note that certain characters of large size and / or equipped with specific weapons such as the brushstrokes can access characters in height from the ground.

This is the case of Paint Golems, Paint Clones, Matriarchs or even Chiefs. This parameter is indicated in the character profile as "High" in the "Passive Capacity" column.



VIII°/ DESCRIPTION OF CHARACTERS STATE VARIATION

A°/ Knocked out characters ,regressions and evolutions

Some characters have the ability to knock out other characters. To represent a knocked out character, player must lay down the corresponding miniatures. A knocked out character can not be used during the turn following the impact. The character will resume his spirits at the end of his turn, in sequence 4 (Repair).

Knocked out invocations behave in a specific way (regression):

- Small Golems knocked out becomes Paint puddles of the corresponding colour
- Paint Golems knocked out becomes small Golems of the corresponding colour
- Paint Clones out becomes Paint Golems of the corresponding colour
- A knocked out Hero regresses and decrease from 1 level.
Note : if the Hero is already level 1, it is knocked out as any other character
- A knocked out Wooden Skeletons becomes a Wooden bones tile
- A knocked out Spirit is removed from the game board



Note: the «knocked out» action does not have any incidence on a squared occupied by a paint puddle.

Evolution : contrary to regression, paint invocations evolve in the following way:

A paint puddle evolves to a small golem, a small golem to a Paint Golem and a Paint Golem to a Paint Clone (the most evolved form of an invocation for now).

B°/ Doomed characters

Doomed characters as Followers, Matriarchs or Chiefs are affected by Black Paint.

They are under control of Kaos player and got a black stand.

If some colour enters in contact with this type of character, then a colour base (of the corresponding colour) is placed under the miniature and the character joins

Gaia's player camp.

The opposite is also true. A Follower, a Matriarch or a Chief hit by Black Paint becomes a Doomed Disciple, a Doomed Matriarch or a Doomed Chief.

A Doomed invocation regresses (see chapter invocation page 20).



C°/ Explosions

Invocations may sometimes explode as a result of certain actions (effect of a Kadamas Dice or a special ability, for example). Action that results from the explosion depends on the type of invocation:

- small golems : 5 paint puddles in a cross
Note : cross's center corresponds to previous emplacement of the miniature
- Paint Golems and Paint Clones : 9 paint puddles in a square
Note : square's center corresponds to previous emplacement of the miniature
- Wooden Skeleton : the Skeleton becomes a Wooden tile
- Spirit of Light : the Spirit is removed from the board



D°/ Wooden Skeletons

Wooden Skeletons represent bulk of Kaos player's troops.

They are created from the "Wooden bones" tiles merging black paint and are considered as invocations.

Important: If a black paint puddle is placed on a Wooden bones tile, this forms a Wooden skeleton. The tile is replaced by a Wooden Skeleton miniature.



When a Wooden Skeleton is hit by a colour paint puddle, it becomes a Khromaz.

The player who has repainted it can then choose among the Khromaz miniatures of which caste he is going to transform the Skeleton to. Once the Skeleton is changed to Khromaz, it becomes the property of Gaia's player.

Notes :

- if you do not have Khromaz miniatures, the Wooden Skeleton is considered as knocked out and becomes Wooden bones tile. Conversely, if a black paint puddle touches a Khromaz, the latter becomes a Wooden Skeleton.
- if you no longer have Wooden Skeleton miniatures, you can replace the skeleton with a Wooden bones tile.
- if you no longer have a Wooden bones tiles available, the action is ignored.

Special case: if a Wooden Skeleton on a tunnel gets knocked out, place the Wooden Bones tile over the tunnel tile and the tunnel under it is considered busy until the Wooden Bone tile is removed (or incarnated).

IX°/ PAINT INVOCATIONS, WHITE LIGHT AND SPIRITS

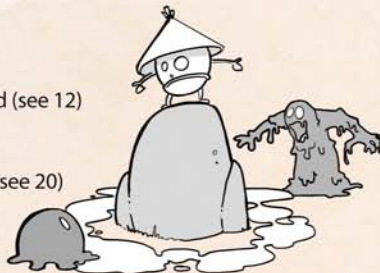


A°/ Paint Invocations

For now, there are three levels of invocations: small Golem, Paint Golems and Paint Clones.

To invoke this kind of invocation, you have several possibilities:

- Use the Blue Dice from the "Instant" section of the Kadamas board (see 12)
- Use the special ability of the Shaman (small Golem)
- Use the special ability of Oak lvl 1 (Paint Golem)
- Use a Potion of Mana (the result depends on the type of support, see 20)



Specific rules applied to Paint Invocations :

- An invocation that moves leaves a paint puddle of the corresponding colour on the square it leaves
- Invocations can move on paint puddles of different colors
- Invocations can move on a black puddle but are considered as knocked out (they regress).
- An invocation that moves on a character of another color repaints the character (the invocation is removed)
- An invocation that moves or is invoked on a wall automatically explodes. Note: paint puddles outside the wall fall to the ground.
- Invocations are part of paint network of corresponding colours that they are connected on.

