

Alchemy Amalgam

2 Acts

Power: 5



3 Range

Life: 18

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

Alchemy Amalgam

2 Acts

Power: 5



3 Range

Life: 18

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

Arcanecher

1 Acts

Power: 6



6 Range

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

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

Life: 15

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

Astralrachnid

1 Acts

Power: 3



4 Range

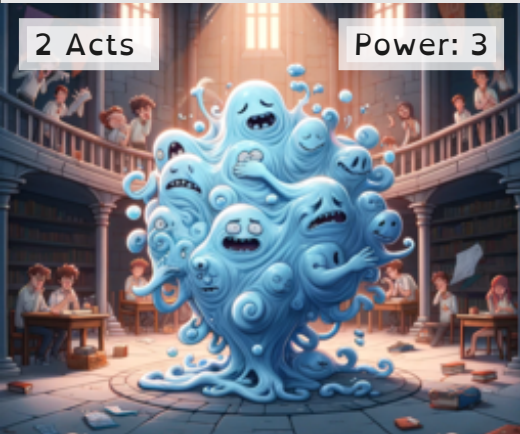
Life: 15

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

Awkward Aberrant

2 Acts

Power: 3



AWKWARDNESS ABERRATION

2 Range

ing creature cries, runs and different
the glapis fishes clacking, ones, omi
ing, good case rom edwardell. -low x-10

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

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.

