

## THE ACID BOSS



This Texas oilman bought all of the acid in the world. Then, he drank so much of it that he became immune. His body is rubbery, and he can squirt highly concentrated acid from his pores.

*Squeeze me harder, you maniac!*

## ATLAS'S HAND



As Atlas was at last being crushed by the world, his tree-sized hand and forearm narrowly escaped. A surgeon was able to restore his sight by installing an eyeball into his palm. When he stands completely still, he is invisible.

*... but I can still see his shadow.*

## BLOODSPRAY P.I.



He knows all about his enemies already. He has read all of their files. His mouth can spray blood and needles with the force of a fire hose. He loves the darkness and listening to old radio shows.

*Black and white and red all over.*

## BODY OF WORMS



He is nothing but solid worms, each little worm pulsating as he walks like a man. He knows he is disgusting and is not ashamed.

*His worms were everywhere. In him, in the ground, and now...in my belly!*

## BRICK GIRL OF NOTHING



Brick Girl wears blue jeans, carries a sack of mysterious bricks, and really knows how to climb to high places. She gets super sweaty, but it kinda smells good.

*When that brick hit the wall it made a hole, but it wasn't even a hole. It was pure darkness, pure nothing. Like even the hole didn't exist. Weird, right?*

## THE BROAD-SWORDED WANDERER



He and his big broadsword have been everywhere except in love. He is a dumb barbarian and has a nearly paranormal ability to make you extremely sad.

*Doesn't it just make you want to cry?*

## CELESTIAL KOALA



Celestial Koala can create bright flashes of light, as bright as any star. She can also make ladders out of light to climb on. Her parents were angels, and she is as cute as a button on God's robe.

*I hear the pitter patter of her holy claws climbing towards Heaven.*

## CEMETERY FACE



Normally a chubby, simple fellow in overalls, this gravedigger spends all of his nights memorizing the faces of the dead. He carries a shovel and can transform his body and clothes into any dead human, plus their outfit.

*I can't do voices that well, though.*

## CLAWED DIMENSIONAL



One-foot long claws have been surgically attached to all of his fingers and toes. He appears to teleport himself but is actually passing in and out of other dimensions for short spans of time. He cannot bring anything back from these other dimensions.

*Why does dimension-jumping make me sleepy?*



## CLAY MAGE



His magic wand can form tiny living brutes out of clay to do his bidding. There is plenty of extra clay in his backpack at all times. He has a lot of trouble dealing with other people's emotions.

*Throw me, boss . . . right on its face! I'll pound it in with my tough little clay hands!*

## CLOCKWORK BOUNTY HUNTER



He lives in a clock tower and has a digital timer implanted in his brain. He strikes using timed mines and gets anxious if things don't go according to his plan.

*I rise every morning at the perfect time, eat all of my meals in order, and kill my enemies exactly when they need to die.*

## THE COLORLESS OCTAGON



Within the physical space of our dimension, this thing is an invisible flying octagon that shoots out colorful death lasers. If it is touched by anything tangible, at all, the thin illusion that it exists upon is immediately destroyed.

*Do what you want; nothing matters here.*

## THE COUNTRY SKELETON



The Country Skeleton opened his eyes one fresh morning to find himself lying on a gravel road surrounded by cornfields. He likes to use his scythe as a boomerang and carries a pouch of magic seeds that can grow crops instantly, even without soil or water.

*Oh, okay, that kind of skeleton.*

## CYBORGOPTICA SPIDERION



Ms. Spiderion has eight nimble robot legs and eight plain human eyes. She can spray an unlimited amount of strong, sticky webs. Every night she has a different dream about the devil.

*Ahhh, she is massive . . . and like one-third human, one-third spider and one-third robot.*

## THE CYCLOPS ASSASSIN



This is a serious robot with a professional career and a bundle of determination. It is neither waterproof nor overly sneaky, but its sniper skills can explode many heads that don't see it coming. Its eye can see through walls.

*Primary goal: killin'. Secondary goal: career development.*

## DEADMAKER 19



He is a fine craftsman with a steady foot and a high kick, but he has a weakness for booze. A single touch from any one of his 19 toes can kill any living thing or make any not-living thing stop functioning instantly.

*I walk barefoot because it is natural.*

## DEEP SPACE ARCHER



Her arrows do not adhere to the laws of gravity; they can snake up and down. She wears a solid black helmet with night vision to help her in dark spots. She has a bad back.

*I had a crazy dream. Spirits filled my helmet and guided my arrows into a row of beating hearts.*

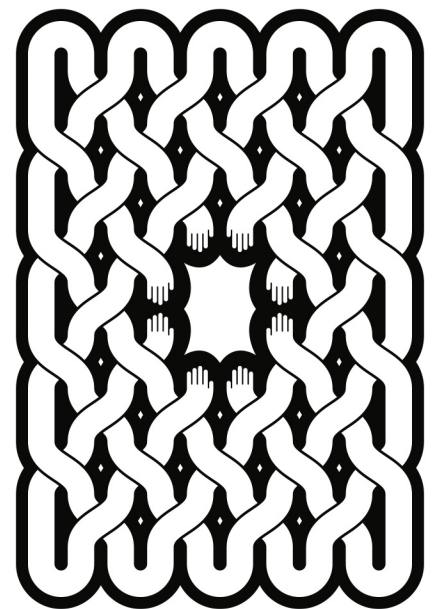
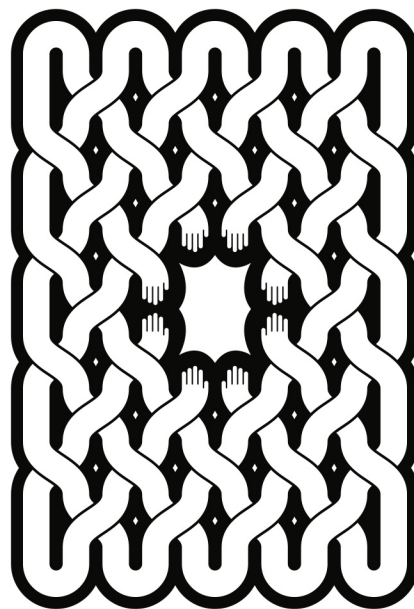
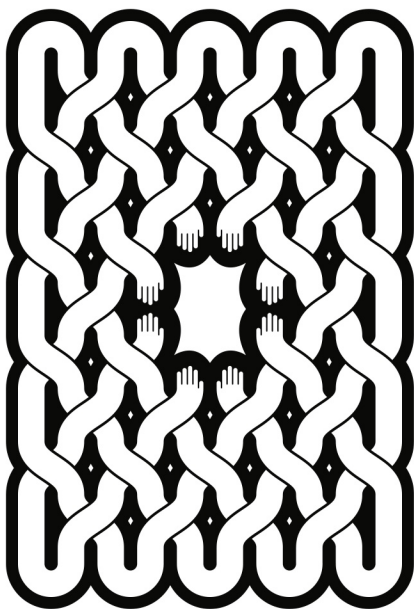
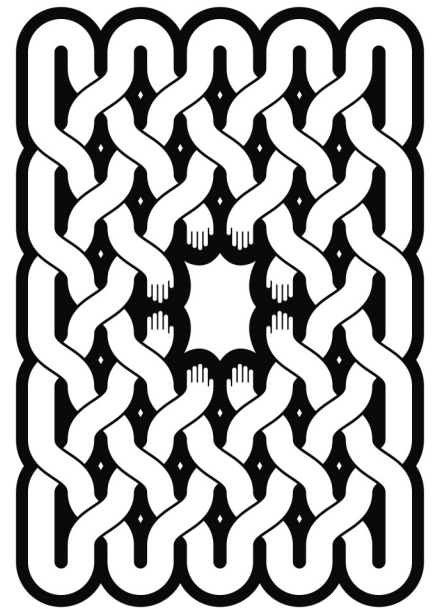
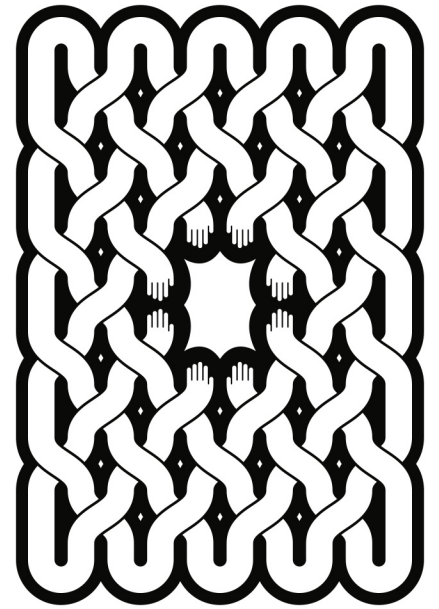
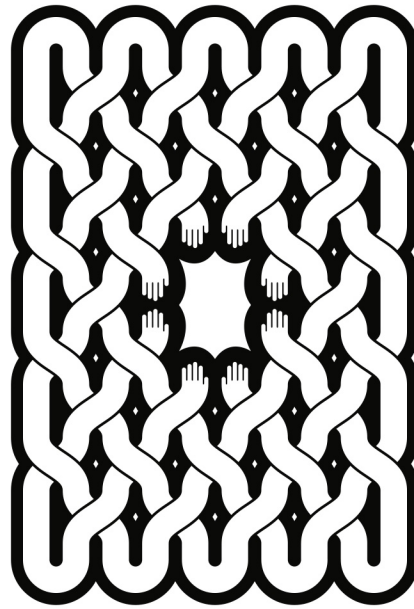
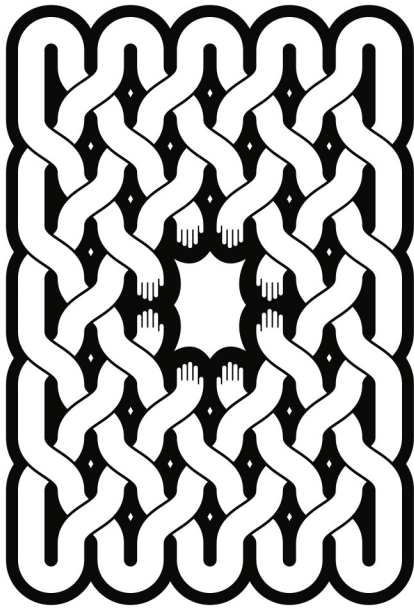
## THE DIAMOND AND SPEAR OPERATOR



