



TEAMFIGHT TACTICS



Hoodwinked



Hoodwinked

MODE VARIATIONS

01

ALCHEMY

In this game mode, gold per round is increased to 2. Additionally, 2 star and 3 star units sell for more.

02

WITCHING HOUR

In this game mode, experience gain is doubled. Additionally, gain one class and one origin trait.

03

MIMICS

In this game mode, minions are replaced by mimics. Mimics copy champions on your board, with a chance to receive a copy when killed. Be wary! Mimics are always one tier higher than the unit they copy!

04

BUBBLING CONCOCTION

In this game mode, you start with 2 bubbling concoctions. Players can then use them on their boards, granting any champion on that hex bonuses.

05

HIDE AND SEEK

In this game mode, carousel round nearsights all little legends. Additionally, minion rounds are replaced by Hide & Seek.

06

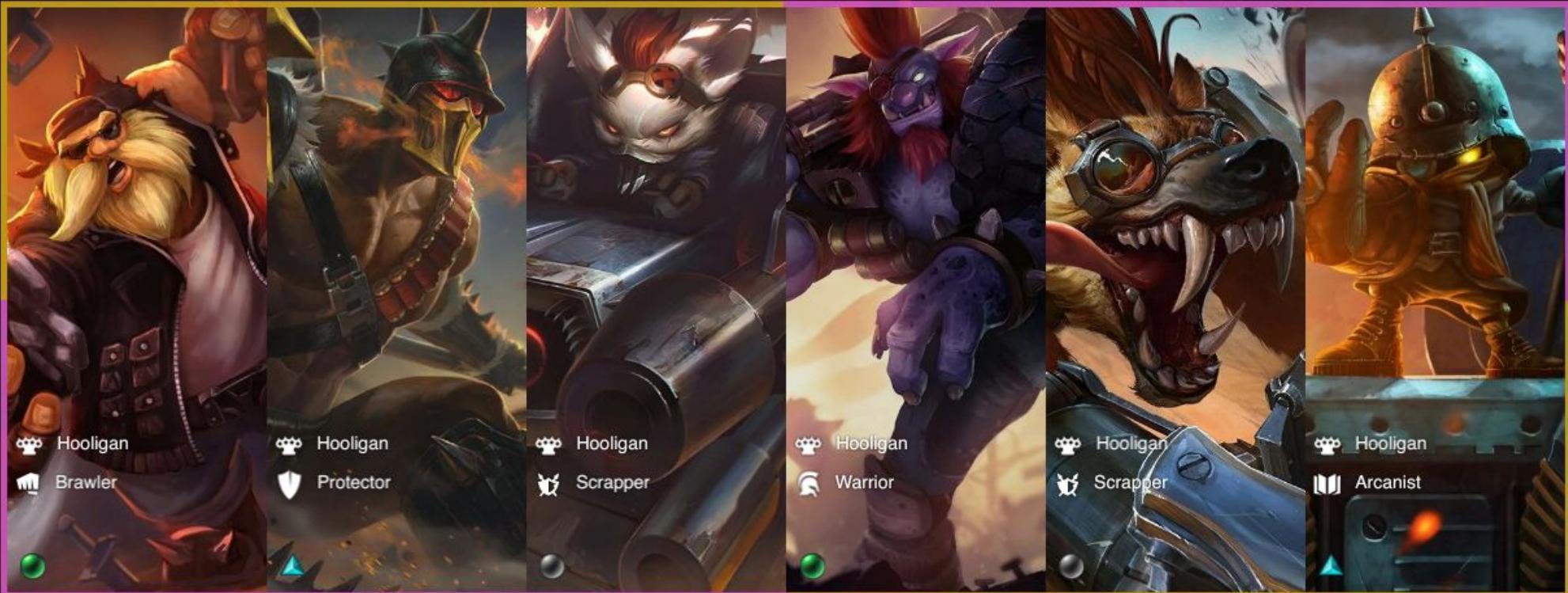
TRICK OR TREAT

In this game mode, some choices in your shop will be replaced with a question mark. These vary in price. Treats contain champions and items. Tricks deal damage to your little legend, steal your gold, or take up a slot on your bench.