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

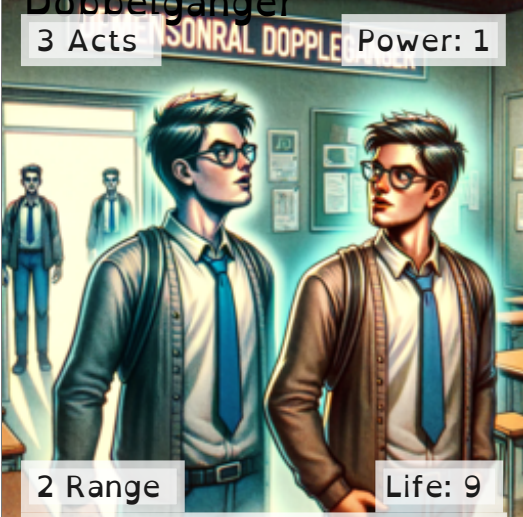
Life: 2

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

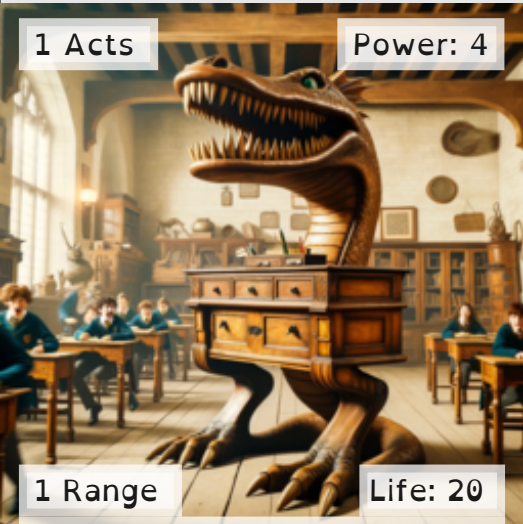
Life: 7

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



4 Range

Life: 15

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

Duskdagger Dolphin

3 Acts

Power: 5



2 Range

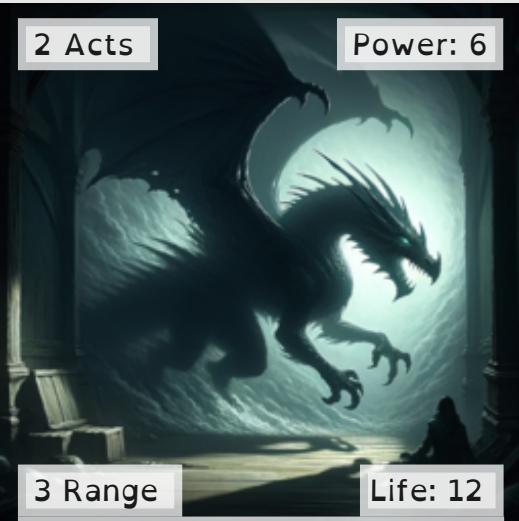
Life: 5

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



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



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

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

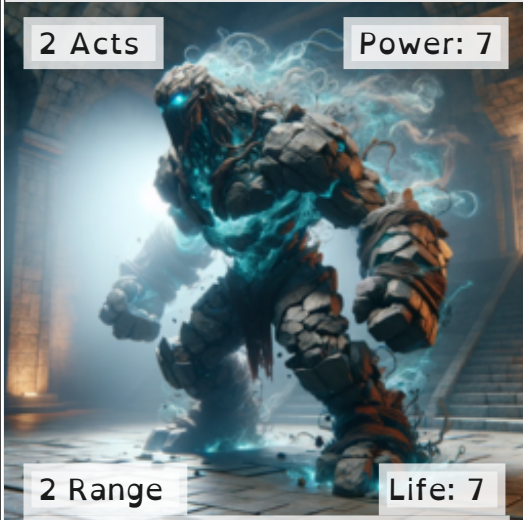
Life: 12

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

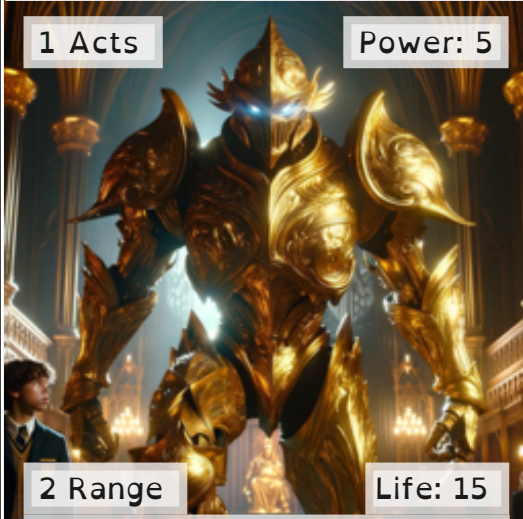
Life: 18

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

Life: 9

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

Haunting Heartbreak

2 Acts

Power: 2



4 Range

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

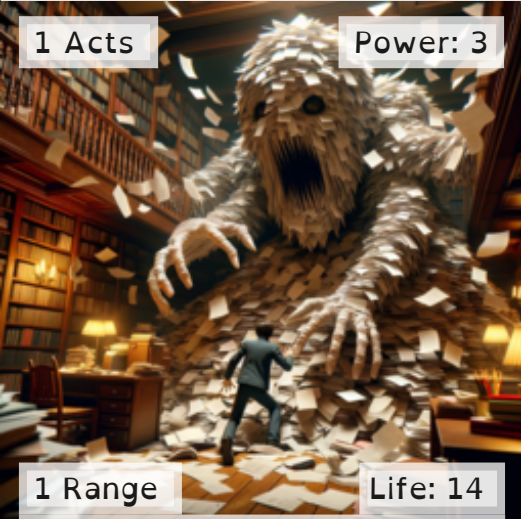
Life: 14

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

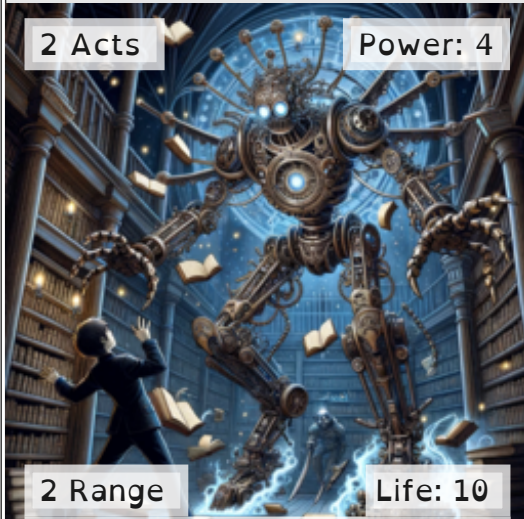
Life: 3

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

Lexilore Librarian

2 Acts

Power: 4



2 Range

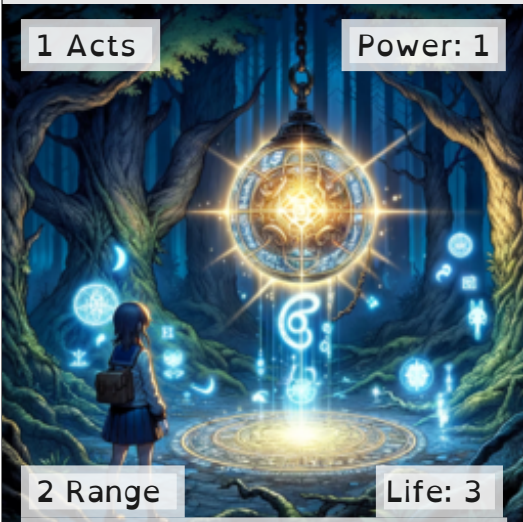
Life: 10

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



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.

Omen Owl

1 Acts

Power: 1



2 Range

Life: 3

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

Orbitowl

2 Acts

Power: 2



6 Range

Life: 8

All-seeing Alert: Alerts all nearby mobs to players' presence, increasing their defense.

Overwhelm Ooze

1 Acts

Power: 5



1 Range

Life: 20

Growth: Gains strength and Life for each turn it remains unchecked.

