

FULL EXPLANATIONS OF EVENTS:

ALMS FOR THE POOR: EACH TEAM'S CHARACTER WITH THE HIGHEST TOTAL STATS IS INJURED

The Character Card with the highest total stats is not available for this month - neither in the starting lineup or the bench (for magic).

ANGELS IN THE SCOREBOARD: GOOD CHARACTERS GET AN EXTRA +1 ON THE STAT TRACK

Character Cards who move up on the Stat Track this month, move up an extra space

ANGRY WIND ELEMENTALS: EACH TEAM'S PITCHER WITH THE LOWEST TOTAL STATS IS INJURED

The pitcher Character Card with the lowest total stats is not available for this month - neither in the starting lineup or the bench (for magic).

BRUSHBACK OF PURITY: -1 TO ALL STATS ON EVIL CARDS

All stats on Evil Character Card are reduced by one.

BUSHLEAGUE CALLS: EVIL HITTERS GET -1 TO ALL STATS

All stats on Evil hitter Character Cards are reduced by one.

DETRIMENTAL DUNGEON DIVING: ONE RANDOM PRO OR SPECIALIST ON EACH TEAM IS INJURED

One random Pro or Specialist Character Card is not available for this month - neither in the starting lineup or the bench (for magic).

DWARVEN AXE JUGGLERS: ONE RANDOM HITTER ON EACH TEAM IS INJURED

One random hitter Character Card is not available for this month - neither in the starting lineup or the bench (for magic).

EARN YOUR PAYCHECK: A RANDOM PLAYER GOES ON A QUEST (RETURNS AT END OF MONTH)

One random Character Card is not available for this month - neither in the starting lineup or the bench (for magic).

EATEN BY THE UMP: EACH TEAM'S HITTER WITH THE LOWEST TOTAL STATS IS INJURED

Each team's hitter Character Card with the lowest total stats is not available for this month - neither in the starting lineup or the bench (for magic).

ERA OF BAD FEELINGS: EACH TEAM'S BEST ERA PITCHER IS INJURED

Each team's pitcher Character Card with the highest earned-run average (ERA) is not available for this month - neither in the starting lineup or the bench (for magic).

EXTRA INNINGS : 2ND PLACE IS THE ONLY CHARACTER TO MOVE UP ON THE STAT TRACK

Only Character Cards that finish 2nd in the weekly battles move up on the Stat Track this month. Ties are friendly (if more than one Character Card finishes 2nd, they all move up).

GROUND RULE TROUBLE: EACH TEAM'S BEST RUN SCORER IS INJURED

Each team's hitter Character Card with the most runs (R) is not available for this month - neither in the starting lineup or the bench (for magic).

GUILLOTINE LINE UP: MOST GOOD CHARACTERS MOVE TO THE FRONT OF WAIVER WIRE IF THEY WIN THE MONTH

The Manager who has earned the most Win Cards using Good Characters moves to the front of the Waiver Order. In case of ties, slide both Managers to the front of the Waiver Order and revert to the relative order of the Managers that are tied.

HARDBALL HAMMER: EVIL CHARACTERS CAN ONLY USE ONE OF THEIR STATS EACH WEEK

Evil Characters can only use one of their stats for each week of the month.

IP IT GOOD: EACH TEAM'S BEST IP PITCHER IS INJURED

Each team's pitcher Character Card with the most innings pitched (IP) is not available for this month - neither in the starting lineup or the bench (for magic).

LET THE GENIE OUT OF THE LAMP: EACH TEAM'S MOST RECENTLY ACQUIRED PLAYER IS INJURED

Each team's most recently acquired Character Card is not available for this month - neither in the starting lineup or the bench (for magic).

LIGHTING STRIKES: EACH TEAM'S BEST BASE STEALER IS INJURED

Each team's hitter Character Card with the most stolen bases (SB) is not available for this month - neither in the starting lineup or the bench (for magic).

POLYMORPHIN' POWER HITTERS: EACH TEAM'S BEST HR HITTER IS INJURED

Each team's hitter Character Card with the most home runs (HR) is not available for this month - neither in the starting lineup or the bench (for magic).

RALLY CAP TORTURE DEVICE: EVIL CHARACTERS CAN ONLY MOVE UP ON STAT TRACK ONCE THIS MONTH

Each team's Evil Character Cards are only able to move up on the Stat Track once this month.

RAMPAGING MASCOTS: ONE RANDOM CHARACTER ON EACH TEAM IS INJURED

One random Character Card is not available for this month - neither in the starting lineup or the bench (for magic).

RIBS BASHED IN: EACH TEAM'S BEST RBI HITTER IS INJURED

Each team's hitter Character Card with the most runs batted in (RBI) is not available for this month - neither in the starting lineup or the bench (for magic).

RUNNING OF THE MINOTAURS: ONE RANDOM PITCHER ON EACH TEAM IS INJURED

One random pitcher Character Card is not available for this month - neither in the starting lineup or the bench (for magic).

SACRIFICE FLYER: MOST EVIL CARDS PLAYED TAKES AND EXTRA WIN CARD OFF THE DECK

The team with the most Evil Character Cards played this month takes an extra Win Card off the top of the Wins Deck.

SHAPESHIFTING IDENTITY THIEVES: THIS WEEK, ALL-STARS ARE TREATED LIKE THEY HAVE 1S IN ALL 5 STATS

SLAPPED AROUND: EACH TEAM'S BEST H HITTER IS INJURED

Each team's hitter Character Card with the most hits (H) is not available for this month - neither in the starting lineup or the bench (for magic).

THE ON-DECK CIRCLE: IF AN EVIL PLAYER FINISHES 2ND, NO EVIL PLAYER CAN WIN THIS WEEK

If an Evil Character Card finished 2nd in the weekly battle, no Evil Character can earn a Win Card this week.

UP IN ARMS: EACH TEAM'S BEST K PITCHER IS INJURED

Each team's pitcher Character Card with the most strikeouts (K) is not available for this month - neither in the starting lineup or the bench (for magic).

UP IN FLAMES: EACH TEAM'S BEST SAVES PITCHER IS INJURED

Each team's pitcher Character Card with the most saves (S) is not available for this month - neither in the starting lineup or the bench (for magic).

WELCOME TO THE BIGS, ROOK: A RANDOM ROOKIE FROM EACH TEAM IS INJURED

One random Rookie Character Card is not available for this month - neither in the starting lineup or the bench (for magic).

WINNING ISN'T EVERYTHING: EACH TEAM'S BEST WINS PITCHER IS INJURED

Each team's pitcher Character Card with the most wins (W) is not available for this month - neither in the starting lineup or the bench (for magic).