Hoodwinked



HOOLIGANS

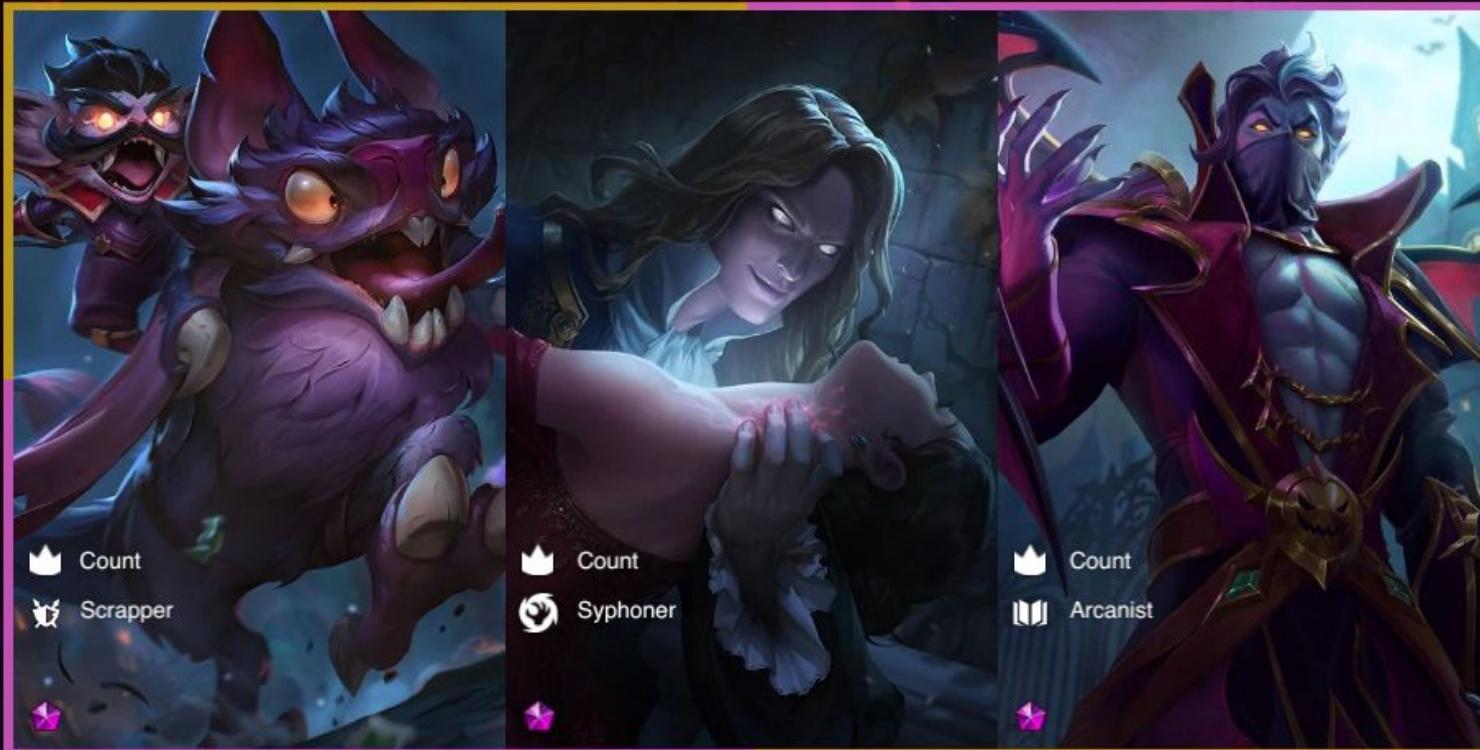


Ability

Hooligans trash random enemy items, disabling their abilities for a few seconds.
At 8, items are stolen for your team.

- 2 - One item for 10 seconds
- 4 - Two items for 8 seconds
- 6 - Four items for 6 seconds
- 8 - Two items stolen for the round

