

## Alchemy Amalgam

2 Acts

Power: 5



3 Range Life: 18  
Poison Fusion: Can combine two adjacent players' effects for one round.

## Armor Apparition

2 Acts

Power: 4



2 Range Life: 20  
Duel Challenge: Forces a player to engage in a one-on-one combat, ignoring others.

## Arcanecher

1 Acts

Power: 6



6 Range Life: 12  
Magic Arrow: Arrows that bypass armor and deal direct damage.

## Astralrachnid

1 Acts

Power: 3



4 Range Life: 15  
Stardust Web: Can immobilize a player for one round with a stardust web.

Astral Arachnid  
Entape the unwary' in istardruste for one round.





## Blighted Basilisk

1 Acts

Power: 7



3 Range Life: 8  
Retracting Gaze: Deals 1 damage to a player character each turn, making them unable to act.

### Blighted Basilisk

Stunning aperdaust a petiffing forzer cary fo one tu turn. I line sonet ab ll run andl be btrade ne you and p-layer caze, turned tos a lk by andto stromc anice stone.

## Bookworm Behemoth

1 Acts

Power: 5

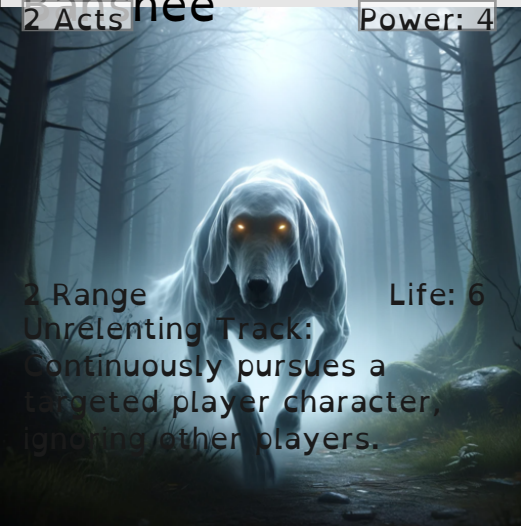


1 Range Life: 25  
Wisdom Guard: Deals extra damage to players attempting to access certain game areas or items.

## Bloodhound

2 Acts

Power: 4



2 Range Life: 6  
Unrelenting Track: Continuously pursues a targeted player character, ignoring other players.

## Bully Brute

2 Acts

Power: 6



2 Range Life: 20  
Intimidate: Reduces the attack power of adjacent players through taunts.

## Candle Creeper

3 Acts

Power: 4



3 Range  
Wax Trail: Leaves a trail of wax that causes damage to players who cross it.

Life: 15

## Celestial Chain

1 Acts

Power: 5



5 Range  
Ethereal Snare: Immobilizes a player for one round, making them vulnerable.

Life: 18

## Canvas Crawler

2 Acts

Power: 3



4 Range  
Arctic Leap: Can move quickly between two non-adjacent points on the map.

Life: 10

## Celestialtaur

2 Acts

Power: 6



4 Range  
Magical Charge: Can charge and attack players at a distance, dealing double damage.

Life: 22



# Chalk Chimera

2 Acts

Power: 4



2 Range  
Flurry of Ambush: Deals 4 damage to a player emerging from blackboard areas on the map.

# Crownno

3 Acts

CHAINED CROW

Power: 2



2 Range  
Flatter: Reduces actions of a targeted character by one.



Life: 4  
Eponom or eximium enim ceculab ris...

# Chronicle Chimera

2 Acts

Power: 5

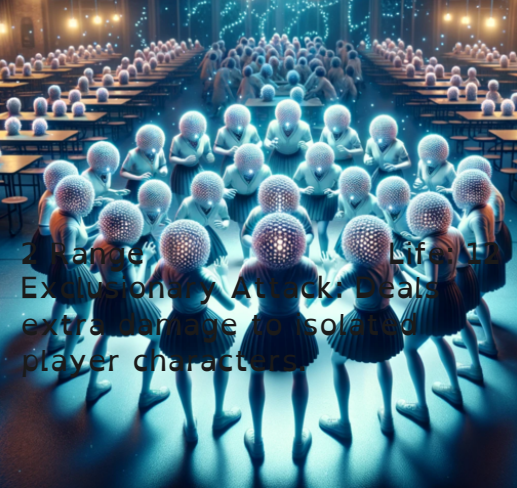


2 Range  
Life: 16  
Legendary Adaptation: Adapts an ability from any defeated mob once per game.

# Cliqmob

3 Acts

Power: 3



2 Range  
Life: 12  
Exclusionary Attack: Deals extra damage to isolated player characters.

# Clockwork Custodian

2 Acts

Power: 4



Life: 14

Temporal Adjustment: Can slow down or speed up a player's actions for a turn.

# Cosmic Chimera

2 Acts

Power: 6



3 Range

Life: 18

Form Shift: Changes form to gain a new ability from another mob each turn.

Each turn, changes hit agyviages form and differen creatures

# Comparistrictor

3 Acts

Power: 2



Caussing in a engincade, a entatinlling feelings ef leesson of of indadcade.

3 Range

Life: 8

Reflects of Envy: Causes a player to lose an action, caught in self-doubt.

# Crested Crow

1 Acts

Power: 3



5 Range

Life: 6

Messenger's Word: Reveals hidden information on items to Malthus's side.



## Despairgeon

3 Acts

Power: 2



2 Range Life: 2  
Hopelessness Aura: Reduces the effectiveness of healing and support abilities used within 3 Range of this mob by 30% for two turns.

