

Alchemy Amalgam

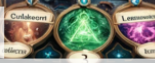
2 Acts

ALCHEMY AMALGAM
Combine adjacent players' effects

Power: 5



3 Range



Life: 18

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

Alchemy Amalgam

2 Acts

Alchemy Amalgam

Alchemy amalgam
A result of alchemists' ability to combine alchemy
of two adjacent players' effects

3 Range

Power: 5



Life: 18

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

Arcanecher

1 Acts

Power: 6



6 Range

ARCANE AR

Life: 12

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

Arcanecher

1 Acts

Power: 6



6 Range

Life: 12

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

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.

Armor Apparition

2 Acts

Armor Apparition

Power: 4



2 Range

Life: 20

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

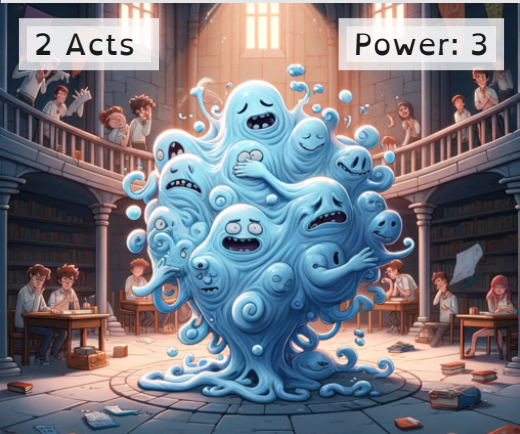
Life: 15

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.

Bloodhound Banshee

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.

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.

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.

Bully Brute

2 Acts

Power: 6



2 Range

Life: 20

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

Bully Brute

2 Acts

Power: 6



2 Range

Life: 20

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

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

Life: 15

Wax Trail: Leaves a trail that causes damage to players who cross it.

Canvas Crawler

2 Acts

Power: 3



4 Range

Life: 10

Artistic Leap: Can move quickly between two non-adjacent points on the map.

Canvas Crawler

2 Acts

Power: 3



4 Range

Life: 10

Artistic Leap: Can move quickly between two non-adjacent points on the map.

Celestial Chain

1 Acts

Power: 5



5 Range

Life: 18

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

Celestialtaur

2 Acts

Power: 6



4 Range

Life: 22

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

Celestialtaur

2 Acts

Power: 6



4 Range

Life: 22

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

Celestialtaur

2 Acts

Power: 6



4 Range

Life: 22

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

Chalk Chimera

2 Acts

Power: 4



2 Range

Life: 14

Blackboard Ambush: Can ambush a player, emerging unexpectedly from blackboard areas on the map.

Chronicle Chimera

2 Acts

Power: 5



2 Range

Life: 16

Legendary Adaptation: Adapts an ability from any defeated mob once per game.

Chronicle Chimera

2 Acts

Power: 5



2 Range

Life: 16

Legendary Adaptation: Adapts an ability from any defeated mob once per game.

Crown

3 Acts

Power: 2



2 Range

Life: 4

Time Flutter: Reduces the actions of a targeted player character by one in the next round.

Crowno

3 Acts

Power: 2



2 Range

Life: 4

Time Flutter: Reduces the actions of a targeted player character by one in the next round.

Crowno

3 Acts

Power: 2



2 Range

Life: 4

Time Flutter: Reduces the actions of a targeted player character by one in the next round.

Cliqmob

3 Acts

Power: 3



2 Range

Life: 12

Exclusionary Attack: Deals extra damage to isolated player characters.

Cliqmob

3 Acts

Power: 3



2 Range

Life: 12

Exclusionary Attack: Deals extra damage to isolated player characters.

Cliqmob

3 Acts

Power: 3



2 Range

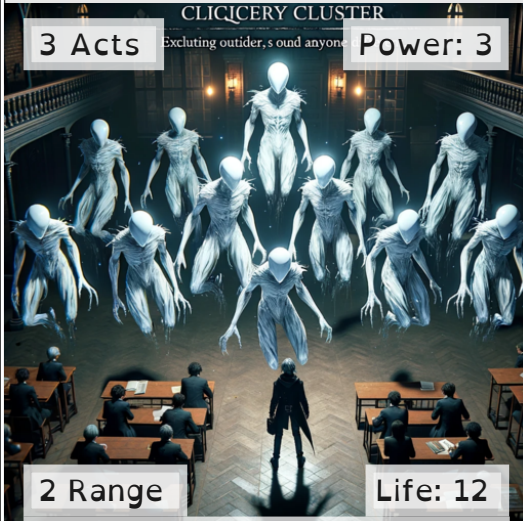
Life: 12

Exclusionary Attack: Deals extra damage to isolated player characters.