COUNTS

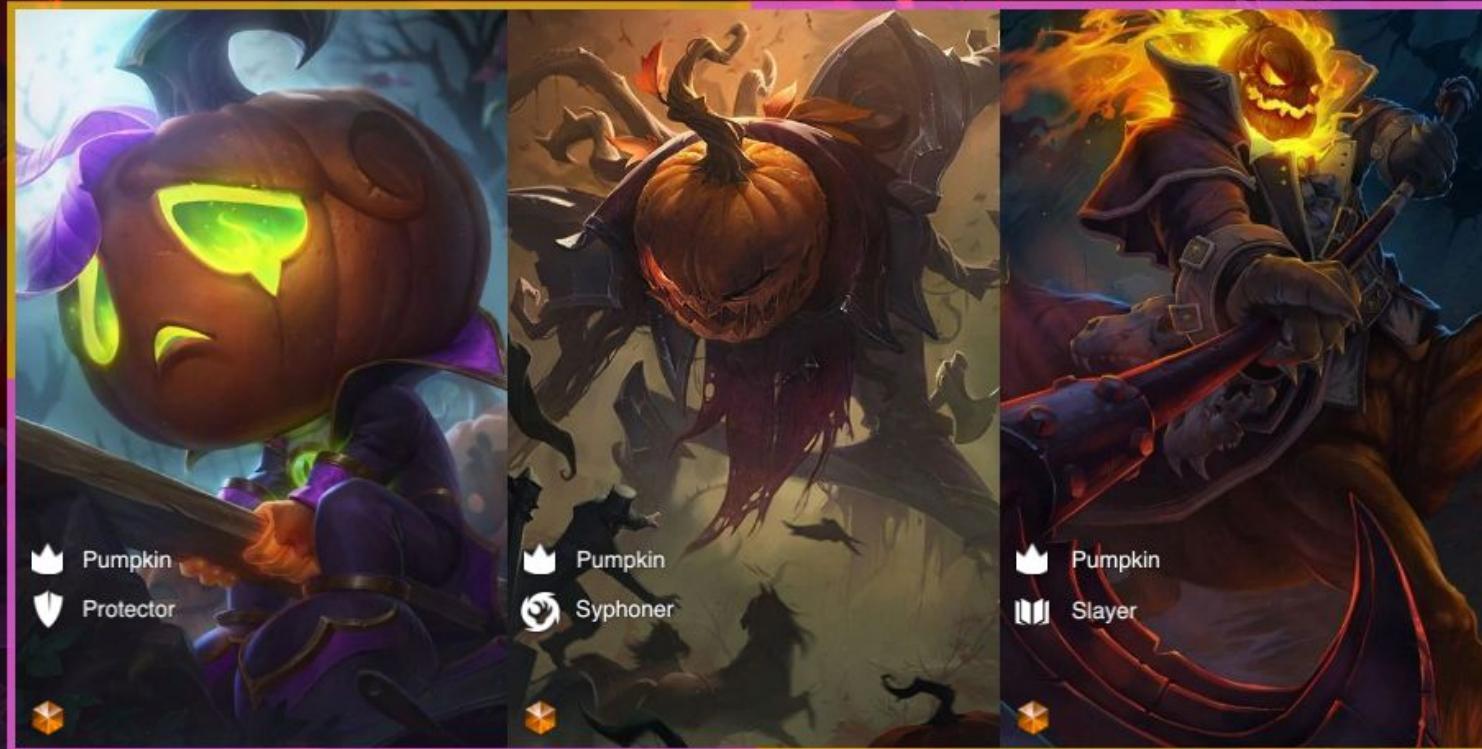


Ability

Counts grant extra income at the end of every round when above max interest.