Overwhelm Ooze

1 Acts

Power: 5



1 Range

Life: 20

Growth: Gains strength and Life for each turn it remains unchecked.

Overwhelm Ooze

1 Acts

Power: 5



1 Range

Life: 20

Growth: Gains strength and Life for each turn it remains unchecked.

Overwhelm Ooze

1 Acts

Power: 5



1 Range

Life: 20

Growth: Gains strength and Life for each turn it remains unchecked.

Pandemonium Parrot

3 Acts

Power: 3



1 Range

Life: 3

Spell Echo: Randomly mimics a spell cast by a player character within the last turn, targeting a random character.

Parchment Phantom

3 Acts

Power: 3



4 Range

Life: 7

Scroll Unleash: Releases a random magical effect on players within range.

Peer Pressure Phantom

2 Acts

Power: 3



1 Range

Life: 9

Swaying Whisper: Coerces a player into taking a suboptimal action.

Perfectick

3 Acts

Power: 2



2 Range

Life: 5

Focus Drain: Drains a player's ability to concentrate, reducing their effectiveness.

Perfectick

3 Acts

Power: 2



2 Range

Life: 5

Focus Drain: Drains a player's ability to concentrate, reducing their effectiveness.

Perfectick

3 Acts

Power: 2



2 Range

Life: 5

Focus Drain: Drains a player's ability to concentrate, reducing their effectiveness.

Pestilence-Bearer

2 Acts

Power: 5



2 Range

Life: 8

Spread Disease: Inflicts a disease status on adjacent player characters, dealing 2 damage each round for three rounds.

Petroptero

1 Acts

Power: 6



4 Range

Life: 12

Stony Stare: Immobilizes a player character for a turn with its gaze.

Planetary Pixie

3 Acts

Power: 3



3 Range

Life: 6

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

Potion Phantasm

2 Acts

Power: 4



2 Range

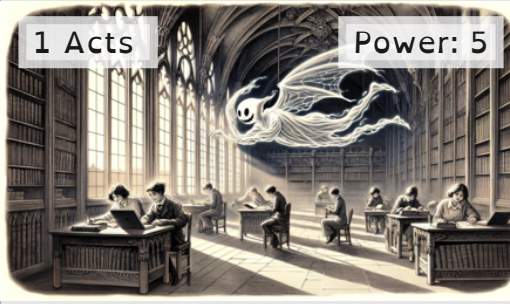
Life: 8

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.