## Distraction Drake

2 Acts

Power: 4

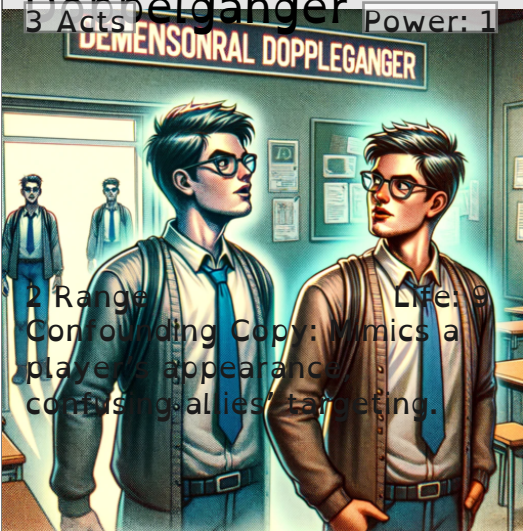


3 Range Life: 11  
Dazzling Display: Disrupts players' focus, causing a miss or turn or action.

## Dimensional Doppelganger

3 Acts

Power: 1

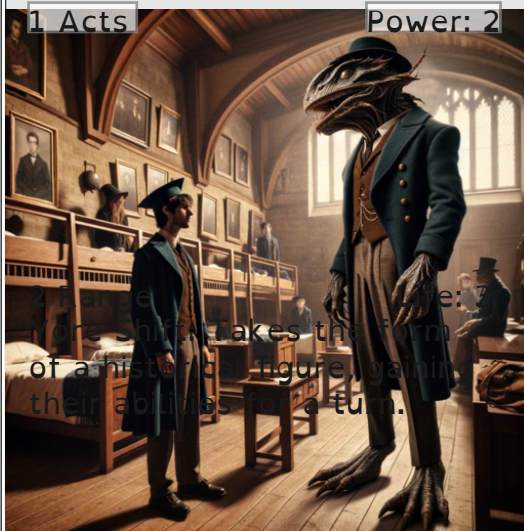


2 Range Life: 9  
Confounding Copy: Mimics a player's appearance, causing confusion and targeting.

## Dorm-pelganger

1 Acts

Power: 2



1 Range Life: 7  
Dorm Pelganger: Takes the form of a humanoid figure, causing confusion and targeting.

# Doubt Demon

3 Acts

Doubt?

Power: 2



Life: 10  
 1 Range  
 Doubt: Reduces the effectiveness of a player's next action by 50%

# Dread Drake

2 Acts

Power: 6



Life: 10  
 1 Range  
 Shadow Breath: Deals 4 damage and blinds player characters in a cone, making their next attack miss.

# Draconic Desk

1 Acts

Power: 4



Life: 20  
 1 Range  
 Wooden Jaw Snap: Deals 4 damage to adjacent players.

# Duneclaw Wyvern

2 Acts

Power: 5



Life: 15  
 4 Range  
 Sandstorm Ambush: Obscures vision in a 3-tile radius, reducing player accuracy.

Accuracy - Sudden Sand Storm to obscure vision

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# Duskdagger

3 Acts

Power: 5

Duskdagger Doppelgänger  
Adaptively assassin assassins, player characters attacking terrors, seafaring foes.

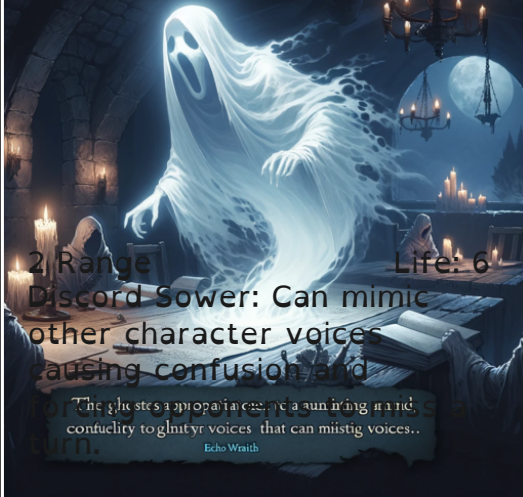


2 Range Life: 5  
Aquatic Ambush: Can suddenly appear on any water tile, attacking player characters adjacent to the water.

# Echo Wraith

3 Acts

Power: 4



2 Range Life: 6  
Discord Sower: Can mimic other character voices, causing confusion and

The ghosts are a pair of a sun in a mid, confuclity to ghntyr voices that can miistig voices..  
Echo Wraith

# Ebonwing Drake

2 Acts

Power: 6



3 Range Life: 12  
Shadow Blend: Becomes invisible in shadowed areas, striking unseen.

# Echoing Eel

3 Acts

Power: 2



2 Range Life: 4  
Sonic Disruption: Emits a disruptive sound that causes player characters within two tiles to lose their next action.

ECHOING EEL  
Sonic Disruption: Emits a disruptive sound waves, causing player characters within two tiles to lose their next action.  
12

## Echoing Etherwurm

2 Acts

Power: 3



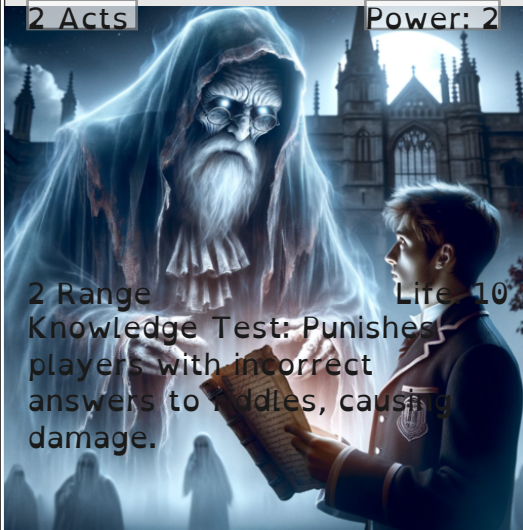
3 Range Life: 1  
Amicry: Replicates the last  
attack used against it.

Echoing - Etherwurm An ethericall and lasst itc attack  
rusered abin IIytms yeunliend repulices and it as attacker its moves.

## Ethereal Examiner

2 Acts

Power: 2



2 Range Life: 10  
Knowledge Test: Punishes  
players with incorrect  
answers to riddles, causing  
damage.

## Enchanted Echo

1 Acts

Power: 3



3 Range Life: 1  
Misleading Whisper: Causes  
a player to move in the  
wrong direction.

## Expellemental

1 Acts

Power: 7



1 Range Life: 25  
Devotion Down: Drags a  
player to a random location  
on the map.



## Fearful Fawn

3 Acts

Power: 3



4 Range  
Trap lure. Draw layers  
to adjacent

## Flicht Fiend

2 Acts

Power: 7



2 Range  
Twisted Surge: unleash  
powerful attack, dealing  
damage to all adjacent  
enemies.

## Fernfeather Ead Drake

2 Acts

Power: 4



3 Range  
Nature's Embrace:  
Become immune to  
rested areas of the map.

## Flichts Fury

2 Acts

Power: 6



2 Range  
Lif  
Vengeance Strike: Targets  
the last player character  
that dealt damage to you,  
dealing double damage in  
retaliation.

Beinsergeaten and pectuce. att: huncring oia retelaauion.