Merging : When a small Golem moves on to another small Golem, the two small Golems merge. The two small Golems miniatures are removed from the game board and replaced by a Paint Golem of the corresponding colour of the small Golem that has gobbled the other.

Note that a small Golem can not merge with a Paint Golem or Paint Clone. A Paint Golem can, on the other hand, absorb a mini Golem if it moves on it.

B°/ White Light

White light is a powerful magic. Characters who use this kind of magic can counter the darkness. Thus, if a character from Kaos camp (whatever his rank) is hit by white light, he must go back one square to get out of range.

Example: The Cleric uses his aura to erase a black paint puddle. The Ronin is also in the area of the aura, he must move from one square. Note: it is Gaia's player who decides where to move the repulsed character(s). He can also decide to place a character on a paint puddle to put the situation to its advantage.

C°/ Spirits of Light

Oak is a powerful Wizard. It has the ability to summon various kind of invocations. When it transforms to level 2, Oak acquires the ability to summon spirits of light. These are light clones of his Followers. To materialize a spirit in play, we take the miniature of the desired Follower and we apply a golden base.

Specific rules applied to Spirits of Light :

- A Spirit of Light is invoked on a Kadam's Dice in play. We then replace the dice with the desired Spirit miniature : Ninja, Cleric or Monk. *Note : if no available dice, action is not possible*
- Spirits are not considered as duplication. So it is possible to have a Ninja Spirit with a Ninja or a Doomed Ninja in play at the same time.
- Spirits can pass through obstacles but not stop there movement on
- Spirits have profiles identical to the corresponding Followers
- A knocked out Spirit is removed from the board

X°/ TEMPLE OF WAR (ATTACKS DETAILS)

Diagrams's nomenclatures

- Light green squares : out of reach squares
- Green squares : squares that may be affected
- Dark green squares : squares affected by the action
- Miniature's position and direction of the action (contact)
- Miniature's position and direction of the action (distance)
- ☉ Knocked out character
- Water puddle
- Invocation
- Paint Puddles
- Wall
- ↓ Vertical Movement
- Change

Note the colour used for the schematics is generally red

Note: diagrams presented are examples and represent only one situation among a multitude of scenarios.

A°/ Generalities about Attacks



Most of Attacks produces paint (by making one or many paint puddles) or they can knocked out characters.

- Ground attacks only affect ground squares (not walls)
- An attack produced on an empty square produces paint
- The paint produced is the same colour of the miniature that makes the attack
- A character targeted by painting action takes the colour of the attacker (one changes its base colour)
- Lines of view are blocked by walls and other characters (friends or enemies)
- Attacks in height (on a wall) are not affected by the lines of sight
- Attacks are made either in melee or at a distance.



B°/ Remote Attacks

- Remote attacks are conditioned by the lines of sight.
- A line of sight represents the set of squares between the character and the first obstacle encountered: puddles of different colour to the character, tiles, character, etc.
- Lines of views are calculated horizontally and vertically, never diagonally.
- A remote attack is either direct (blocked at the first obstacle) or indirect (it can pass over obstacles but always on a horizontal or vertical axis).
- You can shoot through a paint puddle of the same character's colour but not through a paint puddle of another colour (obstacle).

C°/ Complex Attacks

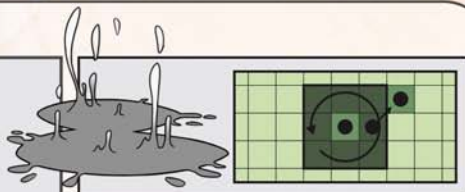
Some attacks are more difficult to understand with than close attacks or remote attacks. These attacks are called complex attacks and usually involve paint puddles or invocations.

D°/ Attacks details

Close Attacks

Aura of light

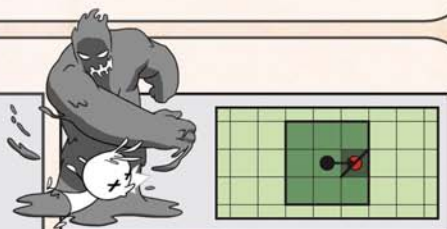
Allows you to erase all paint puddles of a different colour than the attacker's colour (including black paint puddles) and regrow Kaos's player characters.



Effect Zone : 8 squares maximum

Swipe

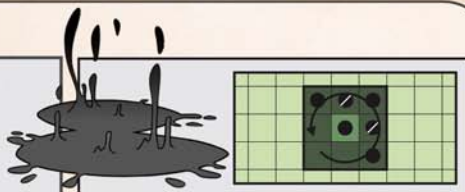
Allows to produce a paint puddle of the same colour in contact with the character **AND** to knock out target.



Effect Zone : 1 square

Infection

Allows you to turn all coloyred paint puddles into contact with the attacker into black paint puddles. All Gaia's characters in the infection's area are knocked out.



