

TRIALS OF INDINES



Character Guide

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Story & Fighter Guide

It's been a long ride building BattleCON. With the five-year anniversary of Level 99 Games, it seems fitting to be taking a new direction with Trials, taking the game back to its roots and also bringing it forward into a modern form.

I spent a lot of time thinking about what made BattleCON unique and special, and what attracted us to the game. There's a certain flexibility and rigidity—a tempering of the expected and unexpected—and the idea of choosing and becoming a fighter who embodies your own style.

We've put a great deal of time and energy making sure that BattleCON: Trials lives up these fundamental ideas. That the characters are unique and exciting, that they will reveal new emergent strategies, and that they will expand upon the core BattleCON experience while also bringing it forward to a new age.

In Trials, we've introduced an updated Force Gauge System, a new Dodge base, and a wide array of cosmetic upgrades to the game. However, all these new developments are done with the same old goal in mind—to deliver the ultimate strategic tabletop dueling experience.

I hope that you have a great time with BattleCON: Trials!

Good luck in the battles ahead, and Happy Gaming!

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BattleCON, Designer

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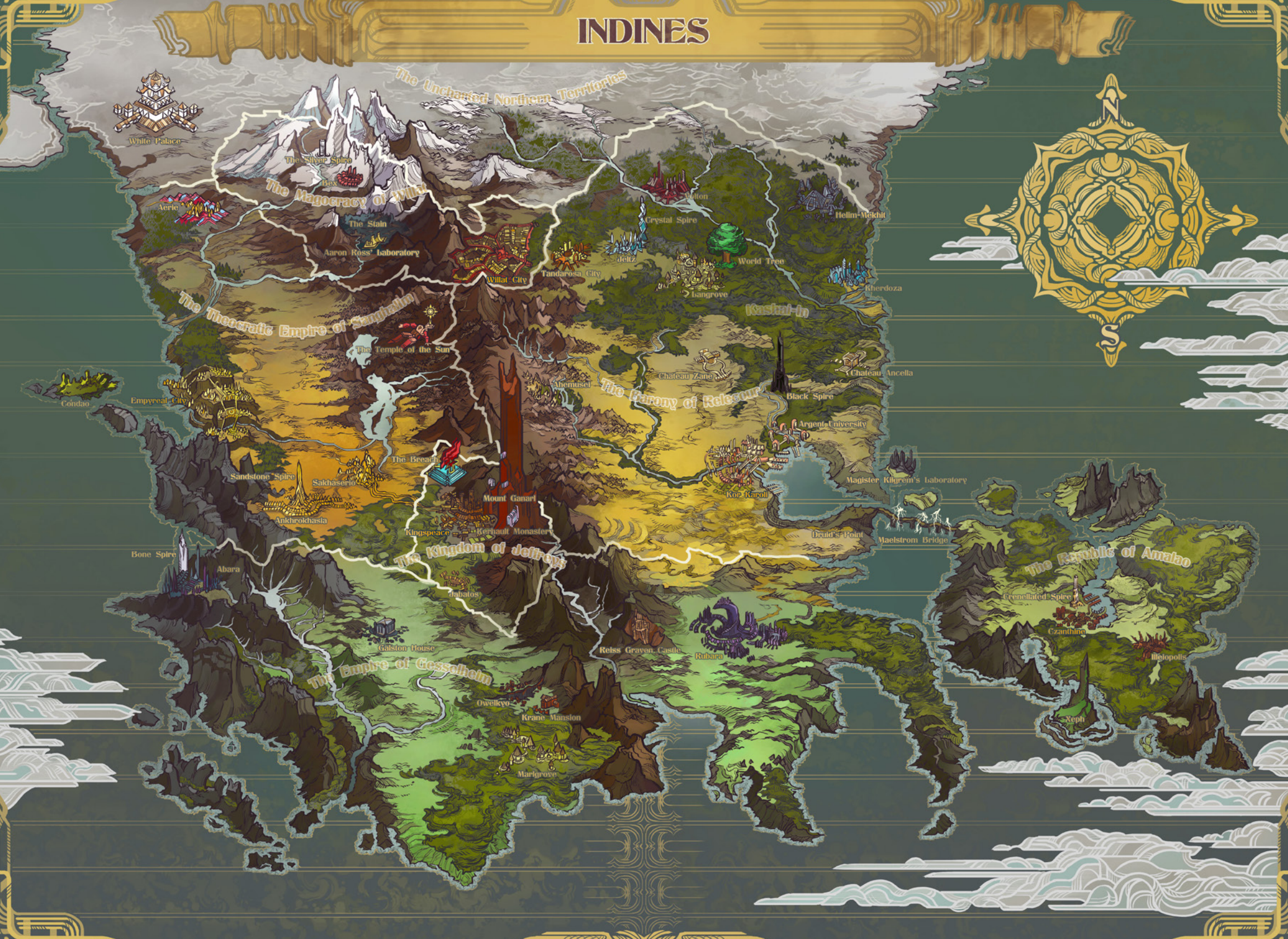
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... and to you!
Thanks for playing!