- 2 - Bonus two gold
- 3 - Bonus four gold
- 4 - Bonus eight gold

PUMPKINS

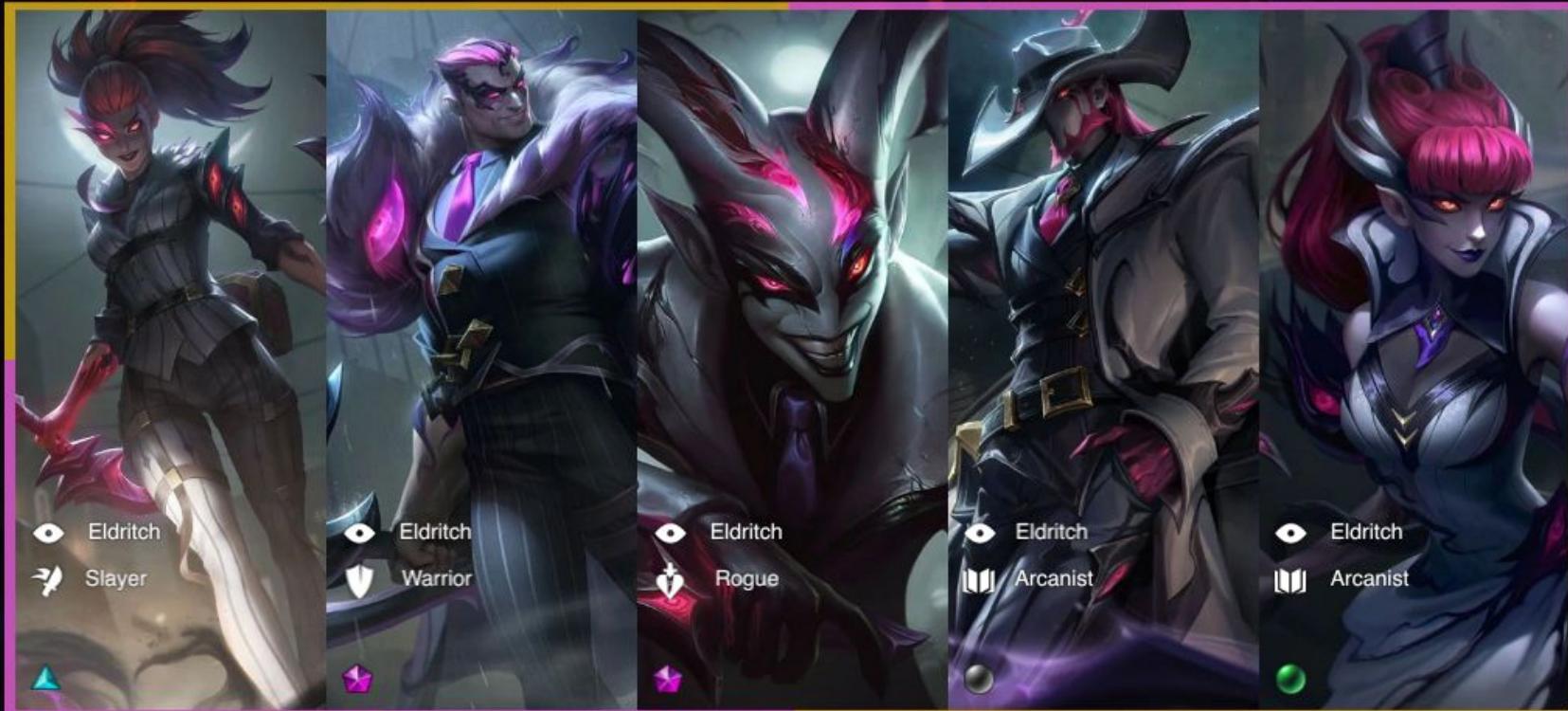


Ability

These legendary pumpkin creatures grant two additional shop slots if they have been in play for three rounds.

1 - Two additional shop slots

ELDRITCH



Ability

Eldritch monsters slowly drain their enemies' sanity, decreasing their armor and magic resist every second.