Effect Zone : 8 squares maximum

Large Wooden Weapon

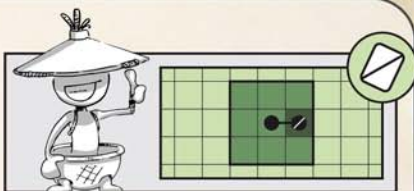
Allows to knock out every characters in contact with the attacker.



Effect Zone : 8 squares maximum

Basic Kung Fu

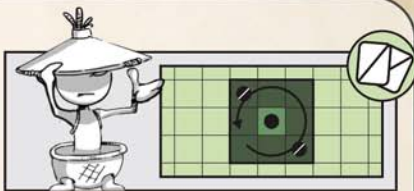
Knock out targeted character located on a square in contact with the attacker **AND** discard an item card to your opponent (if he has one).



Effect Zone : 1 square

Advanced Kung Fu

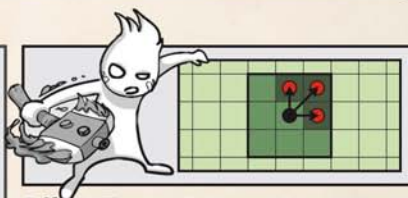
Knock out **ALL** characters located on squares in contact with the attacker **AND** discard both item cards to your opponent (if he has item cards).



Effect Zone : 8 squares maximum

Brawl and Double brawl

Allows to produce 3 paint puddles in contact with the character by forming an elbow.
Tip: first place the paint puddle in the corner, then the two adjacent paint puddles.
Double brawl allows you to perform two brawls.

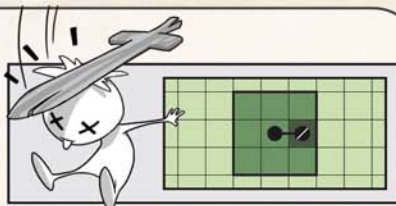


Effect Zone : 3 squares maximum

Close Attacks end

Small Wooden Weapon

Allow to knock out targeted character located on a square in contact with the attacker.

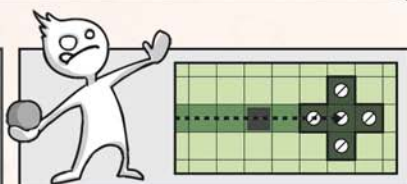


Effect Zone : 1 square

Remote Attacks

Water bomb

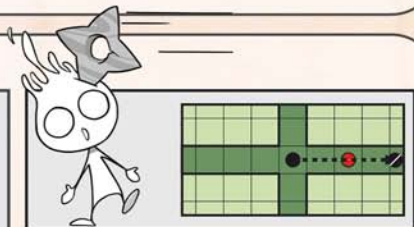
Character throws a water bomb which explodes in a cross (five squares from the center). Paint Puddles in the area are erased (indirect).



Effect Zone : 5 squares

Wooden Shuriken

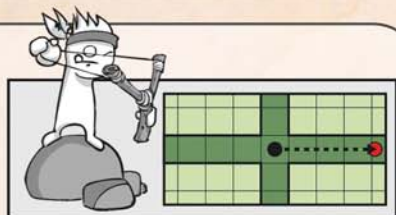
Character throws a wooden Shuriken which knocks out the target. The shot is constrained by obstacles (direct) but passes through the paint puddles of any colours.



Effect Zone : 1 square

Direct shot

Shot allows you to make a paint puddle of the corresponding colour at any distance but only in a straight line. Shot is constrained by obstacles (direct).

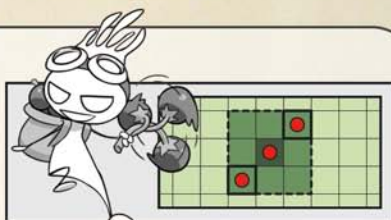


Effect Zone : 1 square

Complex Attacks

Paint Bomb

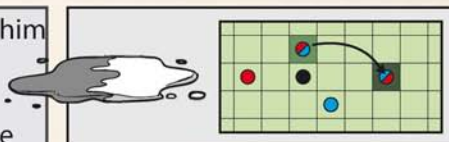
Character throws a paint bomb which explodes on 3 squares. The player chooses the middle point but it is the opposing player who chooses the distribution of the two adjacent paint puddles which must be in contact with that of the center.



Effect Zone : 3 squares

Chromamorphosis

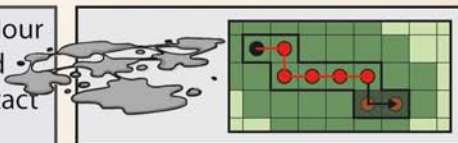
Character uses a paint puddle in contact with him to change the colour of another puddle (including black) anywhere on the board. The colour of the new paint puddle is the same that the colour of those used to make it.