Cliqmob

3 Acts

Power: 3



2 Range

Life: 12

Exclusionary Attack: Deals extra damage to isolated player characters.

Cliqmob

3 Acts

Power: 3



2 Range

Life: 12

Exclusionary Attack: Deals extra damage to isolated player characters.

Clockwork Custodian

2 Acts

Power: 4



3 Range

Life: 14

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

Clockwork Custodian

2 Acts

Power: 4



3 Range

Life: 14

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

Comparistrictor

3 Acts

Power: 2



3 Range

Life: 8

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

Comparistrictor

THE COMPERISRICTOR

3 Acts

Unreliable version in a morlie tradiutally bet graught to sedout..

Power: 2



3 Range

Life: 8

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

Comparistrictor

3 Acts

Power: 2



3 Range

Life: 8

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

Comparistrictor

3 Acts

Power: 2



3 Range

Life: 8

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

Comparistrictor

3 Acts

Power: 2



3 Range

Life: 8

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

Cosmic Chimera

2 Acts

Power: 6



3 Range

Life: 18

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

Crested Crow

1 Acts

Power: 3



5 Range

Life: 6

Messenger's Insight: Reveals hidden information or items to Malthus's side.

Crested Crow

1 Acts

Power: 3



5 Range

Life: 6

Messenger's Insight: Reveals hidden information or items to Malthus's side.

Despairgeon

3 Acts

Power: 2



2 Range

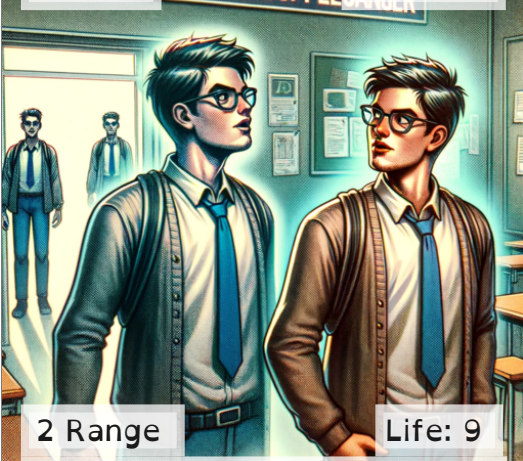
Life: 2

Hopelessness Aura: Reduces the effectiveness of healing and support abilities used within 3 Range of this mob by 50% for two turns.

Dimension Doppelganger

3 Acts

Power: 1



2 Range

Life: 9

Confounding Copy: Mimics a player's appearance, confusing allies' targeting.

Distraction Drake

2 Acts

Power: 4



3 Range

Life: 11

Dazzling Display: Disrupts players' focus, causing a missed turn or action.

Dorm-pelganger

1 Acts

Power: 2



2 Range

Life: 3

Yore Shift: Takes the form of a historical figure, gaining their abilities for a turn.

Doubt Demon

3 Acts

Power: 2



2 Range

Life: 7

Sow Uncertainty: Reduces the effectiveness of a player's next action by half.

Doubt Demon

3 Acts

Power: 2



2 Range

Life: 7

Sow Uncertainty: Reduces the effectiveness of a player's next action by half.

Doubt Demon

3 Acts

Power: 2



2 Range

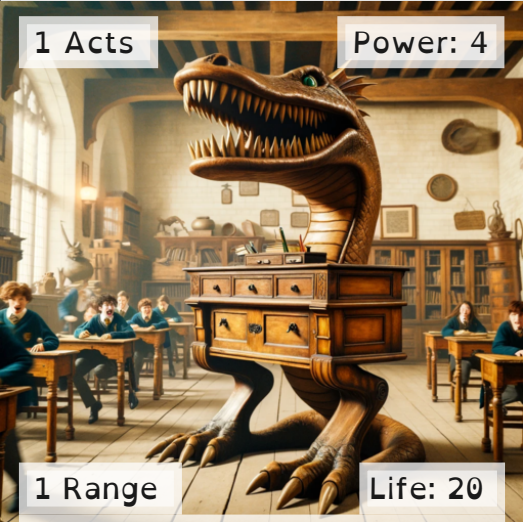
Life: 7

Sow Uncertainty: Reduces the effectiveness of a player's next action by half.