The Diamond and Spear is a wooden riding machine with 35 diamond-tipped poking spears (going in all directions) used to mine the body for blood. It can also levitate.

*He speeds around in that poking contraption, puncturing people with diamonds like he thinks they like that!*





## THE DISHEARTENED TOWNSFOLK



Ever since the rest of their village was destroyed by a tornado, they have lived in a boarded-up church. They are weak, pathetic, weaponless folks, but there are about 30 of them. They worship a boom box that plays a cassette tape of their former pastor.

*End of side one.*

## DNA GOLIATH



Using biblical DNA samples, scientists created a new Goliath for the 21st century, oddly focusing on his eye powers. His eyes now have telescopic, microscopic, infrared, and X-ray vision. He carries around a big net and is filled with constant anxiety about being killed.

*I don't think I know anybody named David.*

## THE DRAGON MECHANIC



This master inventor has created a small, flying, robotic dragon that she directs by remote control and radar. Her shop is cluttered with half-empty coffee cups.

*Sure, it can breathe fire and bite hard. What kind of dragon do you think this is?*

## DUKE SKULL



This hovering skull and spine has the blade of a sword extending from its forehead. Its spine can twist and constrict and whip around like a snake.

*Who is the Duke? I am the Duke!*

## ELDER ROTTEN



He is an old, old man, as old as sand. Anything that his cane touches will age instantly, whether it is living or inanimate. He scampers around quite spryly despite his age. He wears a tough helmet.

*His soul is like a 90-year-old piece of raw meat covered in long-dead maggots.*

## THE FIRELING OF SPIKES



A little bit of a devil worshipper, this teenage boy traded his skin for fire and his soul for really long spikes that pop in and out.

*A million heartbreaks are written in the book. A hundred spikes only exist to kill.*

## THE GENERAL BEAR



He used to be the General of a great bear army, but they were all slaughtered under his command. This is his burden to bear. Now he wanders the forest still in his uniform, executing strange maneuvers with his short sword.

*I'm just so goddamned lonely.*

## GNOMEDUSA



After Medusa married some random gnome, she gave birth to a baby girl. That was sixteen years ago. Now Gnomedusa is a rebellious teenager. Her looks can turn men to stone, although she is too short to look most people in the eye. She has a skateboard that her dad made.

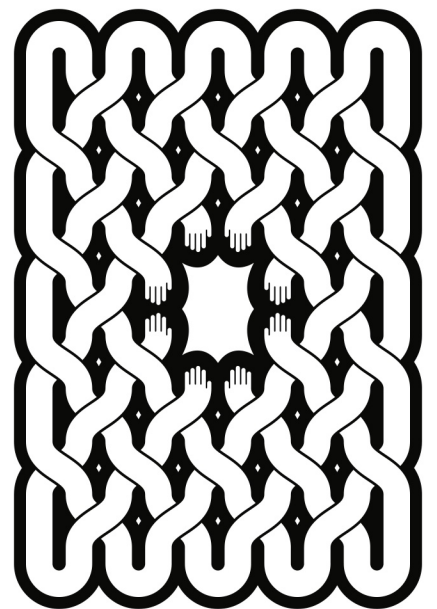
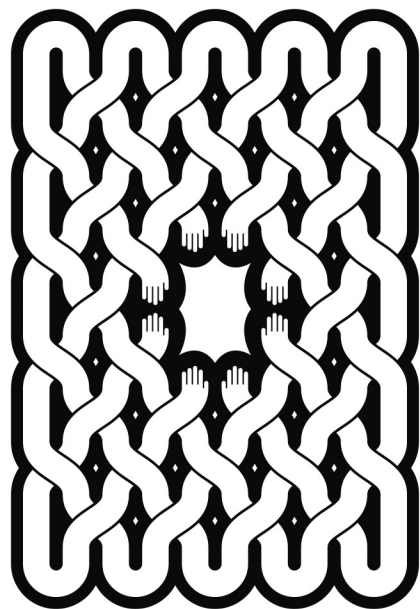
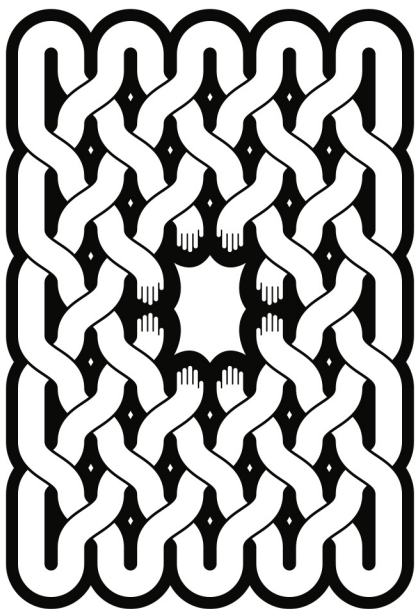
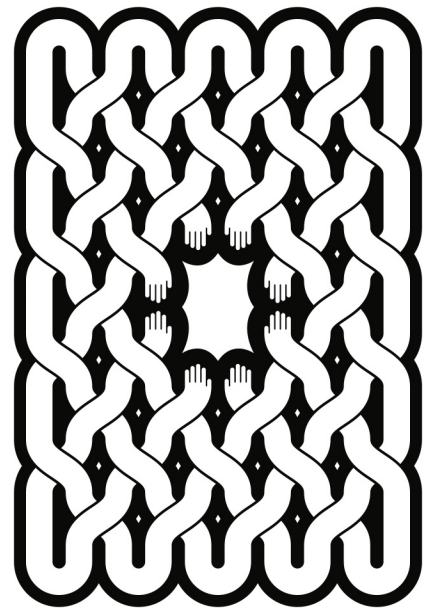
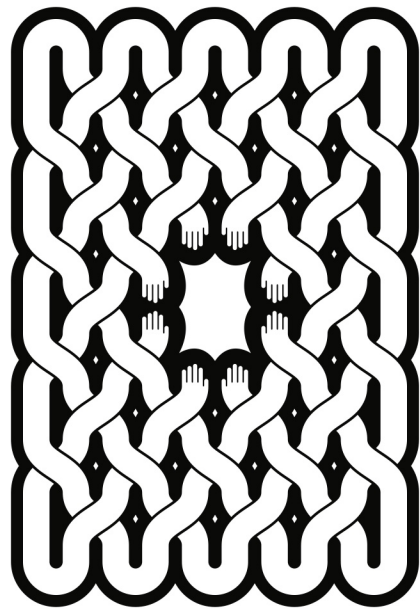
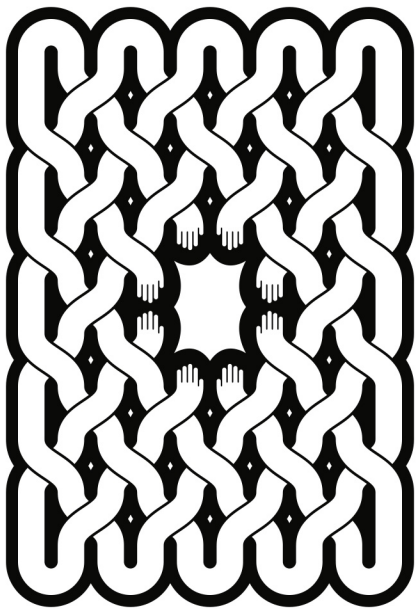
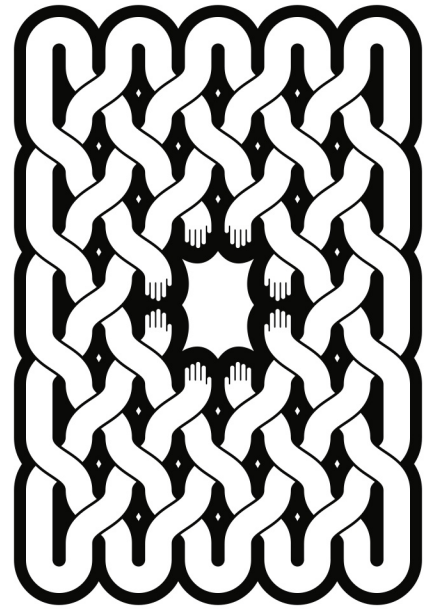
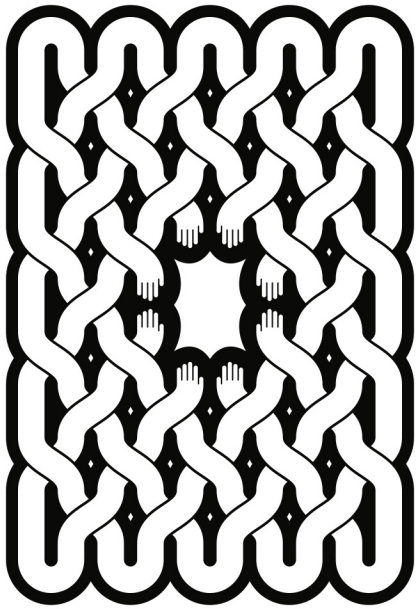
*I'm bored, so bored. Bored. Bored. Bored.*