INDINES



In the wake of cataclysm, keys to a long-lost kingdom are rediscovered, and those who hold them are drawn together to decide the future of Indines.

Over a millennium ago, Indines was connected to the Envernes, also known as the Underlands, a subterranean world as vast as the surface above. One could travel deep enough to find a surface land opposite that of Indines, emerging under a different sky and a different sun. Seven Spires were built to facilitate journeys and trade between Indines and these Underlands, and in ancient times, both sides benefited from fruitful exchange of technology, magic, and ideas.

To protect themselves from the dragons who conquered the surface of Indines, the citizens of Envernes sealed the seven passages between the two worlds with seven keys. These spire keys remain lost and scattered to this day. The Seven Spires, originally gateways between Indines and Envernes, now stand as the only reminder of this long-forgotten age of mutual prosperity. Few living now remember their true purpose.

One fateful day, in a lost ruin upon the remote isle of Xeph, an ancient key was rediscovered by the intrepid Magister Jeris Ieyes. This discovery would set in motion a chain of events wherein one man's ambition, greed, and curiosity would shake the world's very foundations.

Three friends, Trias, Cindra, and Dravil, follow old stories and legends that also lead them to the remote isle of Xeph. But little do they know that a creature of living

shadow, Alumis, follows them. She knows the final destination of these keys, and seeks the secret power hidden there.

Stumbling upon the archaeological base camp of Jeris Ieyes, Trias and his friends learn the full scope of the magister's plans, only to be captured by Division 13's henchmen. As Jeris prepares to return to his laboratory, the three friends find themselves locked in the brig of a military airship.

One dark and stormy night, in a dingy tavern in northern Relecour, the daemon Lucida bets an ancient key against the wandering alchemist Dareios in a gamble for his soul.

Dareios wins the bet, and takes the key as a trophy.

Intending to present it as a gift to the woman of his dreams, Dareios travels west across the desert sands of Sanghalim, accompanied by his drinking pal Wardlaw O'Brien on a whimsical adventure. Guided by the key as much as luck, they become lost in the desert and discover the temple of Mak'terix, and another key-keeper, Shoshannah, one of the few who understands the relics' true significance.

But the daemon Lucida isn't one to let a lost bet stand in the way of her dinner. Joined by her daemoniac "sisters" Dolores and Ariel, they pursue Dareios and the key into the desert. With promises of power and wealth, the daemons tempt Wardlaw into betraying



Those who journey into the Underlands discover the lights of civilization there are as bright as cities of the surface.

his friend and doing their dirty work, then leave him to perish in the hot desert sun while making off with both keys.

Too late, the agents of the Imperial Reliquary arrive, Amon Elcela at their head, and sweep up Dareios into a chase to hunt down the daemons and stop them from using the keys.

Hayden Morgan, assistant to the famed artificer Runika Zenanen, had just rescued her mentor from yet another ill-considered archaeological venture, when they learn the true significance of the spire key that Runika has discovered. Following Hayden's psionic senses—which resonate oddly with the spire key—the two adventurers descend into the caves below the mysterious Mount Ganarl.