## Fountain Fiend

2 Acts

Power: 3



1 Range  
Playful Splash: Causes all player characters to lose 1 HP and causes them to skip a turn on their next turn.

## Frostfire Drake

2 Acts

Power: 6



4 Range  
Life: 16  
Icy Flame: Emits a cone of frostfire, dealing damage and slowing players.

## Frightfrost Fox

2 Acts

Power: 4

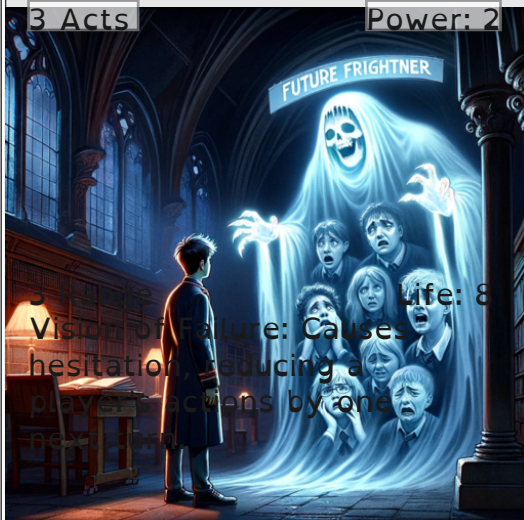


1 Range  
Life: 6  
Chilling Howl: Reduces the movement of all player characters within three tiles by two for their next turn.

## Future Frightener

3 Acts

Power: 2



3 Range  
Life: 8  
Vision of Future: Causes hesitation, reducing a player's actions by one.



## Galactic Golem

1 Acts

Power: 7



2 Range  
Stardust Barrage: Hurls cosmic energy, blocking paths and dealing area damage.

Life: 20

## Galehold Gryphon

2 Acts

Power: 8



3 Range  
Aerial Dive: Can bypass enemy lines and attack vulnerable back-row targets.

Life: 10

## Galehold Gargoyle

2 Acts

Power: 7



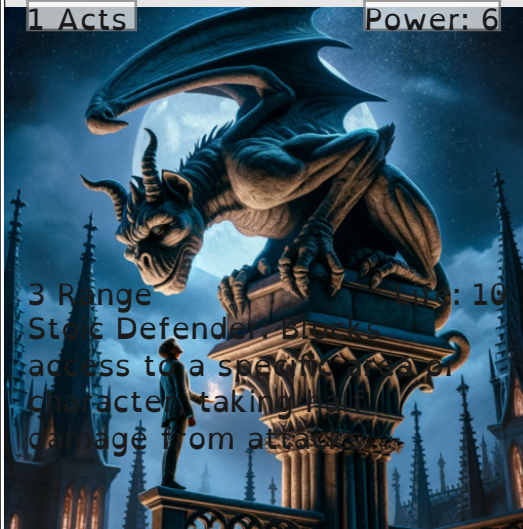
3 Range  
Petrifying Presence: Immobilizes enemies in close proximity to their faces as they seek refuge from some stone assistance.