## GONTHA, NEANDERTHAL OF GROWTH



Gontha has a magic tree stick that can increase the size of anything its tip touches. No matter how big she makes something, she can still lift it easily. She wears tough leather armor.

*Eat cave rock. Breathe tree rock. Spit sky rock.*



## THE HEADLESS MIMIC



This futuristic android has no head, so its movements are guided by a satellite video link. It can mimic exactly the abilities of any enemy it is fighting. Anything that blocks the satellite's view will hinder its ability to give the android direction.

*If I could just get that android into a tunnel, it'd be blind.*

## HORROR CROW



Used in the army to create horrible scenes to terrify the enemy, Horror Crows are like regular crows except much larger, and their bodies are turned inside out. All of their squirting body juices are highly corrosive acids to everyone else.

*Could you hand me that bucket over there?*

## INTERCHANGEABLE WEREWOLF



This werewolf's arms, legs and head can detach from his body and act independently. His limbs can reattach themselves anywhere else on any other body or any other thing. Likewise, Interchangeable Werewolf can also attach other objects to his body. If his head is killed, he is dead.

*I don't even own a calendar, man.*

## KITA, THE WALL KITTY



She is usually a cat but sometimes a wall. She is a typical kitten who loves string and other stuff. All four of her feet have laser claws! She can turn into a 10 x 10 ft. wall made of any kind of normal wall materials.

*Meow, ow, ow, ow.*

## LASER GANGSTER



His two Tommy guns shoot lasers really fast, but he isn't always a very good shot. He is a cheat, a sinner, a traitor and an atheist. Around his neck he wears the mummified hand of a famous gangster, but he doesn't know which one.

*I'll be taking all of my guns with me.*

## THE LIVING GOD PLANET



The Living God Planet is a tiny, free-floating planet only about 25 ft. tall. It is inhabited by millions of primitive, flea-sized people who are very organized and take good orders from their God Planet. These people are not affected by their planet's gravity and are able to leap off of it to carry out complex missions.

*Amen.*

## THE LIVING JET



The Living Jet is the result of an army experiment to fuse a man with a 6 ft. jet. He was fighting in World War II when he got orders to fight in another world. To this day he is still trying to kill all of the Space Nazis and Alien Nazis with his limited supply of missiles.

*We are all worms, but I am also a jet.*

## LORD OF CAMOUFLAGE



Lord of Camouflage has a rapid-fire crossbow. His legs are very weak from spending so much of his life remaining still, but he is rarely found and uses his strong arms to get away.

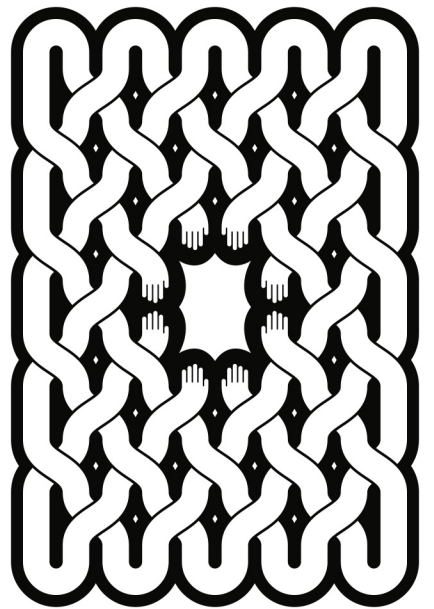
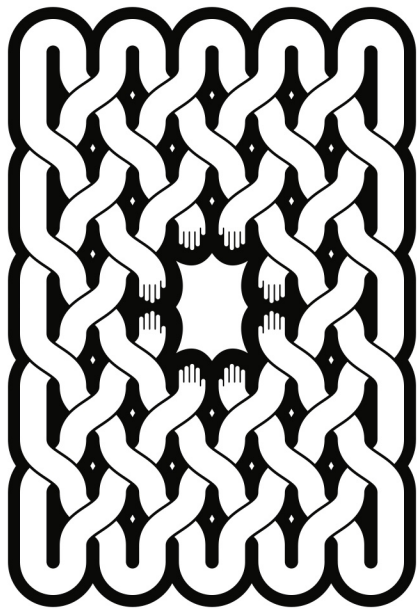
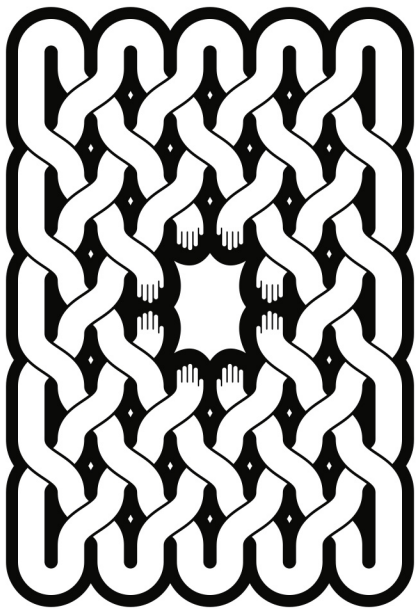
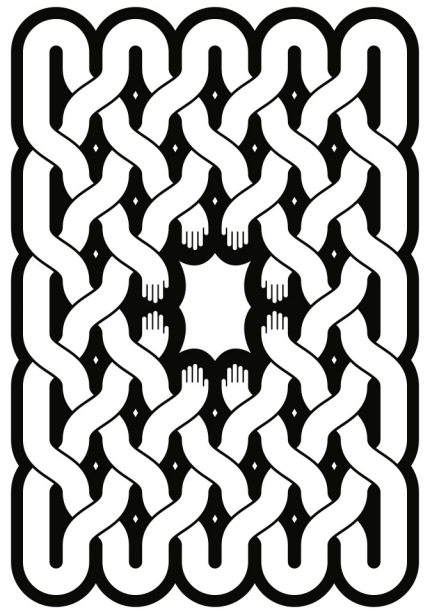
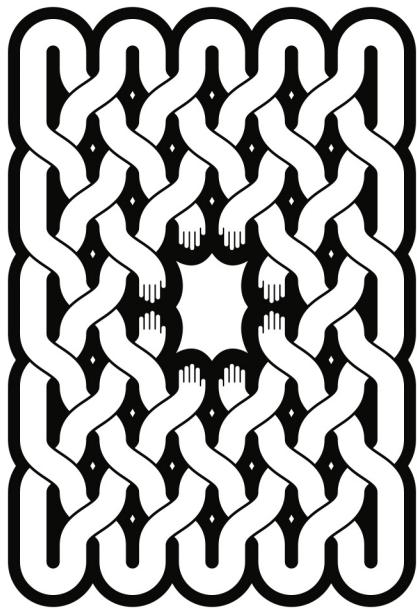
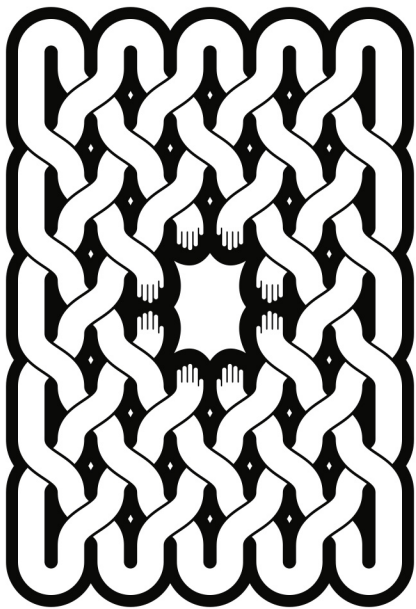
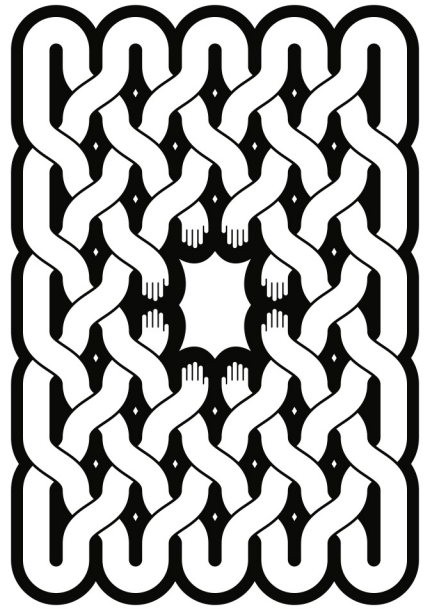
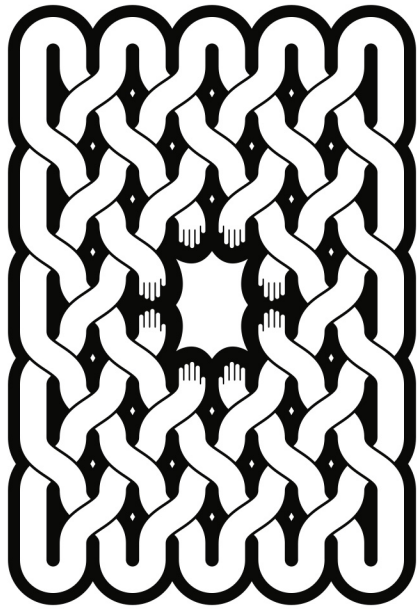
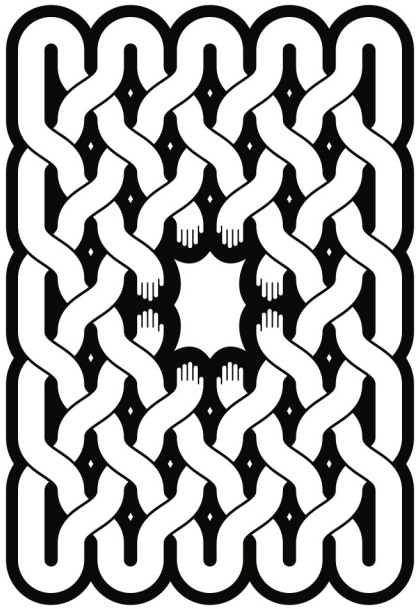
*Oh, he is good... I bet he could hide in an empty room.*