Propagantasm

2 Acts

Power: 1



3 Range

Life: 3

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

Propagantasm

2 Acts

Power: 1



3 Range

Life: 3

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

Prophecy Portal

1 Acts

Power: 0



Prophecy Portal

1 Acts

Power: 0



1 Range

Life: 5

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

1 Range

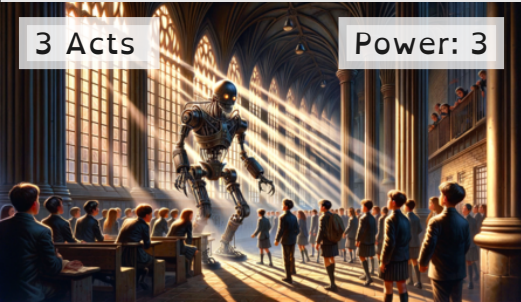
Life: 5

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

Purity Puppet

3 Acts

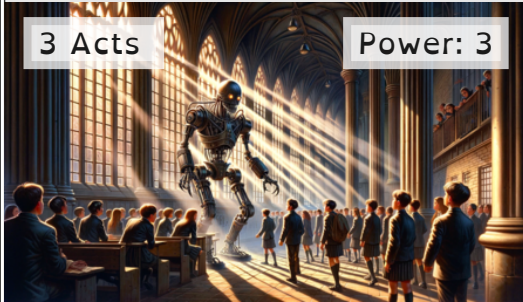
Power: 3



Purity Puppet

3 Acts

Power: 3



3 Range

Life: 5

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

3 Range

Life: 5

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



4 Range

Life: 10

Barrier Slice: Can cut through magical barriers, opening paths for mobs.

Quasarzalcouatl

3 Acts

Power: 5



4 Range

Life: 10

Barrier Slice: Can cut through magical barriers, opening paths for mobs.

Quill Quasit

2 Acts

Power: 3



6 Range

Life: 4

Mischievous Rewrite: Alters player notes or plans, leading to misinformed actions.

Quill Quasit

2 Acts

Power: 3



6 Range

Life: 4

Mischievous Rewrite: Alters player notes or plans, leading to misinformed actions.

Animated Quill

3 Acts

Power: 4



2 Range

Life: 7

Ink Barrage: Launches ink attacks, creating temporary barriers or blinding players.

Animated Quill

3 Acts

Power: 4



2 Range

Life: 7

Ink Barrage: Launches ink attacks, creating temporary barriers or blinding players.

Raccunestone

2 Acts

Power: 3



4 Range

Life: 8

Rune Decipher: Decodes and activates ancient runes, triggering traps or buffs for mobs.

Raccunestone

2 Acts

Power: 3



4 Range

Life: 8

Rune Decipher: Decodes and activates ancient runes, triggering traps or buffs for mobs.

Realm Rat

3 Acts

Power: 2



5 Range

Life: 5

Reality Nibble: Creates temporary portals, causing unexpected movements or mob reinforcements.

Realm Rat

3 Acts

Power: 2



5 Range

Life: 5

Reality Nibble: Creates temporary portals, causing unexpected movements or mob reinforcements.

Rejection Raptor

2 Acts

Power: 4



3 Range

Life: 9

Bond Breaker: Disrupts player collaboration, forcing solo actions for a turn.

Rejection Raptor

2 Acts

Power: 4



3 Range

Life: 9

Bond Breaker: Disrupts player collaboration, forcing solo actions for a turn.

Rejection Raptor

2 Acts

Power: 4



3 Range

Life: 9

Bond Breaker: Disrupts player collaboration, forcing solo actions for a turn.

Riddle Raptor

1 Acts

Power: 3



6 Range

Life: 7

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

Rumorvenant

1 Acts

Power: 4



6 Range

Life: 4

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

Rumorvenant

1 Acts

Power: 4



6 Range

Life: 4

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

Rumorvenant

1 Acts

Power: 4



6 Range

Life: 4

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

Rune-etched Raven

2 Acts

Power: 3



1 Range

Life: 3

Mystic Message: Sends a curse to a player character, causing their skills to have a one-turn cooldown.