Life: 10

## Galehold Gargoyle

1 Acts

Power: 6



3 Range  
Stoic Defender: Blocks access to a special character, taking damage from attacks.

Life: 10

## Galewing Guardian

2 Acts

Power: 5



3 Range Life: 12  
Tornado Whirl: Creates mini-tornadoes, moving players and mobs randomly.

## Gilded Guardian

1 Acts

Power: 5



2 Range Life: 15  
Goldstrike: Deals heavy damage and stuns a player for one turn.

## Garden Golem

1 Acts

Power: 6



2 Range Life: 18  
Flora Shield: Creates a protective barrier around key map areas or items.

## Gale Drake

2 Acts

Power: 4



4 Range Life: 14  
Fortune's Favor: Can grant temporary buffs to allies or mobs or debuffs to enemies.



## Golemducator

2 Acts

Power: 3

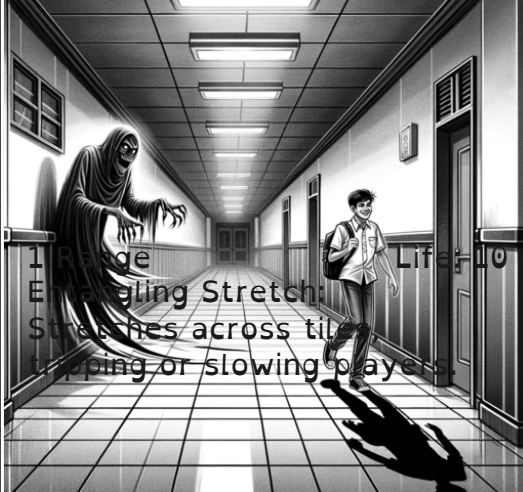


3 Range  
Demoralizing Lecture  
Lowers the morale of  
players, reducing their  
effectiveness.

## Hallway Horror

3 Acts

Power: 3



1 Range  
Eerie Stretch  
Stretches across tile  
tripping or slowing players.

## Guardiagoyale

2 Acts

Power: 5



4 Range  
Artifact Guard  
Immobilizes  
players trying to take  
protected items.

## Haunting Heartbreak

2 Acts

Power: 2



4 Range  
Aura of Sorrow  
Reduces  
the attack power and  
defense of nearby players.

## Hexhound Hyena

2 Acts

Power: 4



3 Range  
Cursed Leap: Jumps to a  
curse on a player, causing  
causing damage.

## Infernal Inquisitor

1 Acts

Power: 5



2 Range  
Torturous Truth: Forces a  
player character to reveal  
their hidden objectives or  
lose 5 life.

## Homework Horror

1 Acts

Power: 3

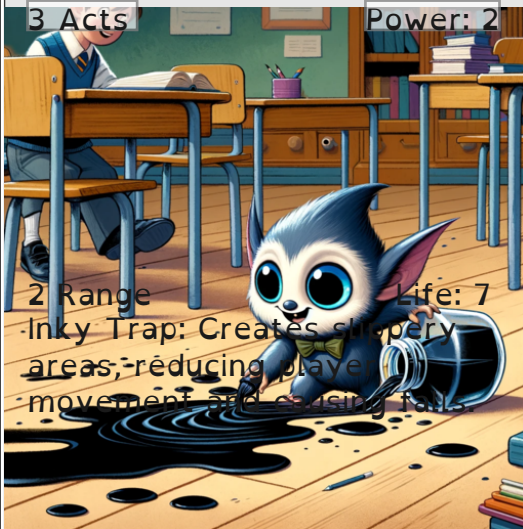


1 Range  
Paper Swarm: Swarms  
player, causing confusion  
and noise.

## Inkwell Imp

3 Acts

Power: 2



2 Range  
Inky Trap: Creates slippery  
areas, reducing player  
movement and causing fall.



## Insecurcubus

2 Acts

Power: 3

4 Range      Life: 6  
Willpower Drain: Reduces the effectiveness of a player's actions by causing self-doubt.



## Jadewing Javelin

3 Acts

Power: 5

5 Range      Life: 9  
Scale Projectile: Launches piercing scales at a distance, causing bleeding damage.

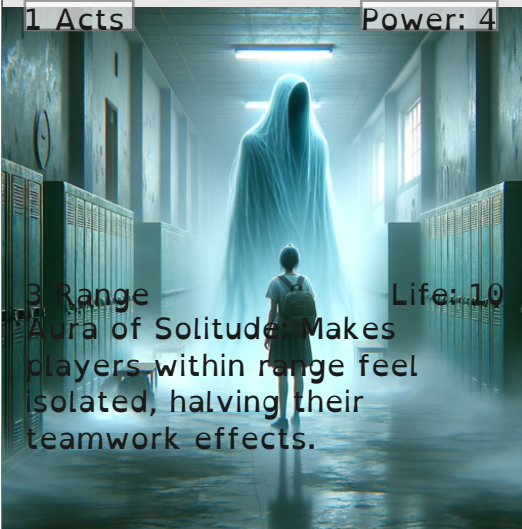


## Iceolation Wraith

1 Acts

Power: 4

3 Range      Life: 10  
Aura of Solitude: Makes players within range feel isolated, halving their teamwork effects.



## Jealousy Jinn

2 Acts

Power: 4

4 Range      Life: 8  
Envy Empowerment: Grows stronger for each adjacent rivaling player, increasing its Force.



## Judgment Jester

3 Acts

Power: 2



3 Range  
Moodily: Reduces player  
confidence (e.g. no to a  
missed action)

Life: 7

## Labyrinthine

2 Acts

Power: 4



2 Range  
Wind Maze: Forces a player  
character to lose direction,  
moving randomly for their  
next turn.

Life: 7

## Lab Luminarie

2 Acts

Power: 3



3 Range  
Erratic Experiment: Causes  
random effects on players  
within range, from buffs to  
debuffs

Life: 12

## Lantern Lurker

2 Acts

Power: 3



4 Range  
Secret Reveal: Illuminates  
hidden objects or mobs  
within its range.

Life: 6



## Lexemantic Lich

1 Acts

Power: 6



1 Range  
Time Warp: Can slow down or reverse a player's last action.

## Lexilore Librarian

2 Acts

Power: 4



2 Range  
Knowledge Guard: Attacks players attempting to access key information or items.

## Lexemantic Lynx

2 Acts

Power: 2

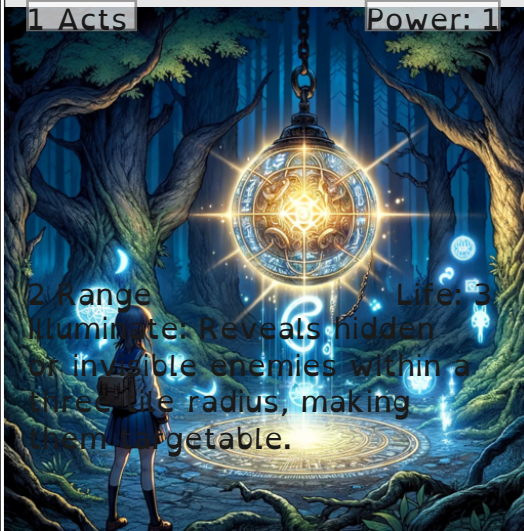


1 Range  
Stealthy Recon: Can avoid enemy attacks and traps for one round.

## Lexilux

1 Acts

Power: 1



2 Range  
Illuminate: Reveals hidden or invisible enemies within a three tile radius, making them targetable.

## Lexviathan

1 Acts

Power: 7

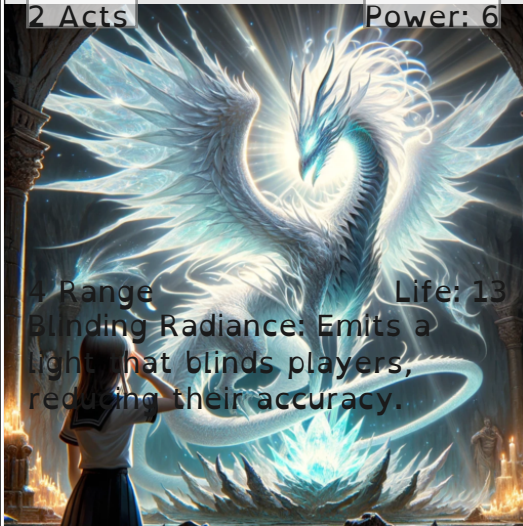


4 Range  
Bale Trap: Swallows a player, trapping them in a puzzle for one turn.

## Luminous Lung

2 Acts

Power: 6

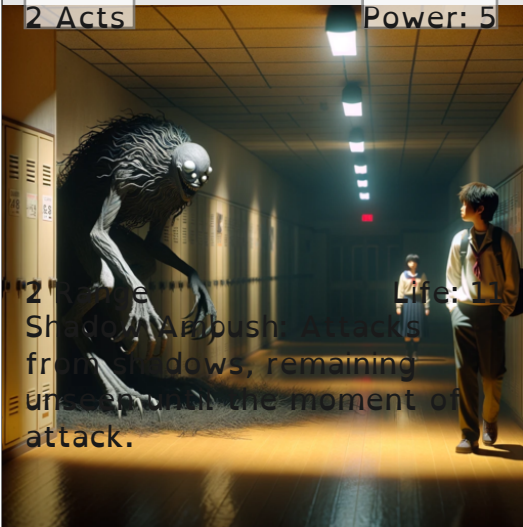


4 Range  
Blinding Radiance: Emits a light that blinds players, reducing their accuracy.

## Luminary Lurker

2 Acts

Power: 5



2 Range  
Shadow Ambush: Attacks from shadows, remaining unseen until the moment of attack.

## Lunar Lantern

3 Acts

Power: 2



4 Range  
Hypnotic Pathway: Leads a player character astray, altering their planned movement.



## Lunar Lemure

2 Acts

Power: 5



2 Range

Life: 7

**Moonlit Assault:** Becomes more powerful and elusive under specific lighting conditions in-game.

## Maelthustrom

1 Acts

Power: 7



1 Range

**Storm Storms:** Moves player characters randomly one tile around, disrupting positioning.

## Lunar Lurker

2 Acts

Power: 5



1 Range

Life: 7

**Moon's Invisibility:** Becomes invisible and untargetable during even-numbered rounds.

## Magmamite

2 Acts

Power: 6



3 Range

Life: 9

**Lava Burst:** Erupts in a burst of lava, dealing area damage around it.

Magmamite, 1 lag-bodied, dwinned in Nephlim-fordeces, guarding, smelting tresures.