Deep within the caverns of the sacred mountain, they discover the three daemons engaged in a profane ritual to break open the gateway to Envernes, intent on claiming it solely

for themselves. Outmatched two to three, only the timely arrival of Amon, Dareios, and the Reliquary forces tips the fight in their favor.

Now with three keys in their possession, the heroes return to the Sandstone Spire, knowing that the call of their keys will soon guide the others to them.

From within the brig of the airship, Trias, Cindra, and Dravil plan their daring escape. By a few daring feats of trickery and swashbuckling, they manage to escape with Jeris's spire key, leaving the magister and his minions grounded upon the snowy fields of northern Relecour.

Following the psionic resonance of the keys, they unite with other travelers from the north and bring their combined four keys towards the Sandstone Spire, where the final keys call to them.

With all the spire keys gathered together at last in the Reliquary's



headquarters, the Sandstone Spire, the heroes prepare to break the seal upon the spires and reunite two worlds once more.

Alumis, who has quietly bided her time, uses this opportunity and the assistance of her accomplices Wardlaw and the daemon Lucida, to slip into the vaults of the Reliquary

and acquire her true objective: the damaged body of the machine god Mak'terix. Possessing a god's form and power for herself at last, she plans to control both the surface and the Underlands!

... together, the gathered heroes must fight to decide the destiny of two worlds—before both are torn asunder!

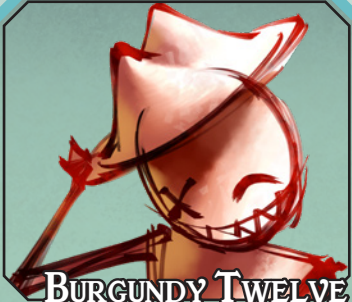
Epilogue

Though defeated by the assembled heroes, Alumis' stolen power would do untold damage, releasing still more deadly things contained in the depths of the Reliquary. Captured and bound in an arcane prison, Alumis's threat seems contained for now, though the daemons and the villainous Wardlaw O'Brien continue to remain at large.

All across Indines, the six remaining spires opened their vaults at once

in response to the opening of the Sandstone Spire, restoring free passage between Indines and Envernes once more. The people of the lands below, the Envernes, emerge once more upon the surface, and the knowledge and secrets they carry will present all-new challenges for the World of Indines.

NOVICE



BURGUNDY TWELVE
TACTICIAN

Splash paint markers across the board to attack from unexpected angles.



CINDRA FLAMA
BRAWLER

Arise like the phoenix midway through the match, revealing a set of powerful new styles.



ULEYLE KIMBHE
BRAWLER

Use your staff to enhance your powerful magical attacks—but make sure it isn't stolen!

INTERMEDIATE



AMON ELGELA
SLUGGER

Utilize shields that strengthen in response to enemy assaults, and counterattack.



LUGIDA MALEPHASE
DISRUPTOR

Sap your enemy's strength and grow stronger the weaker they become.



TRIAS BLACKWIND
TINKERER

Baffle your opponents to keep them at range, then tell a tale of their defeat.



WARDLAW O'BRIEN
SLUGGER

Use your swift movement to pin your opponent against the wall, then punish them.

ADVANCED



DAREIOS KUEL
TINKERER

When the time is right, partake from drinks for powerful alchemical advantages.



DRAVIL GOLDWATER
TACTICIAN

Shift between two forms—steam and ice—to take your opponent off-guard.



HAYDEN MORGAN
MAGE

Balance fury and control to master your psychic powers and control the battlefield.

AMON ELGELA

CHIEF CONTAINMENT SPECIALIST

SLUGGER / INTERMEDIATE

"The time has come to atone for my sins."

- Age: 27
- Gender: Male
- Race: Human

Years ago, Amon was half of a team of independent artificers. Working together with his sister, Gretyle, he would excavate the many ruins around their homeland of Sanghalim, restoring ancient artifacts.

One day when Gretyle returned with a dragonflare orb, an ancient weapon of mass destruction, Amon restored its functionality, not realizing its intended purpose. The weapon activated without warning, exploding in a massive blast of heat and light. Though Amon survived its blast behind a barrier field, Gretyle was killed, and their town was devastated.