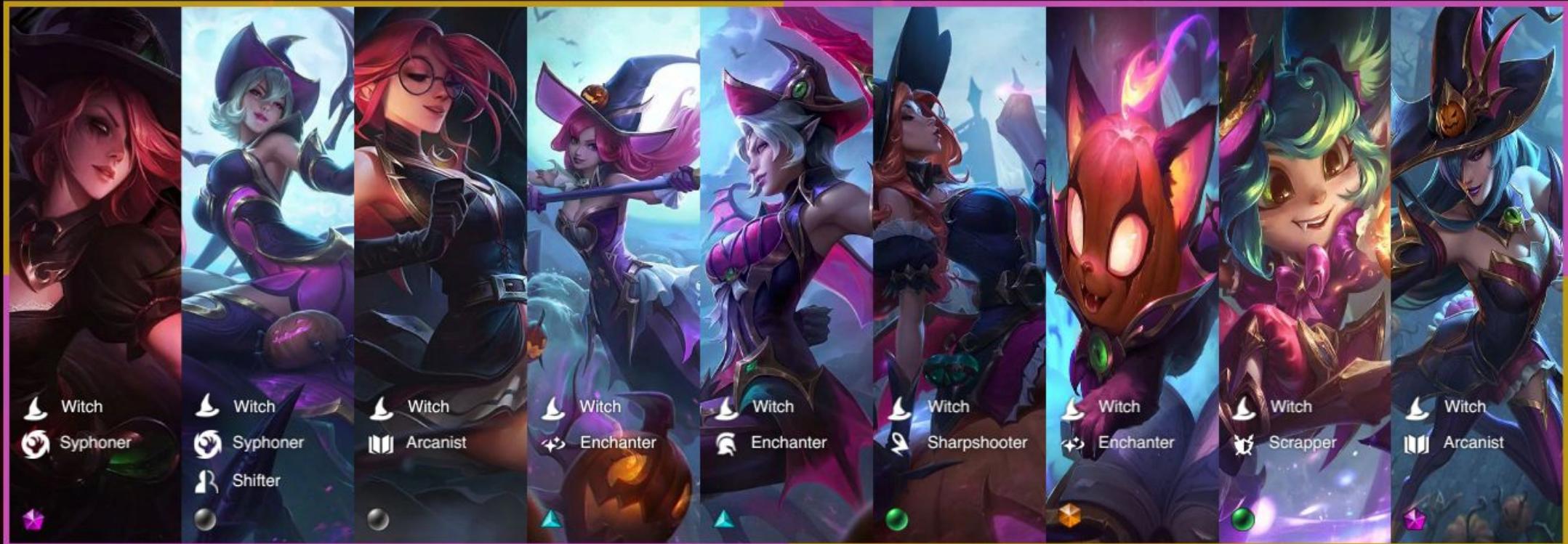


3 - 5 Armor/Resist per second

4 - 10 Armor/Resist per second

5 - 20 Armor/Resist per second

WITCHES

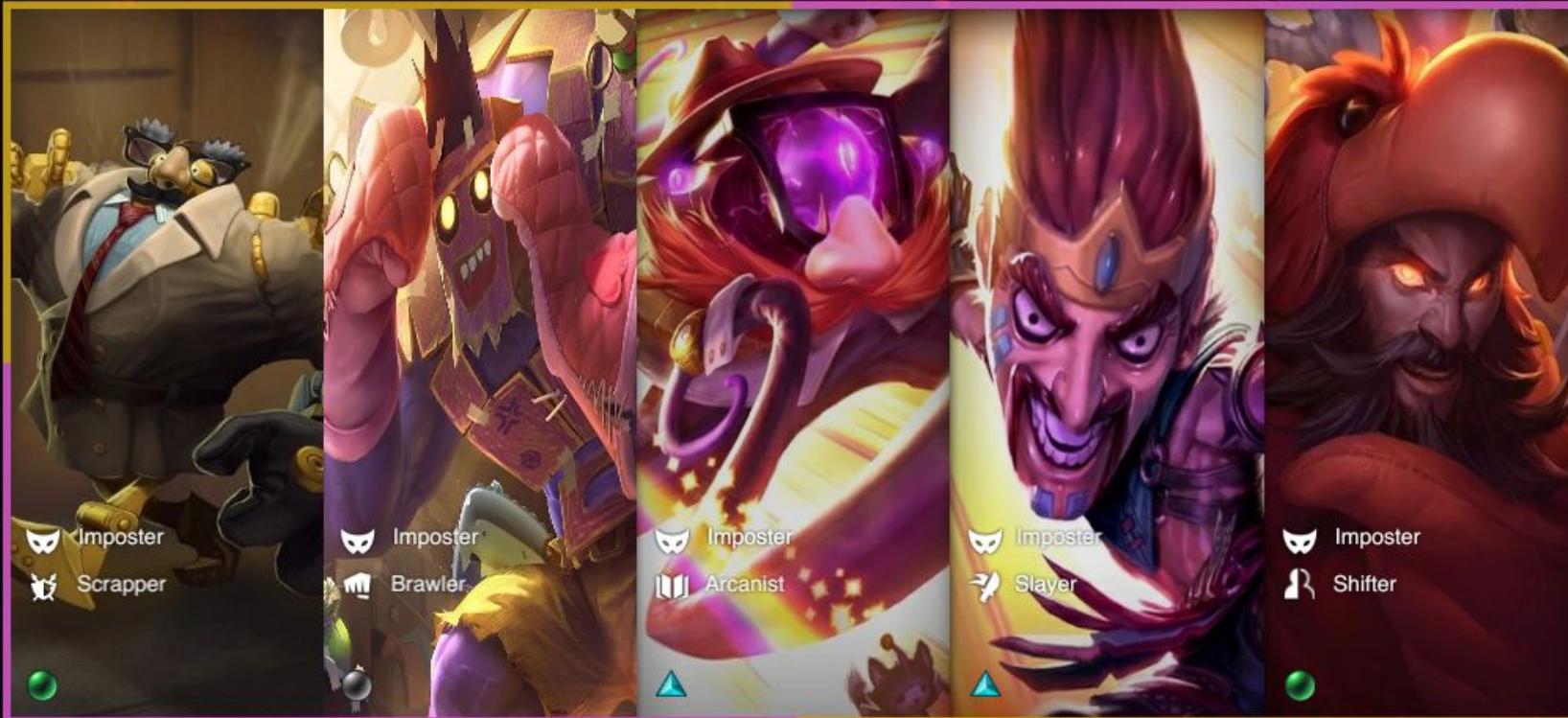


Ability

Witches generate mana every second. Additionally, they conjure a shield based on the total amount of mana used to cast their abilities during the round.

3 - 5 Mana, 25% Mana Shield
6 - 15 Mana, 50% Mana Shield
9 - 30 Mana, 100% Mana Shield