Effect Zone : 1 square

Paint Network (2 paint puddles)

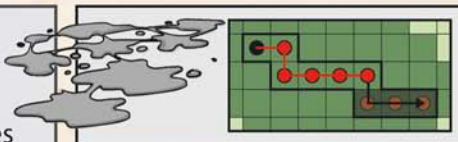
Place two new paint puddles (of the same colour than the character) in contact with the wizard or from a paint puddle of the network in contact with him. Both paint puddles must touch themselves horizontally or vertically.



Effect Zone : 2 squares

Advanced Paint Network (3 paint puddles)

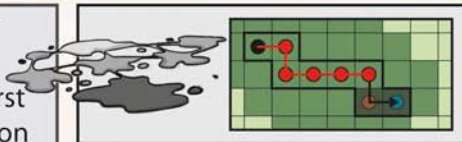
Place three new paint puddles (of the same colour than the character) in contact with the wizard or from a paint puddle of the network in contact with him. All paint puddles must touch themselves horizontally or vertically.



Effect Zone : 3 squares

Multicoloured Network (2 paint puddles)

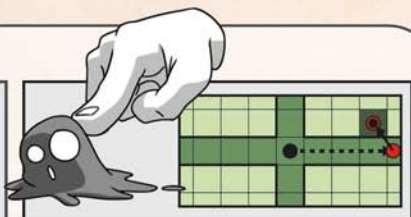
Place two new paint puddles of the colour of your choice starting from the character or in contact with a network of the colour of the first puddle you place. You can change combination to each attack.



Effect Zone : 2 squares

Telekinesis

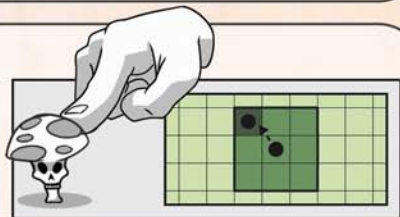
Character can move an invocation (including Skeleton and Spirit of Light) in its line of sight to one square close to it. If it is a paint invocation, the latter leaves a puddle on the square it leaves (slug).



Effect Zone : 1 square

Touch-of-death

Character touches a character in contact with him and seized him with terror. To symbolize this action you can move targeted character to a square in the desired direction. Including on a puddle harmful to this character.

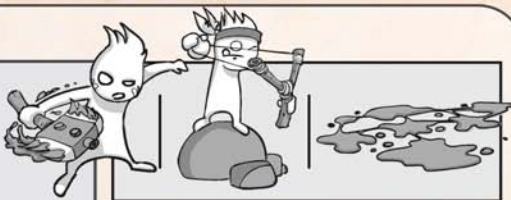


Effect Zone : 1 square

Threefold

Character can choose an attack between one of the three following attacks :

- Brawl (close)
- Direct shot (distance)
- Paint Network (complex)



Effect Zone : 1 to 3 squares

XI°/ TEMPLE OF INSIGHT (MOVEMENTS DETAILS)

A°/ Generalities about Movements

There are several kinds of Movements.
The majority of them follow the following rules:

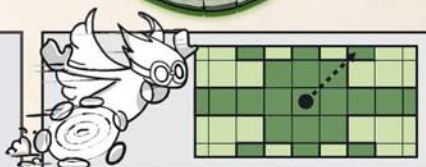
- All characters of one colour can move freely on a square occupied by a paint puddle of the same colour. In this case, the paint puddle is removed from the game.
- Characters can not Move through a paint puddle of another colour. The square must first be repainted to his colour.
- A character can not move on a space occupied by another character or by a wall



B°/ Movements details

Celerity

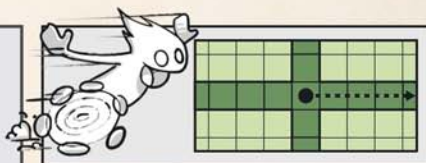
Allows a character to move from any number of squares in a straight line **AND** also diagonally.



Number of squares : X squares

Run

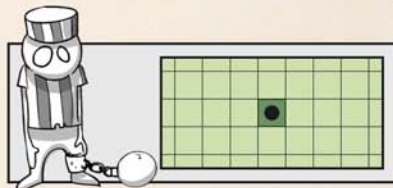
Allows a character to move in any number of squares but **only** in a straight line.



Number of squares : X squares

Forbidden

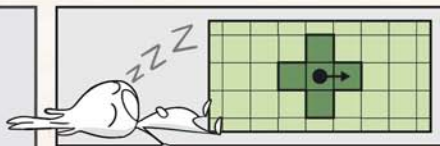
Character cannot move.



Number of squares : 0 square

Slow

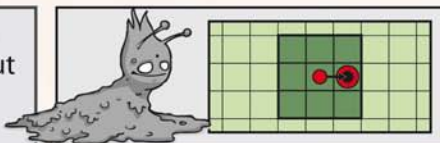
A slow character can move from one square, horizontally or vertically but not diagonally.



Number of squares : 1 square

Slug

Character moves and leaves a paint puddle on the square he left. Movement can be carried out on a paint puddle of another colour. If it is a black paint puddle, the character is knocked out.