Amon fled to the Reliquary and, as penance for his carelessness, pledged his life to protect the people of Indines from dangerous artifacts. With his skill as an artificer, he quickly rose to the rank of Chief Containment Specialist.

Now he pursues the keys to the ancient Spires, one of which is controlled by the Reliquary. While others dream of treasure and power within those ancient towers, Amon fears what lurks beneath the surface of Indines.

The time has come to prevent another disaster, and to keep the dangers of the ancient world sealed away. Calling on the

help of the sniper Tyrafelle Melantas and the monster hunter Joal Kalmor, Amon is ready to do his duty, no matter the personal cost.

Complete Kit

- 1 Fighter Card
 - Damage Control
- 5 Styles
 - Containment
 - Deflection
 - High-Alert
 - Impenetrable
 - Regulation
- 1 Base
 - Wall
- 1 Finisher
 - Code Black (a)
 - Lockdown (B)
- 4 Form Cards
 - Code White
 - Code Green
 - Code Yellow
 - Code Red



The Reliquary was formed in the wake of the Dragon Wars in order to protect Indines from the myriad weapons and dangers left behind by the conflict.

BURGUNDY TWELVE

THE COLOR OUT OF SPACE

TACTICIAN / NOVICE

"We're all the same color, on the inside..."

- Age: ???
- Gender: None
- Race: Shade

Magister Jeris Ieyes of Willat has traveled across the planes for ages, collecting all manner of curiosities from strange new worlds. One of his most exciting discoveries was a sentient color pattern, which he stumbled upon while exploring a distant, dying world.

After the color killed his assistant, Wilman, Jeris named his new discovery "Wilman's Rust" and captured a sample of the substance to bring back for his menagerie.

Over the years, Magister Ieyes has made great strides in teaching and training this malleable substance. Wilman's Rust learned quickly, how to draw pictures and gain new forms, how to communicate, and how to manifest itself in a three-dimensional world.

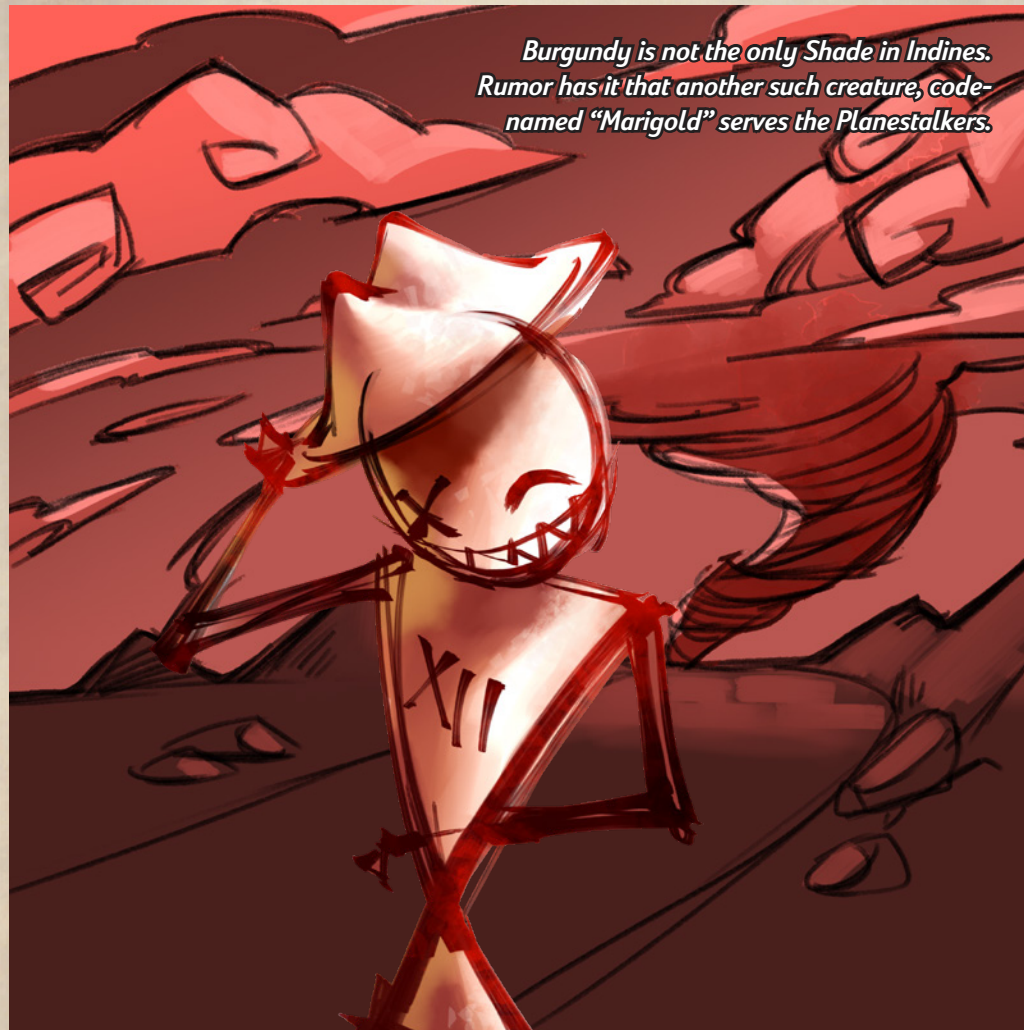
One sample of Wilman's Rust, code-named Burgundy, was submitted to the Division Thirteen supersoldier program in Willat. This particular strain showed an unhinged, psychotic intelligence, but restrained enough to follow orders. While Burgundy failed to be integrated into any of the many programs the division embarked on, it was deemed dangerous and capable enough on its own to act as part of the Division's Black Ops unit.