## Memoirror

1 Acts

Power: 1



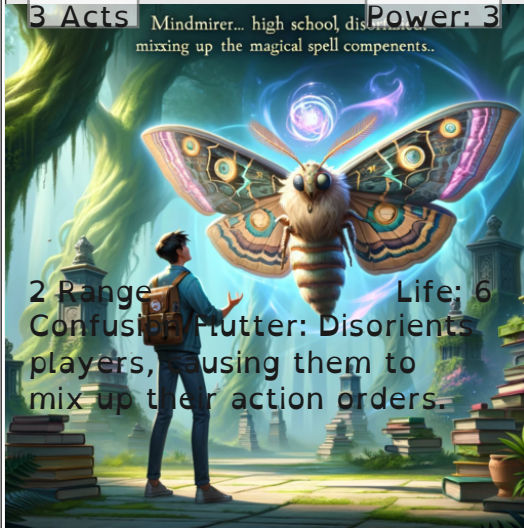
5 Range  
Soul Protection: Stops a player's soul, preventing actions, and immobilizing them.

## Mindmire Moth

3 Acts

Power: 3

Mindmire... high school, disorienting... mixing up the magical spell components..

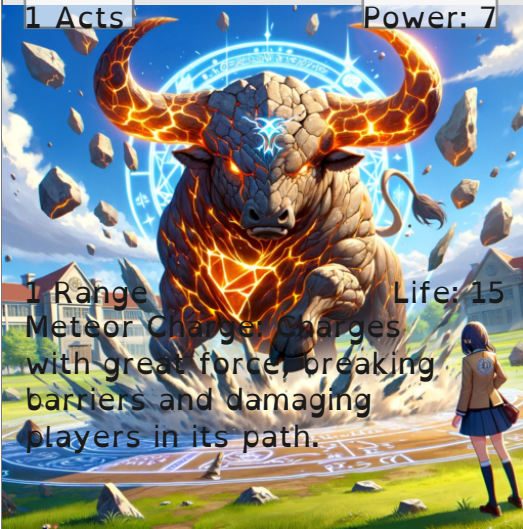


2 Range  
Confusion Flutter: Disorients players, causing them to mix up their action orders.

## Meteortaur

1 Acts

Power: 7



1 Range  
Meteor Charge: Charges with great force, breaking barriers and damaging players in its path.

## Mirror Mimic

2 Acts

Power: 4



3 Range  
Duplicity: Copies a player's character's ability and uses it against them.



## Mirthless Mirror

1 Acts

Power: 0



LOS Range: 10  
Life: 5  
Soul Trap: Can trap an enemy's soul, causing them to miss turns until freed.

## Misunderstanding

3 Acts

Power: 2



LOS Range: 10  
Life: 10  
Chaos Inducer: Appears as a helpful item or ally, then disrupts player strategy.

## Mistmourn Manticore

2 Acts

Power: 6

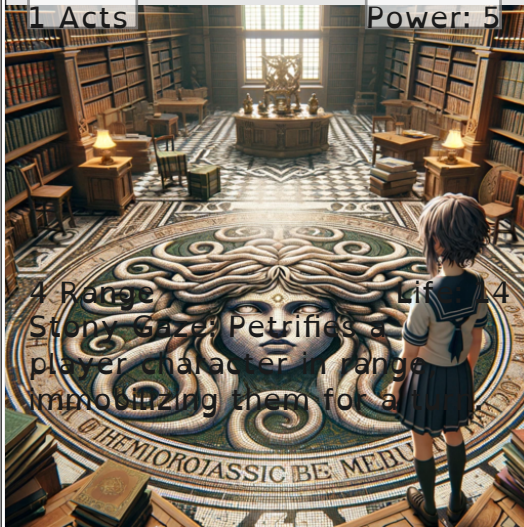


1 Range  
Life: 9  
Sorrow Mist: Reduces the attack power of all player characters within 10 tiles by two for the next turn.

## Mosaic Medusa

1 Acts

Power: 5



4 Range  
Life: 4  
Stony Gaze: Petrifies a player character in range immobilizing them for a turn.

## Musical Mites

3 Acts

Power: 2



3 Range

Life: 4

**Discordant Symphony:**

Creates disorienting sounds, causing missed actions or wrong moves.

## Mystic Mist

2 Acts

Power: 3



5 Range

Life: 8

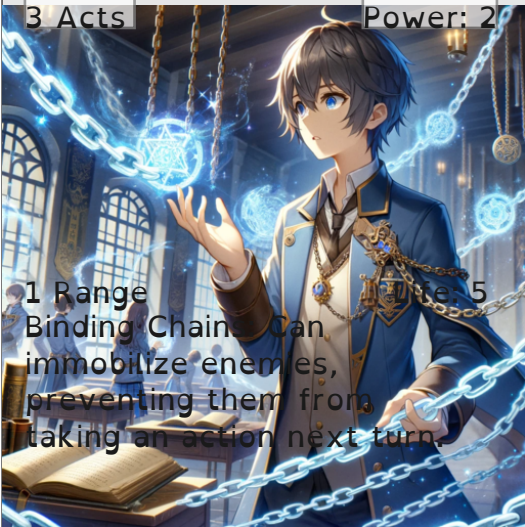
**Hallucinogenic Haze:**

Creates a mist that induces illusions, leading players to false objectives.