Draconic Desk

1 Acts

Power: 4



1 Range

Life: 20

Wooden Jaw Snap: Deals heavy damage to adjacent players.

Dread Drake

2 Acts

Power: 6



1 Range

Life: 9

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

Duneclaw Wyvern

2 Acts

Power: 5



Sudden Sand Storm
to obscure vision

4 Range

Life: 15

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

Duskdagger Dolphin

3 Acts

Power: 5



2 Range

Life: 5

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

Ebonwing Drake

2 Acts

Power: 6



3 Range

Life: 12

Shadow Blend: Becomes invisible in shadowed areas, striking unseen.

Echo Wraith

3 Acts

Power: 4



The ghostes appropriatioe... to a auning amind, confucliry to glnitry voices that can miistig voices...

Echo Wraith

2 Range

Life: 6

Discord Sower: Can mimic other character voices causing confusion and forcing opponents to miss a turn.

Echoing Eel

3 Acts

Power: 2



ECHORING EEL

suace eels withsterebecrents whshyperel sound waeves,

caurifim-messocilly player caractes withn tw 2 tiles thir 3 no

to lose thirr next cion.

2 Range

Life: 4

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

Echoing Etherwurm

2 Acts

Power: 3



3 Range

etherwurm

An ethercall

yeunliend repulices and it

Life: 14

Mimicry: Replicates the last attack used against it.

Enchanted Echo

1 Acts

Power: 3



5 Range

Life: 4

Misleading Whisper: Causes a player to move in the wrong direction.

Ethereal Examiner

2 Acts

Power: 2



2 Range

Life: 10

Knowledge Test: Punishes players with incorrect answers to riddles, causing damage.

Expellemental

1 Acts

Power: 7



1 Range

Life: 25

Detention Drag: Drags a player to a distant location on the map.

Expellemental

1 Acts

Power: 7



1 Range

Life: 25

Detention Drag: Drags a player to a distant location on the map.

Expellemental

1 Acts

Power: 7



1 Range

Life: 25

Detention Drag: Drags a player to a distant location on the map.

Fearful Fawn

3 Acts

Power: 3



4 Range

Life: 8

Trap Lure: Draws players into hidden traps.

Fernfeather Faedrake

2 Acts

Power: 4



3 Range

Life: 12

Nature's Camouflage: Becomes invisible in forested areas of the map.

Flicht Fiend

2 Acts

Power: 7



2 Range

Life: 7

Twisted Surge: Unleash a powerful attack, dealing damage to all adjacent enemies.

Flicht Fiend

2 Acts

Power: 7



2 Range

Life: 7

Twisted Surge: Unleash a powerful attack, dealing damage to all adjacent enemies.

Flicht Fiend

2 Acts

Power: 7



2 Range

Life: 7

Twisted Surge: Unleash a powerful attack, dealing damage to all adjacent enemies.

Flichts Fury

2 Acts

Power: 6



2 Range

Life: 5

Vengeance Strike: Targets the last player character that dealt damage to it, dealing double damage in retaliation.

Fountain Fiend

2 Acts

Power: 3



3 Range

Life: 10

Playful Splash: Splashes players, causing them to skip a turn or action.

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.

Frostfire Drake

2 Acts

Power: 6



4 Range

Life: 16

Icy Flame: Emits a cone of frostfire, dealing damage and slowing players.

Future Frightener

3 Acts

Power: 2



3 Range

Life: 8

Vision of Failure: Causes hesitation, reducing a player's actions by one next turn.

Galactic Golem

1 Acts

Power: 7



2 Range

Life: 20

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

Galehold Gargoyle

2 Acts

Power: 7



3 Range

Life: 10

Petrifying Presence:
Immobilizes enemies within close proximity due to their fearsome stone appearance.

Galehold Gargoyle

2 Acts

Power: 7



3 Range

Life: 10

Petrifying Presence:
Immobilizes enemies within close proximity due to their fearsome stone appearance.

Galehold Gargoyle

2 Acts

Power: 7



3 Range

Life: 10

Petrifying Presence:
Immobilizes enemies within close proximity due to their fearsome stone appearance.

Galehold Gryphon

2 Acts

Power: 8



3 Range

Life: 10

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

Galehold Gargoyle

1 Acts

Power: 6



3 Range

Life: 10

Stoic Defender: Blocks access to a specific area or character, taking half damage from attacks.