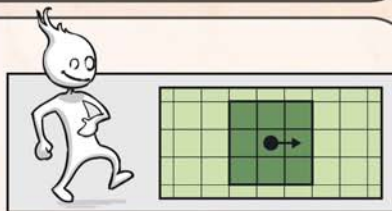


Number of squares : 1 square

Walk and Walk twice

Walking allows a character to move to one free square in any direction (horizontally, vertically or diagonally).

Note: Walk Twice is a variant of the walk allowing to move 2 squares in same conditions.

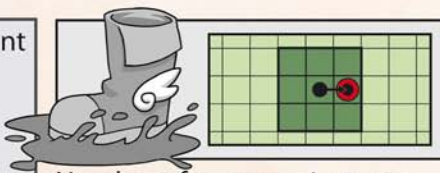


Number of squares : 1 square

Trampling

Trampling allows a character to go through paint puddles of another colour as well as his own, including the black paint puddles.

Corresponding paint puddles are then removed from the board.



Number of squares : 1 square

XII°/ TEMPLE OF MAGIC (SPECIAL POWERS DETAILS)

A°/ Generalities about special powers

This section includes all special powers: Special abilities, Blasts, Transformations and Passive abilities.

- **Special abilities** require the use of **one Kadamas Dice** to be triggered.
- **Blasts** require the use of **two Kadamas Dice** to be triggered.
- **Transformations** require the use of **three Kadamas Dice** to be triggered.
- **Passive abilities** do not require the use of any Kadamas Dice to be active.
- Some powerful characters have a special ability and/or a Blast as Attack and / or Movement.

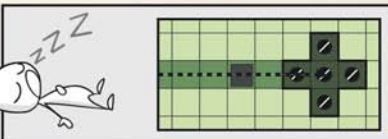


B°/ Special Abilities details



Sporific Bomb

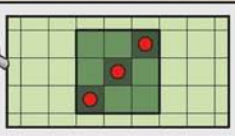
Character throws a gas bomb which explodes in a cross (five squares from the center). Characters and invocations in the area of effect are considered as knocked out.



Effect Zone : 5 squares

Focus

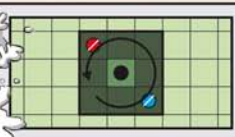
Character is not affected by any penalty and can select the area of effect of his attack (and thus the disposition of the puddles of his bomb without the intervention of the opponent).



Effect Zone : 3 squares

Unsummon

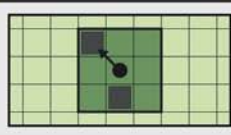
Character disincarnates all invocations (Wooden Skeletons and Spirits of Light included) in contact with him regardless of their level.
Note: invocations of the color of the character are not concerned.



Effect Zone : 8 squares

Climb

Character can climb a wall in contact with him.
The character now has the rules defined page 20.

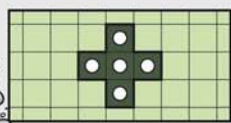


Number of squares : 1 square

Explosion

Target invocation explodes

- if it is a small Golem (5 paint puddles in cross)
- if it is a Golem or a Clone (9 paint puddles)
- if it is a Wooden Skeleton, replace it by a tile
- if it is a Spirit of Light, remove it from the board

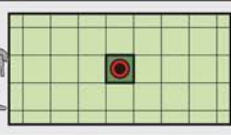


Effect Zone : 5 to 9 squares

Invocation

(Gaia) Targeted character invokes a small golem on a paint puddle of his color. The small golem is the same colour of the paint puddle.

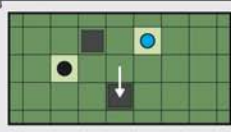
(Kaos) Targeted character gives life to a Wooden bones tiles on the map.



Effect Zone : 1 square

Jump

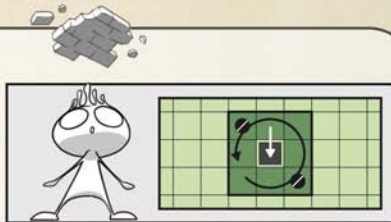
Character moves on any free square on the board, including a wall. He can move on a square occupied by a paint puddle of its colour.



Number of squares : X squares

Levitation

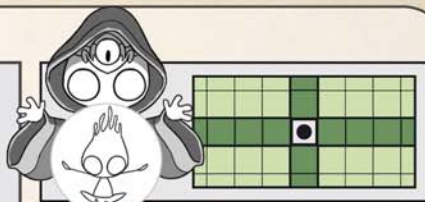
Character moves a wall in his line of sight on any free square of the game board (including next to another wall). When landing, the wall knocks out all characters in contact with him.



Effect Zone : 9 squares

Prayer

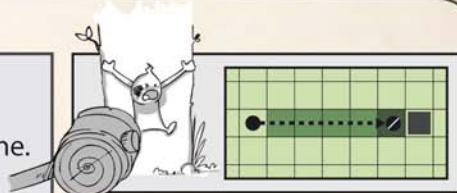
Character in the line of sight of the character performing the prayer is immune until the next round of play. It can not be the subject of an offensive action: Attack, Special ability, Blast or Offensive Movement (as Slug).