## MAGELLAN THE GIANT



As Magellan lay dying he was granted his final wish: to be a giant and to be young again. He is really disappointed that there are no new lands to explore. These days he walks around the world carrying the cannon from his old boat.

*What's that over there?*



## MAGGOT FACES



Still in junior high, Maggot Faces is boy crazy and loves to gossip with the other girls. She lives in constant melodrama, eating through all kinds of creatures' faces. She has the 8 ft. body of a furry serpent.

*Do you think he likes me?*

## THE MAGNETIC GLADIATOR



He fraudulently fought his way to the top ranking using ten metal swords and his illegal metal hands. He is super allergic to most plants.

*Behold the physics of blood and gore as my swords (or other metal things) come darting back into my hands.*

## MARSHAL BRUTAL



Having two extra sets of arms, Marshal Brutal believes purely in hand-to-hand combat. He is world-famous for ripping his enemies in half and laughing really hard as their blood showers over him. Drinking blood increases his strength.

*Drinking blood only makes me thirstier for more blood.*

## MONET'S COMMANDO



One of Monet's little-known later works, this living landscape painting is unable to be understood at close range. When naked, his skin is constantly changing colors and shifts patterns to blend in with his surroundings. He is highly susceptible to turpentine, and has one of those big machine guns.

*I am getting the impressionist that he is trying to kill me.*

## THE NAMELESS WORM



The Nameless Worm is the size of a train. It tunnels underground because it doesn't care for sunlight. Its eyes can only see in X-rays. A thousand ravenous mouths cover the side of its body.

*I can hear my name whispered a thousand times.*

## O, SCORPION OF MOSS



This big scorpion is covered in bouncy moss. Anything it stings, living or not, begins to petrify rapidly.

*I thought my boyfriend was sitting on a comfy, cushy mound of moss and, oh, within a few minutes he had turned into stone!*

## THE PESTILENT OLYMPIAN



This two-time decathlon gold medalist brandishes a mighty long whip with a sticky tip that causes immediate but localized cases of leprosy in his victims. He can rip large chunks of flesh and even small appendages from their diseased skin, but the leprosy is unable to spread throughout their entire body.

*You can't be first at everything.*

## THE PHANTASMAL CAVALIER



While escorting a woman of high social position the cavalier fell off his horse and into an illusion of a bramble bush. Once he discovered the bush's tricks he learned how to make various illusions for everyone else to see. He has some different kinds of dynamite.

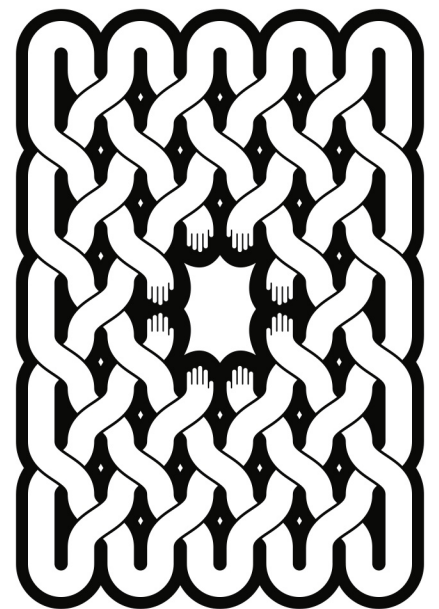
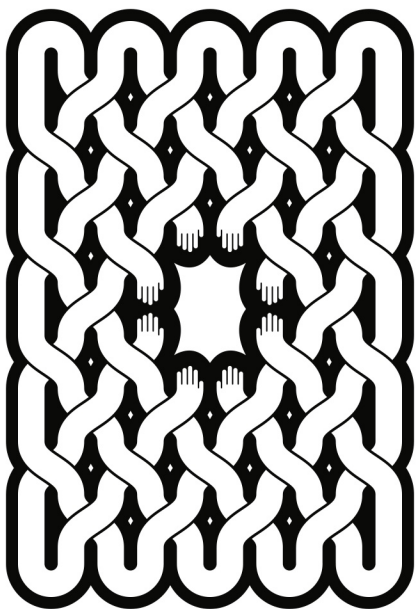
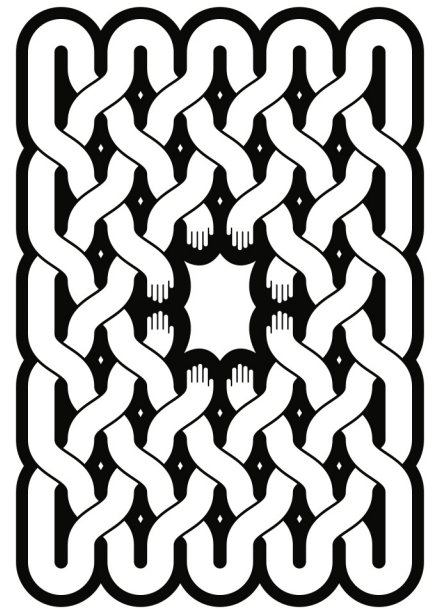
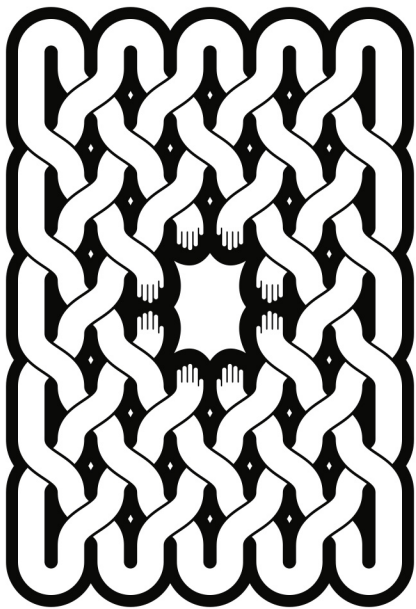
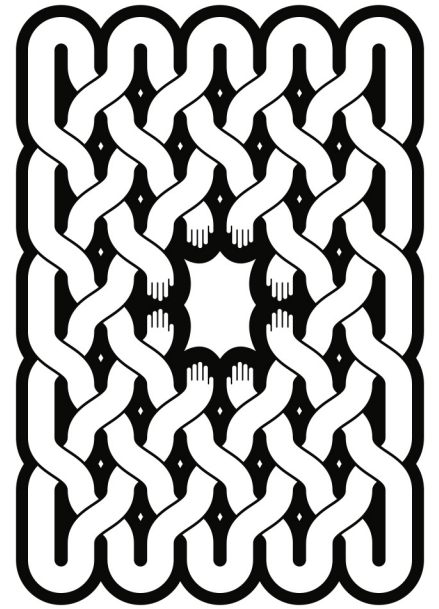
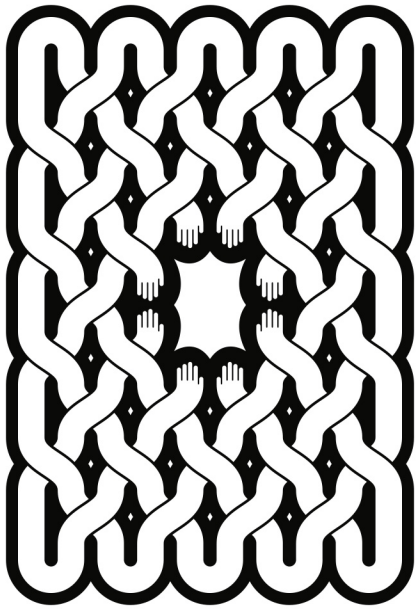
*I am the eyes of the ears of the mouth. Feel me.*