Galehold Gargoyle

1 Acts

Power: 6



3 Range

Life: 10

Stoic Defender: Blocks access to a specific area or character, taking half damage from attacks.

Galehold Gargoyle

1 Acts

Power: 6



3 Range

Life: 10

Stoic Defender: Blocks access to a specific area or character, taking half damage from attacks.

Galewing Guardian

2 Acts

Power: 5



3 Range

Life: 12

Tornado Whirl: Creates mini-tornadoes, moving players and mobs randomly.

Garden Golem

1 Acts

Power: 6



2 Range

Life: 18

Flora Shield: Creates a protective barrier around key map areas or items.

Gilded Guardian

1 Acts

Power: 5



2 Range

Life: 15

Goldstrike: Deals heavy damage and stuns a player for one turn.

Gilded Guardian

1 Acts

Power: 5



2 Range

Life: 15

Goldstrike: Deals heavy damage and stuns a player for one turn.

Gale Drake

2 Acts

Power: 4



4 Range

Life: 14

Fortune's Favor: Can grant temporary buffs to allied mobs or debuffs to players.

Golemducator

2 Acts

Power: 3



3 Range

Life: 12

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

Golemducator

2 Acts

Power: 3



3 Range

Life: 12

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

Guardiagoye

2 Acts

Power: 5



2 Range

Life: 20

Artifact Guard: Immobilizes players trying to take protected items.

Hallway Horror

3 Acts

Power: 3



1 Range

Life: 10

Entangling Stretch:
Stretches across tiles, tripping or slowing players.

Haunting Heartbreak

2 Acts

Power: 2



4 Range

HEARTBREAK HAUNTS

Life: 9

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

Haunting Heartbreak

2 Acts

Power: 2



4 Range

HEARTBREAK HAUNTS

Life: 9

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

Hexhound Hyena

2 Acts

Power: 4



3 Range

Life: 11

Cursed Laughter: Inflicts a curse on bitten players, causing damage over time.

Homework Horror

1 Acts

Power: 3



1 Range

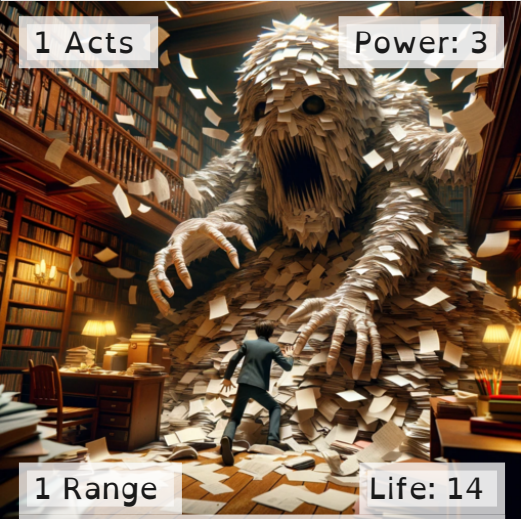
Life: 14

Paper Swarm: Swarms players, causing confusion and missed actions.

Homework Horror

1 Acts

Power: 3



1 Range

Life: 14

Paper Swarm: Swarms players, causing confusion and missed actions.

Homework Horror

1 Acts

Power: 3



1 Range

Life: 14

Paper Swarm: Swarms players, causing confusion and missed actions.

Infernal Inquisitor

1 Acts

Power: 5



1 Range

Life: 7

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

Inkwell Imp

3 Acts

Power: 2



2 Range

Life: 7

Inky Trap: Creates slippery areas, reducing player movement and causing falls.

Insecurcubus

2 Acts

Power: 3



4 Range

Life: 6

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

Iceolation Wraith

1 Acts

Power: 4



3 Range

Life: 10

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

Jadewing Javelin

3 Acts

Power: 5



5 Range

Life: 9

Scale Projectile: Launches piercing scales at a distance, causing bleeding damage.

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



2 Range

Life: 7

Mockery: Reduces a player's confidence, leading to a missed action.

Judgment Jester

3 Acts

Power: 2



2 Range

Life: 7

Mockery: Reduces a player's confidence, leading to a missed action.

Judgment Jester

3 Acts

Power: 2



2 Range

Life: 7

Mockery: Reduces a player's confidence, leading to a missed action.