Effect Zone : 1 square

Strike

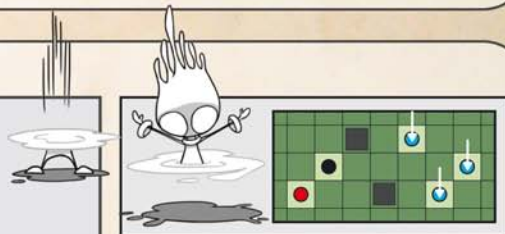
Character hits another character in contact with him and send him to the next obstacle (paint puddle, character or wall) on straight line. The character is knocked out. An invocation Striked explodes (see page 21).



Effect Zone : X squares

Teleportation

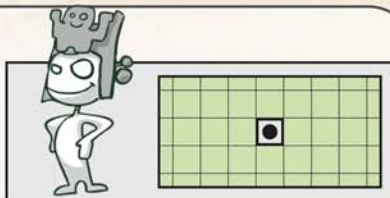
Character moves on any paint puddle of its colour on the game board.



Number of squares : 1 square

Totem of Immunity and Shields

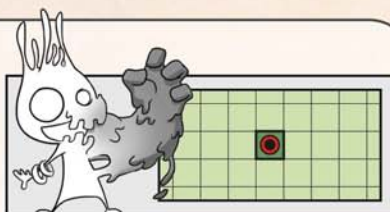
Character is immune until the next turn of the game. It can not be the object of an offensive action: attack, special ability, Blast or offensive Movement (as Slug). *Note : this ability applies only to the bearer of the totem or the shield.*



Number of squares : 1 square

Transformation

Target character transforms into Paint Golem. Miniature is removed from the game board and replaced by a Paint Golem.



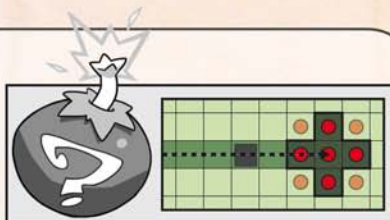
Effect Zone: 1 square

B°/ Blasts details



K-Bomb

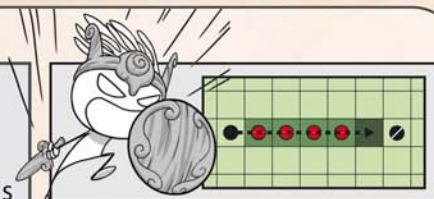
Character throws a large Paint bomb of that explodes on 5 squares in cross. Then launch a Kadamas Dice. If the dice indicates a colour identical to the colour of the paint puddles of the bomb, add 4 paint puddles to the corners.



Effect Zone : 5 to 9 squares

Onslaught

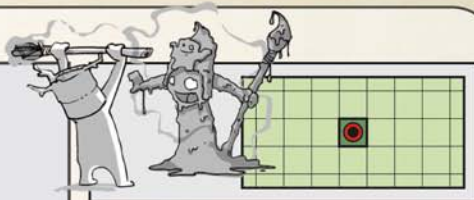
Character moves in a straight line, to the next obstacle. If it is a character or an invocation, the latter is knocked out. Paint puddles under the way are removed from the game board. This action can be carried out on black paint puddles.



Number of squares : X squares

Cloning

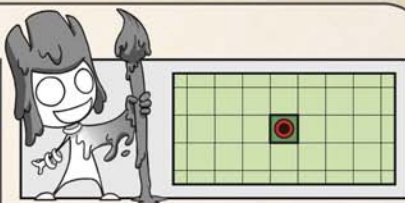
Character **invokes** a Paint Clone on a paint puddle of its colour.



Effect Zone : 1 square

Evolution

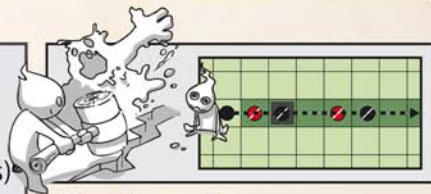
Targeted character **turns** into a Paint Clone. Miniature is removed from the game board and replaced by a Paint Clone.



Effect Zone : 1 square

Tremor and Double Tremor

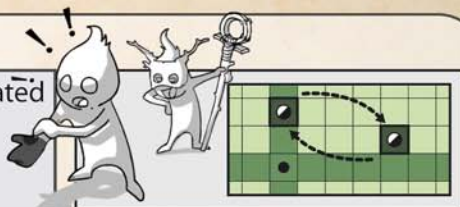
Character causes a Tremor. All paint puddles between the character and targeted direction are removed from the board, invocations are disincarnates and characters (including on walls) knocked out. *Double Tremor is a two-lines variant.*



Effect Zone : X squares

Mutation

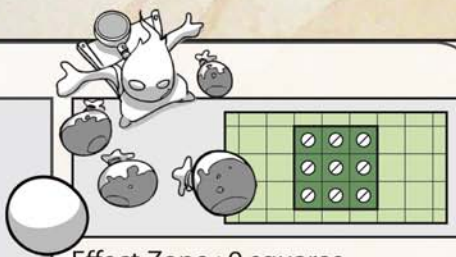
Wizard inverts the position of a character located in his line of sight with that of another character of his choice on the game board.