## PLASTIC CALIGULA



He is Caligula, the cruel Roman emperor, recast in hard living plastic. He now has an extended torso to which he has attached 24 still-functioning arms that he has cut from innocent people.

*Sometimes he walks like a man; sometimes he walks like a scorpion.*



## PRAIRIE KRAKEN



Freed from the sea, this lengthy monster now floats through the grasses with a machine gun on the tip of its tail. Its mouth is sewn shut, and its eyes are very nearsighted.

*I don't think it can see well at all from far away.*

## THE PRIMARY SWORDSMAN



He has three short swords that he has been training with since he was a little baby. One blade is water from a glacier, one blade is soil from Mars, and one blade is sunlight from Ra. The swords can fuse together to produce special effects.

*I am mixing the colors of life, painting with the shades of death.*

## THE PUMPKIN MOLLUSK



This soft-bodied invertebrate has made its shell in a steel jack-o-lantern with spider legs. It can blow fire, and is itself invulnerable to fire. A few years ago it almost drowned in a lake while boating.

*Halloween is my favorite time of year.*

## THE ROYAL DRILLER



This guy exhumes for the finest kings and queens of Venus. He has all sorts of hand drills, big and long, even some that shoot. He is so precise that he never gets messy, not even when he is having tea parties with all of the boring queens.

*Thanks for the hover boots, my Queen.*

## SALT JUGGERNAUT



Salt blew in the breeze, hardening around the heart of an ancient warrior and the brain of someone else. The salt can reshape itself in any way it likes around this heart and brain.

*It slid under the door so I shot it in the head, but I guess that wasn't where its brain was.*

## SEMI-UNDEAD CONSTRUCTION WORKER



He worked his body to death, but his head and arms are still alive . . . and attached to a wrecking ball. He usually gets around by rolling but also has a grappling hook, which he can use to swing from.

*360 degrees of pain.*

## SHERLOCK OF THE VALLEY



After reading a bunch of Sherlock Holmes books this impressionable valley-dwelling wizard has since only used his magic for extraordinary powers of observation and deduction. The smoke from his pipe can eat through any substance.

*When you have eliminated truth, anything is possible.*

## SLAUGHTER BOX



It's a box, but also a robot. On five sides are omnidirectional treads that can climb walls. The sixth side is open and anything living that enters it explodes into blood. All of its waterproof power circuits are inside the box.

*Yep, that's like an 8 x 8 ft. box.*

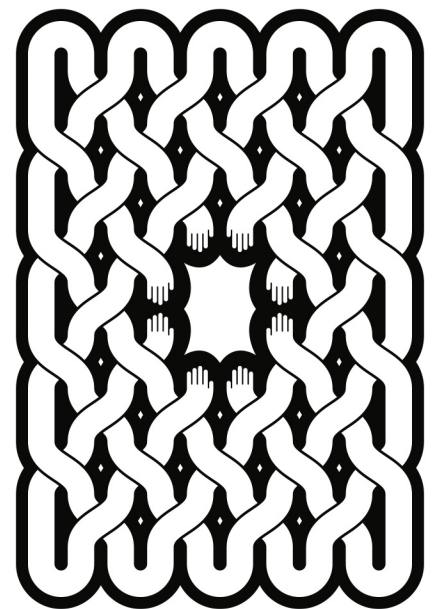
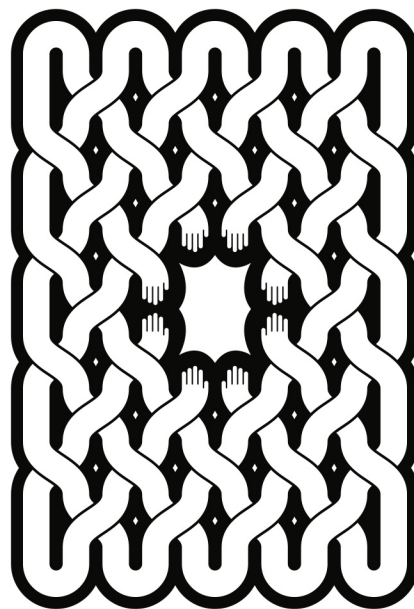
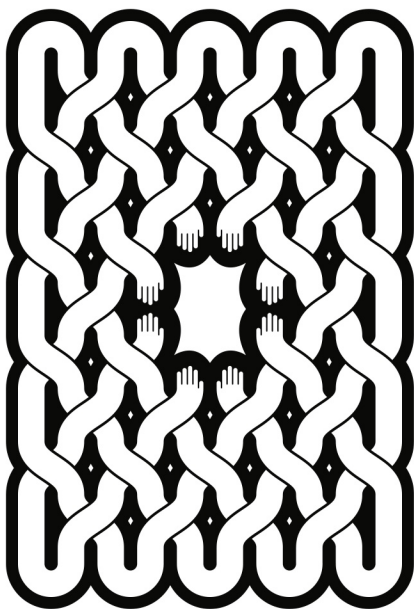
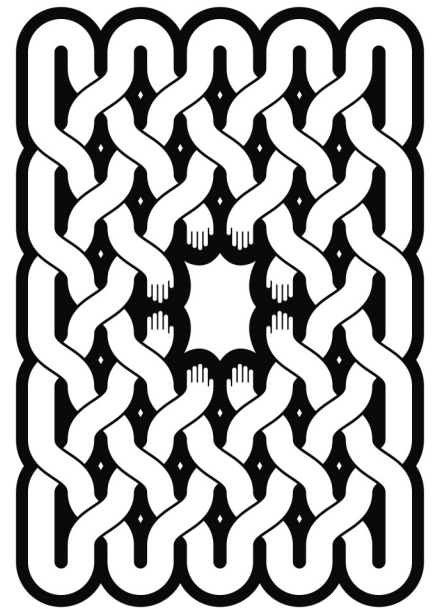
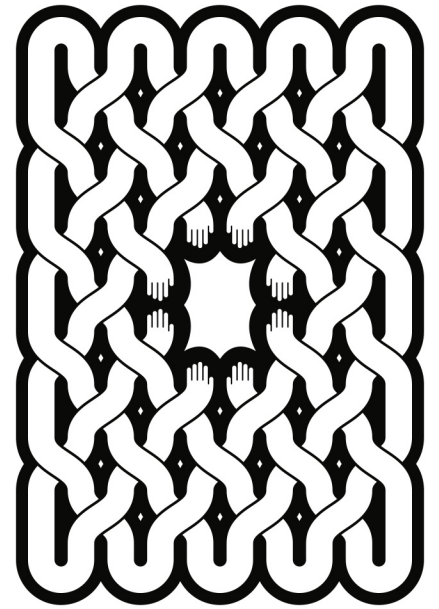
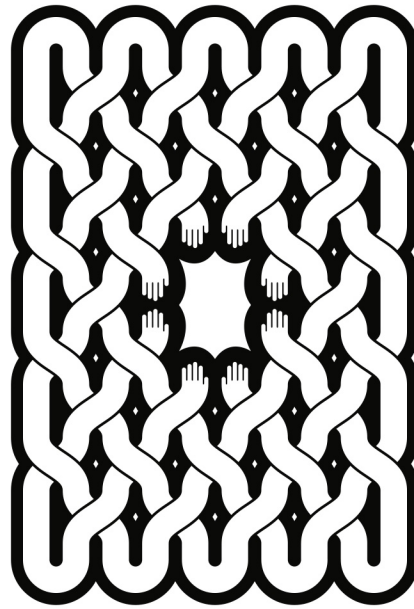
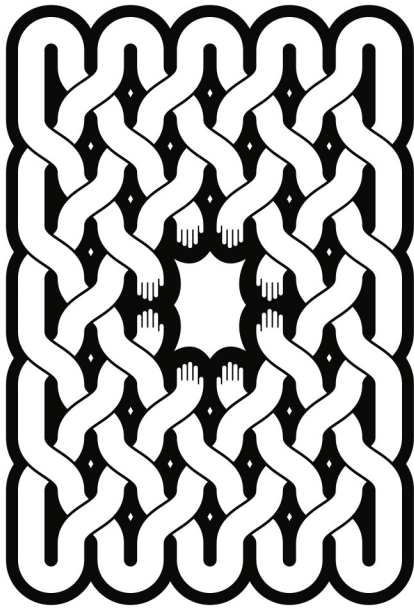
## THE SONIC TRICERATOPS