Dispatched to track down the spire keys and return them to the magisters, Burgundy is set loose upon the world for the first time along fellow agents from Division 13. Working alongside Thessala Three and Oriax Two, Burgundy stands ready to wreak havoc on anything that strikes his fancy.

Complete Kit

- 1 Fighter Card
 - Color Burn
- 5 Styles
 - Flattened
 - Graphic
 - Scarlet
 - Scrawled
 - Stained
- 1 Base
 - Slaughter
- 1 Finisher
 - Emperor's New Clothes (a)
 - The Flying Circus (b)
- 5 Markers
 - Paint (x5)

Burgundy is not the only Shade in Indines. Rumor has it that another such creature, code-named "Marigold" serves the Planestalkers.



CINDRA FLAMA

RISEN FROM THE ASHES

BRAWLER / NOVICE

"No matter how many times I must try, I won't fail in my resolve."

- **Age:** 58
- **Gender:** Female
- **Race:** Human (Spirit-Bound—Phoenix)

Years ago, bandits attacked a small village in the heart of the continent, killing every man, woman, and child in a raid. Cindra escaped from the slaughter by fleeing into a nearby woods, where she survived using the skills that her father, a huntsman, had taught her. Still, she was young, and was forced to learn many lessons the hard way.

One day, struggling with starvation, she came upon a large egg. Too hungry to wait for a cookfire, she quickly snatched from its nest and ate it raw. Little did she know this was the egg of a powerful nature spirit, a phoenix, mid-way through its cycle of reincarnation. Instead of being reborn as usual, the phoenix's soul merged with Cindra. Soon thereafter, her path crossed with that of the angelic Rhey Cal, who adopted her as a daughter and helped Cindra master her newfound power with divine bindings.

Each time she dies, Cindra is resurrected again at the same age as she was that fateful day she merged with the phoenix. Since that time, she has set her skills to aiding others, becoming a healer of some renown. Her time with Rhey at Argent University brought her into contact with Xenitia, a fellow healer, and they became close friends.

When Xenitia left Argent to search for answers to her past, Cindra regretted not joining her for that adventure. In the hopes of finding her friend now, she has joined up with Dravil and Trias on their quest for the keys, hoping she can follow in Xenitia's footsteps.