IMPOSTERS



Ability

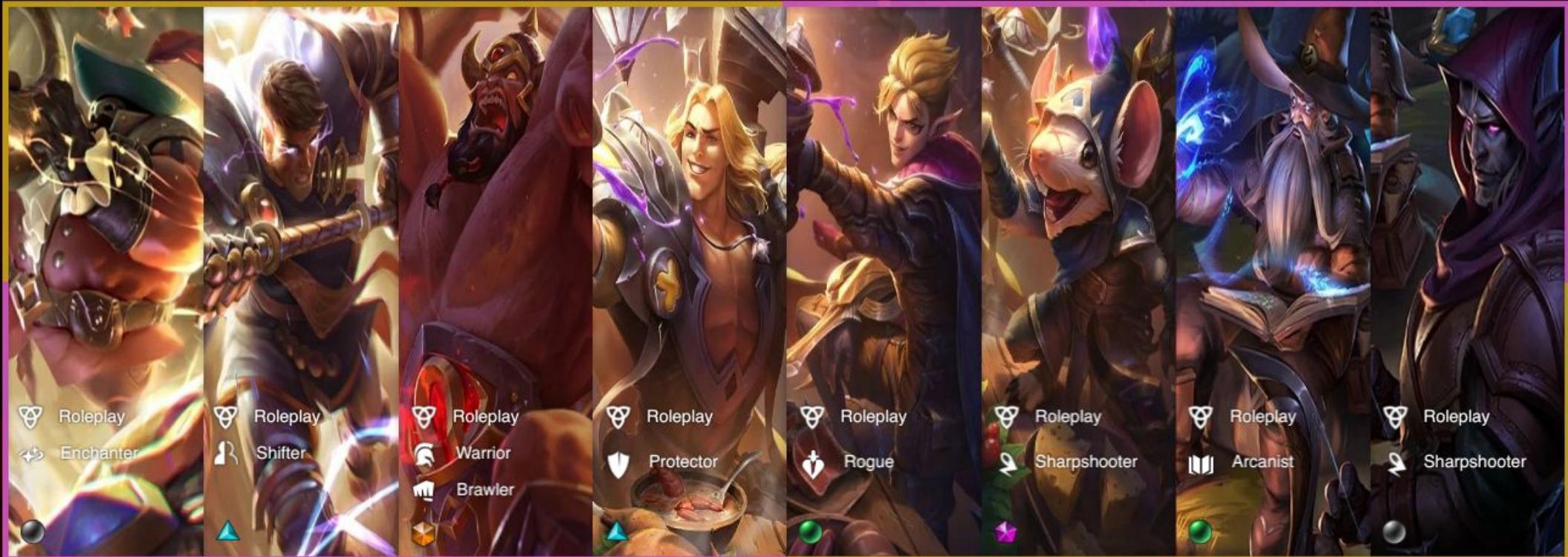
Imposters inherit random traits they don't already possess before the round begins, shuffling the inherited traits at the end.

2 - 1 Trait

4 - 2 Traits

6 - 3 Traits

ROLEPLAY



Ability

At the start of the round, each Roleplay unit rolls a dice above their head. The highest roll is then used to give all Roleplay units bonus stats.