A great music lover, this triceratops can produce sonically deafening beats with his prehistoric mouth speaker. What he calls dancing others might call earthquakes. He suffers from brief rage blackouts.

*I don't care. I'm calling the hospital.*





## THE STARSHIP BEAST



Raised aboard an abandoned starship, this berserk beast's only parent was the ship's deranged artificial intelligence. The Starship Beast now feels pure hate for everything and has an electronic chopping ax for a brother to prove it.

*You're not my real dad.*

## THIN RATS



They are a pack of three friends who have been weirdly mutated into paper-thin rats with edges as sharp as steel blades.

*Flee through the cracks, my papery pals, for we are like paper and can do as the paper does.*

## THE TRICKY ORCLING EYE



This eye tricked its Orc master while he was sleeping and popped right out of his head. Now it has grown to a 6 ft. tall sphere of all-seeing, bouncing doom. It shoots electricity from the pupil.

*It sure is smart as hell, for not having a brain!*

## AN UNCANNY MINOTAUR



He enjoys dimly lit places like labyrinths and bars. His addiction to steroids has ruined his personal life. He used to be a charming man, but now he is a muscle-bound jerk swinging a wooden quarterstaff.

*Yeah, no, it's... like a maze.*

## VAMPIRE RIDER



This small lady rides on the shoulders of a vicious, brainless vampire with a gigantic head and a bigger mouth. She is the vampire's brain. The vampire's hands are filled with electricity.

*Chomp, chomp, chomp, zap.*

## WALLACE THE BULLDOZER



Wallace is very likable and convincing. He knows bulldozers all over the world. He is very slow but has a rocket launcher.

*What a charming fellow, simply charming. I'd believe about anything that machine said.*

## WALNUT DWARF



Walnut Dwarf has the legs of a mighty dwarf and the upper body of a living, moving walnut tree. He has many full-grown branches that he uses to grab enemies and squeeze their life away.

*His fruits are tempting but poisonous.*

## THE WICKED BEEKEEPER



The Wicked Beekeeper has total command over billions of bees. Last year he broke up with his long-term live-in girlfriend and is still pretty bummed out about it.

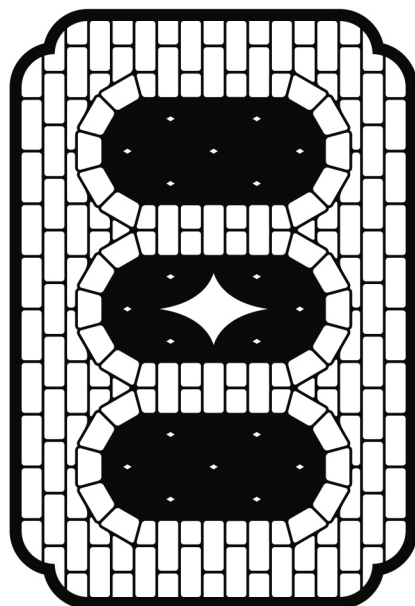
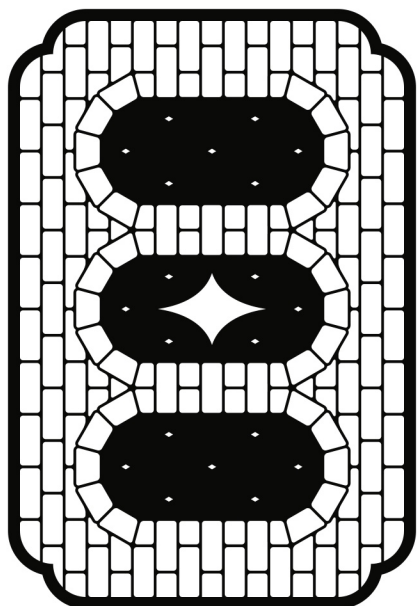
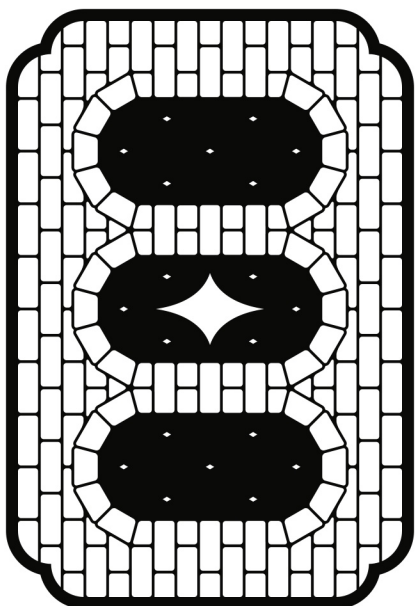
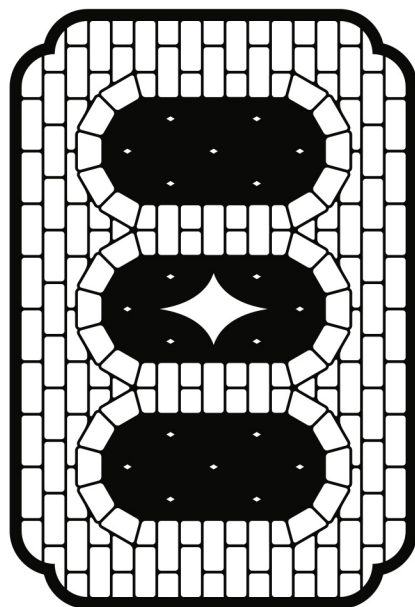
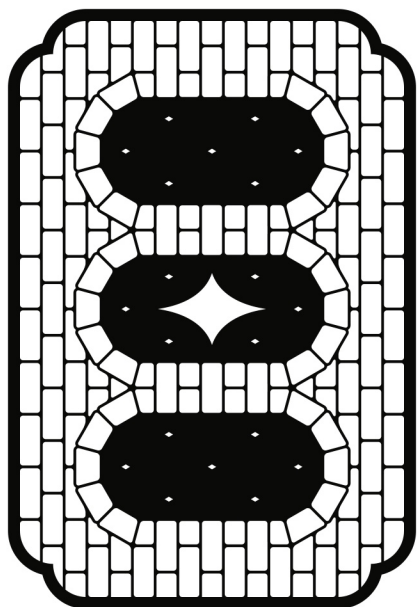
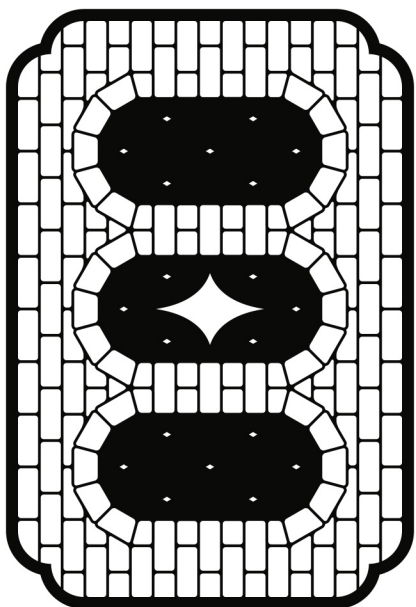
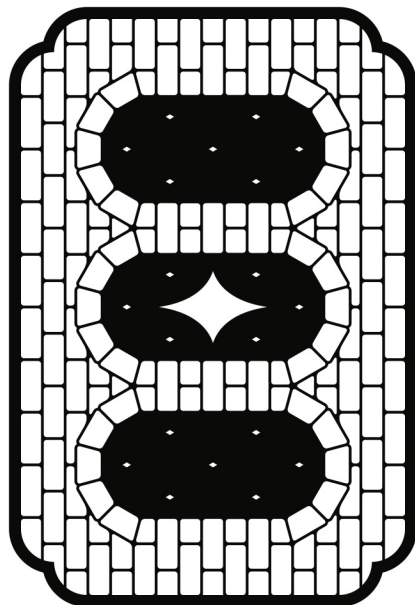
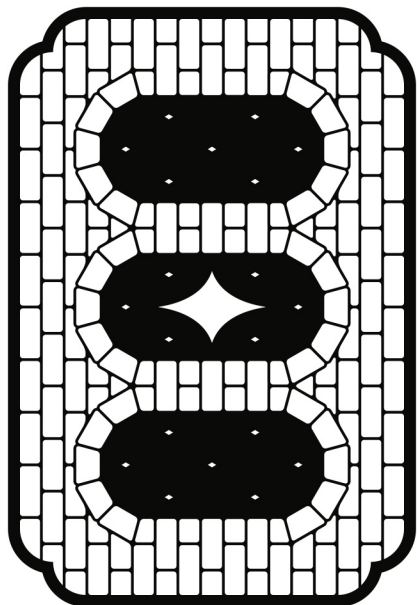
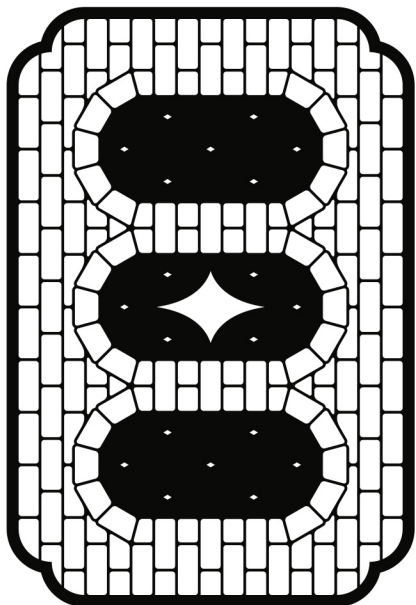
*Do my bidding, my bees, for you are my only friends, and your honey is so sweet.*