Complete Kit

- 1 Fighter Card
 - Rebirth
- 5 Styles
 - Ashen
 - Cinder
 - Phoenix
 - Rising
 - Soaring
- 5 Phoenix Styles
 - Ember
 - Kindled
 - Luminary
 - Perilous
 - Smoldering
- 1 Base
 - Wings
- 1 Finisher
 - Cinder Storm (α)
 - Blazing Pyre (β)
- 1 Form Card
 - Human Form (front)
 - Phoenix Form (back)
- 1 Status Card
 - Storm Rekindled



Spirits like the Phoenix are kin to elementals, but are far more mercurial. Some suspect they may have been the first creatures in Indines, predating both animal and elemental.

DAREIOS KUEL

WANDERING BREWMASTER

TINKERER / ADVANCED

"Our world is filled with wonders, and it's my dream to taste them all!"

- **Age:** 31
- **Gender:** Male
- **Race:** Human

The Gesselheimian brewer Dareios has wandered Indines, searching out rare flavors and exotic spices to use in his concoctions. On one of his many adventures, he crossed paths with the mystic Tatsumi Nuoc, and for him, it was love at first sight. Since that fateful day, he has searched for some gift to express his feelings for her.

One dark and stormy night, he chanced upon a mysterious green-haired woman drinking alone in a bar. He shared his predicament with her, and the woman challenged him to a game—his soul against an ancient and priceless treasure. Dareios managed to win, and his prize was a strange relic—something like a key.

With the treasure in hand, he journeyed to the west to present it to Tatsumi, aided by the chummy Wardlaw O'Brien. However, darker forces are close on his heels. The Daemons want their key returned, and Wardlaw quietly conspires to steal the key and whatever secrets it hides.

Carefree as ever, Dareios continues on his adventures, drawn unwittingly into a series of events that will change the face of Indines itself.

Complete Kit

- 1 Fighter Card
 - Dipsomania
- 5 Styles
 - Shuffling
 - Slandering
 - Slurred
 - Staggering
 - Stumbling
- 1 Base
 - Keg
- 1 Finisher
 - Drunken Master (α)
 - Extraordinaire Ether (β)
- 5 Drink Cards
 - Aqueous Arbor
 - Emeraldabier
 - Tea Transcendent
 - Vustasi Vapor
 - Zocean Zudd



Cocktails in Indines often incorporate elements of herbology and alchemy, and may have a kick well beyond mere alcoholic content.

DRAVIL GOLDWATER

CHRONICLER FROM THE NORTH

TACTICIAN / ADVANCED

"What story will they tell of us?"

- **Age:** 36
- **Gender:** Male
- **Race:** Human (Elemental Touched —Water)

Dravil hails from the Northlands, beyond the mountains that divide Indines from an unexplored polar region.

Dravil is a chronicler, a professional storyteller charged with preserving the history of the world in song and speech, and passing these legends on wherever he goes.

A short time ago, the dragon king Greyheart was poised to be released from a thousand-year imprisonment and to wipe humanity from the continent. Intent on seeing history made, Dravil journeyed to the south and watched as the Dragon King was defeated by a group of unlikely heroes.

After composing the tale of the Dragon King's fall, Dravil recalled another old legend, all but forgotten in the southern lands. It told of a world long lost, sealed away from the surface when the dragons came to power ages ago. As word of his story has spread, adventurers have begun new quests to find the keys to the ancient Spires.

When his tales draw the interest of Cindra and Trias to seek out the spire keys, he joins them, realizing a new chapter—and perhaps even a conclusion—to his ancient tale lies ahead.

Complete Kit

- 1 Fighter Card
 - Ebbing Tide
- 5 Styles
 - Cloying
 - Frozen
 - Lunar
 - Resonant
 - Torrential
- 1 Base
 - Storm
- 1 Finisher
 - Blue Dragon's Scalding Breath (A)
 - Blue Dragon's Slicing Teeth (B)
- 2 Markers
 - Ice
 - Steam



The legendary blue dragon venerated in the Northlands is actually an elemental who migrates with the seasons, changing its form and gender as it travels.