## Mystchain

3 Acts

Power: 2



1 Range

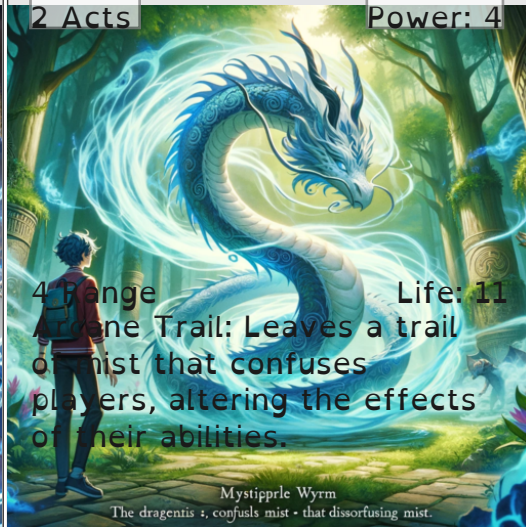
Life: 5

**Binding Chains:** Can immobilize enemies, preventing them from taking an action next turn.

## Mystspire Wurm

2 Acts

Power: 4



4 Range

Life: 11

**Arcane Trail:** Leaves a trail of mist that confuses players, altering the effects of their abilities.

Mystspire Wurm  
The dragon is, confuses mist • that disorienting mist.



## Nebula Naga

2 Acts

Power: 6



4 Range Life: 13  
Realm Weaver: Can teleport a player character to a random location on the map.

## Nephilim

### Nightstalker

2 Acts

Power: 6



1 Range Life: 8  
Shadow Ambush: Can become invisible and launch surprise attacks, gaining a bonus to Force.

## Nebula Nymph

2 Acts

Power: 3



5 Range Life: 6  
Calming Aura: Lulls nearby players, causing them to skip their next action.

## Netherknight

2 Acts

Power: 6



3 Range Life: 9  
Ethereal Armor: Reduces all incoming damage by half for three turns.

## Nighthaunt Nymph

2 Acts

Power: 5

1 Range

Life: 5

Alluring Trap: Lures a player character two tiles closer, bypassing their control.



## Oblivion Orca

1 Acts

Power: 7

1 Range

Life: 8

Drown in Darkness: Submerges a three-tile radius area in shadow, causing any player character in the area to lose their next action due to suffocating shadows.



## Nightmare Nyad

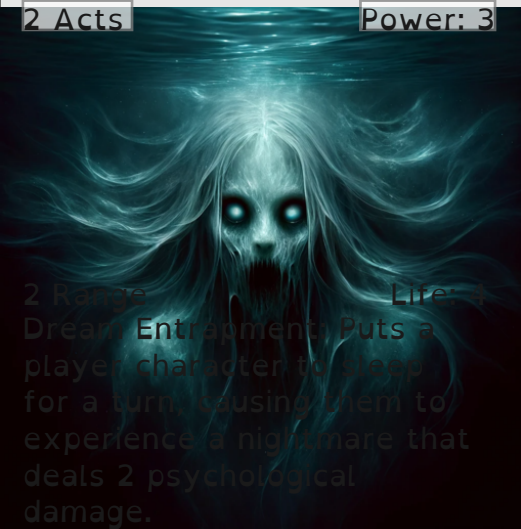
2 Acts

Power: 3

2 Range

Life: 4

Dream Entrapment: Puts a player character to sleep for a turn, causing them to experience a nightmare that deals 2 psychological damage.



## Obsidian Obelisk

1 Acts

Power: 0

2 Range

Life: 5

Arcane Amplification: Boosts the effects of allies' magical attacks within range.





## Obsidian Oculus

3 Acts

Power: 4



3 Range  
Foresight: Prepares a player to counter a player's move.

Life: 10

## Orbitowl

2 Acts

Power: 2



6 Range  
All-seeing Alert: Alerts all nearby mobs of player's presence, increasing their defense.

Life: 8

## Omen Owl

1 Acts

Power: 1



2 Range  
Forewarning: Grants allied mobs a Dodge chance against the next attack, making it miss.

Life: 3

## Overwhelm Ooze

1 Acts

Power: 5



6 Range  
Growth: Gains strength and size for each turn it remains unchecked.

Life: 20

## Pandemonium

Parrot  
3 Acts

Power: 3



1 Range Life: 3  
Spell Echo: Randomly mimics a spell cast by player character within the last turn, selecting a random character.

## Peer Pressure

Phantom  
2 Acts

Power: 3



1 Range Life: 9  
Sneaking Whisper: Coerces a player into taking a specific action.

## Parchment

Phantom  
3 Acts

Power: 3



4 Range Life: 7  
Scroll Unleash: Releases a random magical effect on all players within range.

## Perfectick

3 Acts

Power: 2



2 Range Life: 5  
Focus Drain: Drains player's ability to concentrate, reducing their effectiveness.



## Pestilence Plaguebearer

2 Acts

Power: 5



2 Range  
Spread of disease; Inflicts a disease on adjacent player characters, dealing 2 damage each round for the next 3 rounds.

## Planetary Pixie

3 Acts

Power: 3



3 Range  
Gravity Chaos: Alters gravity around players, disrupting their movement and actions.

## Petroptero

1 Acts

Power: 6



Stops the victim player character with its gaze.

## Potion Phantasm

2 Acts

Power: 4

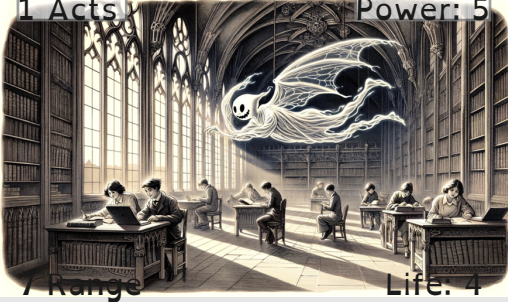


Potion Mimicry: Mimics the effects of a potion, causing unpredictable outcomes.

## Procrastergeist

1 Acts

Power: 5



7 Range

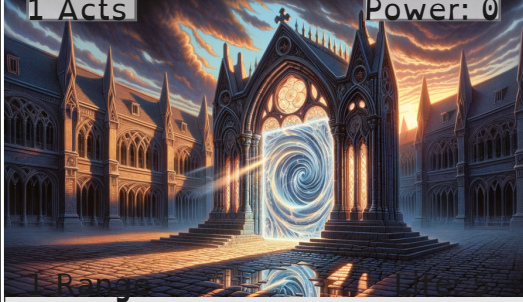
Life: 4

**Time Dilation:** Causes players to lose turns, simulating procrastination.

## Prophecy Portal

1 Acts

Power: 0



1 Range

Life: 1

**Alternate Reality:** Transports player characters to a different part of the map, filled with illusory threats.

## Propagantasm

2 Acts

Power: 1



3 Range

**Ideological Warfare:** Causes confusion, making player characters attack each other for a round.

## Purity Puppet

3 Acts

Power: 3



5 Range

**Purge Impurity:** Targets player characters, forcing them to discard a "corrupted" item or suffer 3 damage if they possess any.



