

Alchemy Amalgam

Power: 5

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

Armor Apparition

Power: 4

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

Arcanecher

Power: 6

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

Astralrachnid

Power: 3

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

Awkwardness Aberration

Power: 3

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

Belltower Banshee

Power: 5

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

Bannedshee

Power: 4

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

Best Fiend

Power: 4

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

Blighted Basilisk

Power: 7

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

Bookworm Behemoth

Power: 5

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

Bloodhound Banshee

Power: 4

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

Bully Brute

Power: 6

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

Candle Creeper

Power: 4

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

Celestial Chain

Power: 5

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

Canvas Crawler

Power: 3

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

Celestialtaur

Power: 6

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

Chalk Chimera

Power: 4

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

Crownno

Power: 2

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

Chronicle Chimera

Power: 5

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

Cliqmob

Power: 3

Exclusionary Attack: Deals extra damage to isolated player characters.

Clockwork Custodian

Power: 4

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

Cosmic Chimera

Power: 6

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

Comparistrictor

Power: 2

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

Crested Crow

Power: 3

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

Despairgeon

Power: 2

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

Distraction Brake

Power: 4

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

Dimensional Doppelganger

Power: 1

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

Dorm- pelganger

Power: 2

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

Doubt Demon

Power: 2

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

Dread Drake

Power: 6

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

Draconic Desk

Power: 4

Wooden Jaw Snap: Deals heavy damage to adjacent players.

Duneclaw Wyvern

Power: 5

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

Busk dagger Dolphin

Power: 5

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

Echo Wraith

Power: 4

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

Ebonwing Drake

Power: 6

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

Echoing Eel

Power: 2

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

Echoing Etherwurm

Power: 3

Mimicry: Replicates the last attack used against it.

Ethereal Examiner

Power: 2

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

Enchanted Echo

Power: 3

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

Expellemental

Power: 7

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

Fearful Fawn

Power: 3

Trap Lure: Draws players into hidden traps.

Flicht Fiend

Power: 7

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

Fernfeather Faedrake

Power: 4

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

Flichts Fury

Power: 6

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

Fountain Fiend

Power: 3

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

Frostfire Drake

Power: 6

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

Frightfrost Fox

Power: 4

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

Future Frightener

Power: 2

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

Galactic Golem

Power: 7

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

Galehold Gryphon

Power: 8

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

Galehold Gargoyle

Power: 7

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

Galehold Gargoyle

Power: 6

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

Galewing Guardian

Power: 5

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

Gilded Guardian

Power: 5

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

Garden Golem

Power: 6

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

Gale Drake

Power: 4

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

Golemducator

Power: 3

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

Hallway Horror

Power: 3

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

Guardiagoye

Power: 5

Artifact Guard: Immobilizes
players trying to take
protected items.

Haunting Heartbreak

Power: 2

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

Hexhound Hyena

Power: 4

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

Infernal Inquisitor

Power: 5

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

Homework Horror

Power: 3

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

Inkwell Imp

Power: 2

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

Insecurcubus

Power: 3

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

Jadewing Javelin

Power: 5

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

Iceolation Wraith

Power: 4

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

Jealousy Jinn

Power: 4

Envy Empowerment: Grows stronger for each adjacent rivaling player, increasing its Force.

Judgment Jester

Power: 2

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

Labyrinthine Lemure

Power: 4

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

Lab Luminarie

Power: 3

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

Lantern Lurker

Power: 3

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

Lexemantic Lich

Power: 6

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

Lexilore Librarian

Power: 4

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

Lexemantic Lynx

Power: 2

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

Lexilux

Power: 1

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

Lexviathan

Power: 7

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

Luminous Lung

Power: 6

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

Luminary Lurker

Power: 5

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

Lunar Lantern

Power: 2

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

Lunar Lemure

Power: 5

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

Maelthustrom

Power: 7

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

Lunar Lurker

Power: 5

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

Magmamite

Power: 6

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

Memoirror

Power: 1

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

Mindmire Moth

Power: 3

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

Meteortaur

Power: 7

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

Mirror Mimic

Power: 4

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

Mirthless Mirror

Power: 0

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

Misunderstanding Mimic

Power: 2

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

Mistmourn Manticore

Power: 6

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

Mosaic Medusa

Power: 5

Stony Gaze: Petrifies a player character in range, immobilizing them for a turn.

Musical Mites

Power: 2

Discordant Symphony:
Creates disorienting sounds, causing missed actions or wrong moves.

Mystic Mist

Power: 3

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

Mystchain

Power: 2

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

Mystspire Wurm

Power: 4

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

Nebula Naga

Power: 6

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

Nephilim Nightstalker

Power: 6

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

Nebula Nymph

Power: 3

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

Netherknight

Power: 6

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

Nighthaunt Nymph

Power: 5

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

Oblivion Orca

Power: 7

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

Power: 3

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

Obsidian Obelisk

Power: 0

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

Obsidian Oculus

Power: 4

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

Orbitowl

Power: 2

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

Omen Owl

Power: 1

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

Overwhelm Ooze

Power: 5

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

Pandemonium Parrot

Power: 3

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

Peer Pressure Phantom

Power: 3

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

Parchment Phantom

Power: 3

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

Perfectick

Power: 2

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

Pestilence Plaguebearer

Power: 5

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

Planetary Pixie

Power: 3

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

Petroptero

Power: 6

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

Potion Phantasm

Power: 4

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

Procrastergeist

Power: 5

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

Prophecy Portal

Power: 0

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

Propagantasm

Power: 1

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

Purity Puppet

Power: 3

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

Quasarzalcouatl

Power: 5

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

Animated Quill

Power: 4

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

Quill Quasit

Power: 3

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

Raccunestone

Power: 3

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

Realm Rat

Power: 2

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

Riddle Raptor

Power: 3

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

Rejection Raptor

Power: 4

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

Rumorvenant

Power: 4

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

Rune-etched Raven

Power: 3

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

Runestone Raider

Power: 5

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

Rune-etched Rylak

Power: 6

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

Ruthless Raptor

Power: 3

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

Scriptid Specter

Power: 2

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

Silverblood Serpent

Power: 4

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

Silentry

Power: 6

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

Silverscale Serpent

Power: 5

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

Silversight Scorpion

Power: 4

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

Solarbane Salamander

Power: 3

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

Solar Sphinx

Power: 4

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

Soulshade Stallion

Power: 6

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

Spectral Scrivener

Power: 5

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

Stellar Salamander

Power: 4

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

Staircase Specter

Power: 3

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

Stellar Stalker

Power: 5

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

Sundial Serpent

Power: 6

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

Temporal Trickster

Power: 4

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

Tempestscale Wurm

Power: 7

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

Testerror

Power: 3

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

Tidetooth Wyvern

Power: 6

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

Tormentle

Power: 4

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

Tome Terror

Power: 4

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

Twilight Terror

Power: 6

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

Veil Viper

Power: 3

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

Void Vulture

Power: 4

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

Veilstreak Viperdrake

Power: 2

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

Vortexvein Varda

Power: 7

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

Wanderwhisp

Power: 2

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

Whisper Wisp

Power: 3

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

Wardrobe Wraith

Power: 5

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

Hide-ra

Power: 7

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

Power: 4

Rune Shield: Once per game, the Grimoire Gargoyle can activate its Rune Shield, rendering it immune to all magical attacks for one turn. The shield radiates a mystical energy that also provides a defensive bonus to any allied units within two spaces of the gargoyle.

Obsidian Drake

Power: 7

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.

Memoirror

Power: 0

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.

Peer Pressors

Power: 2

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.