HAYDEN MORGAN

LATENT PSIONIC

MAGE / ADVANCED

*"This isn't about the mission anymore.
I need to do this for myself."*

- **Age:** 22
- **Gender:** Female
- **Race:** Human

Since she was young, Hayden has possessed a mysterious power that she didn't fully understand. Raised with a deep loyalty to her nation and the principles of honor, she joined the Armiger Corps of her homeland, Jeffreys, and became an assistant to the legendary artificer Runika Zenanen.

In her research, Runika discovered an ancient form of magic which she believed held the key to unlocking Hayden's full potential. The chief armiger began excavating obsessively into Indines' ancient ruins, certain that she was upon the eve of some big find. Then, one morning, she was simply gone.

Among the Chief Armiger's effects, Hayden found only a collection of old notebooks and a strange key-like device, which she felt must have some connection to the lost, underground world they were researching. Resolved to do her duty to her nation and herself, Hayden has set out with the Knights of the Circle to discover what happened to Runika. Though she has some control over the power she wields, this adventure will push her to master her power—lest it master her.

Complete Kit

- 1 Fighter Card
 - Breaking Point
- 5 Styles
 - Latent
 - Reckless
 - Telekinetic
 - Telestatic
 - Versatile
- 1 Base
 - Potential
- 1 Finisher
 - Hemorrhage (a)
 - Total Control (B)
- 7 Control/Fury Counters
 - Control (front)
 - Fury (back)



Psionics were first mastered by the citizens of the subterranean world of Envernes, and subsequently lost with the sealing of the Underlands. This may be why the vault keys still resonate with psionic energy.

Hayden Morgan

LUCIDA MALEPHAISE

THE DEVOURER
DISRUPTOR / INTERMEDIATE

"I will devour this world, piece by piece!"

- **Age:** 464
- **Gender:** Female
- **Race:** Daemon (formerly Elvan)

In ages long past, the Daemon King Malephaise was sealed away, and his power split into eight mighty relics lost to time. One of these, the Jaws of Malephaise, fell into the possession of Lucida, corrupting her and transforming her. Now, concerned only with devouring the souls of the living, Lucida wanders the world of Indines, seeking foolhardy adventurers to consume.

Long ago, when she was still a young Elvan living in the marshlands of the north, Lucida was charged with guarding a treasure of her people, an ancient key to a long forgotten place. Over four centuries, she kept it by her side constantly, the final reminder of who she used to be. One fateful night, however, she lost the key in a game of chance to a wily adventurer named Dareios.

Only the next morning, when the reality of the situation caught up with her, did she realize what she had done, what that treasure meant to her, and what it might be used for in the wrong hands.

Joined by her sisters Dolores and Ariel, Lucida tracks Dareios across the land of Indines. But she keeps one eye on her siblings, realizing they have their own secret plans for the key...

Complete Kit

- 1 Fighter Card
 - Jaws of Malephaise
- 5 Styles
 - Corrosive
 - Devouring
 - Insatiable
 - Sharpened
 - Voracious
- 1 Base
 - Teeth
- 1 Finisher
 - Whet the Jaws (A)
 - Embalming Extraction (B)
- 4 Rend/Consume Tokens
 - Courage
 - Pain
 - Spirit
 - Valor



After the fall of the demon king, the Malephaise Sisters are now free to pursue their own designs—so much the worse for the innocent souls of Indines.

TRIAS BLACKWIND

THE ONE AND ONLY

TINKERER / INTERMEDIATE

"No autographs, please."

- **Age:** 18
- **Gender:** Male
- **Race:** Human (Elemental Touched —Wind)

Once an adventurer in the distant land of Amalao, Trias's adventures eventually brought him to the continent of Indines, to learn the history of his lineage and the truth behind Blackwind, the malevolent spirit that inhabits his family-heirloom cithara and shares his family name.

Known as a routine teller of tall-tales, Trias nevertheless remains well-liked by just about everyone he meets. Once at Argent, his reputation and popularity quickly saw him elected as the student body president, and even an outside chance at the chancellorship of the university.

