

Alchemy Amalgam

2 Acts

ALCHEMY AMALGAM
Combine adjacent players' effects

Power: 5



3 Range

Life: 18

Potion Fusion: Can combine two adjacent players' effects for one round.

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Arcanecher

1 Acts

Power: 6



6 Range

Life: 12

Magic Arrow: Arrows that bypass armor and deal direct damage.

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Life: 12

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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.

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Power: 4



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

Astralrachnid

1 Acts

Power: 3



4 Range

Astral Arachnid

Life: 15

Stardust Web: Can immobilize a player for one round with a stardust web.

Astralrachnid

1 Acts

Power: 3



4 Range

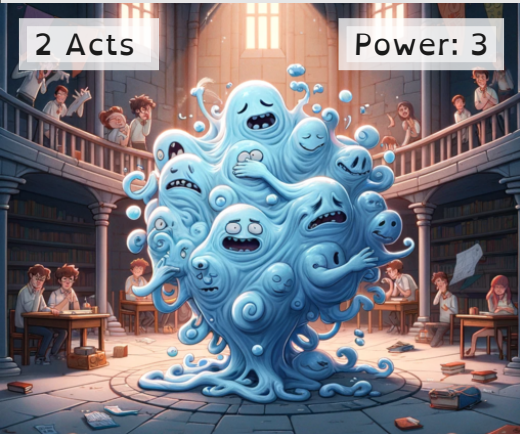
Life: 15

Stardust Web: Can immobilize a player for one round with a stardust web.

Awkward Aberrant

2 Acts

Power: 3



AWKWARDNESS ABERRATION

2 Range

Life: 10

Cringe Inducement: Causes target player to lose a turn from overwhelming embarrassment.

Bannedshee

2 Acts

Power: 4



5 Range

Life: 14

Forbidden Wail: Causes disorientation in players, reducing their accuracy for a round.

Belltower Banshee

1 Acts

Power: 5



7 Range

Life: 16

Tolling Terror: Disorients all players within range when a bell tolls in-game.

Best Fiend

2 Acts

Power: 4



2 Range

Life: 12

Treacherous Aid: Appears as an ally, then betrays a player at a critical moment.

Blighted Basilisk

1 Acts

Power: 7



3 Range

Life: 8

Petrifying Gaze: Stuns a player character for one turn, making them unable to act.

Bloodhound Banshee

2 Acts

Power: 4



2 Range

Life: 6

Unrelenting Track: Continuously pursues a targeted player character, ignoring other players.

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2 Acts

Power: 4



2 Range

Life: 6

Unrelenting Track: Continuously pursues a targeted player character, ignoring other players.

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.

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Life: 25

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Bully Brute

2 Acts

Power: 6



2 Range

Life: 20

Intimidate: Reduces the attack power of adjacent players through taunts.

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