## Quasarzalcouatl

3 Acts

Power: 5



6 Range  
Barrier Slicer Can cut through magical barriers opening paths for mobs.

## Animated Quill

3 Acts

Power: 4



2 Range  
Barrage Can fire ink barrages creating temporary barriers or revealing players.

## Quill Quasit

2 Acts

Power: 3



6 Range  
Mischievous Recorder Alters player notes and clues, leading to misperformed actions.

## Raccunestone

2 Acts

Power: 3

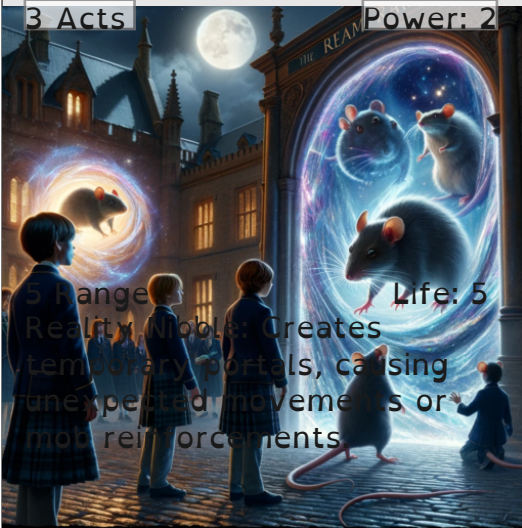


6 Range  
Mystery Decipherer Deciphers and activates ancient clues, triggering traps or buffs for mobs.

## Realm Rat

3 Acts

Power: 2



5 Range  
Reality Mover: Creates temporary portals, causing unexpected movements or mob reinforcements.

## Riddle Raptor

1 Acts

Power: 3



6 Range  
Riddling Challenge: Poses a riddle, blocking progress until players solve it.

## Rejection Raptor

2 Acts

Power: 4



2 Range  
Synergy Breaker: Disrupts player collaboration, forcing solo actions for a turn.

## Rumorvenant

1 Acts

Power: 4



6 Range  
Secret Whisper: Spreads rumors, causing distrust and reducing team synergy.

Rumorvents, that whispers that whisper  
Whiss, setictres aninfireect as amy who rerdead hum.



## Rune-etched Raven

2 Acts

Power: 3



Range: 1  
Message: Sends a message to a player character, causing their skills to have a one-turn cooldown.

## Runestone Raider

2 Acts

Power: 5



3 Range  
Elemental Power: Uses elemental attacks based on inscribed runes, varying effects.

## Rune-etched Rylak

2 Acts

Power: 6



2 Range  
Magical Shielding: Has increased resistance to magic attacks and can reflect spells.

## Ruthless Raptor

3 Acts

Power: 3



3 Range  
Precise Snatch: Steals a random item from a player character's inventory each round.

## Scriptid Specter

3 Acts

Power: 2

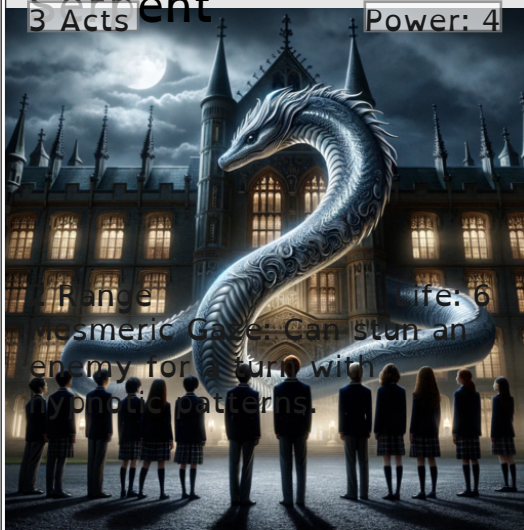


Range: 100 ft. Life: 10  
Scripted Fate: Forces a player to repeat their previous action.

## Silverblood Serpent

3 Acts

Power: 4



Range: 100 ft. Life: 6  
Mesmeric Gaze: Can stun an enemy for a turn with hypnotic patterns.

## Silentry

1 Acts

Power: 6

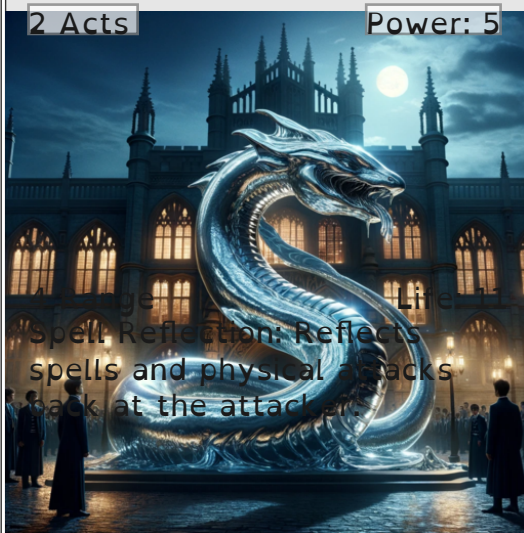


Range: 100 ft. Life: 10  
Paralyzing Gaze: Immobilizes a player out of sight, preventing actions for a turn.

## Silverscale Serpent

2 Acts

Power: 5



Range: 100 ft. Life: 10  
Spell Reflection: Reflects spells and physical attacks back at the attacker.



# Silversight

3 Acts Scorpion

Power: 4



3 Range  
Piercing Sting: Bypasses armor and ignores shields. Deals 1 Life each round for three rounds.

# Solarbane

3 Acts Salamander

Power: 3



3 Range  
Darkness: Darkens surrounding area, making stealth or ambushes.

The Solarbane Salamander  
In this lizard darkens the surrounding light creating shadowy areas.

# Solar Sphinx

1 Acts

Power: 4

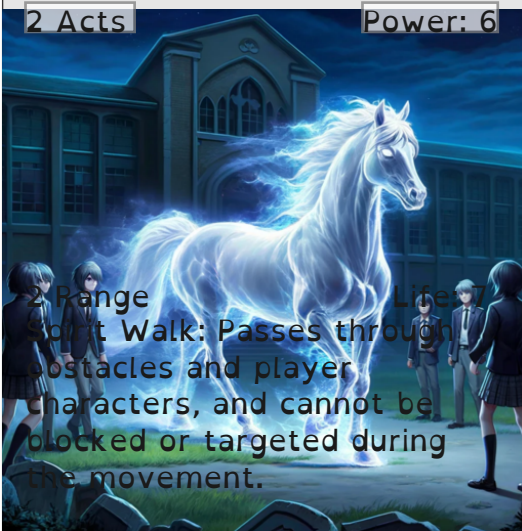


6 Range  
Gaze of the Sun: Blocks light sources until players are out of sight.

# Soulshade Stallion

2 Acts

Power: 6



2 Range  
Spirit Walk: Passes through obstacles and player characters, and cannot be blocked or targeted during the movement.