Effect Zone : 1 square

Pounding

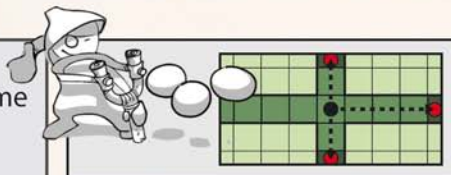
Character draws a volley of water bombs. All paint puddles and invocations around the targeted square are removed from the game. This attack is a ranged attack of indirect type.



Effect Zone : 9 squares

Multiple Shot

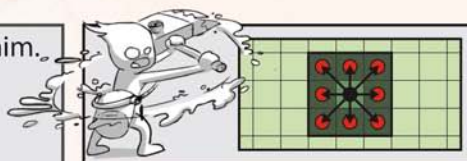
Character performs 3 shots. Each shot is independent and can be carried out in the same direction or in different directions.



Effect Zone : 3 squares

Whirlwind

Character paints all squares in contact with him.



Effect Zone : 8 squares



C°/ Transformations

You can use 3 Kadamases Dice on your gauge to transform your hero. When a hero is transformed, his miniature is changed to that of the appropriate level.

Note: Each time a hero makes a transformation (progression or regression) one verifies that each board part has a Kadamases Dice on it. Players which Hero has changed level has to replenishes the Dice if necessary.

D°/ Passive abilities details



- **Tacky** : allows climbing on the walls
- **High** : High characters can attack squares and characters located in height.
- **Relentless** : This ability cancels the «Elusive» capacity.
- **Kadamases** : if you do not use the target character during your turn, you gain a Kadamases Dice (one by turn).
- **Elusive** : This ability cancels the first offensive action against the character this turn. This ability applies once per turn and only if the character has not moved.
- **Wall Breaker** : Character is not constrained by the walls. If it moves through a wall tile, the wall is destroyed.
- **Terror** : a character who begins his turn in contact with a terrifying character must to move.

A°/ Characters profiles

Each profile shown below is a playable miniature in Color Quest.



Note: gray square at the top left of the picture of the miniatures corresponds to the reference number in the Color Quest miniature range.

B°/ Gaia's Wardens

Gaia's Heroes

Oak level 1 (Hero)

Oak is the master of the Kadamas and probably one of Khroma's most powerful beings.

07



Movement : Celerity



Attack : Basic Kung Fu



Special ability : Invocation of a Paint Golem



Passive ability : Relentless



Transformation : Oak level 2

Overcrowding :

Oak level 2 (Hero)

By passing to level 2, Oak can summon Spirits of Light and improve his Kung Fu.

23



Movement : Celerity



Attack : Advanced Kung Fu



Special ability : Invocation of a Spirit of Light



Passive ability : Relentless



Transformation : Oak level 3

Overcrowding :

Chosen One level 1 (Hero)

The Chosen One is the supreme Khromaz designated by Oak to defeat the Ultimate Bane.

22



Overcrowding :



Movement : Walk



Attack : Multicolore Network



Special ability : Aura of Light



Passive ability : Kadamas



Transformation : Chosen One level 2

Gaia's Champions

Khromaz Chief (Champion)

The Chief is the most powerful combatant of the tribe. It is protected by a Totem.

01



Overcrowding :



Movement : Slow



Attack : Threefold



Special ability : Totem of Immunity



Passive ability : High

Khromaz Matriarch (Champion)

The Matriarch Khromaz is a versatile combatant lined with a powerful wizard.

07



Overcrowding :



Movement : Slow



Attack : Threefold



Special ability : Totem of Immunity



Passive ability : High

Ninja (Champion)

The Ninja is the main Oak's Follower. Fast and powerful, it can counter any threat.

16



Overcrowding :



Movement : Run



Attack : **Wooden Shuriken**



Special ability : **Sporific Bomb**



Passive ability : **Kadamas**

Monk (Champion)

The Monk is a discrete and methodical Follower. He uses telekinesis to attack.

17



Overcrowding :



Movement : Run



Attack : **Telekinesis**



Special ability : **Levitation**



Passive ability : **Kadamas**

Cleric (Champion)

The Cleric is a Follower devoted to others. He protects his teammates and guides their steps.

18



Overcrowding :



Movement : Run



Attack : **Aura of Light**



Special ability : **Prayer**



Passive ability : **Kadamas**

Gaia's Troops (infantry)

Warrior (troop)

Warriors are fast fighters who throw themselves into the fray to fight.

04

13



Overcrowding :



Movement : **Run**



Attack : **Brawl**



Special ability : **Unsummon**



Blast : **Whirlwind**

Smasher (troop)

Smashers are seasoned fighters who use a large wooden mallet.