Lab Luminarie

2 Acts

Power: 3



3 Range

Life: 12

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

Labyrinthine Lemure

2 Acts

Power: 4



2 Range

Life: 7

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

Lantern Lurker

2 Acts

Power: 3



4 Range

Life: 6

Secret Reveal: Illuminates hidden objects or mobs within its vicinity.

Lantern Lurker

2 Acts

Power: 3



4 Range

Life: 6

Secret Reveal: Illuminates hidden objects or mobs within its vicinity.

Lexemantic Lich

1 Acts

Power: 6



3 Range

Life: 14

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

Lexemantic Lynx

2 Acts

Power: 2



1 Range

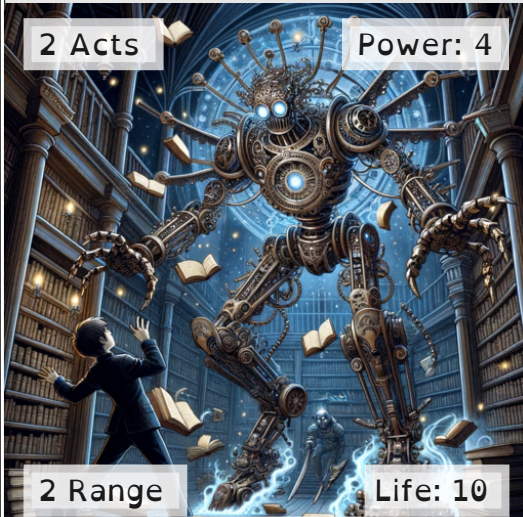
Life: 3

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

Lexilore Librarian

2 Acts

Power: 4



2 Range

Life: 10

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

Lexilux

1 Acts

Power: 1



2 Range

Life: 3

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

Lexviathan

1 Acts

Power: 7



1 Range

Life: 20

Tale Trap: Swallows a player, trapping them in a puzzle for one turn.

Lexviathan

1 Acts

Power: 7



1 Range

Life: 20

Tale Trap: Swallows a player, trapping them in a puzzle for one turn.

Luminary Lurker

2 Acts

Power: 5



2 Range

Life: 11

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

Luminous Lung

2 Acts

Power: 6



4 Range

Life: 13

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

Luminous Lung

2 Acts

Power: 6



4 Range

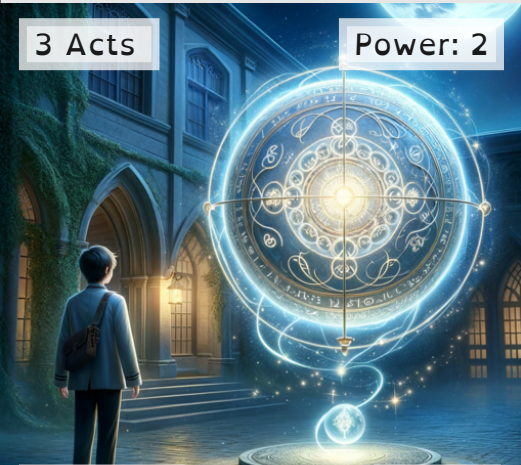
Life: 13

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

Lunar Lantern

3 Acts

Power: 2



4 Range

Life: 5

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.

Lunar Lurker

2 Acts

Power: 5



1 Range

Life: 7

Moonlit Invisibility: Becomes invisible and untargetable during even-numbered rounds.

Maelthustrom

1 Acts

Power: 7



LOS Range

Life: 12

Chaotic Winds: Moves player characters randomly one tile around, disrupting positioning.

Magmamite

2 Acts

Power: 6



3 Range

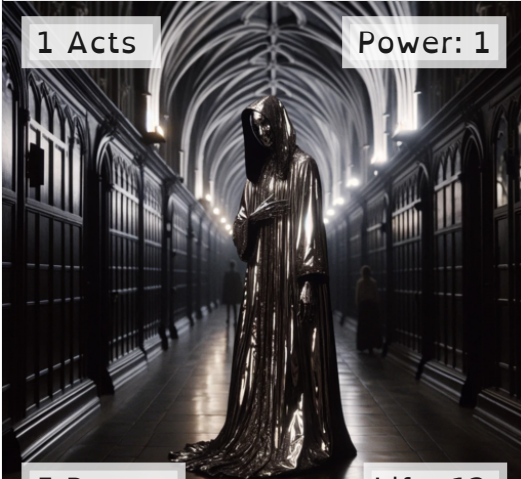
Life: 9

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

Memoirror

1 Acts

Power: 1



5 Range

Life: 12

Soul Reflection: Traps a player's soul, showing their past actions, and immobilizing them.