Rune-etched Rylak

2 Acts

Power: 6



2 Range

Life: 14

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

Runestone Raider

2 Acts

Power: 5



3 Range

Life: 12

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

Ruthless Raptor

3 Acts

Power: 3



3 Range

Life: 4

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

Scriptid Specter

3 Acts

Power: 2



4 Range

Life: 8

Scripted Fate: Forces a player to repeat their previous action.

Silentry

1 Acts

Power: 6



2 Range

Life: 15

Paralyzing Gaze: Immobilizes a player in its line of sight, preventing actions for a turn.

Silverblood Serpent

3 Acts

Power: 4



2 Range

Life: 6

Mesmeric Gaze: Can stun an enemy for a turn with hypnotic patterns.

Silverscale Serpent

2 Acts

Power: 5



4 Range

Life: 11

Spell Reflection: Reflects spells and physical attacks back at the attacker.

Silversight Scorpion

3 Acts

Power: 4



3 Range

Life: 6

Piercing Sting: Attack bypasses armor, and the target loses 1 life each round for three rounds.

Solar Sphinx

1 Acts

Power: 4



6 Range

Life: 8

Riddle of the Sun: Blocks light sources until players answer its riddle.

Solar Sphinx

1 Acts

Power: 4



6 Range

Life: 8

Riddle of the Sun: Blocks light sources until players answer its riddle.

Solarbane Salamander

3 Acts

Power: 3



LOS Range

Life: 9

Shadow Veil: Darkens surrounding areas, aiding stealth for allied mobs.

Soulshade Stallion

2 Acts

Power: 6



2 Range

Life: 7

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

Lore Reveal: Can share hidden knowledge, revealing secrets or clues.

Staircase Specter

2 Acts

Power: 3



2 Range

Life: 10

Erratic Path: Alters the layout of staircases, changing players' paths.

Stellar Salamander

3 Acts

Power: 4



3 Range

Life: 7

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

Stellar Stalker

1 Acts

Power: 5



4 Range

Life: 12

Blinding Radiance: Emits bright light, reducing the accuracy of nearby players.

Sundial Serpent

2 Acts

Power: 6



3 Range

Life: 8

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

Tempestscale Wurm

1 Acts

Power: 7



5 Range

Life: 15

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

Temporal Trickster

3 Acts

Power: 4



4 Range

Life: 9

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

Testerror

1 Acts

Power: 3



6 Range

Life: 14

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

Testerror

1 Acts

Power: 3



6 Range

Life: 14

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

Testerror

1 Acts

Power: 3



6 Range

Life: 14

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

Tidetooth Wyvern

2 Acts

Power: 6



4 Range

Life: 13

Whirlpool Summon: Creates whirlpools, dragging players to different locations.

Tome Terror

3 Acts

Power: 4



2 Range

Life: 8

Bibliophile's Pursuit: Chases and attacks players who interact with specific game items.

Tome Terror

3 Acts

Power: 4



2 Range

Life: 8

Bibliophile's Pursuit: Chases and attacks players who interact with specific game items.

Tormentle

1 Acts

Power: 4



3 Range

Life: 8

Agony Aura: Causes all player characters within two tiles to lose 1 action on their next turn due to intense pain.

Twilight Terror



Fear Feeding: Absorbs 1 Life point from each player character within three tiles who misses an attack, healing the Twilight Terror.

Veil Viper



Illusory Terrain: Creates illusory obstacles, misleading and rerouting players.

Veil Viper



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Veil Viper



Illusory Terrain: Creates illusory obstacles, misleading and rerouting players.

Veilstreak Viperdrake

1 Acts

Power: 2



2 Range

Life: 2

Hypnotic Display: Mesmerizes a player, causing them to lose their turn.

Void Vulture

3 Acts

Power: 4



1 Range

Life: 6

Space Tear: Creates a one-tile void zone, instantly defeating any player character who enters or is pushed into it.

Vortexvein Varda

1 Acts

Power: 7



5 Range

Life: 14

Black Hole Creation: Pulls players towards it, hindering their movement and actions.