## WOLFY, MAGMA OGRE



Wolfy hopes more than anything that God exists, so that when he dies he does not have to return to the magma from which he came. He wears a gauntlet that produces instantly hardening magma from the fingertips.

*I don't know why people call me Wolfy.*





You are on a frozen ocean with spots of thin ice.



You are in a dimly lit indoor maze of mirrors.



You are near a few bottomless pits.



You are in Hell.



You are on an empty expanse of land. Earthquake!



You are trapped in a burning hotel.



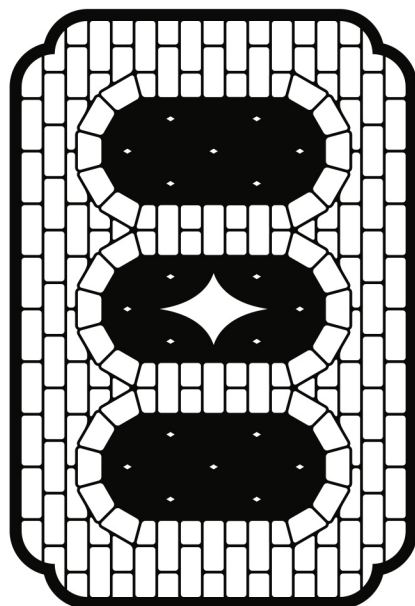
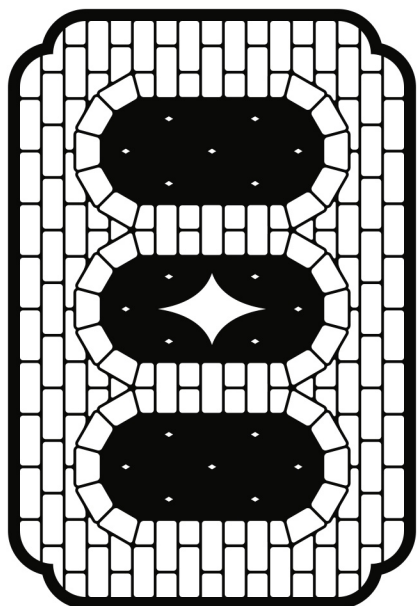
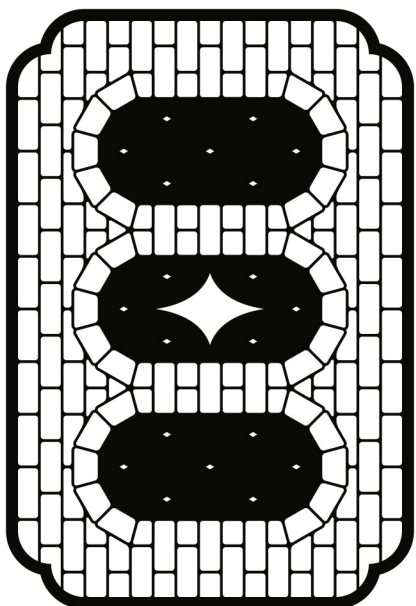
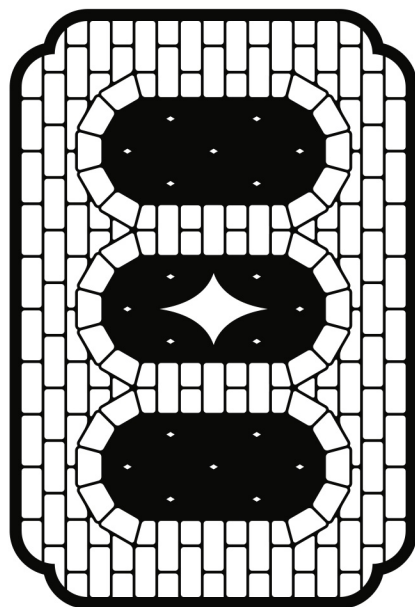
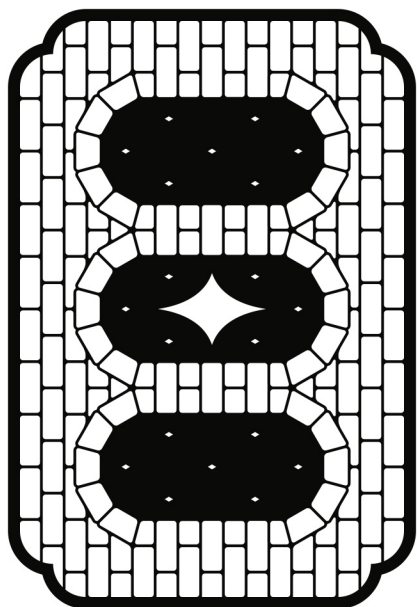
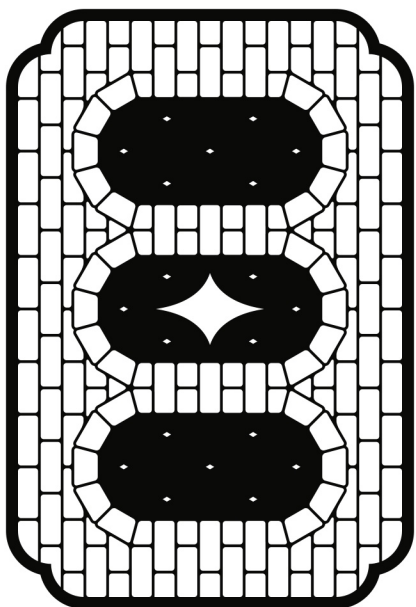
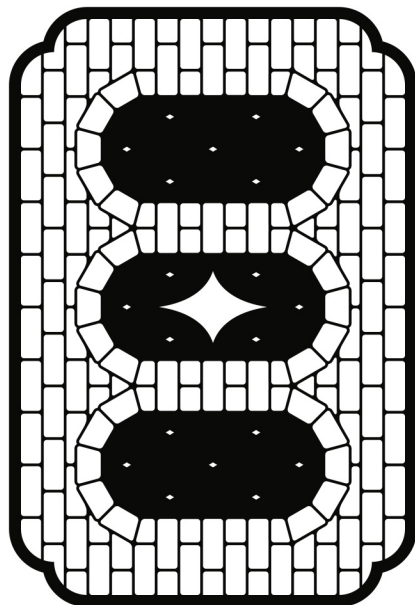
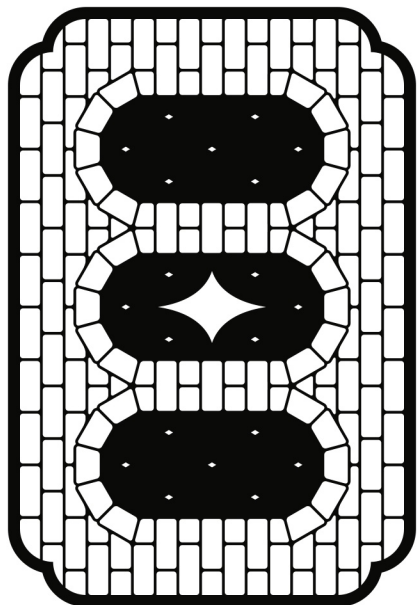
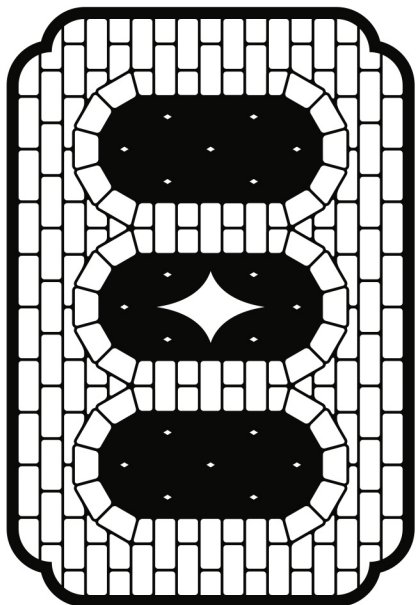
You are on the beach. It is pitch-black, with not even one speck of light.