Memoirror

1 Acts

Power: 1



5 Range

Life: 12

Soul Reflection: Traps a player's soul, showing their past actions, and immobilizing them.

Memoirror

1 Acts

Power: 1



5 Range

Life: 12

Soul Reflection: Traps a player's soul, showing their past actions, and immobilizing them.

Meteortaur

1 Acts

Power: 7



1 Range

Life: 15

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

Mindmire Moth

3 Acts

Power: 3



2 Range

Life: 6

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

Mirror Mimic

2 Acts

Power: 4



3 Range

Life: 8

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

Mirthless Mirror

1 Acts

Power: 0



LOS Range

Life: 5

Soul Trap: Can trap an enemy's soul, causing them to miss turns until freed.

Mistmourn Manticore

2 Acts

Power: 6



1 Range

Life: 9

Sorrow Mist: Reduces the attack power of all player characters within three tiles by two for the next turn.

Mistmourn Manticore

2 Acts

Power: 6



1 Range

Life: 9

Sorrow Mist: Reduces the attack power of all player characters within three tiles by two for the next turn.

Misunderstanding Mimic

3 Acts

Mishistisnding Power: 2



LOS Range

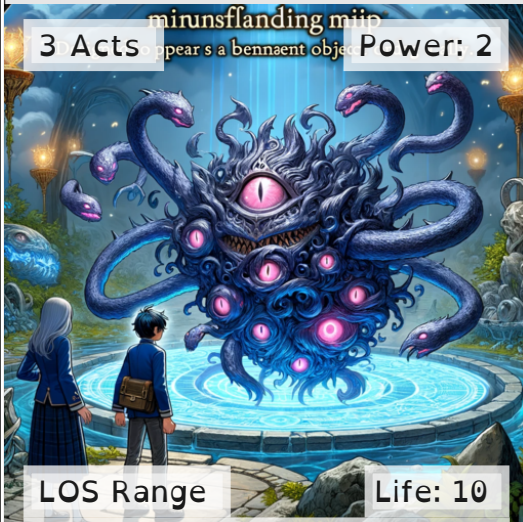
Life: 10

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

Misunderstanding Mimic

3 Acts

Power: 2



LOS Range

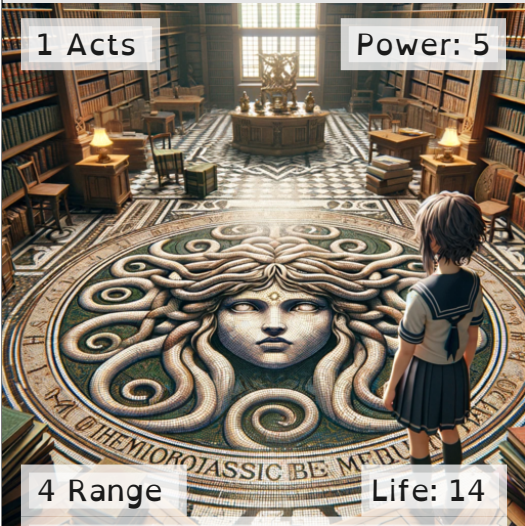
Life: 10

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

Mosaic Medusa

1 Acts

Power: 5



4 Range

Life: 14

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.

Mystchain

3 Acts

Power: 2



1 Range

Life: 5

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

Mystic Mist

2 Acts

Power: 3



5 Range

Life: 8

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

Mystspire Wurm

2 Acts

Power: 4



4 Range

Mystspire Wurm

Life: 11

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

Nebula Naga

2 Acts

Power: 6



4 Range

Life: 13

Realm Weaver: Can teleport a player character to a random location on the map.

Nebula Nymph

2 Acts

Power: 3



5 Range

Life: 6

Calming Aura: Lulls nearby players, causing them to skip their next action.

Nephilim Nightstalker

2 Acts

Power: 6



1 Range

Life: 8

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

Netherknight

2 Acts

Power: 6



3 Range

Life: 9

Ethereal Armor: Reduces all incoming damage by half for three rounds.

Nighthaunt Nymph

2 Acts

Power: 5



1 Range

Life: 5

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

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.

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.

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

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

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

Life: 10

Foresight: Predicts and counters a player's next move, nullifying it.

Obsidian Oculus

3 Acts

Power: 4



3 Range

Life: 10

Foresight: Predicts and counters a player's next move, nullifying it.