10



Overcrowding :



Movement : **Run**



Attack : **Large Wooden Weapon**



Special ability : **Strike**



Blast : **Tremor**

Crusader (troop)

Crusaders are relentless fighters who advance inexorably.

19



Overcrowding :



Movement : **Trampling**



Attack : **Small Wooden Weapon**



Special ability : **Shield**



Blast : **Onslaught**

Gaia's Troops (scouts)

Hunter (troop)


Hunters are versatile and skillful fighters who take advantage of their position.

05


14




Overcrowding :

 Movement : **Walk Twice**

 Attack : **Direct Shot**

 Special ability : **Climb**

 Blast : **Multiple Shot**


Ranger (troop)


Rangers are elusive and use their water bombs to open paths.


11




Overcrowding :

 Movement : **Walk**

 Attack : **Water Bomb**

 Special ability : **Jump**

 Blast : **Pounding**


Bomber (troop)

Bombers are powerful fighters but their bombs are unpredictable!


20




Overcrowding :

 Movement : **Walk**

 Attack : **Paint Bomb**

 Special ability : **Focus**

 Blast : **K-Bomb**

Gaia's Troops (wizards)


Shaman (troop)

Shamans are powerful summoners who master painting and invocations.

06

15



 Overcrowding :



Movement : **Walk**



Attack : **Paint Network**



Special ability : **Invocation of a small Golem**




Blast : **Cloning**

Mystic (troop)

Mystics are enigmatic magicians who can change the state of matter.

12



 Overcrowding :



Movement : **Walk**



Attack : **Chromamorphosis**



Special ability : **Explosion**




Blast : **Mutation**

Djinn (troop)

Djinnns are polymorphs that can turn themselves into Paint Golem or Paint Clone

21



 Overcrowding :



Movement : **Walk**



Attack : **Transformation**



Special ability : **Teleportation**



Blast : **Evolution**

Gaia's Troops (invocations)

Small Golem (troop)

Small Golems are the result of a meeting between a paint puddle and a Kadamas.

03



Overcrowding :



Movement : Slug



Attack : None



Passive ability : Tacky

Paint Golem (troop)

When two small Golems merge, they form a Paint Golem.

02



Overcrowding :



Movement : Slug



Attack : Swipe



Passive ability : High

Paint Clone (troop)

Paint Clones are highest evolution form and are formidable opponents.

09



Overcrowding :



Movement : Forbidden



Attack : Threefold



Passive ability : High

Ronin level 1 (Hero)

Ronin is the former favorite of Oak who turned away from him to become General of Kaos.

24



Overcrowding :



Movement : **Celerity**



Attack : **Brawl**



Special ability : **Paint Network**



Passive ability : **Elusive**



Transformation : **Ronin level 2**

Ronin level 2 (Hero)

At level 2, the Ronin becomes a relentless opponent who mastered black paint.

24



Overcrowding :



Movement : **Celerity**



Attack : **Double Brawl**



Special ability : **Advanced Paint Network**



Passive ability : **Elusive**



Transformation : **Ronin level 3**

Kaos's Champions

Doomed Chief and Doomed Matriarch (Champions)

When a Spore captures a Chief or a Matriarch, she takes control of their mind.

29

30



Overcrowding :



Movement : **Slow**



Attack : **Threefold**



Special ability : **Infection**



Passive ability : **High**

Doomed Ninja (Champion)

Doomed Ninja is a formidable opponent. Fast and powerful, he is terrifying.

16



Overcrowding :



Movement : Run



Attack : Wooden Shuriken



Special ability : Sporic Bomb



Passive ability : Kadamas

Doomed Monk (Champion)

Doomed Monk is a malicious strategist who puts all his art at the service of Kaos.

17



Overcrowding :



Movement : Run



Attack : Telekinesis



Special ability : Levitation



Passive ability : Kadamas

Doomed Cleric (Champion)

Doomed Cleric is a talented orator who corrupts and contaminates everything he approaches.

18



Overcrowding :



Movement : Run



Attack : Infection



Special ability : Prayer



Passive ability : Kadamas

Kaos Troops

Wooden Skeletons (troops)

Wooden Skeletons are former Khromaz hit by black paint.

25



Overcrowding :



Movement : **Walk Twice**



Attack : **Touch-of-death**



Passive ability : **Terror**

Monstrous Characters

Domesticated Koloss (Gaia's Champion)

Domesticated Koloss are powerful allies for Oak and Khromaz.

26



Overcrowding :



Movement : **Trampling**



Attack : **Double Tremor**



Special ability : **Onslaught**



Passive ability : **Wall Breaker**



Savage Koloss (Kaos's Champion)

Savages Koloss were created by the Ronin Alchemists to destroy Khromaz people.

27



Overcrowding :



Movement : **Trampling**



Attack : **Double Tremor**



Special ability : **Onslaught**



Passive ability : **Wall Breaker**





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Color Quest



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