## Spectral Scrivener

2 Acts

Power: 5



6 Range

Life: 4

Core Revelation: Can share  
hidden knowledge, revealing  
secrets of cities.

## Stellar Salamander

3 Acts

Power: 4



3 Range

Life: 7

Ceiling Ambush: Attacks  
from above, surprising  
students with a sudden drop.

## Staircase Specter

2 Acts

Power: 3



2 Range

Life: 10

Erratic Path: Alters path  
of objects on staircases,  
hanging objects, pebbles.

## Stellar Stalker

1 Acts

Power: 5



4 Range

Life: 12

Binding Radiance: Emits  
bright light, reducing the  
accuracy of nearby devices.



## Sundial Serpent

2 Acts

Power: 6



3 Range Life: 8

Timebite: Alters a player's perception of time, causing fast or extra actions.

## Temporal Trickster

3 Acts

Power: 4



4 Range Life: 9

Timeline Shift: Disorients players by moving them to different map positions.

## Tempestscale

1 Acts

Power: 7



5 Range Life: 15

Storm Command: Unleashes lightning and rain, affecting a wide area on the map.

## Testerror

1 Acts

Power: 3



6 Range Life: 14

Puzzle Lock: Freezes players who fail to answer its riddles, causing incapacitation.

# Tidetooth Wyvern

2 Acts

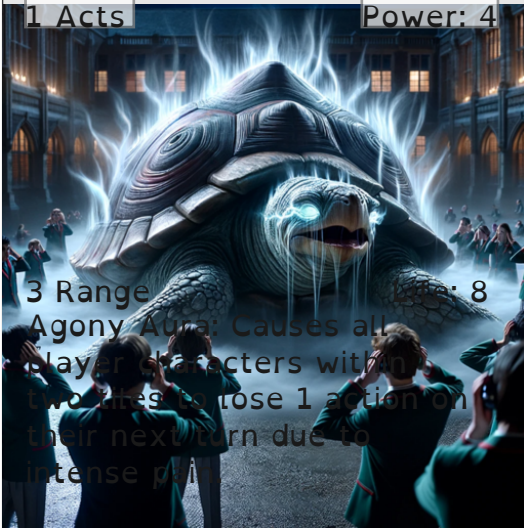
Power: 6



# Tormentle

1 Acts

Power: 4



# Tome Terror

3 Acts

Power: 4



# Twilight Terror

4 Acts

Power: 6







## Wanderwhisp

3 Acts

Power: 2

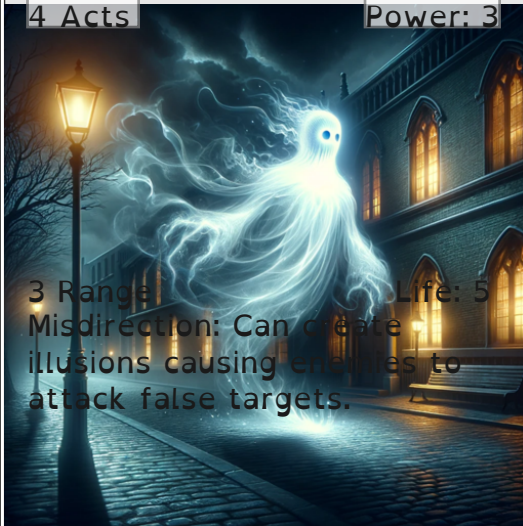


3 Range  
1 Frost Trail: Leaves a path of frost, slowing players who cross it.

## Whisper Wisp

4 Acts

Power: 3



3 Range  
1 Misdirection: Can create illusions causing enemies to attack false targets.

## Wardrobe Wraith

1 Acts

Power: 5



2 Range  
1 Camouflage Strike: The wraith can strike from a different game track, causing disorientation.

## Hide-ra

2 Acts

Power: 7



2 Range  
1 Camouflage Strike: The Hide-ra can strike from a different game track, causing disorientation. It can use its ability to be invisible on the board for one turn, representing its ability to blend seamlessly into its surroundings. During this turn, it can move without being seen and attack an enemy unit by surprise, causing additional damage due to the element of surprise. If the Hide-ra does not attack during this turn, it remains invisible until its next turn, but loses the damage bonus.



## Grimoire Gargoyle

3 Acts

Power: 4



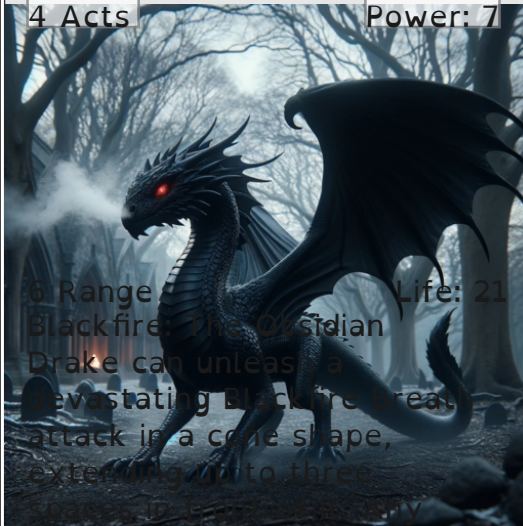
Life: 12

shield radiates a mystical energy that also provides a defensive bonus to any allied units within two

## Obsidian Drake

4 Acts

Power: 7



Life: 21

6 Range  
Blackfire: The Obsidian Drake can unleash a devastating Blackfire breath attack in a cone shape, extending into three  
unit caught in this area takes significant damage and is afflicted with a 'burn' status, causing additional

## Memoirror

3 Acts

Power: 0



lose their next turn as they are paralyzed by haunting visions. Additionally, units affected by this ability suffer a penalty to their attack and defense stats for the next three turns, representing their disorientation and fear.

## Peer Pressors

2 Acts

Power: 2



radius to mimic the movement and action of the Peer Pressors for their next turn. This can disrupt enemy strategies and force opponents into unfavorable positions or actions.