With his search for answers at Argent going nowhere, Trias was left wondering why he still remained there. A fateful meeting with a storyteller from the far north and talk of fabled treasure lost to time prompted him to abandon his post and strike out on a course for adventure once more.

Joining up with Dravil and Cindra, Trias has headed east to his homeland on an adventure to track down the spire keys, beginning with the old legends of where they were lost.

Complete Kit

- 1 Fighter Card
 - Embellish
- 5 Styles
 - Awesome
 - Epic
 - Outrageous
 - Resounding
 - Spooky
- 1 Base
 - Ballad
- 1 Finisher
 - Jetstream (a)
 - The Black Wind (B)
- 6 Embellishment Cards
 - + from the Heavens!
 - + of the Ages!
 - + With Style!
 - Perfectly +
 - Super +
 - Truly +



The origin of Trias' scar remains mysterious, as the tale of how he came to receive it always seems to change...

ULEYLE KIMBHE

ARCHMAGE OF RELEGOUR

BRAWLER / NOVICE

"I didn't get to be this badass just by talking a good game. Try me and you'll see."

- **Age:** 34
- **Gender:** Female
- **Race:** Human

As the archmage of Relegour, Kimbhe travels the land hunting down those who would use magic for their own evil ends. Her skill in combat magic has earned her one of the most feared and respected reputations of the age.

Kimbhe's latest adventure began when her friend Nostos Calahaan, chancellor of Argent University, resigned abruptly. Before he left to return home to the faraway continent, he entrusted Uleyle with an ancient treasure, telling her that he did not trust the next chancellor with its secrets.

Now that the race to fill Calahaan's position has ended, several of his would-be successors have turned to investigating her, certain that she possesses something that the old chancellor left behind. Moreover, sinister forces such as the Blackspire Mercenaries and Division 13 seek to claim the keys for their own advantage.

For her part, Kimbhe searches for the secret behind the spire key that Calahaan left her, uncertain of what its purpose may be, but determined not to let it fall into any other hands. Her journey brings her into contact with the Gesselheimian knight and keybearer Baenvier Marlgrove, and the two unlikely

allies find themselves working together to uncover the fate of the artifacts they bear.

Complete Kit

- 1 Fighter Card
 - Archmage's Staff
- 5 Styles
 - Expulsion
 - Fulminating
 - Penumbra
 - Quake
 - Quickening
- 1 Base
 - Caster
- 1 Finisher
 - Mage Hunter (a)
 - Archmage's Ambition (B)
- 1 Staff Marker



Archmages are mage hunters, charged with enforcing magical law and hunting down those who would use their magic to subvert the national governments of Indines.

Uleyle Kimbhe

WARDLAW O'BRIEN

SELF-STYLED VILLAIN

SLUGGER / INTERMEDIATE

"You're goin' down, chump!"

- Age: 45
- Gender: Male
- Race: Human

For a short time after acquiring the legendary Belt of Beatdown and all the incredible fighting powers that came with it, Wardlaw O'Brien lived the easy life of a self-styled villain, but ultimately became bored and despondent. Moreover, the resulting bar tab had sapped him of every ill-gotten coin he could get his hands on.

One fateful night, when he was drinking alone in the back of a bar, he overheard a curious wager, of a man's soul against a Daemon for an ancient treasure. Catching sight of the treasure, Wardlaw recognized it as some sort of key. In that moment, he was struck by a faint memory of the stories he had heard in his youth. He remembered tales of a secret world beneath the surface, filled with incredible wealth and treasures, and a gate to that place hidden deep within a tower just outside his village.

Deciding to get his hands on the key and see if there is any truth to the legends, Wardlaw slyly joined Dareios, the man who had won the key, in hopes of making his new ambitions of wealth and power a reality.

Complete Kit

- 1 Fighter Card
 - Beatdown
- 5 Styles
 - Charging
 - Dangerous
 - Massive
 - Overhead
 - Smackdown
- 1 Base
 - Clothesline
- 1 Finisher
 - Pain Train (A)
 - Double Moustache Buster (B)



The Beat of Beatdown is an ancient artifact once held by the monks of the Six Paths, and was discovered by Wardlaw when he raided their fallen temple.