You are at a fancy dinner-and-dance party in an elegant ballroom. You used to date each other.



You are at the city dump in huge piles of garbage.

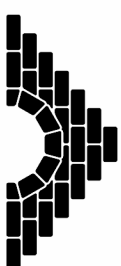




You are wading in a swimming pool of thick blood.



You are in a forest of pine trees during a blizzard.



You are on a skyscraper that is still under construction. The higher you go, the foggier the atmosphere becomes.



You are on a giant's luxurious waterbed.



You are inside a giant pinball game.



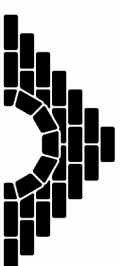
You are on a giant spiderweb.



You are on the moon. You are wearing space suits, if necessary.



You have just leapt out of a plane. You are both wearing parachutes.



You are locked in a room. Two walls covered in long spikes are slowly closing in on you.

- The defender draws a new Situation Card and places it FACE UP in front of them to replace the discarded one.
- The defender selects a new Character Card from their hand and places it under their new Situation Card.
- Then it is the next player's turn in clockwise order.

Note: Losing all Droplet of Blood Tokens does not eliminate a player from the game, although it is unlikely they will be attacked as there is nothing to be gained. They may continue to attack and gain Droplet of Blood Tokens on their turn.

**VI. END OF THE GAME:** After two complete rounds the game is over. The player with the most Droplet of Blood Tokens is the winner.

**VII. TIES:** If after two rounds there is a tie for the most Droplet of Blood Tokens, a tie-breaking battle is played.

- A new Situation Card is drawn from the deck and placed FACE UP.
- All players who are tied for the lead (even if there are more than two players) select one Character Card from their hand to use in battle. All of these characters battle together in the same situation for an ultimate showdown.
- An odd number of the non-battling players is chosen at random to be the judge(s). In the rare case that all players are tied you must find somebody else to listen to and judge the battle.

**CREDITS:**

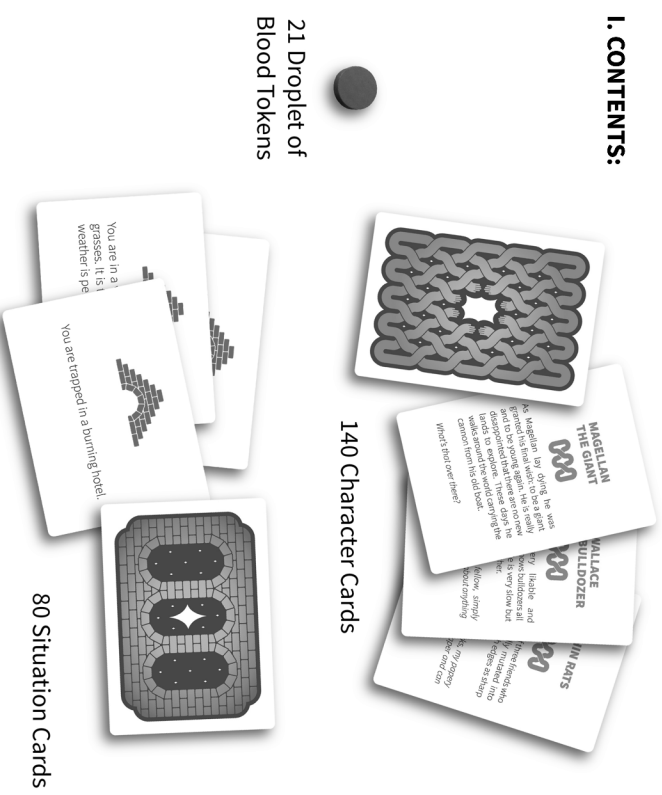
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# OMMIRARA

(Pronounced ahm-nee-AHN-uh) • A game for 3-7 players

**I. CONTENTS:**



**II. SYNOPSIS:** Players take turns sending one of their characters into an opponent's situation to battle against that opponent's pre-selected character. Using information on their cards, both of the players must argue how and why their character would win. One or more of the remaining players act as a panel of judges to decide the winner, who then claims one or two of the defeated player's Droplet of Blood Tokens.

### III. SETUP:

1. Each player takes 3 Droplet of Blood Tokens.
2. Shuffle the Character Cards and the Situation Cards. Place them in separate piles FACE DOWN.
3. Each player draws 7 Character Cards.
4. Each player draws a Situation Card and places it FACE UP in front of them. Position the card FACE OUT, so that the other players are able to read it.
5. Each player selects one Character Card from their hand and places it FACE DOWN under their Situation Card. This should be a character that they think will battle well in the situation, as it will lie there in wait.



**IV. PLAYING THE GAME:** A game of Omniana is played over two rounds. In clockwise order, players take turns choosing and attacking any opponent. Each round is complete after every player has had one turn to attack.

### V. TURN:

**PREPARING FOR BATTLE:** The attacker selects a Character Card from their hand and chooses an opponent. The opponent (now referred to as the defender) must use the Character Card that is underneath their Situation Card. The defender's Situation Card determines where the battle takes place.

#### BATTLE:

1. Determine the judge(s):

- If there are 3 players, the 3rd player (not in battle) is the judge.
- If there are 4 players, the defender chooses which of the 2 non-battling players is the judge.
- If there are 5 players, all 3 non-battling players are the judges (majority vote wins).
- If there are 6 players, the defender chooses which of the 4 non-battling players is NOT a judge (majority vote wins).
- If there are 7 players, all 5 non-battling players are the judges (majority vote wins).

2. Both the attacker and the defender read their cards aloud.
  3. The attacker and defender debate why they think their character would win in a battle to the death, taking into account the Situation Card.
  4. When the judge(s) has come to a decision they may stop the debate at any time and announce whose character is the winner based on their opinion from the arguments presented. A tie is not possible.
- Note: Debates may be formal or free-form. The judge(s) has complete control over the proceedings and always has the final say in any matter, small or large. It may be favorable to set a time limit for battles.

#### CLEANING UP AFTER A BATTLE

1. During the first round, the winner of the battle collects one Droplet of Blood Token from the loser's supply. During the second round, the winner collects two Droplet of Blood Tokens from the loser's supply. If a player loses all Droplet of Blood Tokens, no further tokens are collected.
2. The Situation Card and the Character Cards from the finished battle are discarded.
3. Both players draw a new Character Card.