3 - D6

6 - D10

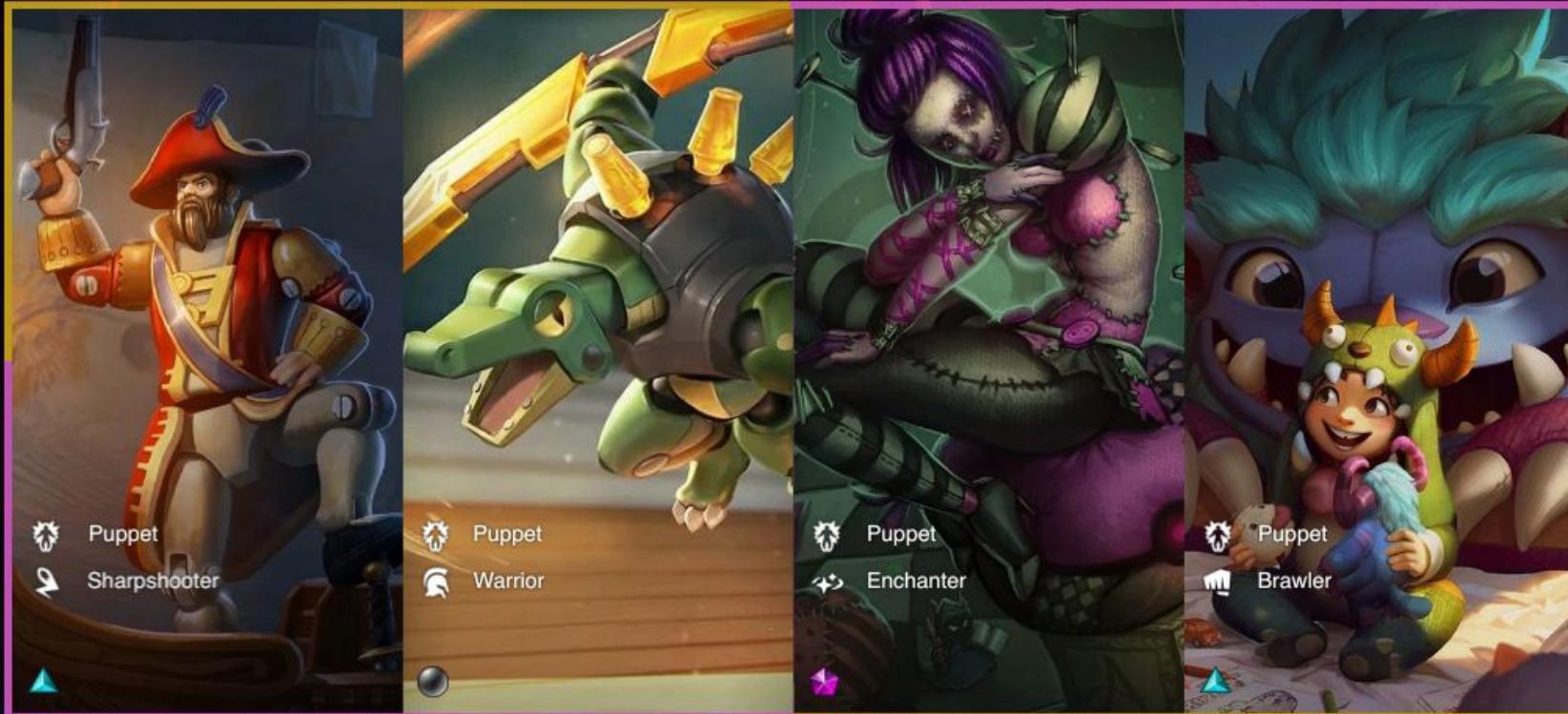
9 - D20

HP - 40x

AD - 10x

AP - 10x

PUPPETS



Ability

Puppets convert enemies (at random) into their allies at the beginning of combat, moving them to their side of the board.

After 10 seconds, the converted enemies will return to normal. The round can end before the possession expires.

3 - Convert 1 unit

4 - Convert 2 units

5 - Convert 3 units

ROCKSTARS

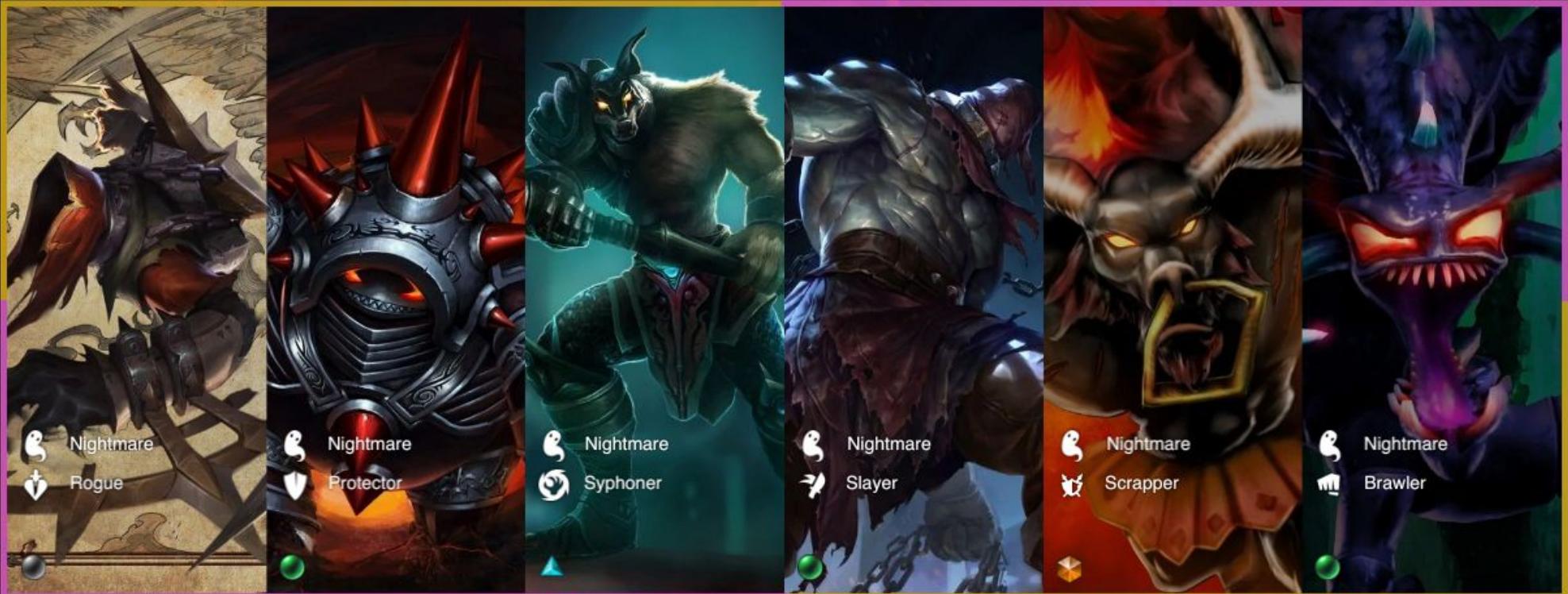


Ability

Whenever a Rockstar casts their ability, they grant each other bonus Attack Speed and Ability Power. Other allies (groupies) receive half of the effect.