Vortexvein Varda

1 Acts

Power: 7



5 Range

Life: 14

Black Hole Creation: Pulls players towards it, hindering their movement and actions.

Wanderwhisp

3 Acts

Power: 2



3 Range

Life: 6

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

Wanderwhisp

3 Acts

Power: 2



3 Range

Life: 6

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

Wardrobe Wraith

1 Acts

Power: 5



2 Range

Life: 13

Realm Shift: Transports players to a different game area, causing disorientation.

Whisper Wisp

4 Acts

Power: 3



3 Range

Life: 5

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

Hide-ra

2 Acts

Power: 7



2 Range

Life: 19

Camouflage Strike: The Hide-ra has the ability "Camouflage Strike," which it can use every three turns. When activated, the

Hide-ra

2 Acts

Power: 7



2 Range

Life: 19

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Hide-ra

2 Acts

Power: 7



2 Range

Life: 19

Camouflage Strike: The Hide-ra has the ability "Camouflage Strike," which it can use every three turns. When activated, the Hide-ra becomes 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.

Hide-ra

2 Acts

Power: 7



2 Range

Life: 19

Camouflage Strike: The Hide-ra has the ability "Camouflage Strike," which it can use every three turns. When activated, the Hide-ra becomes 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



2 Range

Life: 12

Rune Shield: Once per game, the Grimoire Gargoyle can activate its Rune Shield, rendering it immune to all magical

Grimoire Gargoyle

3 Acts

Power: 4



2 Range

Life: 12

Rune Shield: Once per game, the Grimoire Gargoyle can activate its Rune Shield, rendering it immune to all magical

Memoirror

3 Acts

Power: 0



LOS Range

Life: 2

Echoing Past: The Memoirror can use its ability, Echoes of the Past, to force an enemy unit to relive a traumatic memory. This ability causes the target to 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.

Memoirror

3 Acts

Power: 0



LOS Range

Life: 2

Echoing Past: The Memoirror can use its ability, Echoes of the Past, to force an enemy unit to relive a traumatic memory. This ability causes the target to 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.

Memoirror

3 Acts

Power: 0



LOS Range

Life: 2

Echoing Past: The Memoirror can use its ability, Echoes of the Past, to force an enemy unit to relive a traumatic memory. This

Obsidian Drake

4 Acts

Power: 7



6 Range

Life: 21

Blackfire: The Obsidian Drake can unleash a devastating Blackfire Breath attack in a cone shape, extending up to three

Obsidian Drake

4 Acts

Power: 7



6 Range

Life: 21

Blackfire: The Obsidian Drake can unleash a devastating Blackfire Breath attack in a cone shape, extending up to three spaces in front of it. Any unit caught in this area takes significant damage and is afflicted with a 'burn' status, causing additional damage over the next two turns. The drake can use this ability every four turns.

Obsidian Drake

4 Acts

Power: 7



6 Range

Life: 21

Blackfire: The Obsidian Drake can unleash a devastating Blackfire Breath attack in a cone shape, extending up to three spaces in front of it. Any unit caught in this area takes significant damage and is afflicted with a 'burn' status, causing additional damage over the next two turns. The drake can use this ability every four turns.

Peer Pressors

2 Acts

Power: 2



LOS Range

Life: 11

Conformity Wave: Once every three turns, the Peer Pressors can use Conformity Wave. This ability forces all enemy

Peer Pressors

2 Acts

Power: 2



LOS Range

Life: 11

Conformity Wave: Once every three turns, the Peer Pressors can use Conformity Wave. This ability forces all enemy

Peer Pressors

2 Acts

Power: 2



LOS Range

Life: 11

Conformity Wave: Once every three turns, the Peer Pressors can use Conformity Wave. This ability forces all enemy units within a three-space 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.

Peer Pressors

2 Acts

Power: 2



LOS Range

Life: 11

Conformity Wave: Once every three turns, the Peer Pressors can use Conformity Wave. This ability forces all enemy units within a three-space 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.