- 2 - 20% AS, 10 AP
- 4 - 30% AS, 20 AP
- 6 - 40% AS, 20 AP
- 8 - 60% AS, 30 AP

NIGHTMARES

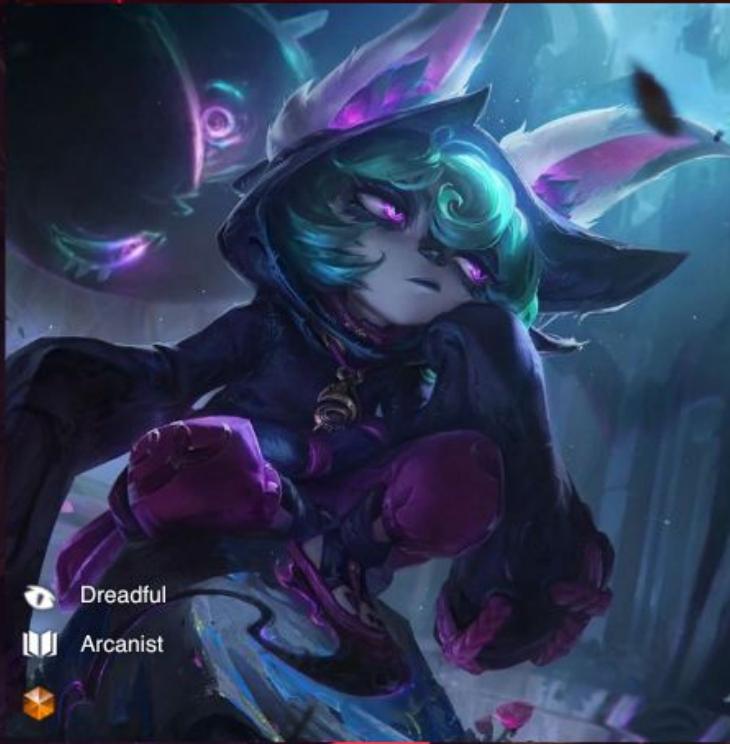


Ability

Nightmares deal true damage with their abilities and gain bonus AP and AD on kill.

3 - 40 AP, 40 AD
6 - 80 AP, 80 AD

DREADFUL

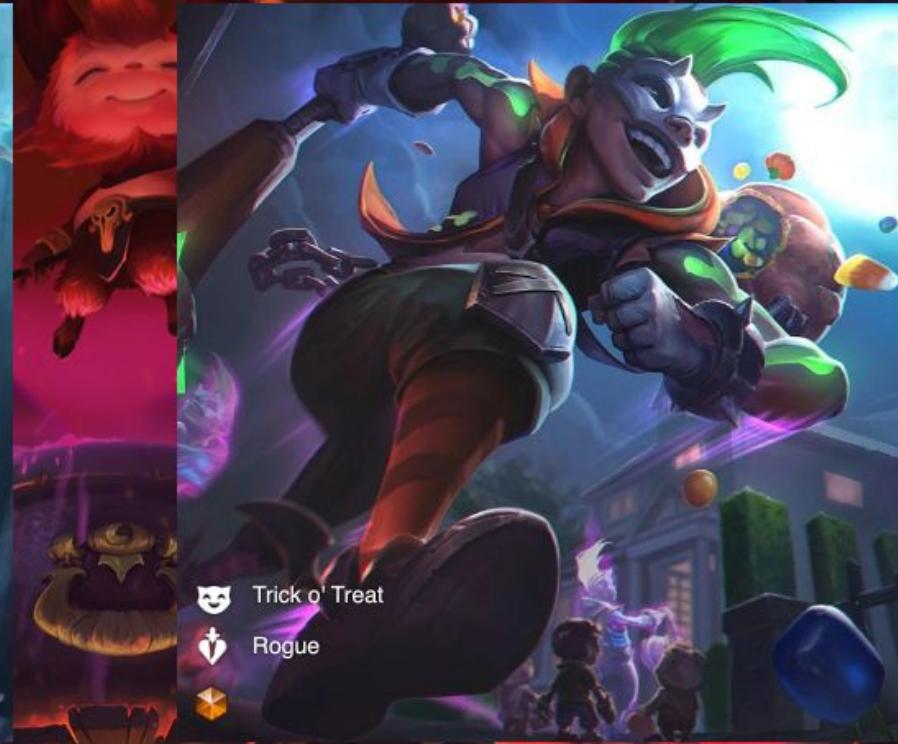


Ability

Dreadful units recast their spell if they kill an enemy.



TRICK O' TREAT



Trick o' Treaters receive bonus effects from items depending on the amount of items equipped. They can also equip up to 5 items.